

GALACTIC UNDERGROUND



BATTLELORDS
OF THE TWENTY-THIRD CENTURY

The BATTLELORDS' Player Companion

GALACTIC UNDERGROUND



BATTLELORDSTM
OF THE TWENTY-THIRD CENTURY

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1. The Exploration Times 3

- Revelations 3
- The Exploration Times 4
- Interview with Shrayalzzid Damadec 6

2. Race Expansions 9

- Andromeni 9
- Ashanti 15
- Fott 19
- Furbl 23
- Gemini 27
- Ikrini 31
- Jezzadei 35
- Archetypes 39

3. Discussion of Races 47

- Evolution of a Predator 47
- The One 49
- Racial Opinions 55

4. Matrices Expansion 85

- Matrix Powers: How They Function 85
- Mentors 89
- Matrix Schools 92
- Gemini Matrices 93
- Ikrini Kinetic Matrices 101
- Jezzadei Imprinting Matrices 106

5. Rules Expansion 115

- Badges for Courage 115
- Medals and Commendations 116
- Racial Awards 118
- Game Play Rule Expansions 133
- Some Battle Master Tips 134
- Races Without Reason 138

Appendix 141

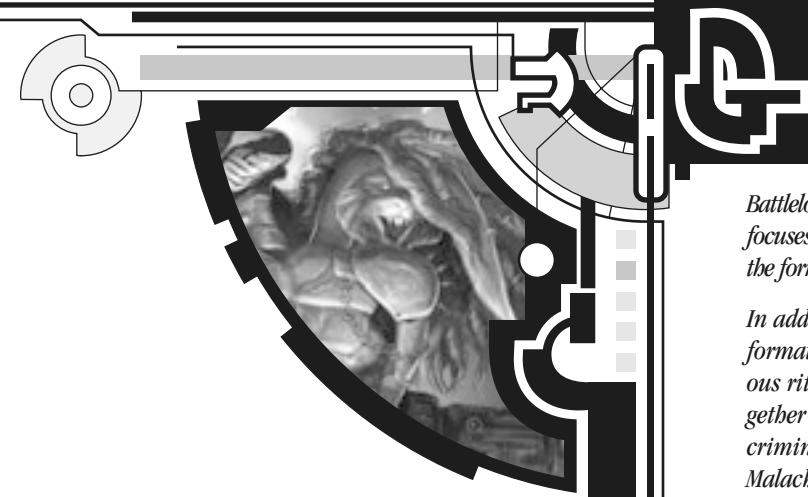
Index 144

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Galactic Underground 2 contains mature themes and it is suggested reading for Ages 14 and above.

CHAPTER 1

The Exploration Times • 1

**IN THIS CHAPTER...****Revelations****The Exploration Times**
Shryalzzid Damadec**REETINGS FELLOW SPACE TRAVELERS**

Welcome to the second book in the Galactic Underground series for Battlelords of the Twenty-Third Century. The Galactic Underground 2. The "GU2" as we like to call it, is a player's compendium designed to enhance the roleplaying opportunities for the Battlelords universe. This revised edition of the Galactic Underground 2 focuses exclusively on roleplaying, featuring seven new species, including the formidable Gemini and the Andromeni, an energy-based life form.

In addition, this edition of GU2 provides extensive background information on the Phentari, including a long look into the mysterious ritual of the Phentari Death Walks. We will attempt to piece together the history of Jaquassarious Phentari, the most wanted criminal in the galaxies. Also, contained inside are interviews with Malachi Armageddon, roving reporter for the Galactic Gazette, who has finally obtained permission to interview Tza Zen Shryalzzid Damadec, outlaw anti-healer biding out in the Fornax Galaxy. The GU2 also offers an in-depth look at racial interaction; how the various species view one another. Well, good luck fellow space traveler, and remember that incoming fire always has the right of way.

This revised edition of GU2 includes new medals and awards for every major species in the game, modified Ikrini matrices, and clarified cross-generation information. In addition, there are new archetypes, a standardized medal and awards information chart, and the racial discussion section now includes interviews for every major species in Battlelords. All of the species in the GU2 have been heavily revised and of course new artwork to name a just a few of the changes we've made.

Well, good luck fellow space traveler, and remember, incoming fire always has the right of way.

REVELATIONS

Many of you have found clues buried in the pages of your books. You have rightly surmised that something is deeply amiss in the Alliance. There is a danger afoot and not all of it originates behind the Arachnid lines. My guess is that you have a question or twenty! Here are some visions seen by the prophets at SSDC.

- 1) Jaquassarious Phentari is actually over 2,000 years old. How did he manage to live so long? Well, you don't know do ya? Let's put it this way, he might not be "all" Phentari!
- 2) Atlanteans are time travelers. This species of nomads has taken to hiding in various time streams concurrent with our own. The random appearance and disappearance of alien spaceships that blink out of existence in our time can be attributed to Atlantean scout vessels operating in our time space continuum.
- 3) In case you didn't know it, doom is coming! The questions remaining are: where do the Arachnids fit in, what has Jaquassarious got to do with the future, and how much is the Council of Timar holding back from the public?

THE EXPLORATION TIMES

In order to keep our readers abreast of the latest galactic events, the following stories have been excerpted from major news services.

Andromedan Chronicles

Further investigations into the mysterious disappearance of the Cizerack warship *Kotor* and the Eridani exploration ship *Erbiticus*, as reported last month, ends in more uncertainty and foreboding. The warship *Maximus Star* and a small contingent of support ships were dispatched to the Thu Nebulon, where the *Kotor* and *Erbiticus* were last reported. In the last year, ten vessels have disappeared in the Thu Nebulon; in the last decade, 55 ships have been lost. The area has since been posted as dangerous. The *Maximus Star* fleet completed the five-day voyage to the Nebulon and reported its entrance. Things seemed routine until last night, when the exploration cruiser *Midnight Star* picked up a distress signal some five light years from the last reported position of the *Maximus Star*.

As a result, this morning, the Alliance Military has restricted all of Sector 12 of the Thu Nebulon. Any vessel found operating within Nebulon space will be assumed to be hostile and fired upon. Reliable sources report that an expeditionary fleet consisting of the Battlecruiser *Discourse*, the Command Cruiser *New Paltz*, the Phentari Mauler Cruiser *Destruction*, and a support fleet of destroyers and frigates have been dispatched to the area.

The *Maximus Star* was a fully armed Alliance Heavy Warcruiser, which made its maiden voyage in the fall of 2240. Also presumed lost are the Human-crewed frigates *Misnos*, *Zarchuto*, *Hindenberg*, *Balshrom*, *Nixon*, and *Cherokee Nation*. The Mutzachan repair ship *Mender*, and the Phentari Destroyer *Pain* have also disappeared. Total missing personnel: 21,547.

Federal Times

New Washington: Reliable sources confirm that a major battle rages between Alliance forces from Starbase 396 and some never before encountered alien species. Reports are sketchy, but it is believed that the Alliance have engaged the enemy within the Kathanarse Abyss. Informants speculate that things are going rather badly for the fleet. At least two ships have been destroyed; the heavy cruiser *Dallas*, along with her sister ship *Houston Wells*. A Phentari Mauler Cruiser was knocked out of action, but managed to limp back to her homeport of Naxtar, reporting heavy damage.

Government officials vehemently deny reports of a battle, and refuse to provide any information as to the disposition of the fleet. Accusations are flying all over New Washington about a cover-up, and yesterday, fleet commander David Kessleman resigned under mysterious circumstances.

The Sculptor Word

The long-delayed colonization of uninhabited Sector 8, Quadrant 4 of the Spirax Galaxy has finally begun. Some 35 million personnel are to settle on the 11 planets over the next 5 years. Land Management teams report that all is proceeding smoothly.

Permanent colonies in this area will provide spaceships much needed facilities and significantly shorten the length of jumps necessary when traveling between sectors. Up until now, ships traveling from

Sectors 7 and 9 within the quadrant were forced to detour to the Essex Battle station at the edge of sector 3. A spaceport, likely constructed on Faras, a planetoid in the Herskel asteroid belt of Viask, would reduce travel time between sectors by almost a third.

Wonderful Science

Three Able Corporation officials have been indicted on counts ranging from criminal negligence and extortion, to murder. The indictments were the result of the five-year investigation by the Alliance Internal Functions Board into what has come to be known as the Ram Scandal. The inquiry is centered on the sale of defective Able Ram Pulse cannons. Nearly 2,500 of the defective cannons were put on the market, despite engineering reports that verified a faulty power plant in the weapon. This defective part has been linked to a series of weapon explosions due to malfunction. Over 150 people have been killed or wounded thus far, a number that well exceeds the acceptable systems malfunction levels set by the Council for Weapons Manufacturing (CWF). Evidence of a massive cover-up has come to light, and one reporter assigned to the story was mysteriously found shot in the head. Preliminary hearings for the trial are set for the later part of this year.

Fornax Post

Government officials report the second space jacking of a luxury liner this month. The trans-galactic liner *Pleasure of Orion* has disappeared over Bemnufont. The ship with all 798 passengers and crew were due to set down on Xensera in the early part of next week, from the port of Krytea. Two high-ranking Eridani diplomats were on board. The *Pleasure of Orion*'s cargo manifest indicated that it was carrying top-secret weapons technology.

The pirate clan Stealth of Orion have claimed responsibility for the space jacking and the Eridani government has lodged a formal complaint with the Alliance. Rumors hint of some possible retaliatory action by the Eridani.

Similarly, two weeks ago, the liner *Sun Cluster* disappeared en route from Harper's World to Bemnufont. It carried some 1,200 passengers. The female and children passengers were later found unharmed on the desert planet Librin with provisions. The Stealth of Orion has been linked to this attack as well.

The Environmental Reporter

Fallout from the nuclear disaster at Welmoth Island last year has been linked to the deaths of over 10,000 Beanese. The fission meltdown was a result of a stuck reactor valve and a subsequent breach in containment. The reactor quickly sunk into the water table beneath the plant and a huge cloud of radioactive gas was released into the air above the city of Wisnick.

Various cancers, including bone cancer and lymphatic cancer, have been attributed to the increased radiation. Activists are in an uproar, and they promise to protest the further production of fission plants on low-level Tech worlds. Better manageable fusion has long since been in place on tech level 4 and higher worlds.

Madd Mike's Mercenary Brochure

Mercenaries for hire. Madd Mike needs the baddest of the bad to put down a slave uprising on the frontier world of Drendlets. Benjari slaves

have taken control of the planet and are slaughtering people by the thousands. If you think this is going to be a cakewalk, you have another thing coming. The insurgents are armed with pulse and Omega technology. Combat pay starts at 10,000cr per month. Furthermore, body count bonuses are offered at 500cr a head. All travel expenses to the frontier



Kizanti garb ranges from the utilitarian to the outlandish. They tend to always dress aggressively or provocatively; always needing to be noticed.

will be paid for by the firm. For information call 333-245-612-896-455-9999 MERC.

Galactic Gazette

The Spirax Warriors continue to hold the number one ranking for Alliance Cyball teams. In last night's thrashing of the Antares Angels, 20-2, the previously unbeaten Angels, who had been ranked number four, fell to a 70-1 record. The Warriors are a full game and a half in front of the reigning champion Rigel Death Knights. The Death Knights are struggling to stay in contention without their star defensive forward, Kag Ram Python. Kag is currently serving a ten-game suspension for killing three-time galactic scoring leader Nakus Python. Fortunately, Nakus' contract mandated automatic resurrection.

The Warriors started off quick with Jake "The Snake" Hammond scoring a short goal on the opening drive, when he broke off a right tackle and scrambled forward before throwing the ball in from 25m out. The ensuing Tri was successful. The next kickoff saw Hooker Fag pass the ball off to hangman Phesuras Phentari. Phesuras warded off tackles with three of his four arms and made the quick pass to Jammer Jamie Gills, who then drove in for another short goal. In the end, Hammond scored his third solo quad for the year. Warrior Rider Michael Hayes was lost for the month when a stick check from Angels Foil Lindey Mandrow tore him open from groin to throat.

Deep Star News

The infamous Jaquassarious Phentari has struck again. He is now credited with the dispersal of a powerful nerve agent over the crowded city of Berman on Annogrebia. The gas has killed 220,000 and wounded some 1,300,000 others.

Reports corroborate the story of a red cloud of gas appearing suddenly above the city. Potent antidotes were only partially successful in reducing the effects of the gas attack. Nerve agents attack the central nervous system and normally kill in seconds. Symptoms include headaches, muscle twitching, dizziness, vomiting, runny nose, and finally death.

Before releasing the gas, the diabolical Phentari sent a cryptic message across the airwaves. "You die because you are weak and pretentious. You see only that which you choose to and ignore the fate that awaits your deaths and undeths, an eternity of torture. You will suffer as you can not imagine."

A reward has been posted "as required," for any information leading to the capture or death of the evil Phentari. Please contact Galactic Control with any information.

The Galactic Monitor

Unsubstantiated reports claim that a group of Space Systems Development Corporation (SSDC) explorers have encountered a new alien species in Sector 3, Quadrant 1 of the Fornax galaxy. Preliminary accounts claim that the Violet Crusaders, a crack mercenary exploration team, discovered the vaguely humanoid life forms who call themselves Takan. The Takan apparently possess tech level 7 weapons technology and have offered SSDC exclusive rights to their science in exchange for unspecified monetary contributions and various information. Competing firms, as well as the government, have eagerly sought out the whereabouts of the Takan homeworld Scarlas.

Top ranking SSDC officials categorically deny the discovery, calling it a ruse employed by the Asteroid Mining Consortium (AMC) to stir up hostili-

Ten Uses for a Mazian

By Ssithisarius Phentari

1. Spread just inside the door of your domicile; a dead Mazian makes an eye-catching welcome mat.
2. Mazians are aerodynamic. Give one to your favorite Ram Python stooge... err... friend, and see how far he can toss it.
3. Mazians make a nice "splat" when dropped from a great height (another good way to keep Ram Pythons amused).
4. After killing your Mazian, stuff it with whatever soft material happens to be handy. You now have a Mazian Throw Pillow.
5. Mazians taste great when fried. As a bonus, they're already pancake-shaped!
6. Python Fun & Games Hint #3: Get a good-sized Mazian and three or four Ram Pythons and have a Mazian Taffy Pull.
7. Mazians make great mine detectors. Just force one to go along about 3 meters in front of you at gunpoint, and it should trigger most mines. As an added bonus, the Mazian should be able to absorb all the shrapnel if (when) it triggers a mine.
8. Cram a Mazian into an interestingly shaped container and deep-freeze it. You now have a Mazian Ice Sculpture.
9. Nail a Mazian to a wall and paint red concentric circles on it. Mazians make good targets, because normal targets don't splat when you hit them.
10. Drop a Mazian into a blender with your favorite fruit flavoring. Voila! Mazian Jell-O!

ties between rival corporations. Several attacks on SSDC operatives have been reported as attempts to gain information about the Takan.

In related news, seven SSDC company employees were brutally murdered while traveling abroad on the planet Beresh. SSDC envoy to the Fornax Galaxy, Erica Matos, has reportedly been kidnapped somewhere in the vicinity of her apartment complex in the cloud city of *Solar Petals*, on Xensera. Several terrorist groups have claimed responsibility for the abduction and authorities are currently looking into the matter.

Finally, the *Thaumaturgist*, an SSDC battlecruiser, was destroyed when pirates attempted to board in order to inspect the cargo. Twelve people were lost in the destruction of the Ghengis Khan class warship, which was valued at 2.4 billion credits before payload.

Talberma Express

Multi-billionaire Enrico Figlinio, the Gen-Human who allegedly discovered the whereabouts of the Kendiro Ruins, has disappeared without a trace while vacationing aboard his luxury yacht Freedom's Dream, off the Tentumlax Nebulon near Inguis in the Voidlands. The spaceship was discovered drifting in deep space by the Landar Salvage team, which was conducting maneuvers in that part of the sector. No sign of the crew was found, although there were signs of a struggle. Reports indicate that numerous blood tracks were found throughout the ship, and a Phentari tentacle lay on the bridge.

Figlinio had purportedly uncovered evidence suggesting the whereabouts of the Kendiro Tomb while surveying the ruins of the Kingdom of Tashan, on the planet Venu. The Kendiro were an ancient warrior caste from the Apatra dynasty. These Buddon masters were members of the 4th House of Eridine, the Bleys-idan Royal Family. The Kendiro Warriors once explored the galaxies in their great space galleons, exterminated inferior species, and thus cleansed the universe of inferior blood. Legend has it that the Kendiro set sail to the Fornax Galaxy to further the land rights of the 4th House of Bleys. Years later, these Buddon masters battled some alien warrior species known as Ri, on the planet Cherbon. The Eridani were ultimately defeated and forced to withdraw from the sector, leaving behind a tomb filled with the riches gathered from their generations of conquest. Rumor has it that the retreating force was ambushed and destroyed while enroute to Eridine by the Ri themselves. No one knows what became of the Ri or the planet Cherbon.

AN INTERVIEW WITH SHRAYALZZID DAMADEC, TZA ZEN RIGELN

Greetings. I am the one you have sought, Orion. My name is Shrayalzzid Damadec, formerly of the Order of Assizza. Now my people know me by another name. They call me 'Tza,' and speak my name only in contempt and hatred. And they are not the only ones.

I see the fear in your eyes. Are you afraid that I will reach into your body and twist your organs with my evil, wicked powers? That I will maim or kill you for my own pleasure? You have nothing to fear from me, Orion. I do not kill for pleasure, nor does pain bring me any joy. I am not your enemy or the enemy of my people. It is they who have rejected me, not I who has rejected my life, my heritage. I have been arbitrarily judged, convicted, and sentenced. My crime? I allowed a sentient being to die.

You are as easy to read as a book, Orion. I see you have already passed judgment on me from the expression on your face, the assumption that my actions were driven by malice. I have known more suffering than you can imagine. Do not presume to judge me, Orion, simply because I chose a path that I thought was correct. Wipe that smug, condescending expression off of your face and listen. Listen and learn, and perhaps you will not be so quick to judge others in the future.

In my day, I was a respected member of my guild, a promising young healer. I followed the calling that so many young Zen hear and sought to use my powers where they were most needed... on the battlefield. I was wounded in battle many times and saved the lives of more soldiers than I can now count. The Alliance pinned medal after medal on my chest, but these were unimportant. I was making a change, playing my role, in a vain attempt to reduce the amount of suffering in the universe. I was complete. I was whole. I had found my calling.

As a combat medic, I was often called upon to make snap decisions regarding treatments for injured soldiers, decisions that could mean life or death. One day, I found a soldier who had been horribly injured. I knew that my power would be enough to save him, yet my efforts would exhaust my powers and medical supplies. Furthermore, he would never be whole again. His body would be a twisted reminder of life. He would have lived in pain; unable to walk or do any of a thousand things that he had before taken for granted. His life, if you can call it that, would have been a never-ending succession of finite moments of agony. As I knelt beside him, I heard the cries of other wounded soldiers, soldiers who

might heal fully and live whole and fruitful lives. With the cries of the wounded in my ears, I looked into the eyes of the fallen soldier, felt his pain, and allowed him to die. The power and supplies that would have been used to keep him alive instead went to heal five other injured men. I grieved for the soldier I did not save, but consoled myself with the knowledge that I had done the right thing. His suffering was at an end.

My suffering, however, had just started. In accordance with the customs of my people, I presented myself before the Grand Tour to confess my 'crime.' He demanded that I repent. He demanded that I admit I was wrong to allow the soldier to die. To do so would be to consign myself to an eternal struggle with my conscience. This I would not do. When I tried to explain, I was quickly branded Tza and exiled, never to see my family or friends again. They now hate and revile me, because of a label applied by one who has not been on a battlefield in decades. I would miss them were it not for the rage that burns within me.

Do you begin to understand, Orion? My people are hypocrites. They heal not for the good of the creature, but for the soothing of their own sanctimonious souls. They are a holier-than-thou species of fools, meddling in the lives of others with no real concern as to whether or not they have the right to do so. In their minds, they have the right . . . simply because they can. 'Our power is our gift and our mandate,' they cry, 'We must use it, this is our calling!' This is a polite way of saying, 'Might makes right.' It does not matter to them that the creature they heal today will starve slowly and painfully tomorrow . . . that is not their concern. All that matters is that they 'help' the poor soul now . . . no matter what the consequences. They refuse to see that death is sometimes necessary, that it can be a far greater mercy than life in some cases. Five times in the past, I have taken a life. Once, I allowed a soldier to die. Once, I killed an infant who had been born horribly deformed to a mother addicted to blue cocaine. Three times, I have killed in self-defense; bounty hunters sent by my people to slay me. This is the height of their hypocrisy, Orion! They condemn me as a murderer for killing their assassins! They truly are unenlightened hypocrites. Blind, foolish beings!

It is true that some Zen do indeed become monsters, living only to inflict pain upon others. I myself cannot conceive such a thing. I am still Zen. I can only assume that they must be mad, and with good reason. If you were reviled by your species, hated by your loved ones, and hunted down like an animal, could you say, for certain, that you would not become a monster? The Tza Zen have been created by the oppression of the Zen, and because of this, the Zen are responsible for the suffering they have caused.

I see the doubt in your eyes, Orion. Good. Perhaps you have learned not to be so quick to judge, not so quick to accept the lies force-fed to you by my people and the Alliance. Now, if you will excuse me, I must go. Do not ask where or what I will be doing. I will be trying to live my life, to heal those who need it, to allow those beyond healing to die their natural and merciful deaths. If I am attacked, I will defend my right to exist. Perhaps I am not perfect and pure . . . but then again, neither are the Zen. Nor are you.





an-drah-men-i

Andromeni

ANDROMENI STATISTICS

VITAL STATISTICS	
+45 IQ	-10 Aggression
-10 Intuition	
SECONDARY STATISTICS	
+40 Terrestrial Knowledge	
GENERAL INFORMATION	
Body Points: 12 + 1d6	Movement: 6 / As Body
Height: As Body	Weight: As Body
Attacks: As Body	Dam/Attack: As Body
Vision Modifier: As Body	Hearing Modifier: As Body
Smell Modifier: As Body	Starting Money: 1d6 x 100
Home Planet: Plias	
SPECIAL ABILITIES	
Unaffected by attacks, other than those that require a Mental SMR	
May inhabit deceased body to obtain a physical form	
Ability to "repair" host body	
Can pass through material objects	
Ability to permanently absorb language skills from hosts	
Can short-circuit Matrix Controllers via physical contact	
LIABILITIES	
10 proficiency points	
Inhabiting a host body permanently reduces the Andromeni's body points by one.	
Cannot interact with material objects, except Mutzachan technology, without host.	
Unable to communicate with other life forms without a host	
Physical skills can only be learned while in a host	
SURVIVAL MATRIX ROLLS	
Chemical: As Body	Radiation: As Body
Biological: As Body	Mental: 25
Poison: As Body	Sonic: As Body
Electricity: As Body	Fire: As Body
Acid: As Body	Cold: As Body
PRIMARY OCCUPATION	
Espionage agent, explorer, astrocartographer, interpreter, wanderer, scientist, physicist	
PROFICIENCY POINTS: 10	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: N/A	IQ: 46/150
Agility: N/A	Constitution: N/A

Hmmm. . .

Well, this form is most enjoyable. It feels quite strong and yet light on its feet. Once healed this will be an excellent container for my intellect.

My goodness, the senses of this creature are much more sophisticated than my last host, pleasant though they were. The scents are coming alive around me, and my vision! My, what a difference! I had thought it was quite limited in that wonderfully barbaric lizard form, but I had grown accustomed to it. But this! The universe has certainly outdone itself in regards to this fine beast.

Well, I'm off. . . Wait, what's this? It seems this creature uses all four appendages to walk properly. This will take some getting used to.

General Knowledge

The Andromeni are the only purely energy-based, sentient form of life ever discovered in Alliance space. Many Alliance citizens doubt that they actually exist and consider them merely a fairy tale, calling them Energy Vampires; akin to Bigfoot on Earth or the Croduc-igan Demon on Eridine. Andromeni seem to prefer it that way and do very little to advertise their presence. The race is currently indigenous to Plias of the Ventros star system in Andromeda, though they may not last there. The Ventros star is collapsing, which will result in a supernova within the next millennia. The Andromeni have secretly asked the Alliance through Mutzachan envoys for relocation aid. No suitable system has yet been found. In the meantime, hundreds of thousands of Andromeni are dispersing into the Alliance to aid the search for a new home and as a way to preserve the species in case the Ventros star novas sooner than expected.

Andromeni naturally exist as energy, appearing as sparkling auras of light, oscillating in size and varying in hue from red to orange. Even green and purple are not uncommon. Their shade changes depending on their emotional state, though they are so subtle only another Andromeni can decipher them. They appear to be composed of mental energy that exists tangibly, leading to speculation that Andromeni were once corporeal beings who shed their physical bodies; perhaps through evolution or design. Extremely ancient ruins on their home planet may reinforce this hypothesis, but no written or oral history exists in Andromeni culture to offer any evidence.

Andromeni got their nickname, "Energy Vampire" from a specific technique they learned shortly after encountering corporeal Alliance races. Andromeni discovered that their unique energy patterns allow them to inhabit a recently dead sentient or animal and seemingly give the corpse new life. An Andromeni has an 80% chance of entering a corpse up to one hour after death, but suffer a -10% penalty for each hour after the first. Once merging with the deceased, the Andromeni will be able to control the being's movements completely within 2d8 minutes. Before that time, the corpse remains still, as the Andromeni traces

the neuro-pathways and residual energy echoes of the brain or other thought processing system. Once attuned to the formerly deceased, the ex-corpse awakens and is ready to go. An Andromeni can heal up to 15 body points of damage to prepare the corpse as a host. Potential hosts that have suffered catastrophic damage (see Battlelords of the Twenty-Third Century) cannot be inhabited unless the Andromeni's repairs raise the corpse's body points to the level where catastrophic damage no longer applies. After inhabitation, the body can be healed through any normal or matrix means, but the Andromeni can no longer use its abilities to heal the body.

For example, a corpse that has a death's door of -10, would suffer catastrophic damage at -30. If the Andromeni finds the corpse at -50 body points it could not be inhabited because the Andromeni's repairs will only raise the corpse's body points to -35, a level still below the catastrophic damage cut-off. If, however, the Andromeni found the corpse at -35 points, it could repair the corpse, restoring it to -20 body points—a level above the catastrophic damage cut-off of -30.

Once possessed, the Andromeni gains all of the racial abilities that the host possessed before death, with the exception of energy-based attack forms or matrix use. In addition, the Andromeni also gains access to all of the host's skills, though at a maximum of 15 levels. For example, if a host has a level 20 beam weapon skill, it is treated as a level 15 beam weapon skill when the Andromeni uses it. However, if the Andromeni already possesses a skill the host has, it may add its skill levels in that skill. The Andromeni can obtain up to 25 levels of a skill in this fashion, bypassing the 15 level limit explained above. For example, if the Andromeni has 3 levels of Physics and the host body has 16 levels of Physics, the Andromeni functions as if it possessed 19 levels of the Physics skill. Any racial limitations on the host's skills may be ignored when combining the Andromeni's skills with the host's skills.

An Andromeni may learn skills it might not otherwise be able to learn while inhabiting a host body, such as physical skills or skills that require tool (or computer) use. For example, an Andromeni could learn weapon skills or Hand-to-Hand combat skills while inhabiting a host body, even though in its natural state the Andromeni cannot pick up a weapon or fight in physical combat.

When an Andromeni leaves its host, it can only remember those skills for which it spent experience or with which it entered the host; none of the host's original skill levels can be transferred with the exception of languages. An Andromeni can permanently absorb any language skills possessed by the host (living or dead), making Andromeni excellent interpreters.

While outside of a physical host body, the Andromeni appears as a shimmering, intangible cloud. They can pass through any kind of material, except for a Flux shield, magnetic bottle, or other energy-only barrier. An Andromeni could even be hanging out in a bar and decide it wants to go check out the nearest moon. It merely floats through the roof, rises into the sky, and heads to the moon; slow though the journey may be (check out the Andromeni's movement rate).

Government

The Andromeni have no government to speak of, nor do they seem to need one. Without physical needs, little must be accomplished on their homeworld to improve life. When needed, as in the desire to find a new homeworld, the race comes to collective agreements rather quickly, though no one as yet can tell how. Andromeni consequently have a dif-

ficult time understanding the concepts of laws, organizations, and social interaction, often finding such trappings quaint and primitive.

Culture

The acceptance of the Andromeni as an intelligent life form has polarized Alliance views on the subject of possession. In fact, great schisms are forming in many of the once solid, established religions. The controversy is philosophical, with much debate over matters of theology and ethics. Otherwise, little is known about the Andromeni's native culture

Physiological Makeup

The Andromeni species is asexual, and an Andromeni merely splits in two to form another separate and conscious being. This occurs every 80-100 years. The life span of an Andromeni is approximately 400 years. Andromeni have no need to eat, sleep, or breath. They can survive in any environment.

Once inhabited, a host body functions physically in the same way it did before death, only now it has a different intelligence directing its actions. A host body will have its normal body points, will react to damage normally, and can be healed normally. In addition, host bodies are subject to the same restrictions and weaknesses that species was susceptible to before it died. For example, an Eridani host body would still take damage from mercury poisoning or a human host body would still drown underwater. However, host bodies are typically not fatigued if they don't sleep, though the Andromeni must make sure its host ingests adequate food and water.

Since Andromeni are immune to damage, all attacks that hit the host body affect the host and not the Andromeni. Furthermore, System Shock rolls do not need to be made in the event of a critical hit because the Andromeni can ignore pain inflicted on the host. However, mental attacks affect the Andromeni, not its host body.

Once a host reaches its Death's Door number, the Andromeni is expelled from the body instantly and the host body once again becomes a lifeless corpse, although an Andromeni can choose to leave a host body at any time before its destruction. A mental attack that would normally kill an Andromeni only results in expulsion from its host body, if it inhabits one. Though mental attacks affect Andromeni, they cannot be killed by them.

Once a body is inhabited by an Andromeni, its original "owner" cannot be resurrected by a Sye-Men, until the Andromeni is expelled or leaves. Moreover, a previously possessed body cannot be re-inhabited by its previous hosted Andromeni or any other Andromeni.

Quirks

Because of their makeup, Andromeni in their natural form are the only known beings who can operate native Mutzachan technology, other than Mutzachans themselves. The Mutzachans tend to resent this, but are at the same time fascinated as to how this is possible. An Andromeni would still need to learn how to use the device, but it would, at least, be possible.

Andromeni generally find a host through opportunity, or, in the most gruesome scenario, follow a being, waiting for them to die (if that being will, in the Andromeni's estimation, be a useful host to promote their travels and search for a new homeworld). Nearly all Andromeni are happy to merely use chance to determine their host, as they find any connection to a corporeal being enjoyable and stimulating. There has

never been any reported act of an Andromeni in one body attacking and killing another seemingly better host to ready it for possession. Though that possibility always exists (you players who are contemplating this know who you are, you slimy murderers!), it has never been known to happen.

Battle Master's Note: It will be tempting for slimy beginning players to try to find a higher level PC or NPC to slay so they can start the game with more skills than anyone else. This is against type and can be allowed, but only with a severe experience penalty. All Andromeni will immediately know this has been done and will send several Andromeni to detain the individual and bring him back to their homeworld for examination and possible dispersal (a.k.a. execution). This has only happened three times since Alliance contact began.

An Andromeni in its natural energy state is not dangerous to any beings except Matrix Controllers or those with latent extraction. An Andromeni who makes physical contact with one of these races has a 90% chance (-05% per level of the touched Matrix Controller) to immediately "short-circuit" the matrix energy the sentient has stored (Jezzadei "innate" Power Points are not affected, but their Renewable Power Points are affected). This causes the target to lose all of their current Power Points for 1d4 hours and consciousness for 1d12 minutes. Needless to say, matrix users do not like to be around Andromeni, though Mutzachans find them endlessly fascinating, bordering on jealousy. While in energy form, Andromeni cannot affect the physical environment, nor can they communicate in any meaningful way to non-Andromeni. However, Chatilians have a 20% chance to understand simple one-word thoughts from an Andromeni.

Weaknesses

An Andromeni in its natural state cannot be affected by any known weapon system or damage; it is virtually "unkillable" in the normal sense. An Andromeni's body points are merely a representation of the number of beings an Andromeni may possess in its lifetime; body points being lost when the Andromeni exits a body. This represents the lifeforce that the Andromeni expended in reanimating the host body. These points cannot be restored. Once at zero body points, an Andromeni disperses into the universe's energy pool, and the character is no longer playable.

An Andromeni's host body can be destroyed, but the Andromeni will be unaffected. Nearly all Andromeni die from old age. An Energy Manipulation matrix with a level 15 Matrix Manipulation check has been known to throw an Andromeni out of a body it was inhabiting, but nothing short of a singularity has been known to destroy one.

Andromeni can possess any formerly living creature, from a bit of plankton to a SUCS2BU (assuming one can be killed). However, possession by an Andromeni only allows the Energy Vampire to use the body as its original host was able to. Thus, a possessed Doonba cannot talk, and a possessed bird cannot fly a skimmer. Conversely, an Andromeni in a tiger (though long extinct), for instance, has all of the speed, agility, and lightning reflexes of that animal.

Andromeni can possess a Matrix Controller (or being with latent extraction) but do not have access to the controller's matrix energy or any matrices or matrix related skills.

Lastly, Andromeni cannot possess I-Bots, whether they're "living" or "dead."

Favorite Item

None really, but they sometimes become attached to a particular host.

Abode

Andromeni have only one natural abode, their home planet. They can exist in nearly any environment, including a vacuum, but are only truly comfortable amongst their own kind.

Dress

Nudity, baby! Raw energy doesn't wear clothing! When inhabiting a host, Andromeni attempt to wear any dress that is appropriate for a host race. Unfortunately, most Andromeni have no idea what that is and often dress and act inappropriately until they learn the habits and customs of their host race.

Hangout

A fresh body is the best place! Aside from that I love to drift in, out, and around any abnormal energy pattern.

Combat Tactics

Andromeni use different combat tactics based on the body they inhabit. Otherwise, they move through solid objects while in energy form, sneak up behind unsuspecting individuals, and then just when you think it's safe, they... kind of float around as they can't really do anything to a corporeal being.

Pets

Andromeni do not have pets, but occasionally they "inherit" a pet owned by its host. Some Andromeni feel obligated to continue to care for the animal out of respect for the host.

Favorite Food

Andromeni have no need to eat, but they like to experience as many different foods as possible when inhabiting a host body. Some overzealous Andromeni have been known to make their host bodies quite obese from overeating or even kill the host by trying to eat something that turned out to be poisonous.

History (Battle Masters Only)

Andromeni were originally a humanoid race, looking much like Mutzachans, but a bit taller. They were an ancient race, having developed interstellar travel nearly three million years before the Mutzachans. The Andromeni of that period were Matrix Controllers with powers of the intellect similar to Chatilians. In their travels they encountered a curious being on the planet Plias; an extremely primitive collection of energy particles that subsisted off the unique cosmic rays given off by Plias' sun. The energy being was not sentient, but its primitive yet pure thought processes intrigued the Andromeni, whose matrix powers of the intellect had grown into a quasi-religion. They saw it as a purer version of themselves, though very primitive. In time, Plias became the most holy site in Andromeni culture, with many of the Andromeni colonizing the world to be closer to these energy beings. A schism in the Andromeni religion left only the believers in the energy beings on Plias, as the rest of the Andromeni race retreated to their original colony worlds. The two

societies developed separately for many millennia, until word reached Plias of a plague that was wiping out the Andromeni on their original home planet. Estimating it would eventually spread to Plias and consume the race once and for all, Andromeni scientists saw a way to avoid extinction: join with their “other selves”. Within decades the process was perfected and nearly all of the Andromeni colonists on Plias joined with their “other selves.” Those that did not were eventually killed by the plague. Over the centuries, the Andromeni lost track of where they came from and who they really are. Records or traces of their ancient culture likely exist on Plias, but none have yet been found or deciphered. No rumors or records exist amongst Alliance cultures about the Andromeni’s forebears since they died off before any of the Alliance species had learned language.

General Occupation

Andromeni generally sign up for exploration jobs, or anything that send them out amongst the stars.

Favorite Food

Andromeni do not have a favorite food, but for sake of the charade they tend to eat the stereotypical favorite foods of the the host body.

The Andromeni View

ON LIFE: My life is only to find a new homeworld.

ON DEATH: I never truly died. I just transform into another form of energy. Even when I am dispersed I merely become part of the vast Universal matter.

ON WAR: So many shells to pick from!

ON THE ALLIANCE: If they can help me find a new home planet, I will acknowledge them.

ON THE UNIVERSE: We are the foundations for its existence. We are a derivative of E=MC2.

ON THE FAMILY: Protons and electrons are my siblings, neutrons my stepsister.

ON SELF: I will exist as long as I can in order to lead others to a new homeworld.

Notable Andromeni Statements

Mutzachans cannot control energy. We are energy and cannot be controlled.

I do what I must because my race must survive.

A corpse is a shell. It is my home and I do not pay rent, though I do make improvements from time to time.

Variations On A Theme

Possession of Living Hosts: 20% of all Andromeni discover that they have the ability to take over a living host, pushing the host's consciousness aside and taking its body. The possessing Andromeni can communicate with the host mentally (it'll probably be hostile), but when possessing a living host, the Andromeni will not have access to its memories or skills without making an Intuition check. This Intuition check has a penalty equal to the target's Intuition and must be made for each memory or skill the Andromeni wishes to access, including language skills.

When inhabiting a living host, the victim is entitled to a Mental SMR at a +30, and the Andromeni must permanently lose one body point whether the attempt was successful or not. Failure indicates the victim is the Andromeni's new host. Success, means the Andromeni cannot try to inhabit that host again without expending another body point. Mental attacks or killing the host are a few ways to remove an Andromeni from a body, though the Andromeni can leave anytime it wishes. Andromeni find this practice extremely distasteful, but like all cultures, a few rebels follow this practice (again, you know who you are).

Andromeni can remain in living bodies for 5d10 hours minus the target's Mental Bonus (if any), after which point they are automatically expelled. Andromeni cannot increase the body points of a living target through the use of their innate abilities.

ANDROMENI CHARACTER CREATION

Creating an Andromeni character is unique amongst all Battlelords races. First, only four Primary Statistics need to be rolled for the Andromeni: Intelligence, Intuition, Aggression, and Charisma. Next, determine the Andromeni's Secondary Statistics: Terrestrial knowledge, Military Leadership, Persuasion, and Bargaining. Then, calculate the Andromeni's Mental SMR and determine its social class. If rolling on the optional I Was Just Growing Up tables (see *Galactic Underground 3*) now would be the time to do so. The Andromeni's listed movement only applies when it is in its energy form; otherwise it uses the host's movement rating. The Andromeni's body points represent the number of beings an Andromeni can possess (see Weaknesses). The very first host transfer costs no body points.

Second, once the stats are rolled for the Andromeni, roll on the Initial Host table (2d12 or BM's Choice). This will determine the species of your initial host. Then determine the host's Strength, Manual Dexterity, Agility, and Constitution normally. Don't forget to apply any modifiers based on the host's species. The hosts Primary Statistics must be re-rolled whenever a new host is found.

Fourth, determine the host's body points, height, weight, size class, movement, number of attacks, damage per attack, Vision Modifier, Smell Modifier, and Hearing Modifier. Next determine the host's SMRs adjusted for high or low Constitution scores; ignore the Mental SMR. Adventurous players and BMs can also determine the host's social class and roll on the Fickle Finger of Fate Table, and the appropriate I Was Just Growing Up tables. Rolling on the tables isn't necessary, but it can help to flesh out the background of the corpse the Andromeni has made his newest home.

INITIAL HOST TABLE

ROLL	SPECIES
2	Aeodronian
3	Ashanti
4	Chatilian
5	Cizerack
6	Eridani
7	Fott
8	Furbl
9	Gemini
10	Gen-Human or Human (roll 1d6, odd = Gen-Human, even = Human)
11	Goola-Goola
12	Ikrini
13	Jezzadei
14	Kizanti
15	Mazian
16	Misha
17	Mutzachan
18	Orion
18	Phentari
20	Pythonian (roll 1d6, odd = Python Lizard, even = Ram Python)
21	Sye-Men
22	Tanndai
23	Tza Zen
24	Zen Rigeln

Fifth, roll on the Initial Host Skill Table to determine the categories of skills the host possesses. More aggressive or militaristic host species will likely have more combat-oriented skills. Please note that these skills represent the skills of the host and not the Andromeni, which has 10 points to spend initially. The Andromeni's skills will transfer from host to host. In contrast, host's skills, which are determined by the table, will be lost when the Andromeni moves to a new host. Experience Points are recorded normally and any skills learned by spending Experience Points are retained permanently.

Initial Host Skills Table

Step 1) Roll 1d100

Step 2) Add the amount you rolled on the Initial Host Table above to the amount you rolled in step 1.

Step 3) Take the value from step 2 (1d100 + Initial Host Table roll) and consult the table below to determine the initial host's primary skill category.

Step 4) Spend the host's starting skill points, determined by species, on the skill category determined in step 3 until you run out of skill points or spend 25 skill points, whichever occurs first. This becomes the host's primary occupation.

Step 5) If skill points remain, roll 1d100 and again consult the table below. Do not add anything to this second roll. Spend the host's remaining skill points on the skill category determined in step 4 until you run

INITIAL HOST SKILLS

ROLL	SKILL FIELD
1-5	Medical Treatment
6-10	Arts & Crafts
11	Animal Handling
12-17	Social
18	Academic
19	Alien Tech
20-25	Business
26-30	Journeyman Skills
31-35	Computers
36-40	Science
41-45	Engineering
46-50	Robotics
51-55	Cybernetics
56-60	Deep Space Operations
61-65	Communications
66-75	Espionage & Security Systems
76-80	Vehicles
81-100+	Weapons, Gunnery, Physical, & Military Skills

out of skill points or spend 15 skill points, whichever occurs first. This becomes the host's secondary occupation, depending on the number of skill points spent. It's ok to roll the same skill category twice.

Step 6) The host's remaining skill points, if any, are spent as the BM sees fit.

Finally, the BM will determine the number of credits the host possesses and what armor, equipment, and weaponry that the host owned. This is usually based on the host's occupation, social status, starting cash, and the average amount of gear the other characters in the group currently have.

Note 1: Andromeni do not gain any benefit from Expertise or Mastery of a skill and cannot specialize.

Note 2: If the Andromeni purchases the Agility, Body Points, Body Equilibrium, Breathing, Deep Sleep, or Strength skills (or injections when available) using its own skill points, these skills only affect the host body, not the Andromeni. Furthermore, these physical skills stay with the host body and are not retained by the Andromeni when leaving the host. The Andromeni gains no benefit from these physical skills. Andromeni can only learn physical skills while in a host body.

Optional rule: When an Andromeni first inhabits a body, it has no idea what skills it has acquired and must merely try things to find out. For instance, an Andromeni may try to pick a fight to see if it knows Hand-to-Hand Combat. If the body knows the skill, all levels are immediately available. If not, oh well.



ə-shan-tee

Ashanti



ASHANTI STATISTICS

VITAL STATISTICS	
+10 Strength	+25 Agility
-10 Manual Dexterity	-10 Constitution
SECONDARY STATISTICS	
+10 Terrestrial Knowledge	+30 Military Leadership
GENERAL INFORMATION	
Body Points: 6 + 1d6	Movement: 09/09/75
Height: 78 + 2d4	Weight: 160 + 3d6 x 10
Attacks: 4 Punches	Dam/Attack: 1 Point
Vision Modifier: 0	Hearing Modifier: +10
Smell Modifier: +90	Starting Money: 5d6 x 100
Home Planet: Nasar	
SPECIAL ABILITIES	
Multiple Limbs	Spatial Sense
3rd Level Etiquette	
LIABILITIES	
40 proficiency points	
Cannot heal broken bones normally	
SURVIVAL MATRIX ROLLS	
Chemical: 30	Radiation: 25
Biological: 30	Mental: 55
Poison: 30	Sonic: 35
Electricity: 50	Fire: 25
Acid: 20	Cold: 18
PRIMARY OCCUPATION	
Military tactician, logistics officer, martial artist, military historian, ship captain	
PROFICIENCY POINTS: 40	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 41/120	Agility: 39/138

The Alliance; an interesting subject that. Unruly beyond belief and yet still quite powerful and long-lasting. Just think of what they could accomplish if they embraced the Sacred Rules in their entirety. Even merely learning the Standard Greeting Upon Meeting a New Foe/Friend #13 might be a good start.

I am giddy at the prospect of getting my hands on some of their histories. Most have been warlike for so long, that there must be knowledge of the war arts that we can add to the Ashanti Rules of Battle.

Their lack of sophistication in communication is becoming quite exasperating however. While we communicate efficiently and with great rapidity and meaning, most of these Alliance beings yammer on and on, so much that they seem to have trouble even understanding themselves. So wasteful. Still, one must be patient and polite and give them the benefit of the doubt; Rule 234b and 56 don't you know.

General Knowledge

The Ashanti hail from Nasar in the Andromeda galaxy and are currently petitioning for full membership in the Alliance. Many support their application in the upper echelons of the Council due to their considerable knowledge of combat tactics. The primary opposition to the application comes from the Eridani and the Phentari.

The typical Gaunt lives up to the Orion nickname. Tall and slender to the point of looking emaciated, the Ashanti possess surprising strength in their thin limbs. They have gray, leathery skin, with hints of red-brown in recessed areas. The skull of an Ashanti is elongated, and the face maintains a constant, somber demeanor. The Gaunts don't use facial expressions to display emotion. Instead, they emit pheromones, which are undetectable to anyone but another Ashanti. The most noteworthy feature of the species, though, is the four long arms. They can use these arms to fire multiple weapons with devastating precision, engaging up to two targets at one time with no penalty. Furthermore, the Ashanti possess an acute sixth sense, which makes them aware of the precise location of objects around them. This spatial awareness makes their attacks incredibly accurate. Any shot made by an Ashanti, including Snap Shots, is considered an aimed shot and the penalties for all called shots are reduced by 10%. This ability functions regardless of how far away the target is from the Gaunt, as long as the Ashanti can see the target and its surroundings.

At very close ranges (within 2m), the Ashanti's spatial awareness becomes so acute that the Gaunt does not need to see the target in order

for this ability to work. The Ashanti will be aware of any object within 2 meters of their person, including invisible (but not intangible) objects. Their special awareness will also make them aware of objects that they can not visually perceive because of darkness, blindness, physical barriers (intervening walls, around corners, etc), or because they are facing the wrong way as long as they are within 2 meters of the object. Without actually seeing the objects, the Ashanti cannot determine the object's color or texture and will only be aware of the object's size and shape. This ability to mentally visualize an object's position in relation to themselves makes the Ashanti superb military tacticians.

Government

A limited monarchy governs Nasar. The ruling family's decisions may be overridden by the People's Council, a parliamentary body designed to keep the powers of the monarchy in check. The current King, Elodane III, has maintained power for twenty-seven years and is well regarded by his subjects.

Culture

Ashanti culture is impossibly complex, with a convoluted social structure. Social morays and codes of conduct are never broken. This philosophy applies to all aspects of life, including eating, sleeping, greeting friends, waging war, and, yes, even going to the john! Alliance anthropologists have yet to fully make sense out of this life system.

Ashanti children are eager learners. Some scientists have suggested that this talent for absorbing information allows Ashanti to assimilate the subtleties of the Sacred Rules of Conduct, extremely large tomes detailing all Ashanti rules of conduct.

Physiological Makeup

The species is difficult to classify by conventional standards. They share characteristics with both mammals and reptiles. For example, they are cold-blooded, but bear their children alive. Ashanti possess limited homeostatic capabilities; they do not show up on Infrared (IR) scanners in environments with "normal" temperature ranges. In arctic or tropical climates, the Ashanti's limited ability to maintain their body temperature will usually give them away to IR scanners (BMs discretion).

The Ashanti communicate amongst themselves primarily by means of pheromones, and if necessary, one can communicate basic concepts to another without speaking a word from as far as 7m away. Ashanti are hermaphroditic. Any member of the species may fertilize another, who then bears the offspring. For convenience, Alliance members generally refer to them as he, as they resemble the Human conception of male more than they resemble the female conception. Ashanti live to be approximately 130 years old.

Weakness

The bones of an Ashanti will not heal normally. Any bone critical is permanent unless the bone is replaced. The replacement procedure costs up to 20,000 credits and requires one month of recovery time, not to mention skilled medical personnel and an adequate facility.

Quirks

The strangest thing about Ashanti is their incredible politeness. They always display the best of manners, even when slicing you open. "Oh,

I'm terribly sorry about bloodying your clothes . . . allow me to compliment you on your technique, it was most impressive before I cut off your arm." An Ashanti who is forced to forego his usual impeccable manners . . . say, by being dragged off before he can complete the Ritual of Formal Challenge to a pack of Arachnids, will usually become very distraught.

History

The Ashanti are a warrior species whose written history dates back some 7,000 years. The turning point in their evolution was the emergence of the great leader Yorada, who carved an empire for himself spanning most of his homeworld. In addition to being a mighty warrior, Yorada was also wise, and he realized his people could never achieve their full potential so long as they remained in the mire of chaos. Thus, he had the best scholars in his kingdom write the core of the Sacred Rules of Conduct, a code which dictated the means by which battles would be fought, surrenders accepted, and lives lived. On pain of death, all Ashanti were commanded to learn this code and adhere to it. Ashanti historians call this The Great Emergence, and place the date at 3250 B.C.

Over the centuries, the Sacred Rules of Conduct have grown to embrace all aspects of Ashanti life. Though the death penalty no longer exists on the Ashanti homeworld, most of them would no more consider violating the Rules than they would consider chopping off one of their own arms. The belief that these rules are good and necessary is bred into them from birth.

The first meeting between the Gaunts and the Alliance was less than fortuitous. An Ashanti exploration vessel happened across an unofficial skirmish between Phentari and Eridani light cruisers. They requested safe passage, as allowed for by their Rules of Conduct. Both sides, reluctant to allow a witness or possible new enemy, opened fire. The lightly armed Ashanti frigate was heavily damaged by the opening salvo, but still managed to defeat both the Eridani and Phentari, thanks to brilliant maneuvering and use of crossfire by the vessel's captain. This humiliating defeat has played a large role in the reluctance of the Eridani and Phentari to approve the Ashanti petition to the Alliance.

Favorite Item

Ashanti have no specific favorite item. However, many are fond of keeping a copy of the Sacred Rules somewhere in their dwelling. These rules take up twenty-eight volumes! Gaunts are very fond of big, complex war games. If you want to make an Ashanti really angry, sneak into his game room and point the fan at the game of Gettysburg he's been playing for the last five months!

Hangout

The Ashanti enjoy spending time at battle sites, judging distances, and calculating troop maneuvers. They can also sometimes be found in parks, enjoying the fresh air, while chiding others into a friendly game of chess.

Dress

Typical Ashanti apparel consists of a loose kimono-like tunic of a fine-woven, sturdy black material and pants of the same fabric. Gold and silver trim, rarely ornate, is common, however generally reserved to those of the upper classes.

Abode

Ashanti prefer to live in hive-like dwellings made up of dozens of small rooms, each with its own specific purpose. Furniture is more functional than fanciful, and the decor is very subdued by human standards.

Combat Tactics

Brilliant, precise, and devastating. Ashanti are predictable in combat, due to their adherence to such a rigid set of rules. However, because other species can't comprehend most of these rules, very often the Ashanti will do something that catches an opponent completely off-guard.

Note: In figuring the cost of Ashanti armor, add 1 to the Size Class (maximum of 8). The Ashanti's secondary arms have the same amount of Integrity and Absorption as their primary arms. Their armor's Absorption and Integrity is *not* divided in half, as with the Phentari.

General Occupation

Many Ashanti have found their way into mercenary forces, where they serve as officers. Some of them also find employment as tactical advisors on board starships. A few have taken up the profession of bounty hunter.

Favorite Food

The Ashanti favor impossibly complex and delicate dishes blending vegetables and a small amount of meat. Only a very few of the finest Orion chefs have been able to successfully master the art of Ashanti cooking.



Pets

Ashanti keep no pets due to its prohibition by an obscure passage in the Sacred Rules.

The Ashanti View

ON LIFE: We struggle to bring order out of chaos. In this manner, we give our lives meaning. That is why we must all strive to adhere to the Rules of Conduct. Without them, our lives would be meaningless entropy.

ON WAR: Battle is merely another of the activities which make up life. Like all others, it has rules, which must be followed if anything other than pointless bloodshed is to be accomplished.

ON THE ALLIANCE: A powerful regulatory body, but I have my misgivings. If they cannot maintain order in their own bureaucracy, how can they hope to maintain order among their citizens?

ON THE UNIVERSE: It is the canvas upon which we paint the portrait of our lives.

ON THE FAMILY: How do you mean family? Do you mean my immediate nuclear unilinear family? Or my second-tier spousal family? Or my filial post-generation family? Or . . .

ON SELF: I seek to have meaning by doing everything I do to the best of my ability.

Notable Ashanti Statements

I hereby formally give notice that you have caused offense, and I challenge you to a duel according to the Sacred Rules.

After you. No, no, I insist . . . after you. Oh, please, you're too kind, but I really must insist . . .

Variation On A Theme

The Silent Ones: These Ashanti belong to a barely tolerated sect of warriors who hire their services to the highest bidder. The Silent Ones are famous for both their martial skills as well as their oath of silence. Though these Ashanti still act polite, their silence can be construed as rudeness. As a result, tension exists between the Silent Ones and the rest of Ashanti society. Their propensity to work as assassins also causes friction. To maintain politeness, they usually send a note to the intended victim informing him or her of when he or she will be killed, providing adequate time for the victim to straighten out his or her affairs before death. The Silent Ones tend to sequester themselves in isolated training camps where they perfect their skills.



FOTT STATISTICS**VITAL STATISTICS**

+15 Strength	+5 IQ
-15 Manual Dexterity	+15 Agility
+10 Constitution	+20 Aggression
-10 Intuition	-25 Charisma

SECONDARY STATISTICS

-20 Terrestrial Knowledge	+5 Military Leadership
-15 Persuasion	+5 Bargaining

GENERAL INFORMATION

Body Points: 4 + 1d8	Movement: 15/15/60
Height: 72 + 1d12	Weight: 200 + 10d10
Attacks: 2 Punches	Dam/Attack: 1 Point
Vision Modifier: +20	Hearing Modifier: +40
Smell Modifier: +20	Starting Money: 4d6 x 500
Home Planet: Delphix-9	

SPECIAL ABILITIES

Ability to jump large distances
3rd Level Archaic Hand Weapon (slingshot)
3rd Level Archaic Powder Weapon (rifle)

1st Level Taxidermy**LIABILITIES**

Fire attacks do double damage
Will not use fire or heat-based weaponry

SURVIVAL MATRIX ROLLS

Chemical: 15	Radiation: 20
Biological: 10	Mental: 40
Poison: 15	Sonic: 05
Electricity: 15	Fire: 10
Acid: 15	Cold: 20

PRIMARY OCCUPATION

Artificial life form, farmer, laborer, mercenary, burden-on-the-system

PROFICIENCY POINTS: 50**VITAL STATISTICS MINIMUM/MAXIMUM**

Strength: 41/120	IQ: 11/110
Agility: 39/134	Constitution: 31/120



I'll show those damn Alliance Revenuers a thing or two if they ever set foot on my land agin. Dirty No-hairs! They up and tried to take my Betsy. Who'n is Betsy you say? Why if'n she ain't the purtiest darn pickup truck thar ever was.

Who'er you any way boy? You one of them Alliance Battlelords? I like them folk. We share the same way'a think'n. If'n you gots a problem, then just shot it. Wait. No Battlelord wears fancy shirts like you is. Get the hell off my property! I'm gonna get Mabel and fill your guts full of lead!

General Knowledge

The presence of this species has caused great turmoil throughout the Alliance. Under what criteria does the central government determine when and if a synthetic organism is sentient and aware? All sentient organisms maintain certain inalienable rights as defined by the Confirmed Social Sanctions Act of 2110. However, each sovereign species mandates its own edicts concerning what is sentient and therefore equal. To Eridani and Phentari, sentience is defined by a physical quality, as well as the ability to perform independent mental thought processes. Mutzachans and most of the other species define sentience as that quality which allows one to make conscious and rational decisions. All governing species agree that synthetic life forms that are inorganic are less than equal. The notable exception has been the Gemini, who are not synthetic, but are a non-organic, silicon-based life form currently petitioning for entrance into the Alliance.

The central government now faces the problem of what to do when Uncle Ernie and his Minions of Doom seeded a planet with a species of synthetically manufactured, intelligent, life forms developed primarily from Human and rabbit DNA. Called Fott, these creatures were deposited on Delphix-9 of the Netas Hydri star system in the And-3 galaxy around 2256, five years after that part of And-3 was annexed, but before the Alliance had prepared it for colonization.

The specimens were prolific, reproducing about once every 2 months. The population grew to over 5 billion by the time the Human Exploration ship Purveyor discovered the species in 2270. The Alliance now faced quite a quandary when they discovered that a flourishing species of sentient, man-sized, rabbit-like life forms inhabited the planet. The Fott are synthetic, but have been produced to meet all the criteria of sentient life forms. They even meet physical standards set by the Eridani and Phentari. As a result, the Fott automatically became Alliance citizens, and therefore were entitled to the inalienable rights of any other sovereign species. The Alliance senate amended the Social Sanctions Act in 2072 to exclude life forms, which are not native to annexed worlds or which were altered after annexation from its protections. The Fott are not well liked by the other species in the Alliance.

Fott themselves have caused great dissension among Alliance citizens. They are irascible and dangerous, often hiring themselves out as itchy trigger finger mercenaries. Fott are intelligent, aggressive, and naturally curious. In addition, though the Fott had no access to technology on their undeveloped and adopted homeworld, they possess an innate knowledge about technology in the form of genetic memory. As a result, all Fott possess certain skills and knowledge, which are transferred genetically from parent to offspring. Uncle Ernies' genetic manipulation has also imparted certain genetic predispositions into the Fott's temperament and preferences. All Fott are extremely aggressive, but generally not towards each other. These creatures view all other life forms with hostility. Despite the Fott's general predisposition towards violence, they still manage to remain inquisitive.

Government

Fott do not support the theory of a central government. Rather, they believe that they cannot be governed by anyone other than themselves. A government not of the people cannot govern the people. They begrudgingly accept Alliance rule and exploit as many Alliance resources as they can legally obtain. Then they ask for more.

Culture

A Fott culture, if you can call it that, has been artificially created by Uncle Ernie and programmed into their brains. Even personal preferences and personality traits have been genetically imprinted on the species. Some speculate that Uncle Ernie has given the Fott every negative trait possessed by the human species. Fott were biologically engineered to be generally aggressive, reckless, obnoxious, lazy, resistant to change, and anti-social. They're also racist and encourage the enslavement of lower-species. However, the Fott have some redeeming qualities that were no doubt implanted in order to make them more of a drain on Alliance resources. Fott are naturally inquisitive and adaptive. They excel at learning new technologies and integrating them into their culture. Anything that will allow a Fott to work less is likely to be greeted with open arms. They are also dangerous combatants, even enjoying warfare. They like the camaraderie that warfare creates among the soldiers and enjoy the feeling of fighting to protect other Fott who are unable to feel the rush of combat. When the Fott tried to gain their independence from the Alliance they were united on a global front, with every single Fott on the planet ready to fight. No other Alliance species could muster the same incredible unity.

The Fott don't seem to mind that they were artificially created, and they hold no ill will toward their creator despite the fact that their entire reason for existence is to annoy and burden the Alliance. No doubt, Uncle Ernie programmed this lack of inner-conflict about their existence into their psyche.

The Fott have developed industrial technology at an amazing rate thanks to their genetically implanted skills. The Fott did not develop the concept of currency until integrated into Alliance society, previously having bartered with each other for supplies and equipment. When the Alliance annexed the planet, the Fott began consuming and adopting Alliance technology with abandon, with a few notable exceptions (see Quirks). As a result, Fott society has become a mish-mash of old and new. It's not uncommon to see Fott riding in internal combustion vehicles while talking to relatives on other colony worlds via an interplanetary comm-link. This has produced dangerous and unpredictable accidents and violence on Fott colony worlds, and some have likened it to giving small children particle weapons as toys.

Fott prefer to live in rural, agrarian communes, growing their own food and being suspicious of outsiders; yet they don't mind if an AI system pilots the tractor, while PADS and K-Sats protect the commune.

Physiological Makeup

Fott are able to jump great distances. In fact, when they need to move in a hurry, they jump rather than run, much like a Kangaroo. As a result, a Fott's sprint number is actually how far it can travel in one combat segment while jumping. If the Fott is running, its sprint number is only 9. Like other species, from a standstill, Fott move half the normal sprint number for the first second, whether jumping or running.

With a "running start" Fott can jump up to 15m horizontally in a single jump. While in the air, a Fott cannot alter its direction or velocity. A Fott can jump more than once per second, but they can never exceed more than 15 meters of distance traveled in one second.

On horizontal leaps Fott achieve 1 meter of height for every 5 meters traveled in a forward direction. So a 15m horizontal leap means the Fott would be 3 meters off the ground at the middle of the leap. When making a vertical jump a Fott can obtain a height of 5 meters from a stand still. A running start does not increase the maximum height obtainable in a vertical jump.

Weaknesses

Fott fur is extremely flammable and fire based attack forms inflict double damage if not appropriately protected. Lasers, thermatics, and pulse cannons are abhorred due to their association with fire and most Fott will simply refuse to use them. Fott won't go anywhere near a flamethrower.

Quirks

Fott have a genetic predisposition to favor certain technologies, like archaic powder weapons and explosives, and avoid other more modern weapons. To a Fott, the more primitive the weapon, the better. They believe primitive weapons require more skill than modern weaponry. In fact, Fott have an innate understanding of how to use archaic powder weapons thanks to their genetically implanted memories. Uncle Ernie also made them fond of slingshots! Why is unclear, but some speculate that because of their aggressive and reckless nature, their adoption of more "efficient" weapon systems on a global scale could have threatened their own existence or even resulted in Alliance eradication instead of inclusion.

History

As a result of their rigid views on self-government, the Fott declared war against the Alliance for their independence shortly after Delphix-9 was listed as an Alliance territory. The Alliance was unwilling to have a likely hostile independent world inside their newly annexed space, so they had no choice but to secure their rule through force. The irony of having to fight the Fott to get them to stay in the Alliance, when no one really wanted them around in the first place, must have been delightful for Uncle Ernie. Not surprisingly, the Fott quickly suffered a humiliating defeat due to their technological inferiority. Only luck and the compassion of the Human and Zen ambassadors saved them from complete extermination by the orbiting battle fleet, which was primarily composed of Eridani warships.

Since their defeat, the Fott, who are no dummies, have utilized every Alliance resource available to them as a protected territory. The Alliance has been forced to establish spaceports on Delphix-9, trade routes, and to provide medical care and vocational training. Worse yet, the Fott's unprecedented reproduction rate has forced the Alliance to assist them in the colonization of other worlds in and beyond And-3; worlds that were originally annexed to allow for the expansion of other Alliance species who, at the time of the annexation, had a more pressing need for those

planets. The Fott are currently listed by the Alliance as petitioning for entrance into the lower chambers of the Council of Timar.

Favorite Item

Fott love their archaic powder weapons. Some progressive Fott believe that Omega cannons are the epitome of weapon development and the natural result of research for the ultimate projectile weapon. Many mercenary Fott will religiously save their credits to buy one.

Fott avoid weapons that cause fires, for obvious reasons and rarely adopt other modern weapon systems because they are either too complicated or require no skill to shoot. Some military scientists have pointed out that despite the Fott's less than logical justifications for these views, it does make some sense from a soldier's point of view to have weapons that are both simple to maintain and don't rely on automated systems —otherwise you might be out of a job.

Hangout

Fott hang out on the farm or in seedy mercenary bars. They will occasionally venture into the city, but prefer rural, undeveloped areas.

Dress

Fott wear simple, durable clothing suitable for farming or fighting. When heading into heavy combat, Fott will cover up from head-to-toe to prevent from being set on fire. Fott love the concept of armor and delight in anything that allows close access to their enemy so they can taunt them while shooting them.

Abode

You can either find a Fott in the barracks on out on the farm working the fields, or more accurately, watching his automated farm equipment working the fields. Fott homes are simple, as they usually don't have a lot of money. Fott will typically splurge on a huge Tri-V so they can watch Cyball, and then adorn the house with decorations cobbled together from native flora and fauna. All Fott are skilled taxidermists, and the walls of Fott homes are adorned with the heads of animals they've killed and eaten. Sometimes Fott will even build furniture and light fixtures out of animal bones.

Combat Tactics

Fott like up close, in your face combat tactics. Preferably shoot first, ask questions later. In addition, Fott love to gloat and will commonly proclaim over and over their latest successful battle kill. Fott aren't dumb and if they feel they can't take an opponent in a frontal attack, which provides the best taunting opportunities, they'll strike from behind, exploiting any vulnerability an opponent may have. A Fott's propensity to use Omega weapons in heavy combat has given them a reputation for always aiming at the back of an opponent's helmet, where they are likely to have less absorption polymers to counter the attack. This tactic has not endeared them with the Eridani who view it as cowardice.

General Occupation

Fott are generally hired out as mercenaries, which are infamous for their itchy trigger fingers. They seldom work directly for a company, but are attached to field units. Fott are also known for their mechanical aptitude, although generally limited to lower tech level items. You'll be hard pressed to find a Fott computer programmer or robotics technician. Fott who for one reason or another can't engage in combat will usually

be found farming on a Fott colony world. Fott do not typically enjoy the company of other species, but if it means you get to shoot something, preferably another species, they will tolerate them.

Favorite Foods

As expected, the Fott are omnivores, and will attempt to cook and eat almost anything they can catch and kill. If it was impressive in size or a particularly difficult kill, the Fott will promptly stuff it and mount it on the wall of wherever they happen to hang out.

Pet

Fott are staunch believers in slavery. "Some species should obviously assume their natural position as inferiors." It is therefore not uncommon for a Fott to have two or three slaves, particularly Benjari.

The Fott View

ON LIFE: I like farming. I don't like the city. I like shooting things that I can eat or things that are different than me. I like to stuff 'em.

ON WAR: Yeah? When and where? We'll be there.

ON THE ALLIANCE: We don't need their government. We should be independent. Since we can't be free, then well take advantage of anything and everything they'll give us. They're fools!

ON THE UNIVERSE: It provides the opportunity for expansion of my race and combat to defend it.

ON FAMILY: Family is important. They are the justification for the desire to fight!

ON SELF: I love to farm. When I'm tired of farming, I fight. Either way, I'll probably find something to eat.

Notable Fott Statements

I snuck up behind him, real sneakily, and shot him in the back of the head.

I'd like to apply for unemployment benefits.

I'll kill anything you want if I get paid enough to upgrade to an Omega weapon!

Variation On A Theme

Gentleman Fott: Not all Fott are crass and uncouth. Some are down right hospitable. "Gentlemen Fott", as they have come to be known, are Fott that have made it big in both Fott and Alliance society. Most are wealthy businessmen, who excel at exploiting the Alliance and their own kind to make a credit or two. These Fott are polite, well mannered, and usually highly educated individuals who are respected by their fellow Fott. However, don't be fooled by their kind exterior, these Fott are also business-savvy, cutthroat, entrepreneurs who would sell their own mothers to make a few extra credits. Furthermore, just because these Fott know how to work the capitalistic system of the Alliance to make money doesn't mean they want the Alliance meddling in the affairs of their species any more than their less-educated kin. They're just a little more skilled at fitting in and exploiting loopholes in the system than your typical Fott.





FURBL STATISTICS

VITAL STATISTICS	
-20 Strength	-10 IQ
+20 Manual Dexterity	+40 Agility
+20 Charisma	-15 Constitution
-15 Aggression	+15 Intuition
SECONDARY STATISTICS	
+10 Terrestrial Knowledge	
GENERAL INFORMATION	
Body Points: 1 + 1d4	Movement: 14/4/32
Height: 36 + 1d12	Weight: 30 + 1d6 x 10
Attacks: 2 Punches	Dam/Attack: 1 Point
Vision Modifier: +20	Hearing Modifier: +20
Smell Modifier: +25	Starting Money: 10d6 x 100
Home Planet: Taos 4	
SPECIAL ABILITIES	
Defensive Modifier is doubled	
"Safe Height" is doubled when using Acrobatics to break falls.	
5th Level Survival (arctic)	5th Level Acrobatics
6th Level Climbing	3rd Level Stealth
3rd Level Street Smarts	3rd Level Pick Pockets
LIABILITIES	
40 proficiency points	
Sonic attacks do double damage	
Sonic attacks may cause permanent deafness	
Fatigue easily in hot climates	
SURVIVAL MATRIX ROLLS	
Chemical: 15	Radiation: 25
Biological: 10	Mental: 40
Poison: 15	Sonic: 08
Electricity: 15	Fire: 08
Acid: 20	Cold: 80
PRIMARY OCCUPATION	
Chef, carpenter, butler, maid, burglar, cook, babysitter	
PROFICIENCY POINTS: 40	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 01/80	Agility: 41/150

You know, this bunch of friends I've signed on to work with are just a blast to be around; in that Orion Galort's case that's literal! Ha!

I've learned so many new recipes and techniques cooking for these guys. It's a challenge keeping the Jezzadei fed, but I'm soooo glad I learned how to make brewl, that quintessential Cizerack peasant dish. Wow, is that a fave!

But the best part is this whole huge galaxy these guys have shown me. I know a lot of them complain about which ass-end of the universe they are in now, but I love it all. Don't get me wrong, caring after the three MacRezonnar's kids was fun but nothing compared to this.

What a huge playground and it's mine for the taking!

General Knowledge

The cutest, friendliest being around is the fury little Furbl, the loyal companion to the Orions. In fact, many Orions prefer the company of Furbls over other Alliance species. Furbls are intelligent creatures indigenous to the polar regions of the planet Taos 4. Historically, Orions kept them as pets (or slaves), but treated them very well. Times have changed, and the Orions currently treat Furbls as equals, well . . . almost as equals.

Furbls are extremely agile and natural climbers; able to survive falls unscathed from heights that would surely injure other species. They're typically employed in a trade or in a service-oriented occupation. Their tendency to pick pocket everyone around them has earned the ire of many species, other than Orions who encourage the behavior. Despite their criminal habits, Furbls believe it's unacceptable to be aggressive toward other species. Unfortunately, that rule doesn't apply to other Furbls who tend to settle disputes with each other physically, though they rarely cause permanent injury.

Government

Furbl society is clan based. Historically, the largest and strongest Furbls rule as clan lords, usually employing a benevolent dictatorship. However, the precepts of democracy are followed whenever possible, but clan lords reserve the right to make final decisions. Because clan lords are the largest of the Furbls, they can and will enforce their final decisions via force or threat of force. The Furbls gleefully accept this method of government as fair and only rarely have groups of smaller Furbls assembled to put pressure on the clan lord.

Despite their apparently violent nature, Furbls rarely attack non-Furbls. Though they are naturally aggressive towards members of their

own species in certain situations involving disputes of control, they rarely attack other species. Only in situations where it is “socially acceptable” to harm a non-Furbl would a Furbl’s aggressive tendencies surface. This is why Orions don’t worry about leaving the Furbl at home to watch their children. The Furbl would never harm the children, but would not hesitate to attack a burglar or intruder. Granted, a Furbl’s view of social acceptability has been heavily influenced by the flexible morals of the Orions.

Culture

Furbls take pride in their ability to make others laugh. They are invariably happy and share the Orions’ view of life as a wonderful opportunity for adventure. Their life of quasi-servitude means that many Furbls are skilled laborers and most possess domestic and trade skills. Furbls who go off-world can easily find employment in their chosen field. It’s not uncommon to see Furbls working as mechanics, electricians, housekeepers, and cooks onboard interstellar cruise ships where they can make a living and have adventures on new worlds.

Furbls mate for life and form a very intimate bond with a partner. It’s not uncommon for a Furbl to commit suicide after the death of a mate.

Physiological Makeup

Human’s joke that Furbls (pronounced fur-bulls) should be called fur-balls, because that’s what they look like. Under all that fur, you’re typical Furbl is quite an athlete. Furbls are incredibly agile and naturally skilled climbers and acrobats. The Defensive Modifier for any Furbl is doubled.

Being adept climbers, Furbls are equally adept at landing on their feet and rolling out of falls. As a result they can double “safe falling distance” when using their Acrobatics skill to avoid taking damage from a fall.

These creatures have relatively short lives, living approximately 40 years, before going to the great big place in the sky where there are lots of shiny things to pickpocket from oblivious victims and nobody cares when you return them.

Weaknesses

Furbls have very sensitive ears. They dislike loud noises, and the sound of pulse cannons firing or grenades exploding is very painful to Furbls without hearing protection. There is a 05% chance that any Furbl who is exposed to very loud noises (explosions, gunfire, etc.) will instinctively run away to protect their sensitive ears. The few Furbls who are combat oriented, wear earplugs (See *Lock-N-Load: Reloaded* Appendix C for more info on hearing protection). Sonic attacks inflict double damage to the little creatures. In addition, concussive attacks that strike the head and reduce the Furbl’s body points have a 01% chance per point of BP lost to permanently deafen the Furbl.

Furbls can survive comfortably in temperatures up to 35 degrees below zero centigrade. They do not like hot or humid climates. Extreme heat (33 centigrade plus) causes them to become exhausted (-10 to all skill checks and -20 to Constitution checks).

Quirks

Though very few Furbls are actually criminals or miscreants, almost all Furbls know how to pick pockets. There is debate among Orion his-

torians on exactly how the tradition started, but centuries ago Furbls started pick pocketing Orions as a game. The Furbls were taught to return anything they pilfered to its owner and everybody was happy. The Furbls enjoyed testing their skills and the Orions enjoyed trying to catch them in the act. The tradition remains to this day, and Furbls are taught to pick pockets at a very young age. Sometimes the Furbls are unable to find the item’s original owner after their good faith efforts to do so, at which point the filched item becomes theirs. The game is encouraged on most Orion worlds.

History

In times past, rich Orions used Furbls as housemaids and butlers. They cleaned carpets, washed dishes, served food, and scrubbed floors. In addition, they were kept as pets to play with the kids. Furbls usually slept in the children’s room, though some Furbls had their own private rooms and were allowed to watch Tri-V and had access to other amenities. No self respecting Rogue would ever think to keep one chained on a leash; such a thought would be unbearable. Furbls were the perfect household companion. Ram Pythons couldn’t play with the kids without the risk of accidentally squishing them nor can Rams cook a decent dinner! What could be better than the friendly, fuzzy Furbl?

As time passed, Orions began to notice that the cuddly little creatures occasionally became depressed with their servitude. In 2162, animal rights lobbyists pushed for legislation releasing the Furbls from their bondage. Orions reacted quickly, realizing the error of their ways. Soon Furbls became neighbors rather than servants, but still stopped by to play with the kids. When one examines the situation closely, not much has truly changed except that Orions now have to pay Furbls to be butlers and maids. Overall, the lobbyists were happy, the Furbls were happy, and the Orions were happy. Since Furbl emancipation, mutual friendship between the Orions and the Furbls has grown stronger.

Note: Furbls start the game with a fluency in Earth English (Galactic Standard) and the Orion language.

Favorite Item

Whatever was the last item they successfully pick pocketed. Once a Furbl filches a new item, it will become their favorite. Furbls have notoriously short attention spans.

Hangout

Furbls love city life. Taos is a world where the nightlife never stops, even during the day. They enjoy crowds and are content in an urban environment. Despite their naïve ways, hanging out with Orions in the city for long periods would give just about anybody a certain level of “street-smarts” and Furbls are no exception.

Dress

Furbls typically go naked – they are covered in fur after all. When wearing clothing, a Furbl will typically wear whatever is appropriate for their occupation, but only the bare minimum. A Furbl chef might wear only an apron, whereas a Furbl carpenter might have on nothing but his tool belt and boots. When out on the town, Furbls typically adorn themselves with recently pick pocketed items. These items are displayed conspicuously, much like jewelry, so potential owners can identify their property

that the Furbl has “borrowed” and other Furbls can judge their pick pocketing skill.

Abode

Furbls prefer to live in small apartments in the city. They don't spend a lot of time sitting inside, so they don't need a lot of space. Furbls who are still employed as servants typically live with the family they're working for. Again, they are usually provided with a small room with a window. Any Furbl will tell you, if sitting at home with nothing to do, that they simply look out their window for motivation to roam the town.

Combat Tactics

Furbls rely on their amazing agility to survive in combat situations. They're constantly moving, jumping, dodging, and weaving, which makes them a very difficult target to hit. Furbls will take snap shots at their opponents while they're on the move or use hit-and-run tactics. Furbls will only take time to aim if they're relatively sure they're unseen or have lots of cover.

General Occupation

Furbls typically obtain a job in either the service sector or as a skilled laborer. Furbls are commonly employed as chefs, carpenters, couriers, bartenders, waiters, butlers, maids, cooks, and babysitters just to name a few of the thousands of professions they undertake. Some Furbls also engage in less legal professions like cat burglars, thieves, professional pickpockets, and in corporate espionage.

Favorite Foods

Furbls have a sweet tooth and love candy. Their integration with Orion society since their emancipation has also allowed many Furbls to take up drinking. The rate of Furbl alcoholism is rising rapidly and has become a hot topic in Orion politics.

Pets

Furbls don't usually keep pets, as they quickly lose interest and forget to feed them. Once a Furbl realizes they are bored with a pet, they'll usually set it free or give it away rather than risk mistreatment. Furbls usually prefer small pets that tend to fend for themselves.

The Furbl View

ON LIFE: Life is a magical pocket. You gotta dig around in it till you find something really neat!

Variation On A Theme

Questing: When Furbls get depressed, which rarely if ever happens, they tend to fixate on an idea or place. Some Furbls see a place on a vacation brochure and decide they have to go there. Others pursue an idea, usually one everyone else thinks is crazy, like becoming a lumberjack or an Olympic swimming champion. They do everything in their power to pursue their goal until they finally achieve their quest or die trying. If the Furbl hasn't recovered from his or her depression upon completing (or failing to complete) his or her quest, they usually commit suicide.

ON WAR: Lots of cool things are left after fights that I can play with.

ON THE ALLIANCE: It's a big place full of pockets.

ON THE UNIVERSE: It's a bigger place full of pockets.

ON FAMILY: Oh, I love my family. I have four kids. There is Furry, Curry, Murry, and that one that looks like the milkman!

ON SELF: I'm happy.

Notable Furbl Statements

Honey, look what that nice man lent me. His watch, his credit card, and his spaceship...

Honey it's time. My fur's rising.

Eeeek! Eeeek! Run there's a Furbl muncher!





Gemini

Protector

GEMINI STATISTICS

VITAL STATISTICS

+20 Strength	+50 Constitution
-40 Manual Dexterity	-35 Agility

-20/+60 Aggression

SECONDARY STATISTICS

+30 Terrestrial Knowledge

GENERAL INFORMATION

Body Points: 12 + 1d12	Movement: 7/10/60
Height: 84 + 2d12	Weight: 600 + 1d8 x 100
Attacks: 2 Punches	Dam/Attack: 1-4 points (real)
Vision Modifier: 00	Hearing Modifier: +15
Smell Modifier: -25	Starting Money: 9d6 x 100

Home Planet: Sunas 7

SPECIAL ABILITIES

Matrix Control 3 Point body Threshold

Ability to increase Threshold by consuming minerals

Resistant to concussive attacks

3rd Level Climbing 3rd Level Spelunking

4th Level Singing 5th Level Pottery

No long-term health effects from radiation exposure (Immune to radiation poisoning)

LIABILITIES

35 proficiency points Inability to use cybernetics

Radiation exposure results in BP loss rather than Attribute reduction

Generation costs double while wearing armor

SURVIVAL MATRIX ROLLS

Chemical: 80 Radiation: 90

Biological: 70 Mental: 25

Poison: 80 Sonic: 08

Electricity: 05 Fire: 45

Acid: 40 Cold: 15

PRIMARY OCCUPATION

Matrix controller, monk, police officer, firefighter, bodyguard

PROFICIENCY POINTS: 35

VITAL STATISTICS MINIMUM/MAXIMUM

Strength: 61/140 IQ: 01/130

Agility: 01/65 Constitution: 51/150

INGESTION INCREASE

MATERIAL	AVAILABILITY	THRESHOLD INCREASE
Iron	C	1
Titanium	UC	3
Diamond	VR	5

This table is by no means exhaustive, but is meant to aid the GM.

The universe is life. The fabric of that life runs through all particles of the universe. That pool, star, sentient, and rock are all alive and connected. It is all intertwined and related. We are its caretakers.

General Knowledge

The Gemini are a species of Matrix Controllers known to some in the Alliance as the Caretakers of the Universe. These silicon-based life forms are indigenous to the Belshallon star system in Fornax, and though they are not among the founding species of the Alliance, they are formal members.

Gemini are strong and powerful beings made of a kind of living rock with deep-set eyes and the appearance of a perpetually happy face. Their skin is so thick they naturally have a 3 point body Threshold. They are a well-liked species that derive great pleasure from tending to forests, lakes, animals, and other various ecosystems. They love life, holding it in the highest regard. It is easy to understand why Gemini and Zen Rigeln get along well.

Gemini have very few physical needs. They are comfortable in nearly every climate, though extremes of temperature still can cause injury or discomfort. They can eat almost any soil, and they extract what little water they need from the moisture in their food or pull it out of the air via respiration. In addition, their matrix abilities have allowed them to build homes and develop their culture without the need for technology. Free of the need to constantly fend for food and shelter, the Gemini pursued other activities and intellectual pursuits.

Most Gemini spend their lives protecting and caring for the living things around them, which don't have the benefit of the Gemini's durability and care-free existence. With almost monk-like devotion, the Gemini hope to discover the meaning of life and their place in the universe through their role as caretakers of their fellow living organisms.

Typically, the Gemini are very slow to anger and difficult to provoke. Insulting their mothers, collapsing their cave-homes, or even cutting off their arms is unlikely to anger a Gemini. This tendency allows the Gemini to analyze a situation and react quickly and appropriately, though Gemini are far from emotionless. When observing the pointless destruction of living creatures (including plants), a Gemini's Aggression statistic is 60 points higher than the Aggression statistic listed on its character sheet. Once angered, Gemini are dangerous and difficult to restrain.

Government

The Gemini strongly believe in the precepts of democracy through a hierarchical infrastructure. There is one overall leader on any given planet. Gemini call this planetary leader the Buado Ilack Canpu which, when translated,

means One of the Earth. The Buado Ilack Canpu has six regional officers called Dryack Carpis or Walkers of the Earth. These individuals vigilantly watch over the various aspects of the Gemini's natural surroundings; the air, earth, water, and the deep subterranean regions of their homeworld.

Culture

Gemini society is composed of a gregarious group of individuals who freely wander their planet via a network of caves that run under the surface of Sunas 7. Gemini spend their time exploring their surroundings and caring for the creatures they encounter. Gemini love pottery and sculpture. Skilled Gemini artists can shape and mold stone into beautiful sculptures that sell for up 50,000cr on the open market. Gemini also love to sing, and their deep-throated melodies have won great praise throughout the galaxies. Gemini have close ties with all their relatives and enjoy spending time with their families. Gemini are natural explorers and many have ventured off-world to discover new caves and ecosystems.

Physiological Makeup

The Gemini's tissue is composed of a mixture of flesh and stone called StoneSkin. StoneSkin is a genetically and molecularly complex tissue that possesses characteristics of both carbon-based tissue and silicates. StoneSkin is very dense and heavy, and as a result, Gemini are not fast or agile. Their upper body is covered with small cracks or fissures that act as a coolant system, and also function in a respiratory role, allowing the StoneSkin to breathe. Sonic attacks are particularly dangerous to Gemini and inflict double damage. Gemini reproduce every 2-10 years and live to be nearly 100 years old.

Because a Gemini's internal organs are as dense as their skin, they are far less susceptible to the damaging effects of concussive attacks. Gemini subtract their body Threshold from the damage done when struck by a concussive attack form, including Omega weapons.

Note that a heavy, stone-skinned, Gemini sent flying by a concussive attack can be a significant hazard to your health. (See *Lock-N-Load: Weapons & Tactics* appendix for rules on knockback).

New Rule: Throws & Sweep Penalties

When attempting to throw or sweep an opponent you take a penalty equal to it's weight, in pounds, divided by 10. If using kilograms divide by 5.

Weaknesses

Gemini have difficulty generating matrices while wearing armor. Doing so means paying double the normal amount of Power Points. Furthermore, Gemini can only wear armor for 2d4 hours at a time, as their ventilation fissures cannot function properly in standard armor. Gemini compliant armor is rare and expensive (See *Lock-N-Load: Reloaded*).

Highly radioactive material is deadly to a Gemini, and inflicts 4d4 points of damage per minute. Rad Treatment serum is ineffective.

Quirks

Gemini love to take mud baths. On a rainy day, one can see them rolling around, frolicking in the mud. If a Gemini becomes hungry while playing in the mud, a snack is literally close at hand, and the Gemini can simply bend over and scoop up a delicious handful of yummy mud.

Gemini also have the ability to temporarily increase their already formidable natural Threshold by consuming particular hard minerals or metals. A few minutes (1d6/2) after they are consumed, these hard materials are pushed to the Gemini's outer skin until they can be digested, which results in a temporary Threshold increase. These materials must be almost pure, unprocessed, and in their raw, natural, state. A Gemini could not, for example, chew on someone's armor to increase their Threshold, nor could they consume metals that have been processed in a manufacturing plant without risking poisoning. Any attempt to ingest processed or refined hardened materials results in the Gemini violently expelling the materials and also requires a Biological SMR to prevent "food poisoning," which causes the Gemini to lose 1d6 points of Constitution over the course of 2d6 days.

Because of the purity and quantity required, the chances of finding these materials, without an extended and deliberate mining search, is futile, even for Gemini. It is often much easier to purchase the materials on the open market. The cost for these materials is 1,000cr multiplied by the Threshold of the Gemini that will be obtained by consumption of the materials. So eating raw diamonds to increase a Gemini's Threshold from three to eight would cost 8,000cr. A maximum Threshold of 20 points is obtainable via this process. The Battle Master will determine the availability and type of material required.

The increase in Threshold is only temporary, and the benefits are lost over time as the Gemini's body metabolizes the materials. Once the Gemini fully obtains the increased Threshold, the Gemini loses one point of Threshold every minute until the Gemini's metabolism digests all the material, returning the Threshold to the normal 3 points. See Ingestion table on page 27.

History

Gemini were discovered by the Human exploration cruiser *Emerald Standard* in 2157 on a routine mining dig on the planet Sunas 7, which is now called Rock Home. Ten years later, the Gemini were accepted as a protectorate of the Alliance, and five years after that, they became full members of the Alliance. The Gemini have lived a peaceful existence for the past 50,000 years. They have never developed a technology-based society, nor have they had the need or desire to do so. As a result, most Gemini lack the basic understanding of science and technology possessed by the average Alliance citizen, though they can learn these skills just as easily as anyone else. Gemini that venture off-world must quickly become familiar with technology and its associated concepts if they expect to fit in. Currently, a large Human settlement co-inhabits Rock Home, which possesses the richest soil in all the galaxies. The huge agro-community exists in perfect harmony with the Gemini.

Favorite Item

Gemini have a penchant for gemstones and other precious commodities such as gold, silver, and even rare fossils. Gemology is a favorite past time of most Gemini; many often have quite a bit of the bling-bling. Gemini collect these items for their natural beauty and not because of their intrinsic value. However, it can't be understated that their wealth helps the already carefree Gemini pursue nearly any career or pastime in Alliance society.

Hangout

If you are looking for a Gemini, I suggest that you head for the nearest cave. You will likely find him tending to his mushroom garden, studying the strata of a particular rock formation, or tunneling through the bedrock in search of interesting gems.

Dress

Gemini wear no clothes, but do adorn themselves with metallic chains, gems embedded in their skin, and occasionally sashes. Most carry a heavy stone mace called a Cronk. The Cronk wallop opponents, inflicting 2d6 points of damage plus Strength bonuses (see *Lock-N-Load: Weapons & Tactics* for stats). The Cronk also doubles as an agricultural tool.

Abode

The Gemini keep immaculate natural caves or elaborate subterranean constructions, molding their furniture from stone and adorning the walls of their home with carvings, pottery, precious gems, and fossils. A Gemini's home has multiple rooms set on different levels. There are no doors except over entrances that open to the surface. The rest of the cave is open to the network of tunnels that runs throughout the planet, and neighboring Gemini are free to walk in and visit.

Combat Tactics

If forced into combat, a Gemini will use a variety of matrices to deal with the problem, and if that fails, they just flatten them underfoot. Gemini that are more familiar with Alliance tech are not adverse to using modern weaponry to incinerate those they deem hazardous to the common good, though they tend to like quieter systems like bean weapons.

General Occupation

Gemini are typically hired as an agricultural, mineral, or mining expert. Gemini gemologists are also common. The majority of Gemini that venture off-world are employed by AMC and their competitors in mining operations as they don't mind spending all day in a cold dark cave digging up rocks. Most Gemini would do the work for free, but the concept of currency has even permeated Gemini society. However, other Gemini find that their natural inclination to help others makes them more suited for a career as a police officer, firefighter, rescue worker, bodyguard, or even as a Battlelord.

Favorite Food

Gemini quickly mention they are neither carnivorous nor herbivorous. They are lisivorous, for their diet is composed of minerals and dirt. Consequently, most Gemini never go hungry.

Pets

Gemini keep no pets and view all the creatures of the universe, including other sentient beings, as needing their help from time to time. In essence, many Gemini view everyone as their pet, albeit a very respected pet-friend that you can have a conversation with, but still an animal that needs a Gemini's help to survive.

The Gemini View

ON LIFE: It is magnificent in its simplicity, yet subtle in its grandeur. I try to look after it.

ON WAR: The ultimate of atrocities, yet seemingly common amongst the other beings in the Universe.

ON THE ALLIANCE: It isn't important whether or not we belong to this entity, but it does help facilitate our exploration of the universe.

ON THE UNIVERSE: I could spend the rest of my life exploring the mysteries of this fantastic expanse, tending to its verdant lands. Right now, I could go for a cup of dirt.

ON FAMILY: I am a chip off the old dad.

ON SELF: I am blessed with few physical needs. I exist to discover meaning in the universe.

Notable Gemini Statements

What can I get for this fist-sized ruby?

If you harm one leaf on that tree, I will beat you about the head until you are senseless.

I see you're cleaning the mud off your boots. Are you gonna eat that?

Variations On A Theme

The Brethren: A secret society of Gemini exists called the Brethren of the Eternal Blood who actively seek out combat to fulfill their perverse appetites. These extremists drink the sodium rich blood of their fallen opponents and are scorned by Gemini everywhere. These Gemini have been known to bolt armor options directly to their body, clearly indicating to all those around them that they live for the thrill of combat and are not "normal" Gemini. Editors Note: Gemini have half the space for mounting armor options as a suit of armor of the same size class.



i-kree-née

Ikrini

IKRINI STATISTICS

VITAL STATISTICS	
-10 Strength	+10 IQ
-05 Charisma	-10 Agility
+20 Constitution	+10 Aggression
SECONDARY STATISTICS	
-10 Terrestrial Knowledge	
GENERAL INFORMATION	
Body Points: 6 + 1d4	Movement: 10/10/50
Height: 60 + 2d6	Weight: 110 + 5d10
Attacks: 2 Punches	Dam/Attack: 1 point
Vision Modifier: +10	Hearing Modifier: +10
Smell Modifier: +10	Starting Money: 6d4 x 100
Home Planet: Liara/Enilari	
SPECIAL ABILITIES	
Matrix Control	Unique organic-based technology
3rd Level Biology	3rd Level Genetics
3rd Level Survival (arctic, desert, deciduous, tropical, swamp)	
5th Level Detect Concealment	5th Level Camouflage
3rd Level Swimming	3rd Level Breathing
LIABILITIES	
35 proficiency points	
Matrix strength based on "natural" kinetic energy in surrounding environment	
Aversion to "conventional" non-organic technology	
SURVIVAL MATRIX ROLLS	
Chemical: 45	Radiation: 15
Biological: 40	Mental: 30
Poison: 20	Sonic: 30
Electricity: 25	Fire: 25
Acid: 20	Cold: 25
PRIMARY OCCUPATION	
Genetic engineer, biologist, geologist, botanist, civil engineer	
PROFICIENCY POINTS: 35	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 01/100	IQ: 11/130
Agility: 15/102	Constitution: 31/120



It took our homeworld's death for us to understand. Our homeworld gave us tremendous power and like foolish children we abused it, orphaning our entire race in the process. Perhaps we needed such a harsh lesson to finally control our inner fire, to have it do our bidding for the right reasons. We are offering this power to the Alliance though they still do not understand its scope.

General Knowledge

Very little is known of Ikrini and their culture, as they are somewhat reclusive and secretive when dealing with alien species. The Ikrini originally hail from Liara in the Crab Nebula, and are known to possess matrix abilities of a structurally new kind. The powers of these matrices vary, depending on the Ikrini's location. Scientists theorize that the Ikrini are actually capable of tapping into the kinetic energy in the area around them to power their matrices. A volcano or waterfall would be tremendous sources of power for Ikrini matrices, while static areas such as space would possess less energy for the Ikrini to utilize.

The Ikrini have discarded conventional technology and seek to live in harmony with their environment. Ikrini are so in tune with their surroundings that they have learned to recognize the subtle changes around them that are cues to the change of the seasons, bad weather, or even indications of animals passing through the area. Ikrini are so adept at this that most can easily spot camouflaged personnel and equipment. They're also quite adept at camouflaging their own gear without disturbing the natural flow of their surroundings, making it difficult to spot. The Ikrini can use these finely honed senses to locate food, water, and shelter in just about any natural environment. Ikrini are also excellent swimmers. An Ikrini can survive in nearly any climate, though they prefer tropical or temperate climates. Ikrini abhor urban environments, because they feel out-of-touch with nature and their matrix powers are in a weakened state.

The Ikrini have also mastered biotechnology and use synthetic organs and symbiotic organisms to enhance their own physical and mental capabilities. The Ikrini, with some reservations, have applied to the Alliance for protectorate status, since the Arachnid invasion devastated their adopted homeworld of Enilari. The Mutzachans and the Gemini support the admission of the Ikrini. Their entrance is also supported by many of the lobbyists of weapons-development corporations who want to get their hands on Ikrini biotechnology. Barring unforeseen developments, it is expected their protectorate status will be approved before the end of 2280.

Government

The Ikrini are tribal and live in small, closely-knit clans. Each clan has a Speaker to handle negotiations with outsiders, yet no true leader. Each

clan has a fixed territory where it makes and enforces the law as they see fit. Clans send representatives to inter-clan meetings to decide matters that require uniformity in their adoption among the clans.

Many ignorant individuals consider their lack of leaders and the absence of recognizable advanced technology in Ikrini society as signs of a primitive culture. However, nothing could be farther from the truth. The Ikrini discarded their tech level 5 (TL 5) society when they were forced to abandon their original homeworld, Liara. The modern technology that allowed the Ikrini to have a TL5 society was partially responsible for the destruction of Liara. As a result, the Ikrini still retain all of their knowledge and understanding of conventional technology, but their current technology is based solely on an environmentally friendly, organic-based, biotech, which they have developed to tech level 7.

Culture

The Ikrini ethos places heavy emphasis on the concept of responsibility and awareness. It could be summarized as, “Do what you will, but always know what the consequences will be, and be prepared to accept them.” This philosophy gives rise to their environmental concern. The Ikrini relate particularly well with Humans, as both species have nearly destroyed themselves. In addition, both species share a determination to avoid repeating their mistakes.

The Ikrini have had a moratorium on weapons development since their departure from Liara. Though conventional and bio-tech weapons are not, *per se*, illegal on the Ikrini's adopted homeworld of Enilari, they are exceedingly rare and the Ikrini loathe to use them. Since the Arachnid invasion, the Ikrini have been debating whether to import conventional weapons and armor from corporations in the Alliance. Currently, the Ikrini have refused to import conventional weapons, hoping that their entrance to the Alliance will come before the next Arachnid attack on Enilari. If they are accepted, as an Alliance protectorate, the Alliance fleet will make the need for weapons irrelevant. The Ikrini have, however, been covertly purchasing conventional armored suits and making organic copies. If word of this rampant patent infringement ever escaped, the powerful lobbying of the armor manufacturers might hamper the Ikrini's entrance into the Alliance.

Physiological Makeup

The Ikrini are humanoid with ivory skin and metallic golden hair, which falls in a mane down their backs. They have two digit hands and a prehensile thumb. The average Ikrini stands roughly 1.7m tall and has a slender build. Their diet consists of lichens and small insect-like creatures. Ikrini reproduce sexually, and are capable of producing offspring only once in their lifetime, with a few exceptional couples able to reproduce twice. The average Ikrini lives roughly 200 years.

Adult Ikrini commonly implant genetically engineered, synthetically created, organs into their bodies. These synthetic organs function like cybernetics, allowing the Ikrini to enhance their physical and mental capabilities. Unlike conventional cybernetics, these synthetic organs are not susceptible to electrical and EMP attacks. However, any poisons or toxins that affect an Ikrini likely disable these synthetic organs as well.

Weakness

The primary weakness of the Ikrini is that the strength of their matrices is dependent on locale. In addition, Ikrini loathe space travel, for it leaves them feeling isolated from their kinetic energy power sources.

Ikrini are enormously susceptible to alcohol; the equivalent of one stiff drink will make them go absolutely ‘round the bend.’ Picture the worst horror stories you've heard about someone over-indulging in alcohol. That's what happens to an Ikrini after a beer.

Quirks

Ikrini are hesitant to use weapons other than melee weapons; especially weaponry not based on biotechnology.

History

The Ikrini developed matrix abilities early in their evolution, roughly 25,000 years ago. They utilized their control over the planet's power to quickly make themselves masters of the environment, raising massive stone cities across the face of their world. Tapping the geothermal potential of their planet gave them almost limitless power. However, as is repeated again and again in the galactic tome of history, some individuals began to seek ways to use the planet's power as a weapon. The Ikrini waged The Planet Wars. As the Ikrini unleashed unfathomable powers upon one another, entire continents shattered.

The indiscriminate use of geo-kinetic power soon resulted in the destabilization of the planet. Earthquakes, tidal waves, volcanoes, and other natural disasters erupted as the planet neared self-destruction.

The Ikrini were forced to put aside their differences and started joint efforts to develop space travel. They succeeded in this endeavor in a remarkably short period of time and were able to colonize a new planet, Enilari, before their home annihilated itself. However, tens of millions of Ikrini still perished because of the lack of starships to transport them.

Humbled by this self-inflicted disaster, the Ikrini vowed to begin anew. They began pursuing a new theory on which to base their technology, one in harmony with their society and their environment. Eventually, the Ikrini discarded their conventional mechanistic technology in favor of sophisticated biotechnology. Now machine parts are grown rather than manufactured. Instead of inert metal, living tissue composes most Ikrini technology. Some devices require food to function, and they will die without sustenance. Other lower-power devices use a chlorophyll-equivalent to generate power from sunlight. Ikrini designers genetically engineer their inventions rather than design them in the conventional sense. The Ikrini possess an organic equivalent of almost every technological device present in the Alliance, with the exception of weapons, which are so highly regulated, they are in effect banned on Ikrini worlds.

In 2223, the new Ikrini homeworld was targeted by the Arachnids for invasion. Ground troops first attempted to engage and destroy the planet's inhabitants, but were unprepared for the fury unleashed on them by the Ikrini's matrix powers. Withdrawing, the Arachnids, grim in their resolve, strafed the planet from orbit. Thousands of Ikrini perished before an Alliance Exploration Fleet engaged the Arachnids, beating them back. This established contact between the Ikrini and the Alliance.

The adopted Ikrini homeworld is a testament to the Ikrini's engineering skills and their devotion to nature. The Ikrini have sculpted the surface of their world into a paradise of lakes, waterfalls, gardens, and other natural splendors. The planet is quickly becoming known for its enormous water parks as the Ikrini allow more and more Alliance tourists to visit in hopes of endearing themselves to the Alliance government. Unfortunately, the Arachnid orbital bombardment destroyed many of the natural monuments on the Ikrini's adopted homeworld.

The Ikrini must now decide how to rebuild their world and defend it from a possible second Arachnid assault. The loss of their original homeworld to their own self-destructive tendencies has deepened the Ikrini's resolve to repel the Arachnid threat and defend their adopted homeworld. This has led to the Ikrini requesting admission to the Alliance. Many Ikrini view the Alliance as an organization composed of self-destructive, shortsighted, technophiles; characteristics the Ikrini have long since outgrown and now despise. Because of corrupting influences the Alliance may introduce into Ikrini culture, many Ikrini consider admission into Alliance the lesser of two evils. Despite their reservations, membership in the Alliance offers the Ikrini the protection of the formidable Alliance fleets which are needed to fend off any full-scale arachnid invasion.

Favorite Item

Symbiotes (see Appendix on page 139)

Dress

Ikrini clothing typically consists of a loincloth and tunic. This simple attire is usually embroidered with intricate designs. All Ikrini clothing is derived from organic sources and is both durable and comfortable. The cloth is flame-resistant, tear-resistant, and impregnated with microscopic organisms that make the garments self-cleaning and wrinkle-free.

Hangout

Ikrini love mountains, waterfalls, and other places where they can appreciate the awesome power of the planet.

Abode

The Ikrini have built their homes around the landscape so as to avoid disturbing the natural splendor of their planet. It's not uncommon to see the native flora growing right into an Ikrini home or to see residences built around boulders rather than moving them. Ikrini homes blend in with their surroundings and are almost completely hidden to the untrained eye. Ikrini yards are lovingly and painstakingly manicured to enhance the natural beauty of the native flora.

Combat Tactics

When provoked, an Ikrini will use his or her matrix abilities to unleash the fury of a planet's power while observing from a safe distance. If the Ikrini's matrix powers are weakened because of the lack of a suitable environment, they will close the distance and engage their opponent in Hand-to-Hand combat, relying on their symbiotes and synthetic organs to augment their effectiveness in combat. Ikrini typically use archaic hand weapons in one-on-one combat.

General Occupation

Ikrini in the galactic community often find employment as geologists and environmental advisors. Others find jobs as landscape designers and civil engineers. Ikrini are also hired by exploration parties and mercenary teams as scouts and trackers. The Ikrini clans have forbidden Ikrini with knowledge of biotech design and engineering to share this information with non-Ikrini. Ikrini use the Ikrini Advancement Table.

Favorite Foods

Bug-equivalents. Ikrini love bugs! It's not uncommon to see an Ikrini scout lifting up rocks looking for his next meal. Many Ikrini take pleasure in watching other species squirm in discomfort while they eat creepy-crawly critters. Ikrini also supplement their diet with vitamin-enriched lichens.

Pets

Many Ikrini come to view their Symbiotes as their pets, despite their short lifespan. Some even go so far as to name them, usually based on their physical characteristics like color or shape.

The Ikrini View

ON LIFE: One can mold and shape himself with the help of other life forms, enhancing his ability to live in harmony with nature.

ON WAR: Foolish. Those who make war do not consider the consequences. Learn from your mistakes. Do not repeat them or face extinction.

ON THE ALLIANCE: Blinded by their pursuit of technology that is not one with their environment they lose sight of their surroundings. They bring both salvation and corruption for my people.

ON THE UNIVERSE: The harmony in which we are all but a small part. By observing the universe, we can comprehend a little of its wonder and beauty.

ON FAMILY: We all share the gift of life. We are all family.

ON SELF: I seek to peacefully co-exist with nature with the help of my fellow life forms.

Notable Ikrini Statements

Mmm. I love to eat bugs. The squirmy ones are the best!

Has anyone seen my purple symbiote? I think it crawled away again.

I will not use your foul metal weapon.

Variation On A Theme

The Shattered: When their original homeworld was lost during the Planet War, these Ikrini were affected by the changes occurring around them. Caught in the geologic and volcanic upheaval, these Ikrini lost their innate "connection" with their environment. The strength of these Ikrini's matrices are not affected by their environment (KSV always equals 1). In addition, these Ikrini lose all their starting skills listed above, except for Biology and Genetics. However the loss of this sixth-sense has dramatically increased the keenness of their other senses. Their Vision, Hearing, and Smell Modifiers are increased to +50 (above any other bonuses).



je-zah-day

Jezzadei

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JEZZADEI STATISTICS

VITAL STATISTICS	
+10 Strength	+10 IQ
+10 Manual Dexterity	-20 Agility
+10 Constitution	-10 Charisma
	-10 Intuition
SECONDARY STATISTICS	
+35 Terrestrial Knowledge	-05 Persuasion
	+20 Bargaining
GENERAL INFORMATION	
Body Points: 10 + 1d6	Movement: 07/13/130
Height: 80 + 1d8	Weight: 250 + 2d10 × 10
Attacks: 2 claw, 1 head butt (horns)	Dam/Att: 1-2/1-2/1-4 real
Vision Modifier: +10	Hearing Modifier: -10
Smell Modifier: -20	Starting Money: 9d6 × 100
	Home Planet: Zygok
SPECIAL ABILITIES	
Matrix Control	Reduced damage from cold-based attacks.
5th Level Archaeology	3rd Level Anthropology
3rd Level Mapping	1st Level Alien Technology
2nd Level Theology	2nd Level Archaic Hand Weapon (staff)
LIABILITIES	
40 proficiency points	Distinctive body odor
	Object-based matrix generation
SURVIVAL MATRIX ROLLS	
Chemical: 45	Radiation: 30
Biological: 50	Mental: 65
Poison: 45	Sonic: 20
Electricity: 35	Fire: 40
Acid: 13	Cold: 90
PRIMARY OCCUPATION	
Missionary, archaeologist, archivist, cultural anthropologist, museum curator	
PROFICIENCY POINTS: 40	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 41/120	IQ: 11/130
Agility: 15/80	Constitution: 21/110

Magnificent! At last I've found the last piece of the puzzle regarding the Atlantean presence on Chatil. Publishing this discovery will shatter millenia-old preconceptions. But first, I'm really hungry . . .

General Knowledge

The hulking creatures known as the Jezzadei live on the fringes of Alliance territory in the Cryus 3 star system of the Greater Magellanic Clouds. These mysterious beings have only recently been encountered operating within Alliance space, although relations were formalized between the Alliance and the Jezzadei over a century ago. Jezzadei possess strange matrix abilities that utilize many matrix types simultaneously. They can employ energy controlling, empathic, and healing power alike. However, the use of these powers is not without limitation. Jezzadei usually generate their matrices onto an object, where it is stored until needed, rather than using them directly. This process is called "imprinting," and the object that contains the matrix is called a Bi-Athon.

Very few Jezzadei have emigrated from their homeworld of Zygok and most of those who have, were primarily missionaries preaching the message that all things, living and non-living, originate from the same source. Other Jezzadei pursue their interests in archeology or anthropology, common throughout the species, because of their religion. The species itself is slow to reproduce, limiting their overall numbers. The latest census information available to the Alliance Bureau of Population indicates that there are roughly only 150 million Jezzadei. Approximately 2.5 million are thought to be operating in Alliance territory, with 75% of these holding the title of "Priests." The average Jezzadei would much rather be poking around an archeological dig somewhere or puttering in his or her workshop than wandering the streets of a crowded city, adding to the perception that few exist.

The Jezzadei are Matrix Controllers, but unlike most matrix users, they specialize in enhancing inanimate objects, not in directly generating effects. For example, a Mutzachan might generate a Fire Blast to directly incinerate a target. A Jezzadei would find an object, like a simple metal ring, and imprint the ring with the Fire Blast matrix. Once imprinted, the ring would be referred to as a Bi-Athon. When confronted with an aggressor, the Jezzadei could activate the ring, without having to spend any Power Points, causing the ring to instantaneously generate the stored Fire Blast against the Jezzadei's enemy. Only a Jezzadei, or a Mutzachan using the Activation Energy matrix, can activate the matrix stored in a Bi-Athon.

As a result, most Jezzadei are loaded down with artifacts, rings, headpieces, widgets, doo-dads, and thing-a-ma-bobs galore. If it wasn't for their hulking nature, and somewhat artistic eye, they could often be mistaken for a walking junk-pile. A skilled observer can judge the social

Jezzadei Terminology

Atohk: The focus for a Jezzadei's power. Literally translated from the Jezzadei language as Life-Staff." Often an Atohk is an actual staff, but smaller Atohks (wands, scepters, etc.) are not uncommon. Without their Atohk, a Jezzadei cannot utilize their Renewable Power Points or create Bi-Athons.

Bi-Athon: An ordinary object that stores a Jezzadei matrix for later use.

Imprinting: The process of turning an ordinary object into a Bi-Athon by storing a matrix within it. To imprint an object, creating a Bi-Athon, a Jezzadei must have his Atohk. Sometimes called "enhancing" or "enchanting" an object by non-Jezzadei.

Kah: A term for Renewable Power Points. Also a term used to refer to the energy that all material objects, including living beings, possess.

Module: Physical devices that are installed in an Atohk to increase its capabilities and the capabilities of any Bi-Athons stored inside the Atohk. Modules are a permanent addition to a specific Atohk. Once they are attached they are locked to that particular Atohk, and will cease to function if removed.

Renewable Power Points: Power Points that regenerate each day and can be used to boost matrices stored in Bi-Athons, but can never be used to create Bi-Athons. Some Jezzadei matrices can be directly generated against a target using Renewable Power Points (see *Galactic Underground 3* for more information).

RPP: Renewable Power Points. Also known as Kah.

The Way: The Jezzadei's religion, which views all objects and living beings as imbued with a common energy by their creator, and thus deserving of equal respect.

ranking of the Jezzadei by the number, type, and configuration of the objects a Jezzadei possesses.

All Jezzadei carry a device called an Atohk, which means "Life-Staff" in the language of the Jezzadei. The Atohk is usually a large staff but can be as small as a wand. The Atohk is the focus of the Jezzadei's matrix abilities, and they cannot create Bi-Athons without their Atohk. All Atohks are elaborately carved and ornamented with runes and hieroglyphs, which document the events of the Jezzadei's life. Matrices can be imprinted on the Life-Staff just like any other object.

Furthermore, the Jezzadei may install modules into his or her Life-Staff to increase its capabilities mechanically. Modules may be removed and exchanged with other modules. Finding a particular Bi-Athon on a walking junk pile can be difficult, and many Jezzadei store their favorite Bi-Athons inside their Atohk. Bi-Athons stored in an Atohk take advantage of any modules installed in that Atohk, though Bi-Athons can be used normally when not stored in a Life-Staff. A standard, staff-sized Atohk can hold 150 spaces worth of Bi-Athons. A Bi-Athon takes up one space for each Power Point used to create it. See *Galactic Underground 3* for information on smaller Atohks and module types.

To lose one's Atohk is the highest form of disgrace. If the Life-Staff cannot be recovered, the Jezzadei will be unable to generate further

matrices, and will be stripped of any other talismans. If the Jezzadei is a practicing priest, they must relinquish this title.

Jezzadei start off with a set number of Power Points (PP) just like other species that have matrix control. Similarly, the number of Power Points the Jezzadei possesses can increase over time. However, there are some significant differences between Jezzadei and other Matrix Controllers. When a Jezzadei spends Power Points to empower an object with a matrix, those Power Points are gone forever. They do not regenerate with rest like the Power Points of other Matrix Controllers. Fortunately a matrix generated by the Jezzadei to create a Bi-Athon using his Power Points is permanent, though some restrictions on its use may exist (see individual Jezzadei matrix descriptions). In addition, Jezzadei do not fatigue by losing Constitution when spending Power Points like other Matrix Controllers. Jezzadei use the Jezzedeic Advancement Table.

Some Jezzadei matrices, which have been imprinted on Bi-Athons, can be boosted when they are activated, just like matrices from other disciplines. Rather than use their precious innate Power Points, which are gone once they are spent, a Jezzadei can use "Renewable Power Points" or RPPs to boost a matrix. A Jezzadei is able to harness one Renewable Power Point per bracket of matrix experience per day if he has his Atohk. Jezzadei refer to their Renewable Power Points as their Kah. These Renewable Power Points cannot usually be used to imprint Bi-Athons, including the Jezzadei's Atohk. Renewable Power Points can only be used to boost matrices already stored in a Bi-Athon or Atohk, unless the matrix explicitly states it may be generated using Renewable Power Points. Matrices that can be generated using either innate Power Points or Renewable Power Points are typically indicated with the ® symbol before the name of the matrix. Using Renewable Power Points does not cause Constitution loss.

Government

Zygok is governed by a theocracy known simply as the Elders of the People. All Jezzadei are considered part of the Church. Most are lay clergy, and all members of the clergy are commonly referred to as "priests." Higher ranks within the clergy include: Missionary, Shaper, Speaker, Crafter, and Elder. There are approximately two-dozen Jezzadei Elders universe wide. The Elders are the most revered of the species and are Matrix Controllers of great power. It is the Elders who resolve matters of importance and set standards for the rest. The lesser priests ensure decisions are carried out in the most methodical manner.

Jezzadei are creatures slow to action. All things must be thoroughly contemplated before choosing any course of action, lest one be brash and impetuous. Jezzadei do not understand or accept most aggressive tactics or solutions to problems. It takes time to correctly assess any situation. One should never act hastily. Jezzadei love deliberating the next plausible course of action, something that has caused great consternation to mercenary units operating under fire. The fact that people are dying does not mean that a decision should be reached quickly. A Jezzadei would still suggest that everyone should discuss things for a while before acting! As a result, not a whole lot gets done quickly, and even sending out for lunch can take the Elders three or four hours!

Culture

Jezzadei culture is animistic, teaching that all objects contain some measure of life-energy. Thus, inanimate objects, from simple tools up to planets, are treated with respect. Immediately after signing a non-aggression

treaty with the Alliance, the Jezzadei Elders petitioned for rights to study and catalogue Alliance-controlled archaeological sites. The Jezzadei sought to examine the artifacts and relics found there. With some reservation, the Alliance agreed, and the Jezzadei oversaw archeological digs across the galaxies. These industrious creatures worked the sites with such efficiency and fervor that archaeology departments and mega-corporations all over the galaxies sought out their services on ARSAP teams. The Jezzadei point to planetary histories such as Earth's to show the foolishness of abusing the resources at hand. It is this belief that makes the Jezzadei such superb craftsmen, for they believe that to put anything less than their full efforts into their work dishonors both the object and the creator. They call their system of beliefs simply "The Way".

Physiological Makeup

The Jezzadei are a mammalian-like species, similar to the large herd animals that once roamed the plains of Earth. They are herbivores. A Jezzadei can go for up to two weeks without eating before showing any ill effects, utilizing efficient fat storage nodules located throughout their physical structure. However, eating takes a lot of time and the Jezzadei consume a great deal of vegetable matter at each meal. Fortunately, a Jezzadei only needs to eat about twice a week, but they spend eight or nine hours per meal. Jezzadei disturbed while eating tend to be irritable, so caution is advised when approaching a feeding Jezzadei.

Weakness

The thick hide of the Jezzadei secretes oil, which insulates against cold. Consequently, direct damage from cold-based attacks is reduced by 3 points. There is, however, a downside. The oil emits a strong odor, which is offensive to most other beings. Individuals catching a whiff of an unclothed Jezzadei must make a Constitution check at +20 or lose their lunch on the spot! The Jezzadei themselves don't consider anything wrong with their natural fragrance, yet they usually mask it with a powerful deodorant when in the presence of unenlightened people. This deodorant costs 100cr for a month's supply. Jezzadei who aren't using this deodorant suffer -30 to their Stealth roll when trying to sneak by those who are nearby or downwind.

Quirks

Jezzadei love to study artifacts and learn about their creators through them. Jezzadei also carry objects, which are empowered, or going to be empowered. As a result, a typical Jezzadei ends up covered in a huge amount of junk. Most Jezzadei carry shards of pottery, broken gizmos, and things that nobody in the party can even identify.

Another quirk that doesn't endear the Jezzadei to most species is that they snore... loudly. Anyone bedding down near a Jezzadei is going to have one heck of a time getting to sleep. Parties operating with a Jezzadei require two extra hours of sleep to be well rested. Proper ear protection negates this need.

History

The Jezzadei can trace their history back 15,000 years. Many of the traditions and rites they practice today date back nearly that far. The species first took to calling themselves Priests in roughly 11,000 B.C. The first creation of an Atohk is credited to the founder of the Way, a Jezzadei female named Turanth. Her teachings were expanded upon after her death, and a gifted

few among the Priests were taught to imbue objects with some of their own life-energy, or Kah. This gave the objects fantastic powers, which the Jezzadei then used to advance their own culture. The Jezzadei first ventured into space in 1474 B.C. in vessels created entirely through their matrix abilities. While they never perfected intergalactic travel, they managed to explore a respectable amount of their own galaxy. To this day, Jezzadei ships are highly sought after by smugglers, due to their maneuverability and invisibility to conventional sensors, which use energy signatures to track ships. Jezzadei vessels do not emit conventional energy signatures.

The Jezzadei first encountered the Alliance in 2120, when one of their exploration vessels found an Alliance patrol looking for pirate activity. Diplomatic relationships were opened, and negotiations began in good faith. Though there were never any serious problems between the two governments, it took over eighty years for the Jezzadei to apply for Alliance membership, mainly due to their ponderous system of debating a subject for inordinate amounts of time.

Favorite Item

Though no Jezzadei would ever be caught without his Atohk, they love to study other items so much that it's difficult to say what a Jezzadei would value most among their collection of objects.

Dress

Jezzadei prefer to wear as little clothing as possible. Their thick fur and dozens of talismans make up their typical garb. However, because of the offense of their smell, most wear a minimum of a robe-like garment and some deodorant when in the presence of other species.

Hangouts

Jezzadei can usually be found wherever there are things to be dug up and studied. Many archaeological sites will have a Jezzadei or two dutifully studying the findings and museums are also popular destinations.

Variations On A Theme:

The Reclaimers: The Jezzadei religion is generally non-violent. There are no excommunications, though you can be expelled from the clergy, and even aliens are viewed as potential recruits to the religion. The Jezzadei belief that all living creatures and objects possess the same energy means that all creatures are viewed with respect. There are a few exceptions.

The Reclaimers are a secret organization within the higher ranks of the Jezzadei clergy whose job is to retrieve clergy members who have committed crimes against The Way and bring them back to the Jezzadei homeworld. The Reclaimers can also come to the aid of high-ranking clergy who require assistance in life-threatening emergencies. Those who summon the Reclaimers for aid are also brought back to the Jezzadei homeworld to justify their actions.

The Reclaimers' methods are brutal and ruthless, and they don't let anything or anyone stand in their way. They are so indoctrinated in their fanatical views that they view killing others as returning their Kah to the universe. Because of their methods, they tend not to advertise their presence, and few who see them in action live to tell tales.

Most Jezzadei practice a craft of some sort. In quiet times, they can be found in an out-of-the-way spot, usually their workshop, puttering around with some impossibly intricate example of their work.

Abode

The Jezzadei enjoy wide-open spaces and dislike the cramped, narrow rooms favored by Humans. The Jezzadei home is generally spacious and has numerous breezeways and open windows. A workshop is a part of nearly every Jezzadei home. Likewise, a small alcove dedicated to the contemplation of The Way is nearly always present.

Combat Tactics

Jeffzadei are slow to act, but quite willing to do battle when they or their friends are threatened. In combat, they will usually employ their talismans to best effect, assaulting the enemy from afar before moving closer to finish an opponent off in melee. As a Life-Staff is nearly impossible to break, a wallop by a Jeffzadei can really hurt! To make matters worse, many Jeffzadei add additional little surprises . . . like an energy discharge on impact. Jeffzadei take no damage from giving a head-butt.

General Occupation

Jeffzadei consider themselves teachers of The Way first and foremost. Even Jeffzadei who are not practicing clergy are still considered priests by others of their kind. However, Jeffzadei can be found doing a variety of work other than preaching The Way. Jeffzadei craftsmanship is usually superb and commands high prices on the open market. Jeffzadei also command high salaries as archaeologists and archivists, due to the loving care they put into such work.

Favorite Food

Jeffzadei like vegetables. Lots and lots of vegetables. They aren't real picky when it comes to veggies as long as there are copious amounts. Some Jeffzadei prefer roots, while others are partial to grasses or leafy vegetables. Tastes vary from Jeffzadei to Jeffzadei.

Pet

Jeffzadei keep no pets, believing the practice a needless restriction of the creature's freedom.

The Jeffzadei View

ON LIFE: Every object, living or inert, possesses Kah energy. By studying the object we see the Kah its creator placed within it. To see the Kah is to understand life and the universe.

ON WAR: It creates the many artifacts and lost cultures we seek to study.

ON THE ALLIANCE: I admire the fact that so many species have put aside their differences to work together, but there is so much left to study. I pity the shoddy workmanship, which their crafters often peddle.

ON THE UNIVERSE: So vast as to be incomprehensible. We study material objects and lost cultures to better understand the whole.

ON THE FAMILY: All Jeffzadei are family, born and raised in the traditions of The Way.

ON SELF: I exist to learn and learn to create. There can be no higher calling for one such as me.

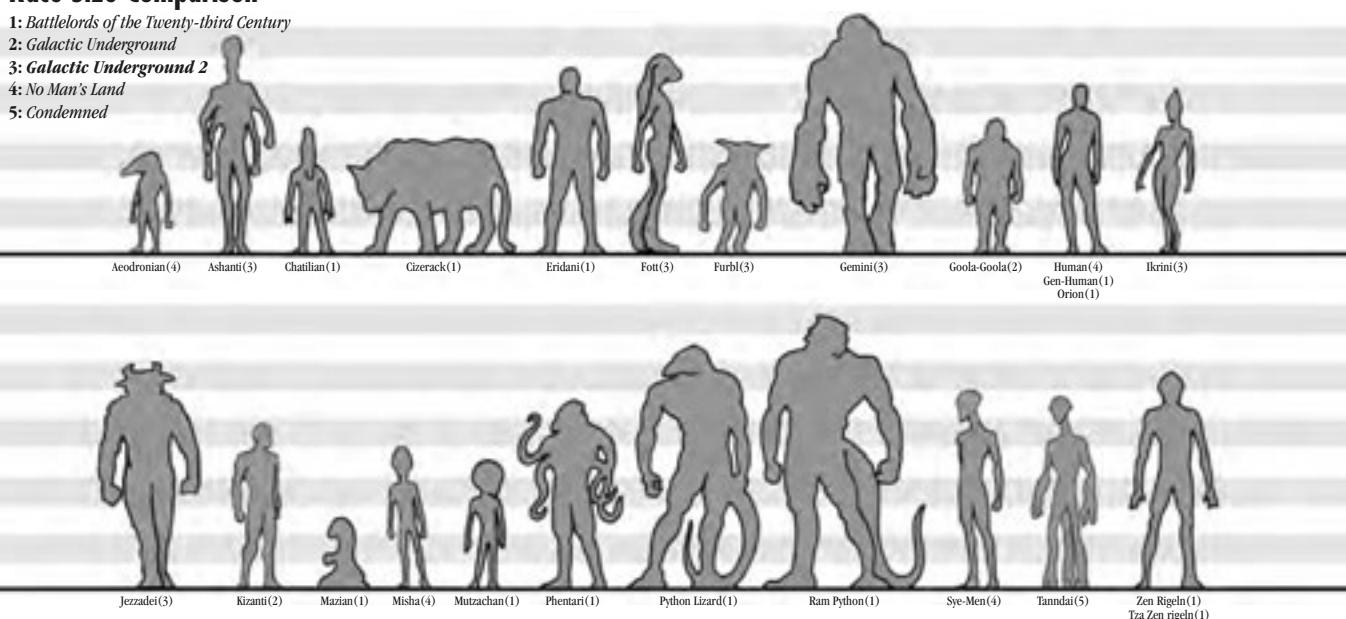
Notable Jeffzadei Statements

Isn't it wondrous? A perfect example of early Aeodronian craftsmanship and we're the first to find it in thousands of years!

Don't think of objects merely as vessels. Without your Kab to guide it, your body would be nothing more than a useless hunk of meat.

Don't you think it would be wise to evaluate all of our alternatives before fleeing from the charging Arachnid horde? Wait! Where are you going?

Race Size Comparison



RED 2**Andromeni
(Cizerack host)**

* Stats marked with an asterisk come from Red 2's Cizerack host body.

Vital Statistics

71	Strength*
42	Manual Dexterity*
144	I.Q.
125	Agility*
81	Constitution*
47	Agression
59	Intuition
63	Charisma

Secondary Statistics

57	Terrestrial Knowledge
63	Military Leadership
41	Persuasion
36	Bargaining

SMRs

Chemical: 35*
Radiation: 30*
Biological: 35*
Mental: 25
Poison: 35*
Sonic: 17*
Electricity: 36*
Fire: 40*
Acid: 30*
Cold: 48*

Characteristics

* all except Sponsor & Total body points (Andromeni)
Height: 4' 4" (1.3 meters)
Weight: 360lbs (163kg)
Size Class: 4 (7)
Total body points (Andromeni): 14
Total body points (Host): 19
Movement: 20/13/10/4 (13/9/69 after ENC)
Attacks: 2 claws + 1 bite
Dam/Attack: 1-2 (real) 1/2 (real) 1/3 (real) + 1 STR Bonus
Threshold: 0
Initiative Modifer: -3 (-1 after ENC)
Defensive Modifer: -14
Death's Door: -13
System Shock: 84
Vision Modifer: +100
Smell Modifer: +50
Hearing Modifer: +150
Encumbrance: 103.9, Medium (+2 initiative, -33% movement)
Social Class: Upper Middle
Sponsor: SSDC
Hair Color: Black
Eye Color: Brown

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
Backshaw Laser	82	82	80	78	30	15	00	-15	98	95	1	30	2-8	8
BS-2	78	68	60	45	20	-	-	-	98	85	2	10	2-7	3

Age: 21 (Young)
Sex: Female

Special Abilities, Quirks, Phobias

Only affected by mental attacks; May inhabit & repair deceased body; Can pass through material objects; Ability to permanently absorb language skills from hosts; Can short-circuit Matrix Controllers via physical contact; Inhabiting a host body permanently reduces the Andromeni's body points by one; Unable to communicate with other life forms without a host; Physical skills can only be learned while in a host; Talks a lot when in host body

Special Abilities, Quirks, Phobias (Host)

Night vision; exceptional leap attack; sensitive to sonic attacks; -60 agility on hind legs; excellent vision (+20 to Sighting checks).

Primary/Secondary Occupation*

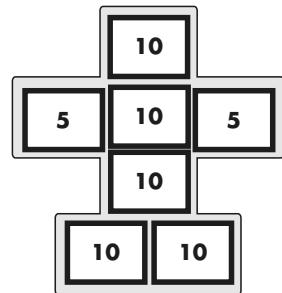
Military & Robotics – In-Field Robot Repair Technician

Total Experience

20,000

Armor/Helmet (Threshold)

Bio-2 (4)/Shalkon (10)

Armor Integrity**Armor Options**

Abdomen Options: Air Supply (04%), BMH-Basic (12%)
Left Leg Options: Auto Injector (02%)
Built-in Options: Camouflage Unit; Corrosive Protection; Environmental Containment; QSU (E)
Ablative: 2 points per section

Weapons (Ammo)

Backshaw Light Laser laser rifle (2 power packs)
BS-2 laser pistol (2 power packs)

Grenades, Mines, Missiles, etc.

M-80 Smoke grenade

Equipment/Cash

Biological Redox Agent
BRI (x3)
Camouflage Net †
Cargo Tape
Chemical Redox Agent
Compass
Ear Transceiver
Emergency Transmitter
Fire Extinguisher
First Aid Kit
Flare Gun
Insta-Hole
Kwik Kakes (x4)
MBRI (x3)
Mega Glue
Metal Detector †
Perceptual Enhancement Injection
Pneumatic Saw
Poncho
Pry Bar
Purification Tables (Food) (x4)
Purification Tables (Water) (x4)
Swiss Army Knife
Tool Kit (Masters) †
Vizex Solo
Web Gear
Wrist Torch
1,054cr

† These items are typically left at Red 2's base of operations and are not factored into the character's encumbrance.

PCD/Body Comp

Backup Module
Cracker Bodycomputer
Data Wafer Case
Data Wafers (x10)
EBM
Remote Joystick
Tech Adapter
Visual Connection
Weapon Repair Link

Skills

NAME	LEVEL	MOD
Anthropology	1	+45
Astrocartography	1	+45
Biology	1	+45
Defeat Security (Computers)	2	+45
Diplomacy	1	-
Genetics	3	+45
Language (Aeodronian)	* (Fluent)	-
Language (Cizerack)	* (Fluent)	-
Navigation (space)	1	+45
Computer Operation (Aeodronian)	2	+45
HOST SKILLS	LEVEL	MOD
NAME	LEVEL	MOD
Acrobatics	2	+14
Concealment	3	+45
Detect Concealment	3	+00
Hand-to-Hand	1	+16
Mapping	3	+45
Medical (Basic)	1	+45
Robotics (Activate/Deactivate)	3	+45
Robotics (Function Alteration)	1	+45
Robotics (Identification)	3	+45
Robotics (Modification)	2	+45
Repair (Robotics)	3	-05
Scouting	4	+00
Sighting	5	-
Stealth	7	+14
Weapon (beam)	1	-05
Weapon (pulse)	1	-05
Repair (beam)	1	-05
Repair (pulse)	1	-05

General Description

Red hopes that by studying the genetics, biology, and culture of other life forms, he might be able to discover some insight as to the origins of his people. Red loves to study other cultures and thoroughly enjoys the act of verbal communication. As a result, he will talk your ear off whenever he's inside a host capable of speech. He spends most of his time trying to accumulate as much information about the biology of those he encounters, and has enlisted with SSDC to further this goal. If forced to fight, Red will attempt to use his host body to the best of his and its abilities. He is quite willing to sacrifice his host body if it will save his companions.

History

Red 2's real name is incomprehensible, so like many Andromeni, he simply identifies himself by his primary color and the number of hosts. As you can probably guess, Red has had two hosts. His first was an Aeodronian and the second is his current host, a Cizerack named Takishea. Red is very intelligent and excels in the field of genetics.

While in the Aeodronian, Red learned to operate and eventually hack into Aeodronian-based computer systems. Eventually, Red discovered a Cizerack corpse on a barren, desert world in Fornax. Believing the cat would be a more suitable host, Red left the Aeodronian behind. The Cizerack was employed by AMC as a combat technician specializing in locating and repairing rogue or damaged military robots in battle zones; a job for which she was particularly well suited until she ran into the Arachnid warrior disabling the robots she was sent out to repair.

GALLIBRAITH OF ARBATROC

Ashanti

Vital Statistics

69	Strength*
69	Manual Dexterity*
55	I.Q.
105	Agility*
42	Constitution*
43	Agression
110	Intuition
52	Charisma

Secondary Statistics

30	Terrestrial Knowledge
93	Military Leadership
29	Persuasion
14	Bargaining

SMRs

Chemical: 28
Radiation: 23
Biological: 28
Mental: 75
Poison: 28
Sonic: 33
Electricity: 48
Fire: 23
Acid: 18
Cold: 16

Characteristics

Height: 6' 10" (2.1 meters)
Weight: 370lbs (168kg)
Size Class: 6
Total body points: 9
Movement: 09/09/75 (6/6/50 after ENC)
Attacks: 4 Punches
Dam/Attack: 1 Point (temp) + 1 STR Bonus
Threshold: 0
Initiative Modifier: -3 (-1 after ENC)
Defensive Modifier: -10
Death's Door: -9
System Shock: 56
Vision Modifier: 0
Smell Modifier: +90
Hearing Modifier: +10
Encumbrance: 64, Medium (+2 Init, -33% movement)
Social Class: Poverty
Sponsor: SSDC
Hair Color: Grey
Eye Color: Grey
Age: 35 (Mature)
Sex: N/A (Hermaphroditic)

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
MC-6	73	70	62	55	35	10	-15	-	94	90	2	10	3-12	4
Spectrum Plus	89	85	80	60	45	-15	-	-	89	65	2	10	2-8	3
Short Sword 1	60				parry: 30				70	1	-	1-6	4	
Short Sword 2	60				parry: 30				70	1	-	1-6	4	

Special Abilities, Quirks, Phobias

Multiple limbs; Spatial awareness; Can't heal broken bones; politely informs everyone about his STD for their own safety; history buff; amateur computer hacker.

Primary/Secondary Occupation*

Military & Espionage • Military Intelligence Officer

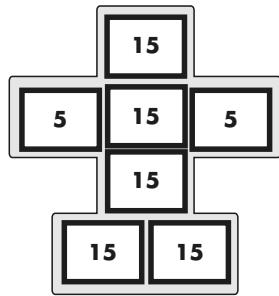
Total Experience

20,000

Armor/Helmet (Threshold)

Bio-2 (4)/Shalkon (10)

Armor Integrity



Weapons (Ammo)

MC-6 Laser Pistol (1 power pack)
Spectrum Plus Bargain Basement
Laser (1 power pack)

Grenades, Mines, Missiles, etc.

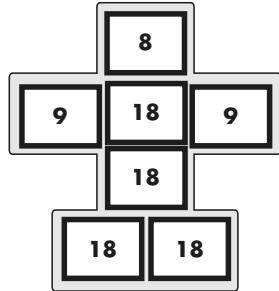
M-90 Concussion grenade

Equipment/Cash

MBRI (x1)
BRLs (x2)
Bug Finder
Bug Killer
Camera (Digital)
Case (Super)
Compass (Digital)
Ear Transceiver
Emergency Transmitter
First Aid Kit
Goggles (IR)
Grapple Gun †
Grappling Hook
Holster, Double
Mega Glue
Pocket Signal Detector
Rope (Flex): 20m
Suitcase (False Bottom) †
420cr

† These items are typically left at Gallibraith's base of operations and are not factored into the character's encumbrance.

Armor Absorption



Armor Options

Abdomen Options: Air Supply (04%)
Left Leg Options: Auto Injector (03%)
Left Arm Options: Shield (15%)
Built-in Options: Camouflage Unit;
Corrosive Protection; Environmental Containment; QSU (E)
Ablative: 2 points per section, assuming 9 sections

Skills

NAME	LEVEL	MOD
Acrobatics	5	+10
Alertness	1	-
Archaic Hand Weapon (sword)	2	+12
Climbing	1	+10
Computer Basic/Coding	2	+00
Etiquette	3	+05
General Knowledge	5	-
Hand-to-Hand Combat	2	+10
Intelligence	4	+00
Language (Eridani)* (Fluent)	+10	+45
Lip Reading	1	+00
Military Leadership	3	-
Mining (asteroid)	2	+00
Computer Operation (Galactic Std.)	3	+00
Pick Locks	1	+10
Escape	1	+10
Bypass (Security System)	1	+10
Defeat (Security System)	1	+10
Detect (Security System)	1	+00
Operate (Security System)	1	+00
Skimmer	1	+00
Swimming	1	-
Throwing	2	+00
Weapon (beam)	2	+00
Weapon (indirect fire)	1	+25

General Description

Gallibraith, or Galli for short, is a highly trained military tactician. He prides himself on his leadership abilities, and yearns to run his own military intelligence office one day. He feels that his skills are not sufficient for fieldwork, but he knows enough about espionage to determine what needs to get done and delegate responsibility for the task to the appropriate party.

When in the field, Galli prefers to avoid direct confrontation and prefers to anticipate his opponent's next move using his knowledge of standard military tactics and his renowned intuition. When finally confronting his opponents, Galli, who is a skilled Hand-to-Hand combatant, fights with at least two of his weapons simultaneously.

Like all Ashanti, Galli is always polite, but his rank as an officer tends to make him arrogant and aloof. He often listens to the ideas of his subordinate teammates, as it is the polite thing to do, but frequently disregards them when making his final decisions.

History

A former asteroid miner, Galli felt his abilities were being under-utilized and eventually pursued a career in the corporate security field where he was trained in counter-espionage at SSDC. Being an Ashanti and showing promise, he was selected for the officer program.

Galli is a self-taught computer programmer and considers himself an amateur computer hacker, though his skills in this area are questionable. Rather than spend his own money on a Body Computer, Galli uses the ones at the office to practice his skills. Also of note, Galli is an excellent gymnast.

BUFORD "BO" MAYNARD

Fott

Vital Statistics

96	Strength
74	Manual Dexterity
77	I.Q.
89	Agility
99	Constitution
59	Agression
74	Intuition
43	Charisma

Secondary Statistics

01	Terrestrial Knowledge
58	Military Leadership
25	Persuasion
15	Bargaining

SMRs

Chemical: 27
Radiation: 32
Biological: 22
Mental: 50
Poison: 27
Sonic: 17
Electricity: 27
Fire: 22
Acid: 27
Cold: 32

Characteristics

Height: 6' 9" (2.1 meters)
Weight: 220lbs (100kg)
Size Class: 6
Total body points: 13
Movement: 15/15/60 (10/10/40)
Attacks: 2 Punches
Dam/Attack: 1 Point (temp)
+2 STR Bonus
Threshold: 0
Initiative Modifier: -1
(+1 after ENC)
Defensive Modifier: -6
Death's Door: -13
System Shock: 84
Vision Modifier: +20
Smell Modifier: +20
Hearing Modifier: +40
Encumbrance: 112.6, Medium
(+2 Init, -33% movement)
Social Class: Upper Middle
Sponsor: SSDC
Hair Color: White
Eye Color: Blue
Age: 15 (Mature)
Sex: Male

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
Colt .357 Magnum	70	60	55	25	05	-30	-	-	99	100	1	6	2-8	2
Walther A2000	115	107	100	85	45	20	10	00	99	100	1	6	4-16	15
Remington M870	85	60	35	15	-	-	-	-	97	100	1	5+1	2-7	10
Knife (Dagger)	50													
Sling Shot	70	45	15	-15	-	-	-	-					1-2	1

Special Abilities, Quirks, Phobias

Ability to jump large distances; Shy with opposite sex; Highly organized & methodical (+05% to skill checks); Wears spurs (-40 to Stealth Rolls); Half of income sent home to family; Poor credit rating; Fast Draw (-1 to initiative).

Primary/Secondary Occupation

Military & Vehicles • Gun for Hire

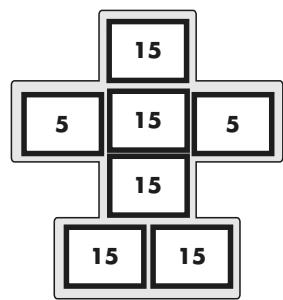
Total Experience

20,000

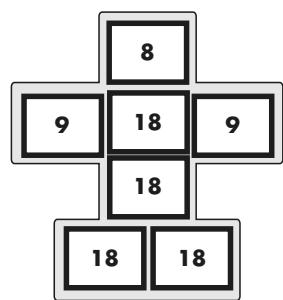
Armor/Helmet (Threshold)

Bio 2 (4)/Shalkon (10)

Armor Integrity



Armor Absorption



Armor Options

Helm Options: Search Light (34%)
 Abdomen Options: Air Supply (04%)
 Left Leg Options: Auto Injector (03%)
 Built-in Options: Camouflage Unit, Corrosive Protection, Environmental Containment, QSU (E), Rad Liner
 Ablative: 5 points per section

Weapons (Ammo)

Knife
 Slingshot
 Colt .357 Magnum APW Pistol (24 rounds, Depleted Uranium; 24 rounds, Hollow Point)
 Walther A2000 APW Sniper Rifle (4 magazines, Tungsten-Sabot)
 Remington M870 12g APW Shotgun (25 shells, solid slug)

Grenades, Mines, Missiles, etc.

Bouncing Betty mine
 Claymore mine
 Dynamite (5 sticks)
 M-75 Frag grenade

Equipment/Cash

MBRI (x4)
 BRIs (x2)
 10x Scope
 Biological Redox Agent
 Camouflage Net †
 Case (Shockproof)
 Emergency Transmitter
 Fire Extinguisher (Portable)
 First Aid Kit
 Flash Suppressor
 Hand Radio
 Holster (x2)
 Poncho
 Pop-n-Boil Rations (x5)
 Purification Tablets (Food) (x3)
 Purification Tablets (Water) (x3)
 Rifling Equipment
 Silencer (Pistol)
 Silencer (Rifle)
 Sling (x2)
 Speed Loader (x2)
 Toolkit (Masters) †
 White Count Injection 306cr

† These items are typically left at Bo's base of operations and are not factored into the character's encumbrance.

Skills

NAME	LEVEL	MOD
Administration	1	+15
Archaic Hand Weapon (slingshot)	3	+13
Automobile	1	+10
Body Points	1	-
Camouflage	2	+15
Concealment	1	+15
Demolitions	1	+15
Detect Concealment	1	+15
Hand Radio	1	+15
Mechanic (auto)	4	+10
Medical (Basic)	1	+15
Navigation (land)	2	+15
Poisons	1	+15
Skimmer	2	+10
Survival (swamp)	2	+15
Taxidermy	3	+15
Throwing	3	-
Truck	4	+10
Archaic Powder Weapon (pistol)	2	+10
Archaic Powder Weapon (rifle)	5	+10
Archaic Powder Weapon (shotgun)	2	+10

General Description

Unlike most Fott, Buford "Bo" Maynard is highly organized and methodical. He is a patient and efficient killer, though not really as cold-blooded and heartless as the Fott are often made out to be. Bo prefers to shadow his prey learning their habits and evaluating their threat level. Once he feels them out, he sets up an ambush either using his explosives or relying on his sniper rifle. For multiple opponents, Bo ambushes them in a kill zone. Opponents retreating out of the kill zone away from his gunfire run into explosives and tripwires that Bo planted ahead of time to thin their numbers. If cornered or fighting in close-quarters, the Fott relies on his twin .357s. Bo is also a skilled mechanic and skimmer driver.

History

Believe it or not, Buford "Bo" Maynard started out on Delphix-7 running his own business. Unfortunately Bo wasn't the best entrepreneur and his business eventually failed. Bo's credit rating was now in the toilet, and his family wanted the money back that they had loaned him to start his little business venture. Rather than face the wrath of his family, who quite likely would have killed him, Bo fled Delphix to make a living doing the one thing he'd always been good at—killing. Though Bo doesn't always enjoy his work, it has allowed him to make a few credits, half of which he sends back home to his family to appease them. If Bo ever stops sending the credits, his kin will come looking for him.

Bo has had a relatively good life for a Fott, all things considered, and has been given more than his fair share of second chances. As a result, he has been known to take pity on those who are down on their luck even if he's supposed to kill them. He also has qualms about harming women and children. This tends to damage his reputation as a hired gun (and a Fott) and risks angering his relatives when there are gaps between his repayments on their loans.

FUZZBUN

Furbl

Vital Statistics

150	Strength (14 originally)
48	Manual Dexterity
73	I.Q.
145	Agility
01	Constitution (57 originally)
42	Agression
47	Intuition
67	Charisma

Secondary Statistics

29	Terrestrial Knowledge
43	Military Leadership
49	Persuasion
34	Bargaining

SMRs

Chemical: 19
Radiation: 29
Biological: 14
Mental: 35
Poison: 19
Sonic: 12
Electricity: 19
Fire: 12
Acid: 24
Cold: 84

Characteristics

Height: 3' 5" (1.0 meters)
Weight: 40lbs originally, 198lbs currently (18kg, 90kg)
Size Class: 1 originally, 2 currently
Total body points: 3
Movement: 14/4/32 originally, 28/25/200 currently
Attacks: 2 Punches
Dam/Attack: 1 Point (temp) +6 STR Bonus
Threshold: 3
Initiative Modifier: -9
Defensive Modifier: -52
Death's Door: -5
System Shock: 32
Vision Modifier: +20
Smell Modifier: +25
Hearing Modifier: +20
Encumbrance: 27.5, Unencumbered
Social Class: Middle
Sponsor: SSDC
Hair Color: Black
Eye Color: Black
Age: 6 (Young)
Sex: Female

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
BS-2	73	70	62	55	35	10	-15	-	94	90	2	10	3-12	4
Short Sword 1	60								70	1	-		1-6	4

Special Abilities, Quirks, Phobias

Defensive Modifier is doubled; "Safe Height" is doubled when using Acrobatics to break falls; Sonic attacks do double damage & cause permanent deafness; Fatigues easily in hot climate; Honorable; 50k worth of cybernetics; Adheres to the Techknight code of honor; Bad Credit Rating (No loans)

Primary/Secondary Occupation

Military • Close Combat Specialist

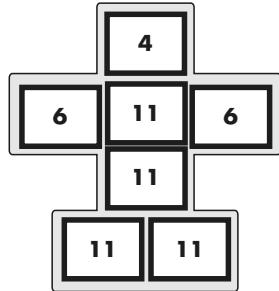
Total Experience

20,000

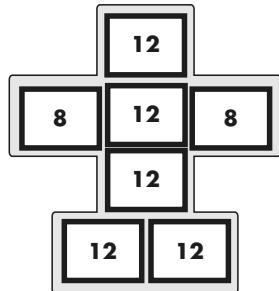
Armor/Helmet (Threshold)

Protecon (4)/Absorbix (6)
T-12 Sonic Suit

Armor Integrity



Armor Absorption



Built-in Options: Corrosive protection
Ablative: None

Weapons (Ammo)

BS-2 Laser Pistol (1 power pack)
Short Sword

Grenades, Mines, Missiles, etc.

None

Equipment/Cash

BRI x2
62.5cr

Cybernetics

Climbing Claws (feet)
Cosmetic Surgery (all sections, including head)
Cybernetic Eyes
Cybernetic Skull
Electricity Insulation (all sections, Electricity SMR of 100)
Lower Combat Chassis
Upper Combat Chassis
MedPort (chest)
Night Vision (left eye)
Talons (hands)

Skills

NAME	LEVEL	MOD
Acrobatics	5	+24
Alertness	2	-
Archaic Hand Weapon (sword)	2	+26
Medical (Basic)	4	+10
Body Points	6	-
Climbing	6	+24
Escape	1	+24
Etiquette	1	-
Hand-to-Hand	6	+26
Language (Tannndai) * (Fluent)	-	+45
Pick Pockets	3	-05
Singing	7	-
Stealth	3	+24
Street Smarts	3	-05
Survival (arctic)	5	-05
Weapon (beam)	1	-05

General Description

You'd never know by looking at cute little Fuzzbun that she is a combat machine – quite literally. Fuzzbun can close the distance with her target moving at 100 kph. She has lighting fast reflexes and razor sharp retractable claws. She can bench press your average Python Lizard and scale vertical surfaces without much effort. Fuzzbun avoids a fight if possible, though she approaches those that offend her or the Techknight code and politely asks them to desist from their current course of action. If they refuse, she informs them that she will force them to stop if they don't comply, and that she is more dangerous than she looks. At this point thugs usually laugh at the arrogant, little Furbl, and then they find out to their dismay, she was deadly serious. Though Fuzzbun directly confronts her opponents initially, she relies on her speed, small size, agility, and the terrain to maximize her combat effectiveness. When zigging and zagging at full speed, Fuzzbun is a difficult target to hit (Editor's Note: -20 for speed of 27 m/s, -10 for size class 2, and a -52 Defensive Modifier = -82 modifier to be hit). She may be a Furbl, but she's no dummy.

History

Fuzzbun was a nurse's aid working on the frontier when, one night after leaving work, a gang of thugs nearly beat her to death. Before the thugs could deliver the final blow, a wandering Tannndai Techknight rescued Fuzzbun. The Techknight executed the ruffians for their crimes. Unable to save Fuzzbun's broken and mangled organic body; the Tannndai repaired her with whatever off-the-shelf cybernetics he could find; Fuzzbun's entire body was replaced with cybernetic components. Thanks to the Tannndai's skillful work, the Furbl looks completely normal and casual viewers cannot tell she is mostly machine.

To repay the Tannndai for his kindness, Fuzzbun swore to serve the Tannndai as best she could. The Tannndai educated the Furbl in the ways of the Techknight, schooling her in Hand-to-Hand combat, etiquette, and of course, the way of the sword. The Tannndai also made the Furbl swear to follow the Techknight code, which includes coming to the aid of those in need, much like the Tannndai did with Fuzzbun years before. Fuzzbun has since parted ways with the Tannndai, but she still follows the code and uses her newfound skills to aid those in need. As a result of her superb Tannndai training, she has secured employment with SSDC. Were it not for her lack of military experience, she would probably be a candidate for the officer corps. Fuzzbun has used her meager salary to augment herself with even more cybernetics.

GARTOSH "GOLDDUST"**THE GOLD****Gemini****Vital Statistics**

109	Strength
45	Manual Dexterity
40	I.Q.
59	Agility
145	Constitution
32	Agression
76	Intuition
65	Charisma

Secondary Statistics

55	Terrestrial Knowledge
39	Military Leadership
35	Persuasion
05	Bargaining

SMRs

Chemical: 100
Radiation: 110
Biological: 90
Mental: 35
Poison: 100
Sonic: 28
Electricity: 25
Fire: 65
Acid: 60
Cold: 35

Characteristics

Height: 8' 4" (2.5 meters)
Weight: 1,000lbs (454kg)
Size Class: 8
Total body points: 18
Movement: 4/10/60 (4/9/54 after ENC)
Attacks: 2 Punches
Dam/Attack: 1-4 Points (real) +3 STR Bonus
Threshold: 3
Initiative Modifier: 0 (+1 after ENC)
Defensive Modifier: 00
Death's Door: -18
System Shock: 99
Vision Modifier: -30
Smell Modifier: -25
Hearing Modifier: +15
Encumbrance: 54.1, Light (+1 Init, -10% movement)
Social Class: Rich
Sponsor: SSDC
Hair Color: None
Eye Color: Red
Age: 24 (Mature)
Sex: Male

Special Abilities, Quirks, Phobias

3 point Threshold; Resistant to concussive attacks; Chain smoker; Impatient bargainer; Workaholic (12% per level for non-weapons or vehicles; +02% per level for other skills); Gold-flecks in skin (beware Orions); 4.0 credit rating; Blackmarket contacts on every world (20% chance to find anything).

Primary/Secondary Occupation

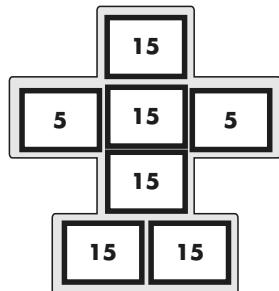
Military/Social • Logistics Support

Total Experience

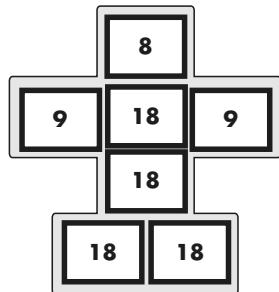
20,000

Armor/Helmet (Threshold)

Bio 2 (4)/AKMH (7)



Baseball Cap Street Clothes Armor

**Armor Options**

Abdomen Options: Air Supply (03%)
Built-in Options: Environmental Containment
Ablative: None

Weapons (Ammo)

Ironside Juicer (10 extra shots of Iron)
Iceman Frostgun

Grenades, Mines, Missiles, etc.

None

Equipment/Cash

MBRI x2
BRI x2
Ear Transceiver
1,700cr

Power Points

8 (-18 CON per PP spent, temporary loss)

Matrices (Bracket)

Chill (1)
Elemental Sheath I (1)
Fire Dagger (1)
Warmth (1)
Water Freedom (1)
Breathe Water (2)
Earthgrip (2)
Fog (2)
Burrow (3)
Earth Song (3)
Nature Meld (3)

Skills

NAME	LEVEL	MOD
Archaic Hand Weapon [club/cronk]	1	+00
Climbing	3	+00
Spelunking	3	+00
Gambling	4	+10
Matrix Manipulation	3	-25
Merchant	4	-25
Pottery	5	-05
Singing	4	-
Street Smart	5	+10
Survival (urban)	2	+10
Weapon (chemical)	1	-05
Weapon (pulse)	2	-05

General Description

GoldDust, or "Gold" as his friends call him, is one of the luckiest Gemini you'll ever meet, and he knows it. He comes from a rich family and has an absolutely perfect credit rating; even his skin has embedded gold! This is terribly convenient for Gold, because he's not the brightest rock from Sunas 7. Despite Gold's low IQ, he has a strong work ethic and a genial personality. He likes everyone he meets and rarely finds fault with anything.

Gold is a merchant by trade, but he is a poor negotiator and lacks the patience to barter. Fortunately, Gold's clients don't mind paying top dollar for the hard-to-find items he provides, so he rarely has to haggle. His real talent is finding nearly anything for which his clientele wants.

GoldDust spends most of his free time gambling. When he's not gambling, he's combing the streets and questioning his contacts for items on his shopping list. Though he had a posh upbringing, he knows how to work the streets for what he needs and how to handle himself in a fight. People rarely antagonize him because he's such a jovial fellow. Gold enjoys a good smoke, his one vice. He feels smoking goes well with the gambler persona he likes to exude. The effects of even heavy smoking on a Gemini are probably negligible.

History

GoldDust's approachable and friendly attitude has made him many friends over the years, including one of the biggest mob bosses in the sector. Gold doesn't know his buddy is head honcho of the Silk Lambs, and he likely wouldn't care if he knew the truth. Once they became fast friends, he rarely had trouble locating any item he needed to find, no matter how rare (or illegal). If it wasn't for his well-to-do family and his incredible luck, Gold would have probably ended up as a grunt in the marines. Gold has recently been hired as an independent contractor by SSDC to facilitate the requisitioning of hard to find equipment for the logistics support division in Fornax, where just about everything can be difficult to locate.

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
Ironside Juicer	70	60	55	25	05	-30	-	-	99	100	1	6	2.8	2
Iceman Frostgun	115	107	100	85	45	20	10	00	99	100	1	6	4.16	15

ERSAI UKU NE'AISE

Ikrini

Vital Statistics

22	Strength
62	Manual Dexterity
108	I.Q.
71	Agility
93	Constitution
63	Agression
88	Intuition
22	Charisma

Secondary Statistics

01	Terrestrial Knowledge
68	Military Leadership
45	Persuasion
30	Bargaining

SMRs

Chemical: 57
Radiation: 27
Biological: 52
Mental: 50
Poison: 32
Sonic: 42
Electricity: 37
Fire: 37
Acid: 32
Cold: 37

Characteristics

Height: 5' 10" (1.8 meters)
Weight: 130lbs (59kg)
Size Class: 4
Total body points: 11
Movement: 10/10/50 (7/7/33 after ENC)
Attacks: 2 Punches
Dam/Attack: 1 Point (temp) -1 STR Bonus
Threshold: 0
Initiative Modifier: -1 (+1 after ENC)
Defensive Modifier: -2
Death's Door: -13
System Shock: 84
Vision Modifier: +10
Smell Modifier: +10
Hearing Modifier: +10
Encumbrance: 40, Medium (+2 Init, -33% movement)

Social Class: Content

Sponsor: SSDC
Hair Color: Bald
Eye Color: Blue
Age: 28 (Young)
Sex: Female

Special Abilities, Quirks, Phobias

Blood Thirsty (05% chance to kill outright); Unlucky at love; Quick (matrixes with 1 sec generation time start in first half-action); Black Market Connections (increase AV of items by 20%); Matrix strength based on surrounding environment; Aversion to conventional technology

Primary/Secondary Occupation

Military & Science/Espionage • Tracker

Total Experience

20,000

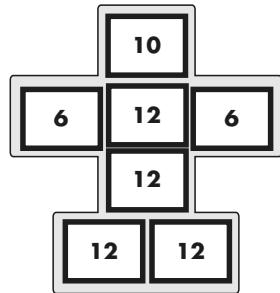
Armor/Helmet (Threshold)

Organic Infiltrator (4) / Organic Brain Bucket (8)

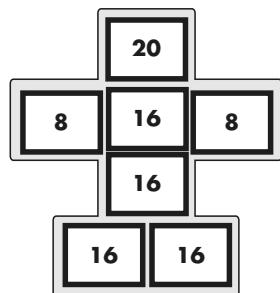
FIR & CLD SMRs = 20.

Immune to magnetic-based attacks, A/R Beams, Metal Guns, etc.

Armor Integrity



Armor Absorption



Armor Options

Abdomen Options: Air Supply (06%)
Built-in Options: Camouflage Unit, Environmental Containment, QSU (E), Rad Liner
Ablative: None

Weapons (Ammo)

Ghost Staff Modern Hand Weapon
Plasma Jet Modern Hand Weapon x3

Grenades, Mines, Missiles, etc.

Quabal (x2) modern hand weapon (thrown)

Equipment/Cash

MBRI (x4)
BRIs (x2)
Ear Transceiver
Goggles (IR)
Goggles (UV)
Symbiote (+25 to Vision Modifier, 5 combat rounds)
Symbiote (+25 to STR, 3 combat rounds)
Symbiote (+21 to AGL, 2 combat rounds)
1,170cr

Synthetic Organs

Chameleon Skin
Climbing Claws (feet)
Flash Suppressors (right eye, left eye)
Talons (hands)

Skills

NAME	LEVEL	MOD
Alertness	1	-
Archaic Hand Weapon (staff)	3	+04
Archaic Hand Weapon (sword)	2	+04
Biology	3	+25
Body Points	1	-
Breathing	3	-
Camouflage	5	+25
Climbing	2	+25
Detect Concealment	5	+15
Genetics	3	+25
Infiltration	1	+25
Navigation (land)	1	+25
Stealth	4	+25
Survival (arctic)	3	+15
Survival (deciduous)	3	+15
Survival (desert)	3	+15
Survival (swamp)	3	+15
Survival (tropical)	3	+15
Swimming	3	-
Throwing	5	-
Tracking	9	+15

General Information

Ersai prefers not to confront her prey unless she takes them completely by surprise or when they are least able to defend themselves. Her intelligence and keen perception make her a difficult adversary. Though she abhors conventional weaponry, she's made an exception for modern Hand-to-Hand weapons as she feels they are less offensive and less prone to culture-destroying abuse than modern ranged weaponry.

History

Ersai is a cold-blooded killer. Her ruthlessness is only exceeded by her intelligence and ambition. Trained in the art of guerrilla warfare by the Rebels, Ersai quickly became known as a top-notch tracker, hunting down targets that escaped during failed raids. Her careful planning kept her record clean despite her criminal activities. She eventually left the Rebels to pursue a more lucrative career in the corporate sector by joining SSDC.

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC
Ghost Staff	70								55	99	1/3	20	1-8	12/6
Plasma Jet (3)	50								N/A	70	1	1	3-12	4

JAREN THE COLLECTOR

Jezzadei

Vital Statistics

98	Strength
94	Manual Dexterity
121	I.Q.
20	Agility
62	Constitution
32	Agression
71	Intuition
48	Charisma

Secondary Statistics

61	Terrestrial Knowledge
56	Military Leadership
60	Persuasion
78	Bargaining

SMRs

Chemical: 45
Radiation: 30
Biological: 50
Mental: 65
Poison: 45
Sonic: 20
Electricity: 35
Fire: 40
Acid: 13
Cold: 90

Characteristics

Height: 7' 8" (2.0 meters)
Weight: 480lbs (218kg)
Size Class: 8
Total body points: 12
Movement: 07/13/130 (2/4/43 after ENC)
Attacks: 2 claw, 1 head butt (horns)
Dam/Attack: 1-2 (real)/1-2 (real)/1-4 (real) +2 STR Bonus
Threshold: 0
Initiative Modifier: +10 (+14 after ENC)
Defensive Modifier: +80
Death's Door: -10
System Shock: 68
Vision Modifier: +10
Smell Modifier: -20
Hearing Modifier: -10
Encumbrance: 145.6, Severe (+4 Init, -66% movement)
Social Class: Middle
Sponsor: SSDC
Hair Color: Black
Eye Color: Brown
Age: 51 (Mature)
Sex: Male

Special Abilities, Quirks, Phobias

Reduced damage from cold-based attacks; Distinctive body odor; Works alone

& prefers it that way; Racist; Committed to his beliefs; Custom archeology tools (2 Enc, +15 to archeology checks); Really stinky (must use twice as much deodorant, or suffer twice the penalties); 40k to spy on company; Pencil-neck geek

Primary/Secondary Occupation

Science & Journeyman • Smuggler

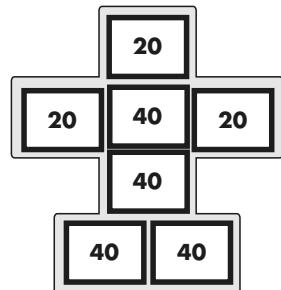
Total Experience

20,000

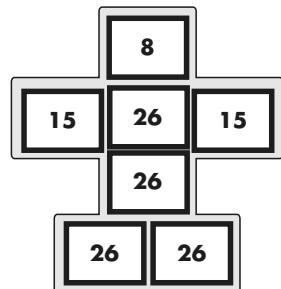
Armor/Helmet (Threshold)

Bear (5)/Shalkon (10)
Street Clothes Armor Heavy Gloves (Bi-Athon, Electrical Discharge Matrix)

Armor Integrity



Armor Absorption



Armor Options

Abdomen Options: Air Supply (03%)
Left Arm Options: Shield (10%)
Right Leg Options: Auto Injector (02%)
Left Leg Opt.: Mycroline Arm Rocket Rack
Built-in Options: Camouflage Unit, Corrosive Protection, Environmental Containment, QSU (E)
Ablative: 2 points per section

Weapons (Ammo)

Jellatizer Attractor/Repressor
Atohk – Staff (Activation Energy Matrix) SS 120. 2-12, Acc: 80, P: 25

Grenades, Mines, Missiles, etc.

Interfon arm rockets (x8)

Equipment/Cash

MBRI (x1)
BRIs (x2)
Altimeter
Archeology Tools, Custom-made (+15 to archeology checks)†

Auto Mapper
Base Radio†
Camera (Digital)
Carbon Dater
Case (Shock Proof)
Collapsible Shovel
Compass (Digital)
Deodorant, Extra-strength (2 month supply)
Ear Transceiver
Emergency Transmitter
Flood Lights (x4)
Ladder†
Metal Detector†
Pitons (x20)
Portable Stove
Refrigerator (Portable)†
Rope (Flex): 20m
Sleeping Bag
Tent: 8-man (Bi-Athon, Cocoon Matrix)
Watch Phone
Weather Gauge
Wet Weather Gear
704cr

PCD/Body Comp

Outback PCD
Backup Module
Data Wafer Case
Data Wafers (x10)
Holo Projector
Tech Adapter
Visual Connection

Power Points

12 (Originally), 5 (Remaining) - (No CON loss for spending PP)
Renewable Power Points: 2/day with Atohk - (No CON loss for spending RPP)

Matrices (Bracket):

Activation Energy (1)
Atohk (1)
Drinrin Healing (1)
Explosive (1)
Comprehend Languages (2)
Empower 1 - Light (2)
Hands of the Atohk (2)
Hollow (2)
Repair Misc. Equipment (2)
Cocoon (3)
Empower 2 - Electrical Discharge (3)
Empower 2 - Finger Laser (3)
Empower 2 - Ultra-vision (3)
Lighten (3)
Record (3)

†These items are typically left at Jaren's base of operations and are not factored into the character's encumbrance.

Skills

NAME	LEVEL	MOD
Alien Technology	1	+35
Anthropology	3	+35
Archeology	5	+35
Archaic Hand Weapon (staff)	2	-15
Automobile	1	+15
Bartering	3	-
Bribery	1	+00
Cook	1	+10
Detect Concealment	1	+35
Diplomacy	1	+00
Forensics	1	+35
Linguistics	1	+35
Mapping	3	+35
Matrix Manipulation	1	+35
Merchant	1	+35
Computer Operation (Galactic Std.)	2	+35
Persuasion	1	-
Skimmer	1	+15
Smuggling	3	+35
Street Smarts	1	+10
Theology	2	+35
Truck	1	+15
Weapon (A/R beam)	1	+04

General Information

Jaren is an unscrupulous smuggler and treasure hunter. Despite his massive frame, Jaren is a bookworm at heart, and though he enjoys scrapping around an archeological dig site, he doesn't enjoy the lack of amenities. As a result, he's accepted a bribe of 40,000cr a year from AMC to spy on his employer, SSDC. This allows him to afford a nicer hotel on civilized worlds or a bigger tent on uncivilized ones. Jaren avoids direct conflict at all cost, preferring instead to lie his way out of any confrontation; he is a massive and slow moving target. If forced to fight, Jaren seeks cover immediately and relies on his ranged weaponry, arm rockets, and Bi-Athons to attack. He's not terribly proficient with melee weaponry or his Atohk. Jaren often tries to use his surroundings in creative ways, including bystanders, to slow the progress of his attackers.

To get his latest find through customs and back to his lab, he'll resort to diplomacy, bribery, lying, stealing, extortion, and blackmail, but he isn't a killer. However, Jaren has no qualms about killing in self-defense or letting others take the fall for his actions. He's even been known to blow up his own dig sites to keep them out of the hands of others.

Jaren dislikes working with others and is rather racist towards all non-Jezzadei, but he rarely lets this adversely affect his working relationship with his clients and co-workers. When he is forced to deal with people, he usually lies to them to get what he wants. Jaren does not travel light, and his 'comfortable living in the field' requirement means he packs a lot of gear and often hires local laborers to do the heavy lifting and digging work, which makes finding booby-traps much easier.

History

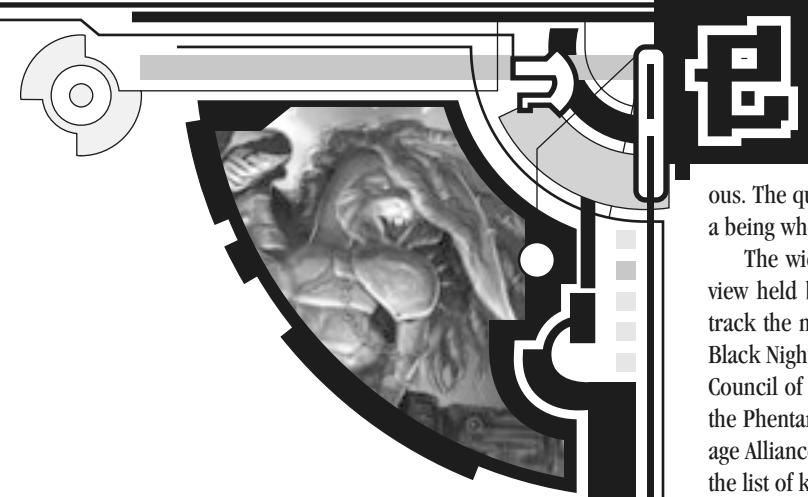
Jaren was a wandering Jezzadei perusing his love of archeology when he first entered Alliance-held space. He soon discovered that the one thing he enjoyed more than archeology was the money it could bring him and the things he could purchase with it to make his life easier. Jaren began raiding dig sites, stealing artifacts, and selling them to the highest bidder. He soon became quite adept at avoiding the authorities, but he was smart enough to know he couldn't continue his current method of earning an income without eventually getting caught. He needed to find more respectable work if he wanted to remain in Alliance space. As a result, Jaren obtained employment with SSDC as an artifact catalog specialist for merc teams sent to locate archeological sites.

WEAPON	1	2	3	4	5	6	7	8	MIN	SS	ROF	Q	DAM	ENC
Jellatizer	80	60	45	10	-05	-	-	-	94	95	1/3	25	2-12	21



CHAPTER 3

Discussion of Races • 3



IN THIS CHAPTER...

Evolution of a Predator
The One
Racial Opinions

Revenge

When the enemy hath dealt you grievous harm,
 Yet your cunning strong prevailed,
 And in the end found violent resolve.
 Then the angry splatter of his quickened blood,
 Cast wicked upon the naked ground,
 Is but a solemn painting,
 A mosaic of injustice,
 Of the sentence he hath served you.
 Each drop speaks with silent testament,
 Swelling pool, the oath felled witness.
 His broken corpse but the twisted canvas,
 Upon which you paint with dire eloquence,
 The fiery strokes of your vengeful soul!

—The One

EVOLUTION OF A PREDATOR

Phentari are treacherous and diabolical. We all know this. They are indeed the most mistrusted and misunderstood of all the Alliance species. We know that too. They are creatures swift of cunning, long on hatred, and generally bent on evil. That's pretty obvious. The question seems to be: How did evolution come to create such a terror, a being whose sole purpose is to hunt and kill for sport?

The widespread belief that Phentari are incarnations of evil is a pervading view held by most Alliance citizens. Numerous groups, such as Squid Watch, track the movement of known Phentari outlaws while others, Vigilantes of the Black Night, hunt them down, try, convict, and execute them with impunity. The Council of Timar has voted twice without success in the last 100 years to expel the Phentari from the coalition of species. The general consensus among average Alliance citizens is that the government should place the methane Squids on the list of known Alliance enemies.

The methane jungles of Phena sprawl across 65% of the planet's surface. Labyrinthine coils of vine and marsh twist through these forests, and the fog hangs thick, enshrouding the surface in a constant veil of mist and clouds. Each night lasts for the equivalent of 25 Earth days, and the darkness is impenetrable and cold. A variety of carnivorous life forms, numerous as they are menacing, fill the ubiquitous swamps. Trees, animals, and other flora on Phena, decomposed over thousands of years to form these deep, dangerous bogs. (The methane concentration in the atmosphere of Phena is not sufficient to cause explosion if an ignition source is present, just like the O₂ content in Earth's atmosphere is at low enough levels the atmosphere doesn't ignite when someone lights a match).

Records indicate that the Phentari developed sentience somewhere around 45,000 BC when the Squids began fashioning tools, such as spears, to aid in hunting. An intelligent bipedal squid-like creature with four tentacles proved to be the perfect predator, well adapted to movement through the jungle trees while simultaneously able to stand and move erect.

Initially, the creatures operated in packs to increase the chance of survival while allowing the posse to attack larger and more dangerous creatures. It was not long until bands of squid would lower themselves to the ground and hunt on the marshy jungle floor. They employed Kyika, a thin canoe-like boat to maneuver amongst the bogs, hunting and killing to feed the ever-growing Phentari numbers. Eventually, the Squids built forts in the protection of trees. The Squids stayed away from the barren mountains that crisscrossed the jungle continent until around 23,000 BC. However, accelerated population growth eventually forced them to build permanent villages on the ground. The preferred location for a city was on the sterile slopes of the mountain hillsides. It is here that the squid learned how to use coal for fire. The adaptable predator quickly manipulated its findings to its advantage, and within 5,000 years, the Phentari entered the Industrial Revolution.

Less than 200 years later, the first Phentari spaceship swept through the thick atmosphere of Phena and into the cold of space. They developed interstellar travel, and each new discovered planet offered new foes to vanquish, new grounds to hunt, and new species upon which to feed.

Ritual of the Hunt

An axiom of Phentari culture is “Only a fool would face his prey head on, for this often allows the hunted to become the hunter!” Never engage the enemy on his own terms. Never offer any quarter. Terminate with extreme prejudice; unless, of course, the prey is helpless and you can watch it suffer interminably before you kill it. The idea of hunting in packs still thrives in Phentari society, for there indeed is strength in numbers. Phentari are not known for senseless heroics, nor are they known for jeopardizing their own lives to taste fleeting glory. Glory is for the dead! The single greatest reason for one’s existence is to outlive your enemies. Therefore, one must kill them long before they get the chance to slay you. Method is not of consequence.

Often, hunting is a game, and it should be treated as such. You track your opponent down, seize the most opportune time to strike, and then make it suffer for as long as possible while you toy with its miserable end of existence. Typically, a group of Phentari will choose a suitable target, one that poses a significant threat, but not enough of one to endanger the lives of the group. The Squids will pursue, attempting to determine the most suitable method of attack. The posse will attempt to avoid killing the prey outright, rather cornering it and taking it captive for abuse at a later date. If the quarry is too dangerous, Phentari will take turns wounding it, working for a Byan Nyi (gradual kill). The key to the game is to make sure the creature survives for as long as possible before putting it out of its pathetic existence!

THE GENERAL

The story of Jaquassarious Phentari is taught to all Phentari children as soon as they can read. Though reviled by the rest of the Alliance, to Phentari, he is the greatest example of their race and the Phentari people have no greater delight than of hearing of his latest exploits. Jaquassarious’ origins are shrouded in mystery. He has never spoken on record about his past, and it has remained a mystery. The earliest official record of his existence is the report of his admission to the premier military academy on Phena. Though described as “odd” and “seemingly experienced for his young age,” Jaquassarious was regarded as an excellent student, though a of a bit troublesome one. His school records were good but unremarkable. After graduation and mandatory conscription to the Phentari military, Jaquassarious truly began to shine. As if born to lead, he quickly made officer, and his legend began.

The young and ruthless Jaquassarious Phentari rose quickly through the ranks of the Phentari military hierarchy. Continually, his troops engaged and defeated the enemy on the battlefield. Jaquassarious possessed an uncanny ability to size up the situation, as well as the mood of his adversary. This made him a great tactician. His ability to deceive his adversary and lure him into a trap, where Phentari troops could lay waste to the enemy, made him a great General. However, what made Jaquassarious a legend was the raw fear and awe his presence inspired. He used this gift to forge a loyalty and combat competence unlike any other General before him. His troops would much rather face death than the wrath of their leader, who regularly tortured those who failed in duty or battle.

To discipline a soldier, Jaquassarious pulled out the soldier’s nerves with forceps while the victim remained conscious. This technique was known as ‘Brou chan di, assfir’. The soldier would beg for mercy or death. Unyielding, the steely eyed general spoke with slow deliberation;

the pain which the soldier now endured was what others faced everyday on the battlefield. The soldier’s pain was their pain. Jaquassarious stood over his victim, mandibles clicking, cold, cruel eyes drawing amusement from the victim’s suffering.

However, acts such as this were not without consequence. Many officers and soldiers contended that such torture was cruel and unusual, even under the often sadistic Phentari code of military justice. Once, one of his field captains issued a challenge to the General, and Jaquassarious responded. The captain had claimed that the General was too cruel, and his methods unjust. The insubordinate officer asserted that the General could not withstand the same torture he imposed on others. The General responded:

“Then pull the nerves from my legs, and pour salt on my wounds, while I, Jaquassarious Phentari, watch happily . . . and revel in the pain!”

The Captain pulled out the nerves one by one, then dumped salt into the wounds. Jaquassarious’s body convulsed, contorted, body leaping off the gurney. Yet he did not scream. And as he writhed in agony, covered in a pool of his sweat, Jaquassarious Phentari sang a children’s lullaby called, “The Happy, Happy, Killing Grounds.” This brought him great fame.

After the torture was over, the General arrested the mutinous captain, and then ate him for breakfast while softly singing “The Happy, Happy, Killing Grounds!”

Becoming a Legend

As he rose to power, he avoided the numerous attempts to sabotage his career. In 121 BC, Jaquassarious narrowly survived an assassination attempt the day after his appointment to the position of Takcis-par, General of Sacrifice. The job of the General of Sacrifice was to determine which combat units were less proficient than others, and therefore, inferior. These units would ultimately be given the most dangerous assignments, those in which they were not expected to survive, thus purging the military on a regular basis. The position of Takcis-par was a prestigious, if not dangerous one, and many who lived to serve out the twenty year tour of duty as the head of Sacrifice, went on to become field marshals or high ranking government officials. Fearing life under the regime of the iron fisted General, a conspiracy was established to assassinate him. However, Jaquassarious uncovered the plot, and had each of the ring-leaders summarily arrested. Again, he ate them alive, as others watched the televised account in awe and horror.

His military conquests were too numerous to count. It was he, Jaquassarious, who led his men out of the Trap at Bador, when the planet was surrounded by an Eridani assault force. Ten thousand soldiers snuck past the enemy ships in three stolen troop carriers. It was his army who, outnumbered four to one, defeated the Gizerian Armies at the Battle of Tenros Deep. In the Hercuton Campaign, his troops fought the Kezarain to a bloody standoff, each side suffering staggering casualties. Jaquassarious had not managed to defeat this adversary, much to the ridicule of his peers. To make his point clear, one night he snuck into the enemy camp and killed the entire officer group, which numbered one hundred, by himself. No one even noticed until morning when none of the officers reported for duty. His peers doubted him no more.

Promotion after promotion saw him rise through the ranks of power. In 45 BC, he became Field Marshal of all Phentari armies. However, Jaquassarious refused this command, claiming that a real General

could not lead from an armchair a hundred parsecs from the battlefield. A real General fought along side his men, not from behind them. Never before had a General refused promotion to Field Marshal, the crowning achievement in any Phentari soldier's career. He would only accept the promotion so long as he could do what he did best, defeat enemies of the Phentari state on a battlefield that he controlled. In the end, he won his argument against a military inquiry. From then on, no field marshal could command troops from the rear. Policy had changed.

In 22 BC, while leading an assault on the Eridani planet of Eris, the General was apparently killed in a mysterious accident as his flagship exploded on landing. The Phentari nation would grieve for an entire generation.

The Story of the One

In 232 AD, rumors began to swirl about an ancient Phentari warrior cult who ruthlessly slaughtered Buddon Masters with impunity. Thousands of Eridani Buddon were slain over the next five years. By the turn of the decade, many Phentari had come to believe that there existed a lone phantom warrior who took up the cause in the just Phentari war against the Eridani nation. That warrior restored honor to the badly mauled Phentari armies who could not match the brute efficiency and force that the Eridani juggernaut displayed on the battlefield. What happened next is legendary to Phentari and a disgrace to Eridani. Both governments have maintained records which verify the story that follows:

The phantom attackers had all but disgraced Bies 7, the King of the 4th Dominance. These creatures penetrated the planetary defense screen surrounding Eridine at will. Their rogue spaceship would make its way undetected to the planet surface where they would slay Eridani Buddon in a wild frenzy of destruction. No one ever survived an encounter to reveal the identity of the perpetrators of these heinous crimes. All that was found were the mutilated corpses of the Eridani faithful. Many had been partially eaten. Some had bones extracted from their bodies and placed in a pentagram around their corpse. This ritual act appeared similar to a Phentari burial ritual that led officials to believe that it was indeed the work of a Phentari raiding party of considerable size. Troops began the earnest hunt of the criminals who would face the harshest of consequences under Eridani law, decapitation by sword.

The stage was set for the conflict that soon occurred. A message was sent via special envoy to King Bies. A single purveyor of the crime had announced his challenge to the king's royal guard. It would be an honorable battle, a duel to the death, which was to take place in front of the entire Eridani nation.

"Let the bastard come forward and meet his doom. His arrogance will be spilled, along with his blood, in front of all of my people. My court of warrior Buddon cannot fail, for ours cuts with the honor of the Swordsaint people. Such is the Eridani way."

Proudly, he declared. "If they do, may I be placed at the mercy of my enemy and tortured till I am dead. Let the date for the Duel be set for tomorrow, with the setting of the blue Sun Nimroth."

A select throng of Eridani citizens crowded the four palace walls, both Buddon and Vax alike. Each would be witness to the carnage. So it was. So it had always been. So it would always be. The Buddon priests wore ceremonial battle armor of various types and configurations. Vax were clad in colorful flowing robes that trailed a hypnotic dance in the gentle evening breeze. All stood silent, still as statues, waiting with the patience of trees, for the battle to begin. Eridani custom dictated that

when an enemy of the state challenged the Royal House to a Duel, then no onlooker should carry steel, for this disgraced the aforementioned combatants. Consequently, each notary had drawn his sword, or other weapon, and hung it from an iron peg that stuck out from the top of the wall at his feet. Presently, ten thousand steel ornaments glistened with the light of the diminishing sun.

The walls themselves, made of obsidian, black and pure, extended 1,000 meters in each direction to form a perfect square. From the middle rose the Sun Temple, a massive pyramid built of solid white gold. This was the Royal Palace, home to the King of the 4th Dominance, and the center of an empire that stretched for a hundred light years in any direction.

The fading sunlight played havoc off the temple, diffracting lances of blue green light down onto the courtyard below. There, one hundred elite Buddon Dete Alorre stood proud and defiant. This was the King's honor guard, an elite corp of fighting warriors that made up the entire 1st House of Eridine. Their triangular formation ended at the base of the Sun Temple's steps, which rose up from the ground to a height of 200 meters above the walls. Bies 7, king of the empire, sat frozen like ice at the top of the temple on his white gold throne.

Time passed, slow and uneventful. Nimroth angled its way between Maw's frozen mountains in the distance. The specter of nightfall soon arrived to threaten the land. Shadows lengthened as twilight faded and the air grew unnaturally calm, as if waiting for the onslaught of a tremendous storm. All seemed surreal. The people watched and the Ice King waited.

Eventually, a small speck appeared on the green horizon. It was Doom, and it approached in the form of a single spaceship, patterned in the style of a Phentari personal warcruiser. At first, little could be discerned about the vessel, which advanced cautiously. However, in time, its silhouette became clearly visible, a sleek vessel with twin wing lasers and a centerline spinal mount, four long pontoons that could only be missile bays. It approached closer.

Only now could the spectators appreciate the true size, for the vessel was 200 meters long, huge for a personal warship. It circled the palace in a wide swinging arc, like a vulture, eventually landing at the far end of the courtyard. The heat of its engines caused the grass to ignite, and a circle of fire ringed the ship. The vanguard waited silent at the opposite end.

In time, a ramp lowered 5 meters in front of the vanguard. No one came forth.

The crowd waited for the enemy to appear, to face the wrath of those charged with honor. Still nothing issued forth from the vessel, except the whizzing and buzzing of machinery.

Prince Esparon-idan, Knight of the Vanguard, and son of the King, now stepped forward, squaring off directly in front of the ramp. He drew his sword, spoke a silent ritual, kissed the blade, and then etched an invisible line in the blue grass of the palace lawn. "Come forth treasonous vermin and meet your doom at the hand of honor. Come forth cowardly demon and be slain by the word and sword of truth. Come forth . . ."

"Spare me all the amenities and love ballads. I am here. That is well enough," hissed a powerful voice.

From the bowels of the alien ship emerged an ominous being. It was a Phentari. Not any normal Phentari, but a massive 3 meter tall Phentari giant, wearing onyx-steel battle gear that seemed to be carved from his body. It wore no helmet. Instead, malevolent eyes stared out from an

cient face, skin deeply cragged and molted grey. Deep bony rifts bisected its long sloping forehead, accentuating the creature's age. This ancient Phentari's mandibles were long, thick, bony tusks, which clicked repeatedly to the beat of his boot. And between those powerful jaws were set rows of razor sharp teeth. Two of its four tentacles weaved a slow, hypnotic dance, braiding an unseen pattern in the air. The other tentacles brandished a long, black staff whose insides pulsed with energy. The rod throbbed as if alive. But those eyes, cavernous holes without iris or lids, blazed with malice, raw and pure. All things were puny to this being, and it spewed arrogant confidence like an angry god.

"You need not kneel before me. I will gladly kill you where you stand!"

Suddenly, the living staff coiled tightly around his arm causing many in the crowd to flinch. Even some of the honor guard were caught by surprise and recoiled involuntarily. Most drew their swords.

"Steady Buddon," the captain said evenly. "Do not fear the Phentari, no matter what his name, no matter what creature he carries in his charge. We have truth and that is enough." "Do not be so sure cretin. I am back and I am still quite alive."

"Who are you?" The Buddon demanded. "What name do you use, demon of the netherworld?"

The Phentari did not respond immediately; instead it swept the crowd with its condescending gaze. When he answered, his voice ringed with derision.

"You have no idea!"

The Eridani King's reply to the mystery guest came over intercom. His regal voice boomed across the courtyard. "I know your name. Your presence can only be that of the One."

The Phentari snickered and said nothing, merely adjusted the line of his cape, performed an exaggerated bow, and then replied in perfect Eridani tongue. "I am deeply humbled my lord. I especially like your nickname. I think I'll keep it! Yes... I definitely think I'll keep it."

Jaquassarious turned to the Vanguard's captain and bowed.

"I am the One."

"You are zero. You are nothing!" the Buddon master trumpeted.

"I see, another hero type." Jaquassarious mocked. "Trust me. I am 'the' One!"

"Then you will keep your name for only as long as you keep your head." Prince Espanon cried. The Buddon Dete Alorre stepped sideways then swung the blade in a flat arc, attempting to cut the squid in half at the waist.

A fraction of a second before the Eridani's blade struck, Jaquassarious thrust his staff forward, piercing the Swordsaint's chest just above the heart. As the snake rod passed through the Prince's armor, blinding light rent the sky. A crash of thunder vibrated the palace. Espanon staggered backward, twisted violently around, and tried to flee. The grip on his sword failed and the blade arced a graceful pirouette through the sky before sticking in the ground. He ran for a couple more steps. Then Espanon, Prince of Eridine, and first in Ascension to the throne of the Emperor, fell convulsing on the lawn, blood spurting in great gouts from his mouth. His body coiled, then uncoiled. All watched in horror as the fallen prince danced a death spasm across the palace lawn. His piercing cries sent a moan through the crowd, many of whom had picked up their weapons and readied themselves for battle.

The honor guard did nothing, merely watched in silent outrage, as their valiant leader twitched a final jerking spasm, then died in a heap

of his own blood. Espanon's jaw slackened, opened, and a black snake wiggled out, slithered across the ground, up Jaquassarious' leg, and onto his tentacle where it hardened back into a staff.

"It adds a nice touch doesn't it?" The Phentari sneered.

Silence. No one moved for what seemed like eternity.

Finally, the nerves of command returned to the Eridani guard, who, without orders, now changed formation with exact precision to form a half circle around the enemy.

"Who are you?" asked a lieutenant that now stepped forward to take command.

"I am the One." The Phentari scoffed. "You heard your king. I am 'the One,' the one who has come from the dead to exact a telling revenge for my people."

Jaquassarious seized the moment and stepped closer to the priest.

"I am General Jaquassarious Phentari," he declared. "And I have been reborn! I do not fear death. Death fears me! I am here to exact my final revenge."

"It could not be!" was all the lieutenant could manage to say, as the hero's courage ebbed quickly from his face, along with most of its color. When he spoke next, he managed only a trembling whisper, "That can't be. You died over three hundred years ago!"

"So it seems." the Phentari paused. "I must remind myself to catch up on current events."

"You are an imposter. You steal his name, so that we may cower before you!" The lieutenant declared weakly.

"A laughable excuse little priest"

"Yes! You are only a magician. I will not run from a magician."

The Buddon placed his hand on the hilt of his sword. Courage had returned. "I will fight you, alone if I must. I do not fear death. Such is the way of the warrior!"

"You think I am a magician?"

"Yes!"

"You think you can defeat me?"

"Yes!"

"And you, Buddon, do not fear death?"

"Such is the way of life," the lieutenant continued. "I have long ago found Silent Peace. I am ready! I do not fear death."

What happened next is still a matter of much contention today. Scientists and historians on both sides can only speculate. Its results however, have never been refuted.

The "impostor" placed the tip of the serpent staff into his mouth and screamed a howl of pure agony and genuine ecstasy. Then, without warning, the Phentari's skull began to distort, growing rapidly in size. His body swayed drunkenly as his head expanded into a huge misshapen face, a full meter across. Air hissed from his mouth, and blood spurted from the top of his head. The vanguard retreated another step, while the lieutenant of the 1st House of Eridine remained frozen in terror. They could in no way affect his challenge.

The Phentari's head continued to grow, ballooning in a giant bloody sphere. When the intruder spoke next, his voice was strained.

"I doubt you expected this..." he hissed.

And with that, the mushroom head snapped forward and bit the priest's head clean off. There was the crunch and grind of bones as the gaping maw consumed the skull. Chunks of brain splattered onto the guard. Blood shot up like a fountain from the neck stump. The body itself did not collapse instantly, yet seemed to be controlled like a pup-

pet on strings. It twitched, spasmed, took several steps sideways, and then crumpled to the ground on top of the already slain captain. Blood continued to pump out, covering both bodies in a bloody syrup.

"I apologize, but I do seem to have a penchant for theatrics," laughed the Phentari as his head shrank back to its original size. "I just love special effects!"

Silence.

The entire Eridani vanguard was now galvanized into action. Sergeants barked orders. Squads shifted in response, and a new formation was fashioned in the shape of a phalanx. The Eridani readied themselves for battle. Their eyes burned with passion, and each was eager to exact a telling revenge for the loss of their fallen comrades.

Jaquassarius responded simply.

"Hot with anger are you . . . to fill my body with holes, so your revenge can seep out of my dying carcass. Isn't it a shame? It isn't going to be that easy!"

"You have mercilessly slaughtered my people, attacked without shame from the shadows of anonymity, from the wings of chaos and cowardice," bellowed the ancient Emperor who now rose from his throne. He moved to the platform's edge, pointed accusingly down at the enemy below, then swept the crowd with an angry fist.

"Will we, the greatest warriors in the universe, be cowed by a lonely Phentari, a species who we have defeated with honor and impunity on almost every battlefield from here to Termus?" he asked them.

"No!" yelled the faithful in unanimous chorus.

"Will we be shamed by the magic and the trickery of a coward who will not meet his foe with integrity, with the reverence required of those who enter into the arena of battle?" he demanded.

"No!" the only answer.

So, like some avatar descending from the heavens, the revered son of Eridine swept down from the Temple of the Sun to stand directly before his sworn enemy.

Bies 7, King of Eridine, cast aside his red cape, unfastened his scabbard and drew Harm, the focusing sword of the entire Eridani nation. He feared nothing, not staff or foe. And as customary when one is about to proclaim something momentous, the king of Eridine stabbed Harm upwards toward the sky.

"Ala-knor juzam Buddon. Nif-ry. Alek-knor bya su ryal, alek nwar. Rec kormie! Kormie!" he roared. "Prepare for holy war Buddon. Prepare for battle. Bring not defeat. But victory! Victory!"

"Nice show but I'm not impressed," Jaquassarius balked, stepping back out of range of the Swordmaster. "Your stage presence is how we say in Phentari, pathetic!"

Jaquassarius Phentari, however, was not trying to be funny. Instead, he worked quickly, evaluating the situation while attempting to remain as composed as ever. A pissed off Eridani king was not to be taken lightly, let alone one backed up by a vanguard of 100 Buddon Dete Alorre. There was no doubt in his multi-hemispherical brain that an outright battle with the 1st House of Eridine would undoubtedly end with him diced into a thousand pieces, then burned to ashes, as was Eridani custom when dealing with cowards. He had no desire to be dead again. Once was enough.

Jaquassarius worked to determine the exact range of all the warriors who stood before him. Another part of his brain accessed the artificial intelligence module implanted in his skull and began sending pre-engagement cycle launch codes to the ship's main computer. He'd

have to get out of here quick, once things got started.

"Did you like what I did to your son, emperor?" he taunted, stalling for time.

"Did you like the way he wormed around on the ground, whimpering in the pain? It made me feel good to snuff out his insignificant life. And now . . . All of his pitiful dreams will never be realized. He's nothing but worm food."

"Quite so, but his death will soon be avenged!" The king whispered with tight lips.

Jaquassarius needed just a little more time. Another minute and the launch codes would be complete.

"Alright, Bies. I suppose you are going to challenge me to a Duel. Is this not the Eridani method of exacting revenge? If I refuse the challenge, you retain the right to slay me outright, under the pretext that I have already disgraced you or something like that. Then you will kill me anyway. Isn't that right?"

"Your understanding of Eridani customs is accurate, if not somewhat profane." The emperor responded tightly.

"Well, your honor code is as perverse and twisted with elitist logic systems as I have ever seen. At least if a species is going to pride itself above all others, they should at least be capable in combat. Your people are absolutely inferior!"

Bies' eyes seethed with anger. A single muscle in his ancient jawline twitched uncontrollably.

"Eridani have defeated your species time and time again. You resort to treachery and deplorable machinations to avert your certain defeat," cried the king, stepping forward and simultaneously maneuvering Harm so that the point rested less than a centimeter from the Phentari's throat.

Jaquassarius remained motionless. He continued his empty chatter. "You call it trickery. I call it tactics."

"That you do. For your kind is without honor. You will pay for your insolence squid! Prepare for battle!"

All one hundred warriors of the 1st House of Eridine moved a few steps closer.

Not yet. Things weren't ready yet.

"Do not rush to your death so foolishly." Jaquassarius mused falsely. "I want to savor this moment yet."

Finally! The cybernetic transponder implanted at the base of Jaquassarius's skull beeped. The computations for ship's lift-off had been finished. Just in time, because the emperor's vanguard had now moved within range. Jaquassarius formulated the rest of his plan. All appeared to be going well.

He regarded the situation with a certain amount of detached humor, and a Phentari version of a smile spread across his ancient face. Things would be easy.

"Do I detect humor? Do you mock me?" the king charged.

"Of course. That is why I'm here," he laughed. "I, Jaquassarius Phentari, hereby challenge you and your unworthy guard to a duel to the death."

"I accept. What are your conditions Phentari? And do not try anything tricky. We are ready." The king's eyes narrowed, muscles tensed. Harm hovered, sharp and dangerous.

"Trickery?" the squid mocked. "I can assure you, you inferior fools, I need no such things. You and your one hundred guard challenge me with your swords. I will fight as I am."

"With your snake staff?"

"Hardly. I don't need it." As if on command, the serpent staff coiled into Jaquassarious' own body."

"My only true condition, would be that you allow me to make the first action..."

"But my sword is centimeters from your face. You could not possibly beat my speed."

"We shall see..." Jaquassarious ridiculed, unable to contain the condescension he felt for the boy-emperor king. He leaned back and hissed his maniacal laugh and continued. "I'm going to kill you king, and bring your entire planet shame. Your swords are no match for me," he said, calculating the attack in his head.

"Then make the first move." The king returned his smile. "And let us test the quickness of your precious action squid. For these are the last moments of your dishonorable..."

The king's words were lost in a cloud of violent flame that erupted from the center of the Phentari's body and rolled out like a thunderclap, enveloping and consuming everything and everyone in its path. In an instant, the entire 1st House of Eridine was erased from existence, along with most of the crowd. There were no screams, merely the roiling sound of the air rushing outward and the hiss of flesh burning. One hundred and one swords clattered to the ground.

All that remained were charred corpses, lying in grotesque configurations on the seared and smoldering lawn. In places, the grass still burned and the air choked with smoke. Jaquassarious stood alone triumphant, for a moment surveying the carnage.

"Fools!" The general laughed. "Markuss taught me that trick."

Bodies still squirmed on the outer edge of the ring of fire, but everyone else was dead. Nearly twenty of the closest Buddon masters had

been seared to the bone. In another place, the bodies had fallen in one heap. The only thing damaged on his own person, was his cape, which had somehow suffered minor scorching in the blast.

He snickered aloud. "Perhaps I shall make a new cape out of these bones! I will call it Wingala Nair-aisu, Cape of hot bones"

Wingala-Nairasu

Anyone can wear a Dward, a flashy black cape. However, few are bestowed the honor of wearing a bone laced cape, called the Wingala Nairasu. The origins of the Wingala Nairasu can be traced back to Jaquassarious Phentari, the wandering liege of the Phentari nation. To be honored with a bone laced cape today is one of the greatest moments in a Phentari's life, for all Phentari are One with the king, and the king is known as Jaquassarious Phentari. Wingala Nairasu is an offering of respect paid to those Phentari who have served Jaquassarious well, and thereby brought honor to the Phentari nation.

Credo of the Damned

The Galactic Civil Liberties Union closely monitors the inter-relations of all species. The Morrison Report of 2268 concluded that the Phentari have been and continue to be unfairly discriminated against by all Alliance species save the Mutzachan Elders, who insist on maintaining their presence in the Central Legislature of the Council of Timar. However, planets reserve the right to impose what are called "fair" sanctions against those whom they consider as hostile "allies". Any species deemed dangerous to a given society may, by Galactic Law, have legal sanctions imposed upon its citizens. The dangerous mystique that surrounds Phentari, however, has been over exaggerated by the media, which almost invariably portray the Squids as a bunch of maniacal crea-



A Guide to Common Phentari Phrases

Phentari is an exceedingly difficult language for Humans to master, but if you're on a Phentari world, it can be very important to know the difference between the phrases "Qu's phaa tsmao?" ("Where is the bathroom?") and "Qu'is ma phsmao." ("I taste delicious with oregano.") Compiled here are a collection of common phrases, which a traveller to Phentari worlds may find useful.

Phrase Translation

Phis'tos quamach to'bos. *Pardon me, your laser is burning a hole in my chest.*

Thus'quis'ta. *It is quite uncomfortable.*

Jash'traq lyssphaa dayishh. *No thank you, I'm trying to cut back on neurotoxins.*

Das'pha las miir qualosh'qua? *Why are you prodding my leg that way?*

Q'uis ma tus llsyhmhs. *I taste terrible, honest.*

Phay'lii asqua thhas, lystuo. *I agree, you are superior to me in every way.*

Do-masua quas-ta aquassu? *The methane clouds are lovely, aren't they?*

Jash'to. Fresdah-yun slisosso thlissfeh. *No. I am not a free-range human.*

Thlinss, ye Cronios hershepens yillaari sens-do. *Really, I'm an Orion in disguise.*

Weshilaassin-i! *I've spoiled!*

Doh, ehrifessics grejassithess-lerriss frit lur. *Yes, Eridani are scum.*

And, for you Eridani types, the *Eridani Guide to Useful Phentari Phrases*:

Quasphal! *Die!*

Ne-lusqua! *Die!*

Ska'taq! *Die!*

Mish-te'quaspha dos lurosh Amataq shi!

*Die you miserable Scumsucking Phentari slime mold!**

*Not to be confused with the similar sounding phrase meaning, "Would you like to go for coffee after the show?"

tures bent on the utter destruction of the universe. In truth, although extremely dangerous and easily provoked, most Phentari citizens are law abiding, and their bark is far bigger than their bite.

Modern day Phentari are perhaps the most misunderstood and mistreated of all the species in the Alliance. Their legacy of conquest and ruin has left a sour taste in those who have signed on as their allies in an effort to defeat the Arachnid threat. There exists a bias against the species whose people have been branded as non-trustworthy, lazy, and prone to violence. These sentiments pervade the thoughts of many Alliance citizens, though these thoughts remain unspoken. It is not to say that the species isn't treacherous and conniving. It most certainly is. Phentari take great pride in the raw fear that their presence evokes from others and understanding the potential of their own evil.

What Squids do not understand is how others can be so hypocritical. For example, the Eridani live by the tenant that most life forms are inherently inferior and must eventually be terminated. Yet the Sword-saints state that they would never attack anyone who was not deserving of death. To the Phentari, the Eridani are playing God by determining who is inferior and should die. However, the Alliance as a whole revere the Eridani as honorable warriors while the Phentari are despised.

Phentari are forthright in their contempt of other species that are deemed weak and inept, and therefore should be treated accordingly. The Squids offer no false pretenses. They openly express their contempt for others and they follow a basic philosophy. It is known as the Credo of the Damned, first spoken by Ossarious Phentari.

"Seek to bring me down, I who am the one true king. Slay me here. Bring on death. Lash out with your hot desire! But realize this: I am but a part of the One, and the One is called Phentari. You challenge not only me, but also offer offense to all my species. And I will gladly meet your pathetic challenge, butcher you with zealous impunity . . . then revel in the pain!"

A Billion Minds in a Single Body

Phentari believe in the existence of multiple souls within a person, each spirit possessing a mind of its own. Each independent essence fights amongst the others to shape the personality of the whole person. The Phentari brain is split into four different lobes. Each carries out independent functions. The squid's multi-hemispherical brain allows limited independent action. Thus, Squids can use their tentacles to perform a variety of interrelated actions. For example, a Phentari can use a weapon to target with one set of "hands" while the other types on a computer screen. This would not be possible if it were not for the physiological makeup of the brain. The multi-spherical composition, in conjunction with rotating eye sockets, allows the squid to look forward and to the rear simultaneously.

The most interesting fact about the function of the multi-hemispherical brain is that all Squids hear voices inside their heads. The voices are constant, and any Phentari will tell you they hear the voices of their souls. The belief in the numerous soul theory is as old as recorded time, and doctors have never been able to isolate the cause of this phenomena. However, evidence suggests that the firing of the neural synapses in the brain are somehow disconnected and therefore cause the independent action.

Power is the One

Phentari abhor feebleness. It disgusts them. However, their philosophy on weakness is different from Eridani, though only slightly. Phentari believe that to show timidity is to reveal to your enemy that you are incapable. Your enemy should cower before you, whether you are actually afraid of him or not. Consequently, Phentari constantly present a hostile demeanor which is designed to keep others off balance and uneasy. Some Phentari actually suffer from multiple personality disorders while other Squids exhibit psychotic tendencies. Psychosis, overt hostility behaviors, and other disorders have been directly related to the squid's multiple-hemisphere brains. Psychoanalytical battery tests performed by company psychiatrists on potential recruits often fail to detect these mental aberrations, which are sometimes isolated and non-reoccurring. Thus, deranged Phentari often slip past medic-technicians to be hired by the various mega-corporations.

Most Phentari are completely normal; that is, they are mean and extremely vicious. They love putting on lavish displays of cruelty in order to enhance their vile images. Most Squids will not pass up an opportunity to show-off their rancor. Note: It is just as fun to belittle someone as it is to torture or kill them. Being quick witted and possessing scathing humor is as respected as having innovative torture methods.

A Phentari's loyalty is based on his superior's ability to defeat the enemy. The squid is not generally interested in what costs are associated with the defeat, so long as he himself doesn't lose in the end. Leaders who are deemed to be impotent are assassinated and replaced by their stronger subordinates. Thus, the Phentari social infrastructure maintains its own version of survival of the fittest. Phentari will follow others, even Eridani, so long as their leader exhibits cunning in the eyes of the squid. A Phentari will follow only those leaders who offer the greatest probability for success with the least risk to themselves. The enemy should never see you before you slay him, for Phentari are not interested in direct combat. Note: Squids are notoriously avaricious, and are often willing to risk their necks for substantial financial reward.

Feast Through Fear

Phentari are carnivores. The taste of raw flesh is a delicacy in the Squids' diet. However, their predilection toward eating Humans is overstated to say the least. Phentari consider Humans to be one of the weakest of all the Alliance species, and few Squids have submitted to the idea of the Humans controlling their destiny. The only species weaker than the Humans are the Misha, who by Phentari rationale should be liberated of their hydrogen atoms, and the Goola-Goola, who are just targets waiting for a place to happen! The taste for Human flesh has developed over time. There are other meats that are as tasty as Humans, if not more palatable. However, it is the rush of power associated with eating a creature that snivels and begs for its life, cries out in fear, and grovels to have its life spared, which provides the aphrodisiac. Phentari usually make a great project out of serving up Humans, going through elaborate pre-dinner rituals such as constantly sharpening the carving knives and seasoning the meat while it is cowering in fear. The meal is cooked alive so that its screams can further assist in the seasoning process.

It is fear that makes Humans so desirable. Squids have been known to release those who refuse to cooperate. Victims who are stoic and unruffled at the idea of being cooked alive spoil the meal. It just isn't as much fun if the bait isn't playing along. Therefore, the best chance to avoid being basted like a turkey is acting like you don't care that you

are going to be cooked at medium heat for three hours then served with spinach and stuffing equivalent! A Human PC must make an Aggression check with a penalty equal to 10d8 in order to sum up the necessary courage to show sufficient indifference at being eaten that a Phentari will lose interest in the meal.

Reflections Through One's Own Eyes.

A time comes in every squid's life where one must evaluate one's own worth. It is customary that one reviews their life every 5 years after they have reached the Age of Doubt, over 100 years old. This soul search is called Daynyba Lmisrot Pa Aksu, Reflections Through One's Own Eyes. The Phentari looks back on their accomplishments over the last five years and if they have failed to achieve their goals, then they must seriously consider their value to the One, the Phentari species. They seek solitude in the jungle, alone with other dangerous predators. There, they will build a Camp of Reflection. They arm themselves with a single weapon, a wooden spear, and wait for something or someone to attack them. They must defeat this creature in battle or perish. If they are injured in combat, they may not tend the wounds. The blood that is spilled is their weakness, and if they die from the wounds, then it is their just end. The more doubt the Phentari has of their own value, the longer they will stay in the jungle; there have been reports of Squids remaining for years.

The Phentari keeps the skulls of each creature killed, cleaning and polishing them. If they survive, then they must make a pilgrimage to the Monument of the One on Phena and place the skulls at the base of an empty crypt, where they say the spirit of Jaquassarious Phentari is entombed.

Death Walk

Venerable Phentari are rare, for once a squid reaches Jabaty, (Age of Waste), he must pass an Anscor (Test of Worth) or die. The ancient Phentari returns to their birthplace to carry out the trial. They must pass this test of physical prowess and mental cunning every 25 years, and if they fail, they must go on a Death Walk. Each city maintains its own requirements, which are always stringent.

Euthanasia is an accepted practice in Phentari culture. Those who have outlived their usefulness to the One must be disposed of. Society need not be burdened with the responsibility of tending to the weak and frail. To do this would be to lessen the power of the One. Thus, a Phentari who has failed his Anscor must commit a ritual suicide. Weakness is in the blood, and the body must be purged of its infirmities. This is to benefit the One.

The aging squid uses a ceremonial dagger to cut his own throat, whereafter they begin their Death Walk. They will walk for as long as they can, while the life slowly ebbs from their body. The length of the blood trail is of extreme importance, because it reflects on the strength of their lineage and has a direct impact on how their descendants will be treated in the future. They walk deep into the jungle, listening to the fading voices of their numerous souls. Their offspring follow closely behind, willing them on so that they may not suffer. When a squid finally can go no further and drops, they are buried on the spot by their kindred. The Phentari Byar, (circular religious symbol) is placed upon the grave.

Phentari culture believes that if the squid is attacked by a jungle creature during their Death Walk, then they are suffering the wrath of

the One. They have brought disgrace upon their family, and the entire line is either terminated or has all its worldly possessions forsaken.

Many modern Phentari consider the ancient custom of Anscor to be cruel and unusual. They refuse to have their parents take the test. This denial has caused great strife among progressive factions and traditionalists who consider the refusal as more proof of the external pollution of the Phentari culture.

The Hard Friendship

The majority of Alliance citizens insist that Phentari be expelled from the Council of Timar. Mutzachan Elders have interceded on numerous occasions to stop hostilities between Phentari and other nations. The fact that the Squids possess a formidable navy, which has proven itself effective against the Arachnids during both invasions, has been the primary reason for tolerance among others.

Phentari often find themselves isolated from the universe around them, something that they find troubling and disconcerting. They seldom reveal that they seek companionship, just not from anyone who is weak. Squids are not used to strangers lending assistance, or risking their lives in order to aid them. It is with great trouble that they try to understand others who show extreme weakness by placing their lives in jeopardy in order to help a squid. Cultural assimilation has had a profound effect on the Phentari psyche, something that right wing extremists call the social pollution of the culture. Many Squids compensate for the enmity projected against them by going out of their way to show others that they can be good, law abiding citizens.

Although extremely difficult to obtain, Phentari will offer their friendship to those select few that they deem worthy of respect. It is hard, but a person, who proves their strength and cunning, while at the same time not posing a threat to the squid, will often become their friend. Risking one's life repeatedly does not go unnoticed. It is a hard friendship to win, but as long as the rewards are not irresistible, Phentari will offer loyalty to those few around them that they trust.

Top Ten Most Dangerous Sports in the Universe

(Cyball doesn't even come close!)

10. Mazian Twister
9. Pin the Tail on the Cizerack
8. Ram Python Baseball (played with a Thwack'em stick and a boulder)
7. The Mutzachan Invitational Uranium Toss
6. Grenade Scoop Jai Alai
5. Anything involving Eridani and sharp blades
4. Python Lizard Full-Contact Fly Fishing
3. Any game with a Tza Zen medic
2. Phentari Bake-Offs
and, finally, the number one most dangerous sport in the known universe . . .
1. Playing Battlelords with Larry when "The dice are hot!"

RACIAL OPINIONS

Can we talk? Now come on . . . Can we talk? OK. I am an alien. No I'm not the scary guy you see on Tri-V, running around killing everyone for the hell of it and just raising a lot of hoopla to get a rise out of people. No, see I'm a real alien. Actually, I'm the quintessential alien. I'm Orion of course! I, Malachi Armageddon, can tell you much about those species that I have met. I have, over the last year, recorded some conversations between my alien friends. Let's hear what they have to say about each other!

Aeodronian

Andromeni: The body of the deceased is the temple of the ancestors. Stealing this temple is sacrilege, for it renders the connection of the ancestor's spirit with his people and the land asunder, casting it to oblivion. Andromeni are worse than just an abomination. They are evil spirits of corruption, trying to separate us from our past, and life itself.

Ashanti: By the time these guys finish the rite of challenge we're already gone with their stuff. Man, does that piss them off. They're really hard to sneak up on though.

Chatilian: I try to avoid them. My head still hurts from the last time I ran into one. I can't figure out if it was a matrix-based attack or just the constant annoying chatter. On the good side their gear is just about the right size for us. If only they had tails...

Cizerack: My clan leader doesn't like to raid Cizerack colonies. Everything is built for quadrupeds, so it's not much good to us. Plus he's really short, so he runs a lot slower than they do. Well... actually... we're all really short.

Eridani: A real test of a clan leader is attacking an Eridani colony and getting away alive. Besides, they've already ruined their planet through industrialization, why ruin ours when we can just take their stuff. It just makes good ecological sense. They take slaves; we take resources. You tell me who the worse offender of cosmic morality is!

Fott: Nothing worth stealing and to be honest, I'm not sure I'd try. These guys like to start fights more than the Orions like to drink! ... and the mouth on these guys. Those #@*% make me sound like a Zen in prayer.

Furbl: These guys seem all right.

Gemini: We don't bother them. They don't bother us. About the only sensible race in that cluster #&@ called an Alliance. I can't figure out why they even associate with those guys; must be some overblown sense of paternalism.

Gen-Human: Still a human. Still a loser.

Goola-Goola: By the time we get half this stuff back, it stops working and our scientists swear up and down that it never could have worked in the first place. OK, I have to admit that it is handy to hire or kidnap a few from time to time. Having somebody around that can fix just about anything regardless of who made it can be convenient.

Human: How many times have these losers destroyed their own world? At least the Ikrini were smart enough to find a new one! The Humans call it stealing. We call it resource preservation through superior firepower.

I-Bot: I love these things. We make a ton of money selling them back to the mega-corporations... of course we "acquire" them for free, so our profit margin is spectacular.

Ikrini: A perfect example of what happens when you don't live in harmony with your environment. I hope the Alliance does let them in. Let them spread their destructive ways to that screwed up S@%#.

Jezzadei: They buy a lot of stuff we steal. Most of it just looks like junk to me, but if we can't repurpose it, then we can always use their credits to get something we can use.

Kizanti: I kinda feel sorry for these guys. Because of the Phentari, they don't have anything worth stealing or anyplace decent to keep what crap they do have.

Mazian: Nothing worth taking from these guys, but they make fun beach toys.

Misha: It's so much easier to steal stuff when the owner falls asleep in stressful situations. I start waving my laser around and shooting into the air and half these guys pass out on the spot. The ones that don't are usually the military chicks.

Mutzachan: What a bunch of arrogant jerks. They think they can tell us what we can and can't do. We'll show them. We take what we want, from whom we want, and nobody can stop us.

Orion: Ha! And people say we're pirates. At least we're up front about it.

Phentari: Only the bravest of Aeodronians raid Phentari colonies.

Python Lizard: Oh, so frustrating. These guys have so much potential, but they're too damn dumb to know it.

Ram Python: Even worse than the other ones. If I could just get through that thick skull and talk some sense into these guys the universe would be a better place.

Sye-Men: Where do these guys live? They've got to have some cool stuff.

Tanndai: I've never run across one, but it sounds like they have some stuff we can use.

Tza Zen: That's the tricky part with the Zen. An act of piracy on the wrong ship and you end up with your face melted off. Even I can't regenerate from that!

Zen Rigeln: We love raiding Zen colonies. They put up very little resistance and give us lots of "free" medical supplies.

Andromeni

Aeodronian: Evidently this species is hostile to many of the others I have encountered. This makes their form difficult to use when I wish to travel. Their reliance on moist environments can also be limiting.

Ashanti: It is a wonderful being, and I would choose others rather than invade this flesh. It is pure of motive and heart, and I respect the creature for its beauty. It is with great joy and profound remorse that I would be forced to inhabit the body of an Ashanti.

Pleasures of the flesh take many forms in our varied and crazy galaxy. Be sure to wear protection . . . might we suggest Kodiak armor and a static pistol.



Chatilian: It has thought vision, and it can detect what I truly am. It offers me to others who would kill me out of ignorance and without real justification. I hate them for their minds and admire them for their intellect.

Cizerack: Now this is a body worth controlling!

Eridani: It is like the Phentari, although it exists under the shroud of lies. This creature has little honor. It is twisted and perverse, in some ways much more so than the Phentari, who is at least forthright about their contempt for all other living things.

Fott: An interesting species. Though others tend to dislike them, I find their physical form quite intriguing. It is interesting to see how a manufactured form compares to one that developed naturally.

Furbl: It is innocent in a world of guilt. The kindness of its soul offers me a glint of hope. Still, their physical abilities are impressive despite their diminutive form.

Gemini: It is not alive as I know it, yet it manifests all of the qualities of life. Having a body made of stone can be useful.

Gen-Human: Another life form that was apparently manufactured. I see little difference if any between these forms and their "natural" counterparts. The two obviously seek to exaggerate their differences.

Goola-Goola: Why is this creature so fascinated with machines? Living creatures are the ultimate machines, and I wish to experience as many as I can, including this one.

Human: It is the fact that they empathize with me and my people's plight that offers me a ray of hope. Many Humans believe that we Andromeni have value. Their form is adequate for my uses and they are widely accepted by other species.

I-Bot: It is nothing, wire and micro-chips, that's all. This machine's programming is pretentious. It theorizes that my species should be studied like some animal. They disgust me.

Ikrini: There are so many other living creatures attached to and inside this form that I always have company, though I suspect some of them may be able to detect my presence.

Jezzadei: A species that I rarely encounter. Their form is substantial, and their knowledge of many languages is useful. Unfortunately, their natural odor hinders my ability to actually speak with anyone while in possession of their body.

Kizanti: A species of place-shifters. Their natural abilities are both advantageous and exhilarating. I only wish more species would interact with them.

Mazian: This form is both frustrating and amazing. Its slow speed and minimal senses hinder my travel, but its ability to shift form, and to see though effectively blind, is amazing.

Misha: I find the transparency of its form somewhat disturbing and reminiscent of my natural form. Regardless of its transparency, it is definitely solid. I find this being's social interactions intriguing.

Mutzachan: These heinous creatures must be brought to justice. They pass themselves off as caring individuals. They are nothing more than ruthless murderers who suck the energy out of the universe.

Orion: They offer me the same hope as Humans, and they are somewhat physically superior.

Phentari: Most of these creatures wish all of my kind dead. I must be cautious when I am around them. Their form is quite useful though. Their well-known disdain for non-Phentari makes it difficult for me to interact with other life forms while inhabiting their body.

Python Lizard: An excellent form for my uses! Strong and durable.

Ram Python: Their lack of intelligence makes it difficult for me to remain hidden when I use the body to speak to others. However, I still obtain information when I let others assume I am an imbecile.

Sye-Men: A Sye-Men is a mystery. I sense that these beings are tied to the fiber of the universe. They therefore have purpose. I am merely not privy to what that purpose is. I rarely encounter their kind.

Tanndai: This poor creature is mostly machine. There is barely enough of it left for me to inhabit. What a shame that these creatures would willingly sacrifice themselves in pursuance of a flawed sense of duty and loyalty. Still... that metal arm did come in handy.

Tza Zen: Some are good. Others are bad.

Zen Rigeln: Although some discount my value as a life form, the Zen accept what I am. They are good and this is a rare thing to find in the universe today.

Ashanti

Aeodronian: Their commitment to a cause is admirable, but their blind aggression will be their undoing.

Andromeni: To force another to act against one's own beliefs and compunctions is unforgivable. I fear that I can find nothing good to say about these beings.

Chatilian: Their powers of mind are formidable; their command of manners is not. The Chatilians would do well to learn consideration and tact. Perhaps then they would not be so greatly misunderstood.

Cizerack: The Cizerack Code of Living is a worthy standard. I find these felines admirable, though their views on gender seem somewhat myopic.

Eridani: The Eridani are formidable warriors who have refined combat to an art form. It is a great pity that they have not learned to refine the rest of their civilization. For all their claims of rationality, they are blinded by emotions, the emotions of pride and vengefulness.

Fott: I cannot understand why anyone would create such a rude, crass, and uncivilized creature. Still, the Fott must share some of the blame for their behavior. It is in all of us to rise above our base instincts.

Furbl: It is good that these beings have been freed to seek their own paths in life. I find their company relaxing.

Gemini: Like us, the Gemini consider carefully before acting. I consider them kindred spirits, though I do not pretend to understand their powers or motivations.

Gen-Human: Their oft-voiced complaints about lack of a culture are understandable. To be isolated from the culture and learning of one's parent species must be a terrible thing. Still, some of them seem to use this as an excuse for barbaric behavior, which is not forgivable.

Goola-Goola: Their behavior is as irritating as their repairs are questionable. I would neither allow one near my equipment nor into my home.

Human: Confusing and varied. As a species, though, they have learned to rise above their savage nature, and that is commendable.

I-Bot: I find it sadly ironic that these imitations of life seem more civilized and in control than their creators.

Ikrini: I find their zeal to live in harmony with their surroundings admirable. It is unfortunate they had to destroy their homeworld in order to learn the errors of their ways.

Jezzadei: Their culture is too obsessed with material things. Their respect for history and other living things is worthy.

Kizanti: Stealth. Assassinations. A society focused entirely on vengeance by any means possible. The Kizanti are a sad example of a species blinded by blood when they should be rebuilding themselves as a people.

Mazian: I fail to understand how they can function with so few rules of conduct, but it seems to work for them. I accept them as equals, though they are very different from me.

Misha: Dreams exist to teach us about ourselves. But escaping into dreams all the time accomplishes nothing. One must live a life of introspection leavened by action, of action tempered by introspection. One or the other by itself is insufficient.

Mutzachan: I am fascinated by the age and wisdom of their culture, but I also fear that they hide a great deal from the rest of us. What are their true motives?

Orion: They hide from the true nature of the universe and themselves by engaging in childish behavior. They have potential, but they need to grow up in order to realize it.

Phentari: The Phentari are still animals in many ways, living in a world where the only law that governs is the law of strength. They will never be able to aspire to greatness until they can overcome this tendency.

Python Lizard: These creatures are simple, but possess a rudimentary sense of honor unlike the Eridani hypocrisy. They are on the path to growth and self-realization.

Ram Python: Such unrestrained power is distasteful, but still awe inspiring. These creatures need guidance, and then perhaps they can achieve more in a civilized galaxy.



Sye-Men: Though I have never met one of these beings, I wonder about them. To bring back the dead... such power is an awesome responsibility. I hope they possess the wisdom to use their gifts well.

Tanndai: I find their sense of duty admirable. Living by a code of honor is indicative of a civilized society.

Tza Zen: Though many claim that Tza Zen are simply misunderstood, it must be remembered that they choose not to function within the rules and guidelines of their people. Such behavior, even with the best of intentions, is the first step on the road to chaos.

Zen Rigel: A truly enlightened species.

Chatilian

Aeodronian: They're just a nature-loving, wannabe tough guy!

Andromeni: Hey. I don't want to have anything to do with some energy sucking, body switching, vampire, wannabe tough guy! Fortunately for me, I can usually hear them thinking whether they're in somebody or not.

Ashanti: I don't like them. They are too stuffy. Plus the head. Don't ever knock me for looking funny. These guys take the cake in the funky looking department.

Cizerack: Meow, meow, kitty, kitty. Ya' gotta just love it. A bunch of females running around trying to be men.

Eridani: The most uptight, wannabe warriors you ever saw. A bunch of tough guys. These guys need a major bowel movement, complete with primal noises and everything. Grunt! Grunt!

Fott: They derive pleasure out of being cruel and that makes them inferior to my superior intellect. Fott are uncultured and crass. I don't care for them much.

Furbl: Three of them jumped me and beat me up. They aren't much bigger than me. I ought to fry their minds, bunch of furry punks!

Gemini: A bunch of rocks, wandering around the universe smashing everything and everyone because someone walked on the grass. Ooh, aaah. Scary, scary, scary!

Gen-Human: The pseudo intellect of Gen-Humans is quite humorous. They pass themselves off as the ends of creation, beautiful, smart, and strong. They're a bunch of morons. The mean IQ for their entire species is little above 100. Oh, I'm so impressed. Whereas we Chatilians have a mean IQ quotient much closer to 200!

Goola-Goola: I once let a Goola-Goola fix my brain scratcher. Bad choice. The jerk added two settings, mangle and ultra pleasure. I couldn't get myself out of the bathroom for weeks!

Human: The best dispersal pattern for an exploding head I ever saw!

I-Bot: Artificial intelligence my !@#%. Neuro-conductors and glue do not an intellect make. I can't stand it when I hear people say that I-bots have the smartest minds. They aren't even real. I don't think its insecure to raise the point that intelligence by its very nature must be derived from an organic source. You agree, don't you? It also isn't right that my powers have absolutely no effect on them.

Ikrini: I find their powers interesting, but far less evolved and efficient than ours. Can you imagine how inconvenient it must be to have to check the weather before starting to generate?

Jezzadei: Our powers originate from the same well of knowledge. We think alike. That makes us friends, doesn't it?

Kizanti: The fact that it is an assassin quantifies my view entirely.

Mazian: It isn't my fault that the Mazians don't like us. They pride themselves as being the quintessential espionage agent. We can detect their brain signatures fairly easy. I don't have anything against them at all. You have to admit that they shouldn't hold it against us just because we can detect their presence easily, don't you?

Misha: Dream Merchants are one of the few species that I prefer to associate with. They see far beyond the normal realm of reality and I am intrigued by their powers.

Mutzachan: They're always trying to hog the limelight with those fancy displays of energy and power. I'm not impressed. We Chatilians use power covertly. We don't have to run around trying to be noticed. I reject the claim that they are smarter than I am. You don't really think that they are smarter than us, do you? Really though, the energy controller is an outcast like me. We aren't understood by the lesser species. I respect their power. I also respect their quest for knowledge. But damn, they have a big head and never shut up!!!

Orion: Orion Rogues are a bunch of carefree children, pure and uncorrupt. Most that I have met have been rather kind to me, though one once put delayed action contact cement in my Brain Scratcher. I couldn't get the thing off for three days!

Phentari: You know it makes me feel good. You think we're hated. The Squids outdo us by a long shot. These walking spaghetti equivalents are mean. We're not. So why do others put us in the same class as them when discussing who should be atomized next?

Python Lizard: A big, dumb, lizard-swimming, wannabe tough guy.

Ram Python: A big, really dumb, lizard tree swinging, wannabe tough guy.

Sye-Men: I find that I rather enjoy their company. Like us Chatilians, the Sye-Men are big on knowledge.

Tanndai: What is up with these guys? Replacing their bodies with machines? Why would anyone want to do that? Granted they don't have our capabilities, so maybe they're compensating.

Tza Zen: I'm great, I know it! You stink, you know it!

Zen Rigeln: They are strange, those healer types. I can't figure them out. They move through life with only one purpose, which is to help others. I don't quite understand why. The inferior minds should be posted to their natural positions. Intelligent minds head for the library.

Cizerack

Aeodronian: The fact they love and respect nature is something that I admire. I don't like that they seek battle instead of finding other solutions to disagreements.

Andromeni: It is vulgar and repugnant. Nothing has the right to take over and control another's body.

Ashanti: Ashanti are gentlemen, and I must say, one of the few species whose males I respect. They seek to avoid conflict whenever possible and that makes them more appealing.

Chatilian: Short, neurotic, and annoying. The species is the result of an unfortunate quirk of evolution where incredible matrix powers are encased in the most obnoxious being possible.

Eridani: The prowess of the species is to be admired. The fact the males and females are treated as equals is suspect. Women are better at most things. What I do not like is the tendency for Eridani to chop things up first and ask questions later.

Fott: Please! The most pathetic excuse for a warrior I have ever seen. What infuriates me is their condescending, male chauvinistic attitude toward women.

Furbl: I prefer them over all other species. They are so cute and cuddly. They are attentive, males and females alike.

Gemini: The Gemini are a quiet, passionate people who hold nature in respect. They are powerful warriors and great diplomats. Most of the other species could learn much from the way the Gemini conduct themselves.

Gen-Human: They are a lot like the Humans who created them, although most seem obsessed with proving their equality.

Goola-Goola: They are annoying little pests. I don't even like the women. The next time I catch one trying to modify my body mount harness, I'm going to teach him a lesson! Furthermore, the next time one of them tries to pet me the wrong way, I'm going to bite his arm off!

Human: There are good ones and bad ones. I have run into both during my time. Most of their leaders are against war, which is something that I agree with wholeheartedly.

I-Bot: It is a machine. Should I say more?

Ikrini: The Ikrini are an impressive species. They live in harmony with nature and have rebuilt their entire society to ensure its safety. If the females were in charge, I would spend more time with these beings.

Jezzadei: No opinion one way or another.

Kizanti: Their methods and actions are out of line, though I would be lying if I didn't admit that I like the fact that they are getting rid of Phentari.

Mazian: I love my blobs!

Misha: Male chauvinist pigs! All of them.

Mutzachan: They can never be quiet. All that constant noise hurts my ears. However, Mutzachan powers are formidable and their leaders I admire.

Orion: They should really grow up a little bit, but I must say that I like them a lot.

Phentari: Their methods and views are completely out of line. The species is dangerous and should always be treated as such.

Python Lizard: Only slightly more tolerable than their terrestrial brethren. Had they submitted to our guidance they might have amounted to more than plasma catchers for the Alliance military.

Ram Python: We tried to civilize that species of barbaric lizards once. We won't try again. They are a bunch of superstitious, volcano loving idiots. They aren't even worth discussing.

Sye-Men: I have never seen one, but I hear that they don't have very good personal hygiene. Is it true that they can bring people back from the dead?

Tanndai: Their loyalty and service to their queen is to be admired. Finally some males who know their place!

Tza Zen: They do their species a total disservice. Tza are contemptible. I am glad to know that most who become Tza are males. It figures; the male ego running out of control again.

Zen Rigeln: They are a strange and honorable species that do what they can to keep the rest of us from perishing. They are beautiful.

Eridani

Aeodronian: People who refer to them as warriors use the word out of context.

Andromeni: Foul! No creature has the right to desecrate a body. No matter what the reason.

Ashanti: The Ashanti warrior has honor. I disagree with its viewpoint, yet only as much as I respect its prowess with the sword. Ashanti are worthy.

Chatilian: The whiny, little cretins are nothing more than pests, and I am not impressed by them. I must admit that their psychic powers can prove useful against lesser life forms. Seldom do mental attacks have any effect on someone such as myself. What really annoys me is their predilection toward sarcasm, something I find repugnant.

Cizerack: Sometimes I consider them almost equals, although at first I dismissed their warrior-like abilities as perfunctory. They are short on words and long on action. They are cunning and resourceful. As I stated previously, it would be difficult for me to quantify them as equals, but they are worthy of at least four or five strokes of my blade.

Fott: It is just a matter of time until the Fott is proven to be an inferior, synthetic life form.

Furbl: My female equal finds them appealing. I do not comprehend why, but I respect her judgment and that is enough.

Gemini: Now this is a species! Capable and strong. Power and precision. Furthermore, I like that Gemini often allow me to sharpen my sword on their skin.

Gen-Human: Anything that is artificially produced is by its very nature inferior.

Goola-Goola: The little cretins have the audacity to pass themselves off as great mechanics, when they are nothing more than tinkering targets with beards and legs. Last month, one of them stole my light sword in my sleep under the pretense of re-calibrating the Flux generator. He touched something that didn't belong to him. So I cut him in half, from groin to chin.

Human: Too emotional. It lessens their merit and worth. The greatest assets the Human culture offers to the Alliance are their warships. Even an Eridani must respect the battle doctrine of the Human fleet. I'm not sure if you are aware of this, but Eridani consider a ship and its crew to be one and the same. There is no difference. How could there be? Metal does not man the guns. Minds do.

I-Bot: They are nothing more than machines, neuro-nets, wires, and steel. I-Bots have no consciousness. Things without consciousness can never define honor, and thus have no value.

Ikriini: These beings feel that by changing the source of their technology they can make up for their lack of control. Without self-control and discipline, their society is doomed to self-destruction, regardless of the technology they employ in their extinction.

Jezzadei: They are mysterious and therefore dangerous. I haven't, as of yet, been able to assess their abilities. How could I then give my opinion on them?

Kizanti: An Eridani would never use a displacement device to gain advantage against an opponent. The honor behind such an action would be dubious at best. But what I like about the Kizanti is their pronounced ability to maintain focus on important issues such as warfare and conflict. We have many similar likes and dislikes. Phentari come to mind.

Mazian: The rudimentary life form isn't worthy of discussion.

Misha: There is no consciousness if one is unconscious. It is an oxymoron. The Misha are an exercise in futility, feeble and imprecise. They

can on occasion predict the future. So what? I can predict the future much more reliably. I use steel and strength to predict and direct the course of events.

Mutzachans: Mutzachans suffer from verbal diarrhea! They are even worse than Chatilians. It is the raw offensive power of their mental abilities that makes them such worthy foes. Their physical form is pitiful. Their cranium offers such wonderful head shot opportunities. Equal in mind, inferior in body. Add the two together and the Mutzachans are still inferior on an individual basis. However, any being that can destroy an entire Eridani fleet with the whimsical flick of its mind is something to be reckoned with. Never forget Anoir-Idal-I-Mor!

Orion: It is an enemy that must be dealt with. They deceive the masses with their plastic smiles and quick tongues. My hate for them is pure, without malice. They helped the Phentari to destroy my home. I will one day avenge that loss.

Phentari: Demon Spawn! Phentari are a perverse corruption that must swiftly be obliterated. Phentari are two faced, back stabbing, devils without honor or shame! I apologize for showing emotion. It is not worthy.

Python Lizard: I do not take them lightly for more than one Eridani has gone into battle against a Python and wound up completely dismembered.

Ram Python: Not a match for my skill, but more than a match for my strength. Unlike the Mutzachans, the Rams possess equal physical form, but inferior minds. Again, added up, they are still unequal.

Sye-Men: I maintain the same questions for them as I do for the Zen as to the reasons for some of their actions. I do rather like that they are capable of holding their own in combat.

Tanndai: Admirable beings that wield their swords with honor and loyalty. Unfortunately, they needed to augment their bodies with cybernetics to achieve this level of cultural sophistication.

Tza Zen: Their existence is an abomination, a being completely without self-respect or dignity. One of the clearest truths to Mokaba Datu (Silent Peace) is the appreciation for life and the quest to fulfill destiny. The Tza should be terminated with extreme prejudice.

Zen Rigeln: It is very hard for me to articulate what I feel when I speak of the Zen Rigeln. They pity the weak, which disgusts me, but at the same time they value the lives of valiant combatants who bring beauty to the universe. Many a healer has placed his life in great peril to rescue a fallen Buddon who has erred. That shows honor and respect for the sword and thus for Eridine. My problem is that they waste their time caring for things that have little value. They need focus.

Fott

Aeodronian: I can't believe these guys like plants more than animals. I bet they taste great and would look good hanging on my wall.

Andromeni: You can't kill it, eat it, stuff it, or make it work the fields. What the hell good is it?

Ashanti: These guys are pretty good in a fight. I can respect that.

Chatilian: Come on! These guys can read your mind! I don't trust 'em. They're too small to work in the fields and too ugly to hang on the wall. Still, all in all, they're not too bad.

Cizerack: I don't know what it is, but there's just something about these things that I can't stand. They make great moving targets. The problem is tracking them once ya shoot one. Sometimes she'll go for days before she drops. Hell, I need to get a bigger gun.

Eridani: These guys fight with swords and stuff, and that ain't right. The proper way to do combat is with a gun. I tend to avoid them. They do appreciate the value of slave labor though.

Furbl: It's not even a species. It's a damn rat with fur! Hell, those Orion's should have left them as slaves or cooked them up in a stew or something. They are kinda cute though, and they're good at stealin' stuff. Kinda handy to have one around.

Gemini: It's a big talking rock. Too strong to enslave, and their insides are too tough to carve out when I'm doing my taxidermy. They do appreciate my farming skills though.

Gen-Human: These guys had better get it straight. We were produced by our dad, Uncle Ernie, and just like them, we have rights. You'd think of all the critters in the universe, that these guys would see our side of the story.

Goola-Goola: Those purple little buggers are quite a laugh. My friends and me often go drinkin' together with Goola-Goola.

Human: Hey, they're in charge. I gotta say that.

I-Bot: Scarred the S!@#% out of me the first time I shot one. Hit him in the chest. The guy started floppin' around, acting all crazy. Smoke started coming out of his behind! I thought he was possessed by the devil or something, so I shot him again, this time in the head. That's when I noticed all of the wires and stuff.

Ikrini: These guys are about as alien as you can get, and in my book, that's not a good thing.

Jezzadei: I don't trust them. Man, answering all these questions is hard work. I'm tired. Can I go now?

Kizanti: He can assassinate this, if you know what I mean.

Mazian: The damn thing is nothing more than road pizza. I don't like them. They aren't good for anything.

Misha: Hey, I don't have a problem with a boy getting himself some! That's down right normal. But, four at a time, well I don't much know about that.

Mutzachan: These guys are nosin' around in everybody's business. I think we need to thin the herd a little more if you know what I mean.

Orion: Not too many guys that can out drink me, but boy those Orion fellahs sure do have hollow legs. These guys are all right.

Phentari: They don't like me, so I don't like them. Come to think of it, these guys don't like anybody. They know the value of a good slave though. They're a hoot to stuff.

Python Lizard: I didn't know Rams could swim. What do you mean these are different? It's a big dumb lizard ain't it?

Ram Python: Now there's a critter that likes to fight. We should invite them over for supper sometime and go huntin'.

Sye-Men: Oh man, is that thing ugly. Who would want to hang that on their wall?

Tanndai: I don't like things any different than the way they are now, but to replace your body with metal parts just to be new and different, that doesn't make much sense.

Tza Zen: These things are nasty, and if I could tell them apart from the regular type Zen I'd hunt them all down.

Zen Rigel: It's real freaky looking, but one of them brought me back to life. Swear to God. I was dead, sure as I'm breathing, and the bugger placed his hands on me and brought me back to life!

Furbl

Aeodronian: These guys steal the stuff I rightfully pickpocket. That's mean.

Andromeni: Not fair! Steal objects in pockets, not the pocket itself. Sometimes they take pocket that are just lying around. So Andro may not be stealing, but finding. So not fair!

Ashanti: One of these days I'll successfully pickpocket something from these stuffy SOBs!

Chatilian: They know when I'm going to pick their pockets and try to stop me. It's a great rush though when you do pick them, but they rarely have anything nice.

Cizerack: I love racing the cats. They're faster than me on the straight-away, but in the city they can't keep up with me zigging and zagging through the alleyways. Strange though... at the end of the race, she always has a strange look in her eye when she looks at me... like I'm a bourbon-seasoned steak.

Eridani: They hate my friends. I'll show them how tough they are without their precious swords.

Fott: What a big meany! I'll show him. How mean is he gonna be with all his ammunition missing?

Gemini: A walking climbing wall covered in gemstones that's looking out for my welfare. What's not to like?

Gen-Human: Sure, they look like Orions, but they're not nearly as much fun. No sense of humor.

Goola-Goola: One tried to fix my Tri-V the other day. The picture is still all fuzzy though. Oh wait that's just fur I shed.

Human: Almost as much fun as Orions! They like beer and games and something called... pizza.

I-Bot: They always tell on me and never laugh at my jokes. What do you mean the happy dance won't make them happy, it makes everyone happy?

Ikrini: The best way to pickpocket these guys is to walk right up to them and do a bump & grab. If you try to hide, they almost always spot you... oh yeah, sometimes the pockets in that fancy armor of theirs have teeth. Be careful!

Jezzadei: Whew! They stink, but they pay me very well. I once made a killing as a personal chef for a Jezzadei on an archeological expedition. Of course, it took me all day just to cook one meal.

Kizanti: They hate me because I like Orions who like Phentari. I tried to steal a sword from one and give it to Phithor -something or other- Phentari, but the Kizanti displaced away right in front of me. Man I wish I had that ability, cause he displaced before the Phentari could get him.

Mazian: Ewww... that's not a pocket.

Misha: I can never seem to pickpocket that stuff on the inside. What do you mean when you say, "those are organs?" Ewww...

Mutzachan: They agree all life must be free so I like them, and they always have something neat in their pockets that I can borrow until they need it.

Orion: They're great! We have such fun together.

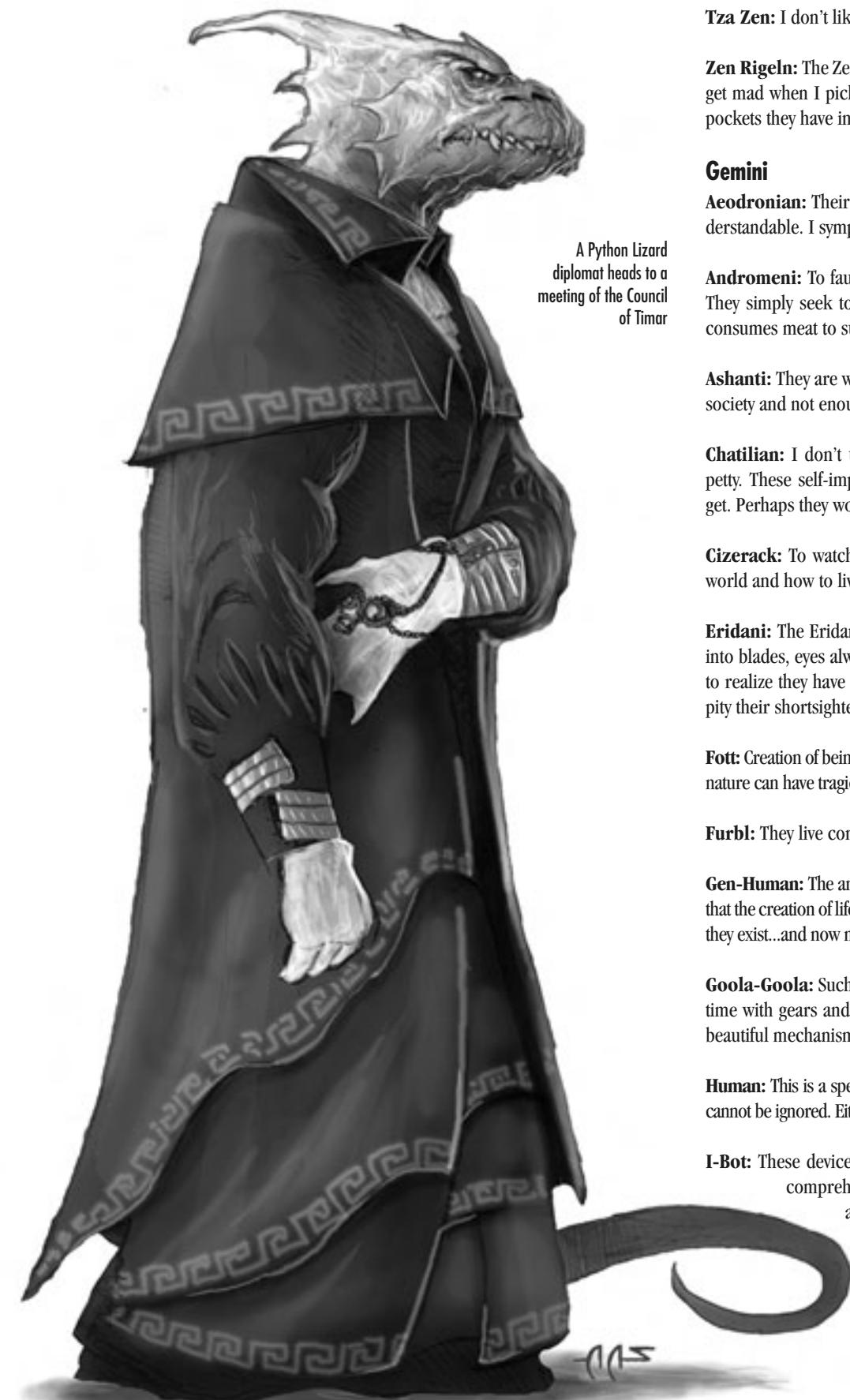
Phentari: They really are mean. I don't know why my friend Arlos likes them. They give me the creeps.

Python Lizard: They don't put up with much mischief, but they have to catch me, and that armor sure slows them down.

Ram Python: I don't like Rams! One time we were on a mission in the woods and the Ram and I were "using the facilities," when he asks me, "Do you ever have trouble with #*@! sticking to your fur?" So I say, "No." ...did I mention I don't like Rams?

Sye-Men: Eww. They're gross. It always looks like their oozing a small Mazian out of all their pores! Gross!

Tanndai: They don't have pockets. They just stick stuff to themselves. Where's the fun in that? And when these guys say they're not gonna do something, they're not kidding. You can't change their mind about anything!



Tza Zen: I don't like them. I hear they do mean things.

Zen Rigeln: The Zen are so nice. They heal all my boo-boos. They never get mad when I pickpocket them, and you wouldn't believe how many pockets they have in those robes of theirs!

Gemini

Aeodronian: Their anger at the desecration of the natural world is understandable. I sympathize with them.

Andromeni: To fault these beings for what they are is not reasonable. They simply seek to survive and are no different from an animal that consumes meat to sustain its life.

Ashanti: They are wise in their way, but think too much upon their own society and not enough upon the world that surrounds them.

Chatilian: I don't understand how they can be so intelligent and so petty. These self-important beings whine about how little respect they get. Perhaps they would get more if they whined less.

Cizerack: To watch a Cizerack is to watch one who understands her world and how to live in it.

Eridani: The Eridani rip steel from the hearts of their worlds to forge into blades, eyes always on the next battle. One day they will look down to realize they have no home left to return to. I admire their focus, but pity their shortsightedness.

Fott: Creation of beings is the province of nature. Sometimes tampering with nature can have tragic results, as these malformed beings surely prove.

Furbl: They live content with their place in the world. It is good.

Gen-Human: The anguish and hollowness of this species is more evidence that the creation of life is not the place of such small beings as ourselves. Still, they exist...and now must find a place for themselves. I wish them luck.

Goola-Goola: Such a feeble preoccupation. Machines. Why waste your time with gears and knobs, when nature is by far a more intricate and beautiful mechanism?

Human: This is a species on the verge of great self-discovery. Their potential cannot be ignored. Either they will achieve it or they will destroy themselves.

I-Bot: These devices are a feeble imitation of life and will never truly comprehend or be able to duplicate it. As tools, they are admirable. As a substitute for life, they are woefully inadequate.

Ikrini: This species has learned the folly of misusing nature's power, and the cost of such arrogance was the loss of their homeworld. Though

they claim to have learned from the mistakes of their past, now they merely exploit nature in a new and different way. It will be their undoing if they fail to see the errors of their ways.

Jezzadei: The Jezzadei are kindred to us. They understand that all things have their place in the universe. They choose to shape their environment, but do not do so blindly. They consider all facets of a matter before acting.

Kizanti: A small species, bent on small goals. They do not even see the majesty of the caverns they call home. Instead, they see them only as hiding places from which to creep forth at night.

Mazian: They live happily without harming anyone else or violating their world. Others would do well to learn from them.

Misha: Ignoring the world's problems won't make them go away. Wake up, little Dreamers, or all your dreams will lead to naught.

Mutzachan: They seek balance, and this is good. They know that sometimes part of a forest must burn in order for new growth to emerge. I respect them for their wisdom, not their destructive capabilities.

Orion: These pathetic beings will surely kill their world with the poisons they spew forth in the name of money. They even draw these poisons into their own body deliberately. Some Orions are good, but as a species, they will doom themselves.

Phentari: Their ability to persevere is impressive, but they weaken themselves through their intrigues.

Python Lizard: Healthy animals, living well in their environment. They will grow and change in their own time.

Ram Python: Such strong and powerful creatures. They should learn to control themselves so that they can aid those less genetically fortunate.

Sye-Men: The dead should not be brought back to life. It is a violation of the natural order of things. I fear the consequences of these beings' actions and their motivations.

Tanndai: Such a shame. Sacrificing nature's gifts and replacing them with cold, lifeless metal. Truly a lost species in need of guidance.

Tza Zen: Judge them individually. Some are misunderstood, some are misguided, and others are truly evil. Act accordingly unto each.

Zen Rigeln: Too concerned with their own morality. The Zen need to open their eyes to something besides Assizza's teachings for once.

Gen-Human

Aeodronian: They are enemies of the Alliance. I treat them accordingly.

Andromeni: It is an Energy Vampire and that gives me the willies.

Ashanti: They are searching for respect like everybody else. The problem is they happen to get some.

Chatilian: Man, what a bunch of whiners! I mean, geez man! Give it a rest! Yes, I know you can melt my brain just by thinking about it; I just wish you could shut up for a few minutes!

Cizerack: I could live without all the feminist crap. They are excellent at reconnaissance and pretty fair in a stand up fight. Just spare me the "I am female hear me roar" nonsense!

Eridani: They are a bunch of elitist axe murderers, like the Nazis of ancient Earth, fascists who are intolerant of everything and anything that doesn't look exactly like them.

Fott: They were produced just as we were. I can't help but empathize with their predicament. People once used the same arguments to deny us equality, claiming that synthetically produced life forms could never be equal.

Furbl: They're cute and nice. The Orions gave them their freedom and I guess that is good enough. But up until last year, I had one as a pet. It is hard for me to treat him as a person sometimes. I know I'm the one who is wrong.

Gemini: It's a big organic rock in love with dandelions. Hey. Don't tell them that I said that.

Goola-Goola: What the hell! Who let these weirdos loose on the galaxy to terrorize machinery? I can't believe that the Council of Timar is actually considering admitting the Goolas as Alliance members.

Human: They created us and yet are less than us. My early childhood memories were programmed in by some scientist lamenting over his own pathetic upbringing. I am more than the sum of my parts and better than most of my Human counterparts. But I can't say that I don't like them. I really am nothing more than a modified Human.

I-Bot: Humans manufactured them too, but there is a difference between us and them. I am not made of wires, resistors, and diodes. They are machines and I am real. The argument that they think and feel is an irrelevant one. It's just a machine.

Ikrini: Just because they couldn't handle technology doesn't mean we're doomed to the same fate.

Jezzadei: One of them used his powers to crush my friend's skull and kill him. I hate them and if it wasn't illegal, I'd put a bullet in their heads.

Kizanti: They hunt Phentari and nothing bad can really be said about that. However, I can't say that I really approve of their methods.

Mazian: It's a big blob of !@#\$. I can't figure how they managed to become part of the council.

Misha: These guys hook up at will. Got to love 'em!

Mutzachans: They are something to be admired, a species that has the potential for pure evil but lets us generally decide our own destinies. Sure, they sort of guide us along, but for the most part the Mutzachans remain neutral.

Orion: No matter what anyone says, Rogues are shrewd, funny as hell, and a lot of fun to hang out with, as long as you never let them drive home from the bar!

Phentari: I am not processed meat. You can scrap that whole idea. I voted to have the entire species thrown out of the Alliance last year when a referendum came up considering their expulsion from the council. I hate them with a passion.

Python Lizard: Hey, the Galactic Marines need to fill their ranks with somebody, right?

Ram Python: I'm glad they're on our side. The whole species should be used either for catching bullets or as good luggage. Just kidding.

Sye-Men: I heard they're kind of hard to look at. Their faces are all covered with puss. What is really strange to me is that rumor control says they are related to the Zen. Have you heard anyone say that?

Tanndai: Though we are organic, we were artificially created, and we have to live with that stigma every day. I can't imagine someone willingly replacing their entire body with cybernetics.

Tza Zen: I'm going to pass on this one. You know as well as I do that many Tza Zen are really good people, and it's the strict Zen code of action that makes them all Tza in the first place.

Zen Rigeln: Healers have the noblest intentions of all of us. They embody all that is good about the Alliance.

Goola-Goola

Aeodronian: Defending a bunch of Begonias is kind of stupid if you ask me. The only things worth fighting for, besides respect, are women and tools. A single Goola defended our planet from obliteration by an alien force, and we will repel any attacks on our colonies by these tiny amphibians with similar zeal.

Andromeni: Better keep them creatures away from me. I'm too young to be possessed!

Ashanti: I think they're a little bit weird, if you know what I mean.

Chatilian: These little buggers are a pain in the ass! They're always talking like they are superior to the rest of us. I'm not impressed at all.

Cizerack: I tried to be nice to them, but they aren't very appreciative. Most won't let me work on their harnesses, and some have even threatened me with death or something worse if I get too close to them. My job is to fix things that are broken. I can't help it I was born a male. Damn women!

Eridani: They suck!

Fott: I hear they are manufactured. I wanted to take one of them apart to see what was inside. He got pretty mad at the idea of me disassembling him. I promised that I would put him back together, and the SOB shot me in the ass. Spent two weeks in the hospital.

Furbl: He's kind of a cute, little fellah. I like them. You know those Furbls are about the only guys who give us Goola-Goola any respect.

Gemini: These guys never have much stuff for me to work on, but they have lots of gems I can use to jewel encrust my tools.

Gen-Human: Egotistical jackasses! I like to tinker more than anybody I know, but maybe the Humans should have left well enough alone.

Human: Can't live with 'em. Can't dissect 'em. That's how I see it. Just kiddin'. Humans are OK.

I-Bot: Can't fool me. They're blasted machines. They're hard to repair. Very complicated.

Ikrini: How do you repair a slug that's stuck to you? Seriously? What kind of technology is that, when your armor can catch a cold?

Jezzadei: They've got that funky scepter thing. I always wanted to take it apart, but no one will let me. I'm a first rate mechanic. The best you can get. You'd better believe it. I'm convinced that I can make the minor adjustments and double the output of their scepters.

Kizanti: These guys are too mean. I don't mess with them.

Mazian: What the hell is it anyway, street pizza or something? It ain't Goola therefore it ain't right!

Misha: I think they're a little AC/DC, if you know what I mean. Act too feminine. They ain't right.

Mutzachan: We get along quite well. We have engaging conversations about the universe, rockets, equipment, and all those things that are really important!

Orion: We party hard together, but I can't ever seem to hold my own against one of them Orions. They're a good lot.

Phentari: I'm getting tired of these Giant Squids living in a perpetual testosterone fog, always threatening to eat me or shoot me. They are nothin' but a bunch of bullies if you ask me.

Python Lizard: These guys aren't as dumb as their bigger cousins. Don't underestimate them. They appreciate a quality in-field repair from us Goola.

Ram Python: Big, dumb lizards. They aren't very appreciative. You try to give em a hand, fix some of their stuff, and the next thing you know, one of them is knocking your lights out. Now honestly, who would you rather have working on your equipment, a half a ton of angry hamburger or a sophisticated, suave, debonair guy like me with the brains and know-it-all to fix your stuff up right!

Sye-Men: I've been told that Sye-Men is the name given to wanderin' Zen and that there is absolutely no difference between the two.

Tanndai: Wow, would I love to get a hold of some of that technology! When these guys get messed up in the field, they don't go looking for the Zen, they come knockin' on my door.

Tza Zen: Masquerading as Zen. You can tell 'em apart though.

Zen Rigel: I can't figure them out and I don't care to. They are always giving me first aid, and don't rub it in my face when I make mistakes.

Human

Aeodronian: There's a reason frogs are extinct on Earth. We were afraid they'd grow up to be obnoxious Aeodronians!

Andromeni: Someone said in Tri-V interview recently that these beings are keepers of the doorway to death. Me, I think they keep the door ajar, and they're letting in a draft. That chills me to the bones.

Ashanti: Wow, these guys need to tan a little! They're pretty cool to hang with if they'd just loosen up a little.

Chatilian: Obnoxious, arrogant, annoying... and stay the hell out of my head!

Cizerack: Ok, I know the feminism thing is cultural... I can get around that, but we need to do something about their blood-thirst. Every time I get a paper cut I start waiting for the Cizerack in the cubical next to me to pounce and chew my face off.

Eridani: They're ok. A little uptight. Just don't ever insult one. They get to carry those swords everywhere!

Fott: I don't seem to mind most Fott. Yeah that jerk Uncle Ernie created them, but it's not their fault. Sometimes they can be a little uncouth, but unless you're uptight it's not usually a problem.

Furbl: I can see why the Orions hang out with the guys! But hide your wallet and bring a lint brush.

Gemini: Man, I'd love to see the jewelry box these guys have at home. At least I don't have to worry about a Gemini going berserk and ripping my head off like a Ram... well, unless I start a brushfire.

Gen-Human: There's only one real "Human" and all our tattoos are voluntary.

Goola-Goola: I don't care what anybody says. One of these guys saved my bacon when our ship blew a gasket and the engineer was clueless. I swear he fixed that do-hicky with a seat cushion and some Ram spit. That makes them OK with me!

I-Bot: I hate these things. There is enough deception in the galaxy without the government buying I-Bots from the mega corps and hiding them among the populace. I'm not a criminal, stop spying on me!

Ikrini: I think we can learn a lot from the Ikrini. We have a lot in common, but those symbiotes creep me out.

Jezzadei: Oh, my god. The smell man! The smell! And the snoring! And jeeze, they take forever to make a decision. Why does anyone hang out with these guys?

Kizanti: Man, I thought the Eridani we're hardcore. These guys are seriously pissed off at the Phents!

Mazian: These guys are cool! Like a fun-loving blob of petroleum jelly!

Misha: I tried to have a conversation with one once. He fell asleep. I'm pretty sure it wasn't the topic of conversation. I'm not that boring.

Mutzachan: The melon heads have saved our bacon plenty of times, but sometimes I wonder if they're not sticking their nose in places where it doesn't belong and not telling us the whole story.

Orion: I drink beer. He drinks scotch. Other than that we might as well be brothers. I just wish they'd stop hanging around with the Squids.

Phentari: Oh, come on! Do you even need to ask? They like to eat people!

Python Lizard: The lizards are pretty cool. Smarter than the Rams and less likely to tear my head off.

Ram Python: I try to avoid them. Like a skimmer truck with a bad breaking computer... just a nudge in the right direction and it's likely to do some serious damage.

Sye-Men: Ewww, I thought the Zen were creepy looking. I can't figure out if these guys are spouting BS or if they know something about the Zen the rest of us have missed.

Tanndai: Enlisting in the military is one thing, but giving up your body parts is another. These guys are over-the-top.

Tza Zen: Most of these guys are beyond pond scum, but I think others just get a bad rap.

Zen Rigel: I like the Zen. Their presence is reassuring. Have you ever heard of anyone getting mugged by a Zen... well one that wasn't a Tza? I didn't think so.

I-Bot

Aeodronian: These beings love nature. A concept I do not understand. Nature is a resource to be used isn't it?

Andromeni: While I do understand the juridical and ethical problems associated with the subject from a theoretical point of view, I fail to see the problem associated with this interesting life form. After all, it is just a personality program that downloads itself into a new body.

Ashanti: These beings are highly organized and function with a capable mind. The concepts in their rules are complex and expansive. It will

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take me several days to read through it all, but with all organic life their emotions are hard to fathom.

Chatilian: They say that they know what other beings feel and think. They claim to possess the ability to overwrite another being's motives, feelings... thoughts even. The way I compute this: Why are they not hunted down and annihilated?

Cizerack: The concept of male and female is very important to them. I understand the former importance of natural reproduction. I just don't know why this archaic way has not been abandoned with safer, saner, and most importantly – cleaner ways of reproduction.

Eridani: I do not understand honor, but they do not show emotion so that makes the programming allowing me to mimic them easier.

Fott: Like us, they were designed. Unlike us, they are being recognized and treated as sentient beings just because they were made out of organic material. I don't know if my program enables me to feel envy, but feel free to waste them any time.

Furbl: It's all a clever trick, of course. If these beings were pets, then their owner would be responsible for the crimes they perpetrate. Now, they steal and hand their loot over to those who feed them and if they're caught, it's their own problem. Clever.

Gemini: Another interesting species. They are composed of inorganic material but are still regarded as sentient beings because they weren't designed. Between them and the Fott, the Alliance's races go to great lengths to redesign their parameters of a sentient, living being so that we I-Bots remain excluded.

Gen-Human: Call them I-Bots of the first generation. Or call me Gen-Anything 2.0, if you like. The only reason we exist is because of the Gen-Human's revolt and their following recognition as sentient, living beings. Do the numbers yourself.

Goola-Goola: They are worse than that Megasoft operating system I had in the beginning. Let them upgrade you one time, and you certainly will never be yourself again. On the other hand, who wants to be me, anyway?

Human: Great Asimov! Humans. I like to freak them out by looking all bug-eyed and calling them "Dave" or telling them that "I've got the greatest enthusiasm and confidence in the mission".

Ikrini: There is nothing about them that piques my interest. I imagine that to be vice versa.

Jezzadei: If I was an I-Bot model of a Jezzadei, the horns would be a great space to store extra sensors or even radar.

Kizanti: I wish I had the necessary upgrade to teleport myself away. Far away. Then I wouldn't have to suffer this interview any longer.

Misha: They are transparent and that would not hide my circuitry so it would not be possible for a Misha model I-Bot to be made.

Mazian: We do not have the technology to recreate the abilities of these amorphous blobs, so there is no such thing as a Mazian I-Bot.

Mutzachan: They give me a headache-equivalent. Just watch your insulation when they are around.

Orion: Just another version of the basic Human concept with some add-ons.

Phentari: I met a very interesting Phentari I-Bot once. A member of the "Guile" series, I believe. Apparently, they tried to program him for malevolence. Last thing I heard, he was working as an illegal bounty hunter for the Silk Lambs.

Python Lizard: They are big and dumb. Twice now I have had to be taken in for repairs because some Python pulled off one of my limbs.

Ram Python: Perhaps a Ram model I-Bot can understand these creatures; my intellect cannot.

Sye-Men: Most of the other races are disturbed by everything dead coming back to life. What's so strange about a broken device being repaired?

Tanndai: If I am right in my calculations, I will see the day when the Tanndai replace their entire bodies with I-Bot technology.

Tza Zen: They abandoned the codified morals of their people, actually reprogramming themselves. I think I can learn a lot from these artful dodgers.

Zen Rigeln: They repair broken organic devices. Their function is well defined and they perform it well.

Ikrini

Aeodronian: The destruction of their homeworld is not an excuse to resort to piracy. Their continued use of conventional technology shows they have failed to learn from their mistakes and are doomed to repeat them. Do not compare my species to such a misguided one.

Andromeni: Everything has its place in the universe. The roots and the soil cannot be separated forever. They have to find a new home or they will just wither away.

Ashanti: Their code of behavior is admirable, and their awareness of their surroundings is refreshing. Their fascination with all things military is not.

Chatilian: Such wondrous creatures at home in their environment. Why do they need technology with the gifts nature has bestowed upon them?

Cizerack: These creatures have an excellent awareness of their environment. Hopefully they will embrace it.

Eridani: Such devastating technology in the hands of those so willing to use it will only result in ruin.

Fott: A perversion of nature that will self-destruct as a result of their abuse of their environment.

Furbl: A carefree creature at home in almost any environment. Ignorance is indeed bliss.

Gemini: Such an admirable species. If only we had their clarity of vision, we may have averted the sins of our past.

Gen-Human: The Humans improve themselves via exploiting the nature of their own biology, rather than technology. This shows promise.

Goola-Goola: Why these creatures insist on repairing obviously flawed technology is beyond me.

Human: A species that has experienced similar losses to our own due to their shortsightedness. Perhaps together we can help each other see a clearer path.

I-Bot: An abomination. A flawed mimicry of nature.

Jezzadei: An interesting species. The nature of their matrix abilities deserves more study. Perhaps it can be exploited to eliminate the need for destructive technology in developing cultures.

Kizanti: Their culture was utterly destroyed by actions not their own. Their anger is justified, and rebuilding their culture around the Eridani, whom they view as saviors, is also understandable. These creatures deserve justice.

Mazian: Now here is a creature that has a proper outlook on life.

Misha: The little Dreamers are in tune with things even I cannot hope to sense. They need our protection.

Mutzachan: The worst offenders. They have the wisdom to know better.

Orion: How they've avoided self-destruction is beyond me. Irresponsibility incarnate.

Phentari: A predator perfected by evolution in a methane swamp. Its biology is perfect. Its desire to expand and conquer is wasteful and shortsighted. It results in the destruction of cultures just as the Arachnids attempt to destroy ours.

Python Lizard: These creatures are being exploited by the Alliance. They should return to their watery homes and be content.

Ram Python: These creatures are so primitive that providing them with modern technology should be criminal.

Sye-Men: I am not sure this creature is the abomination that everyone claims it is. I do not think it is violating the laws of nature... perhaps it is just exploiting laws we are unaware of.

Tanndai: The Tanndai are not so different from us and had things gone differently, we might be as they are today. I fear that because they have so willingly embraced the technology that nearly destroyed us, all is lost for them. Perhaps it is not too late for them to turn back.

Tza Zen: The Zen must settle their disputes. It was a similar rift in Ikrini society that triggered the use of technology and matrix power that destroyed our world.



Darker skinned Orions were for centuries the dominant ethnic group on their homeworld. Only in the past three centuries has their influence waned, though old prejudices die hard.



An Orion RapidRunner courier. Their incredible reputation for speed and their complete disregard for the legality of their cargo make them a favorite service across the Alliance.

Zen Rigeln: Their motives seem noble. They have the ability to lead the Alliance away from the corrupting influences of conventional technology.

Jezzadei

Aeodronian: Their colonies make excellent locations to search out artifacts from many different cultures.

Andromeni: I think most of the other races overlook the raw potential these beings possess. By using the body of another as host, they can unearth knowledge, insights, rare skills, and things that otherwise would be lost in time. If I should die, I hope that one of them finds my body, so that which I have seen, that which I have learned, will live on as my testimony to the universe.

Ashanti: Their unique sensory abilities make them excellent archeologists. We have to make some adaptations in the precepts of The Way to allow for their strict behavior code.

Chatilian: Old Chatilian focus crystals can tell you a lot about their culture, and it's not as tiresome as having to listen to a Chatilian historian talk.

Cizerack: You'd be amazed how much you could learn about a Cizerack from their pillows.

Eridani: So many medals and swords. The Eridani culture records its history through their military.

Fott: Their culture has precious few artifacts currently through their own efforts. It will be interesting to see how their artifacts change as their culture evolves away from their programmed origins.

Furbl: This culture defines itself by the items they take from others. Though they do not create these items, their collections are no less informative.

Gemini: It is good to find kindred spirits in such a large universe.

Gen-Human: Many are eager to become members of The Way. They appreciate the concept of equal value in all things. Their selection of artifacts from the Human culture, in order to assimilate, actually defines the boundaries of their own culture.

Goola-Goola: Many Jezzadei discount the Goola culture because of the poor workmanship of their wares, but to truly understand their culture, you must look at the workmanship of their repairs.

Human: Their artifacts are more resilient than they look, just like their creators. It is likely this resilience has spared them from the fate of the Ikrini or the Kizanti.

I-Bot: These creatures are living artifacts! That does not make them any less worthy of our respect. They are just as valuable as their organic creators or this simple piece of pottery. All objects contain the Kah of the universe and are to be respected.

Ikrini: The ruins of their original culture provide me with such wonderful artifacts to study. Their new artifacts are no less interesting, but require a specialist to really understand. Unfortunately, living artifacts are always so fragile.

Kizanti: The ruins of a destroyed culture are no less informative than those of an intact culture.

Mazian: I have a difficult time explaining the concept of The Way to these creatures.

Misha: The Kraked attacks have irrevocably changed the culture of the Misha. You can see this in the new artifacts of their culture. They are willing to sacrifice almost everything to preserve their species.

Mutzachan: The objects of this culture contain so much power and so many secrets. Eventually they will be unlocked and the universe will be changed forever.

Orion: Such a unique culture. The ideas they adopt from other cultures and express as their own designs clearly define the Orion culture. There are so many Orion breweries that when the universe ends, I have no doubt at least one will survive.

Phentari: Like the Phentari themselves, their artifacts require careful study to see their true meaning beyond the subterfuge and misleading outward appearances.

Python Lizard: They make such wonderful disciples of The Way.

Ram Python: Such wonderful works of stone and petrified wood. Do not let their low intelligence distract you from the depth of their artwork and the skill shown in their crafts.

Sye-Men: Objects from this culture are exceedingly rare and always seem to suffer from temporal Flux. Strange...

Tanndai: Their artifacts don't define their culture; their artifacts are their culture. As a result, the Tanndai wish to become one with the artifacts of their culture. So interesting...

Tza Zen: Many make excellent recruits to The Way.

Zen Rigeln: The soul of the Zen culture is hidden within the design of their medical devices and pharmaceuticals.

Kizanti

Aeodronian: If we can convince them to raid more Phentari worlds our task will be easier.

Andromeni: I hate to kill a body more than once, but if the necessity arises, I have no problem with it. However, should I ever see one of my people possessed by these things, I will end its life in more ways than it can dream of.

Ashanti: They are a race of strange, yet honorable warriors. They are difficult to kill, as their "3-D sense" makes it hard to sneak up on them. Also, I distrust any being with four arm equivalents...

Chatilian: They can read our minds, and so they should know our desire for revenge is not misguided, but they are inherently weak and not much use in a fight. I will use them as I need them, but I will not keep company with something that whines as much as these 'Asparagus' heads do.

Cizerack: The cats are efficient hunters and difficult prey. You must take them by surprise, which is difficult to do given their keen sense of smell.

Eridani: They came to our aid when we told them of our tragedy. They have given me a new home and a place to train so that I may exterminate these Squids. The fact that the Phentari have done grievous harm to these honorable warriors is just another reason the diabolical creatures must be killed.

Fott: Most have few scruples and little resistance to assisting me in eliminating the enemies of my race if well paid. They are useful, though one must be conscious that their loyalty ends when they receive their payment.

Furbl: A useless species that allowed itself to be subjugated by an ally of my enemy. If only it were smart enough to be angry about its situation, it may have become a valuable ally.

Gemini: They were unaware of our plight when the Phentari were racially cleansing our species. Their efforts to help us rebuild our race in the aftermath have been invaluable. However, their refusal to help us achieve revenge is infuriating.

Gen-Human: Why are these beings in charge of the Alliance? They lack the strength of will to exterminate the Phentari. The Eridani should be placed in a position of control within the Alliance if it is to survive the threats to its existence.

Goola-Goola: I don't like anything that's purple.

Human: Our unfortunate physical resemblance to these primitives has its uses; Phentari are slaves of their appetites and our ability to pass as a Human can make the scum lower their guard.

I-Bot: Why would anyone want to create a being that could look like a Phentari? Now I have to make sure my victim is really who they seem to be, rather than some mechanical facsimile.

Ikrini: I charge double to assassinate an Ikrini. Their unique abilities make them very difficult to kill. I have no grudge against the race as a whole, but the higher price I can charge for their elimination yields more money for my cause against the Phentari. This species is currently under the threat of destruction by the Arachnids. The Alliance will likely help them. The fools only recognize threats from outside their ranks. They don't realize the Phentari are a far worse threat than the spiders. Perhaps we can convince the Ikrini to support our cause once they're accepted into the Alliance. Death to the Phentari!

Jezzadei: These creatures study the remains of my culture like we're some lab experiment. What can they possibly hope to learn other than the obvious – the vile nature of the Phentari.

Mazian: What an ingenious defense mechanism for such a primitive life form. It could look like you, me, or anyone. Killing them is easy. Finding them is the hard part.

Misha: They sleep and do nothing else. They are quite worthless to me and my cause so killing them is of no consequence, though I might start charging extra. The last time the Dreamer foresaw me coming and sounded an alarm, which put me in a very difficult situation.

Mutzachan: Where was their paternalistic nature when the Phentari were raping our world?

Orion: They have allied with our sworn enemy and are thus deserving of a similar fate.

Phentari: I will wipe them from the face of the universe.

Python Lizard: Typically their position within Alliance society makes them an obstacle in my path.

Ram Python: A physically larger obstacle in my path, but one that is easier to bypass.

Sye-Men: Their abilities make my job more difficult. Many of these creatures are skilled at forensic science, and some can even interrogate the dead. I've had to shake the authorities off my trail more than once because they were employing a Sye-Men detective. Fortunately, these beings are few and far between.

Tanndai: Their devotion to their cause is as dedicated as my own.

Tza Zen: If they will aid me in accomplishing my goals, I do not care what stigma their society has placed upon them.

Zen Rigeln: They are useful when I am hurt and in need of medical treatment. Beyond that, I cannot trust them; they wish for peace, but will do nothing to attain it.

Mazian

Aeodronian: Just who is this Earth-mother they are all talking about? And what's a mother anyway? If I want offspring, I just spring it off!

Andromeni: The solids have great fun in killing each other off, and now they whine about another entity who has found a way of reusing the broken bodies. It would be funny, if it weren't so serious. Dead serious. Get it?

Ashanti: Try to find a decent four-armed IFN. And if you do, put it on e-buy and give me a call.

Chatilian: Smart-ass punks think they can spot us any time. Useful tip: If Asparagus are around, don't do people. Do carpets. Or pot plants. They never think to scan the area if no one is around.

Cizerack: Oooh. I like to feel them. So soft and plushy.

Eridani: They call us deceivers. Unfair. Next time I see one I'll so ooze over him!

Fott: Ooh. They're as plush as the Cizerack, but they keep trying to deep-fry me!

Furbl: If you're posing as a Furbl in summer, don't forget to buy huge dog-equivalent. Shave it, slime yourself, and then roll around in the fur. Furbl's shed fur constantly and not leaving hair behind will give you away.

Gemini: They are hard to do. Get it? Haw, haw.

Gen-Human: Sometimes I forget to do the number. Or forget what it was. Very embarrassing. If I knew what that meant.

Goola-Goola: I once told one of them that the only improvement I really can think of would be to put all the other races in a blender and turn them to jelly. Never heard of him again.

Human: Terribly preoccupied with looks. Most are easily fooled. Also, I like their monster movies. They give me great shape-shifting ideas.

I-Bot: You can't do a Mazian-bot, na-na-na-naah-naah.

Ikrini: Darned if these guys can't always spot me in the wild. They just seem to know when something is out of place. Now if I'm walking around looking like somebody else, they're usually as clueless as everybody else, but out in the bush somehow they just know when something isn't right.

Jezzadei: Their enormous size and matrix abilities make it difficult for me to impersonate them, but it's usually the lack of BO that gives me away. I don't have a problem with them, but you really have to be careful oozing over a Jezzadei... some of that stuff they carry is dangerous!

Kizanti: I must learn how to displace. Calling a timeout to shift places just isn't the same.

Misha: Had to sneak into one of their bedrooms once. Big under cover job. Get it? Haw, haw.

Mutzachan: I like to shape shift into their cloaks. Wave, baby. Wee.

Orion: I like to do the attractive girl act on them. Fall for it any time. Great fun.

Phentari: Bah. Beginner stuff. Doing them doesn't even involve doing elbows. Or hands. Ever do a hand? Should I give you one?

Python Lizard: Yeah, mighty good idea posing as one of them. Either you get shot at or made fun of or both.

Ram Python: I tried to imitate one of them once, but the wind from another one blew me away.

Sye-Men: All bipeds are ugly, but these guys... ugh, awful. If I could throw myself up, I would.

Tann dai: Never tried. Lots of little lights. Can't do lights. What am I? A glow blob?

Tza Zen: They enjoy finding new ways to hurt my kind. I hate them and I find they're tough to mimic too.

Zen Rigeln: They are almost as bad as one of the Sye-men, no pus but all bones. Maybe if I develop a new IFN that mimics the look of bone...

Misha

Aeodronian: They will play a larger role in what is to come than anyone suspects... but me of course.

Andromeni: They are but survivors in the endless sea of the universe, clinging to broken pieces that float on the waters while their own vessel has sunk. For them, there is no shore left. And the horizon holds no more promises. I weep for them.

Ashanti: I'm sorry. What were you saying? I nodded off again.

Chatilian: My personal opinion is that their role in the grand scheme of things has yet to be revealed. But don't quote me, please. Still, nothing puts me to sleep faster than listening to one of these guys talk.

Cizerack: They are so sexist; they offend many of us. But in the end, they can't help it, can they? They are just guided by their natural female emotions and lack the male, rational guidance they discreetly crave. If you ask me, it's all the fault of their males. Our polygamous practices and the inequality of the female compared with the male in our society is simply due to scarcity of the superior male. I don't know why the Cizerack despise us for a simple quirk of our biology that results in a skewed population demographic.

Eridani: Their behavior seems irrational, even malevolent at times, but only to those who do not understand the underlying code. The honor of the Eridani people is like a computer program, with clear "if x, then y" commands. The question is, who is their programmer, and to what end does the program lead them? It is clear, however, that the Eridani appreciate our abilities to determine enemy locations and traps, but refuse to acknowledge our usefulness in actual combat just because we... [Interviewer's Note: The Misha fell asleep at this point in the interview, as he would do three more times before the end of the process.]

Fott: Let me stick to the computer program analogy. If the Eridani are programs, then the Fott are a virus, designed to wreak havoc with the system at large. I don't know if the Fott will serve the purpose they were made for, but their existence reveals that their creators know more about the universe than they need to. Still, they are a species that truly appreciates the fact that I require multiple female spouses.

Furbl: The abused children of the Orion nation will one day reunite with their parents when the golden age arrives after the coming darkness... but until then, watch your pockets.

Gemini: I like girls I can see through. That being said, I'm not offended by solids in general. Now, these guys, they are "offensively solid." Like with them being a non-transparent wasn't just a condition, but a way of life. Can you imagine carrying all that weight around? Makes me tired just thinking about it.

Gen-Human: Does that which was not born nor hatched still have its own place in time? I don't know. But I sure would like to order a few hundred thousand of these to kick the Kraked back to whatever baseboard they crawled out of. Did you know they're actually translucent! Well, other than the bones. Who knew?

Goola-Goola: I don't need to see the future to tell you the repair that Goola tech made on my Tri-V is not going to last long.

Human: There is a mark upon the fate of man. A sigil branded into the very core of Terra itself. Man is too preoccupied with his toys and distractions to realize it. But he has the power to rearrange the heavens. Did I just say that?

I-Bot: If we could mass-produce them to do all the labor work, we would have more time to snuggle with our wives. Oh, and they could fight off the Kraked, too.

Ikrini: It will take someone more skilled than I to divine what the future holds for this species. Only the Humans have blown themselves up more frequently than the Ikrini.

Jezzadei: An entire race devoted to sucking every last drop of energy from relics of the past. Time for them to pull their collective heads out of that cosmic canopic jar they're examining and smell the coffee-equivalent. Ugh, and how can anyone get any sleep with that big, stinky, walking jingling, junk pile snoring like an Omega weapon stuck on full auto? To make matters worse, by the time they decide what to do, I'm ready for a nap. These creatures make my life miserable.

Kizanti: There is a mystery surrounding these people, and yes, it is deeply connected with the shade world, for the shade has its own place—and, more importantly—its own time and direction. I fear we will share the fate of the Kizanti if the Alliance doesn't protect us from the Krakeds.

Mazian: They understand more about the way of things than many would think, because they were never fooled into being a single individual with a single fate or soul. They can be many individuals.

Mutzachan: If you picture time as an ocean, they work to control the tides. And they won't stop until they control every miniature wave. We seem alike. We could not be more different.

Orion: I am deeply intrigued by this lot. They don't know anything about the future, but instead of being worried, they embrace the unknown, reveling in their blindness and finding happiness in insecurity. I also like how our reputation as being great lovers precedes us. If ever I wanted to add a non-Misha wife to my harem or find a hit of Di-Methyl-Sodium Pentalate, I know where to go.

Phentari: My personal theory is that they are actively blocking our recognition as a full member of the Alliance because they want to turn us into their slave race. No, I don't have any proof for this. It's just a hunch.

Python Lizard: I would speak up against the Alliance taking advantage of these simplistic sods, if I didn't plan to send them to war against that Kraked the second we join the Alliance. The Pythons are the sword of the Alliance, and may very well become the defender of my race.

Ram Python: They take great joy in the little things of life. Of course, from their perspective, everything is little. And I really hate it when they poke me to see if I'm real.

Sye-Men: Creepy. They give me daymares. Their purpose? Oh, yeah. Big secret. Can't talk about it. Look, I'm transparent!

Tann dai: A whole race of beefed-up cyborgs serving a single woman. Boy, that sounds like a drag. I can appreciate the fact that they like to cover themselves up though.

Tza Zen: If you would excuse me? I'm tired now. Very tired. Ah. Go away.

Zen Rigeln: I'm sorry. I was nodding off... what was the question? Could we change the subject?

Mutzachans

Aeodronian: There is much to be said about this diminutive species that is small in stature yet large of heart. They respect nature, which is the source from which all things derive.

Andromeni: I despise Andromeni. Thousands have been killed over the millennia by this creature on my homeworld. It does not have rights and should be purged from the galaxies. It seeks to imbalance everything by taking over the body and souls of others.

Ashanti: They are superb in every facet, tempered and controlled, acting out of need, not haste. The species never openly seeks combat and always attempts to preserve life. They are wondrous.

Chatilian: Ah, the supposed mental superior to every being in the known universe. Their powers are impressive and useful, but many overvalue their self-worth, and all of them complain excessively when others fail to accept their skewed view of the Chatilian species' superiority.

Cizerack: The felines are quite respectable, though they try too hard to prove their equality in the eyes of males. They are alive and sentient, therefore equal by default.

Eridani: Their methods are not as noble as they seem, though the Sword-saints are a proud and able species. They seek to prove that they are the superior life form under some draconian theory of Survival of the Fittest. Part of being fit is the realization that others have worth beside yourself.

Fott: It is a synthetic life form, and under the 15th Edict of Truths, from the Book of Relevance, it has rights and must be preserved, although I consider its character and motives to be less than adequate.

Furbl: They are a fun loving species, and I am glad that the Orions realized that Furbls were worthy of more than slavery. They are personable and quite charming, I must say.

Gemini: Again, proof that nature is mysterious and powerful. The Gemini and Mutzachans have enjoyed friendly relations for millennia and they are probably our closest friends. They protect that which is pure.

Gen-Human: The species as a whole suffers from an identity crisis, and I can empathize with their situation and problem. They must, however, learn to temper their arrogance.

Goola-Goola: They mean well and have good intentions. However, they drive me Baguu with the way they act and carry on, always whining and complaining. They bore me to death with their incessant jabbering about electronics and other matters.

Human: They may be the only species that understands its position in the vast realm of things. They have suffered and endured much. Humans, overall, understand that the only way to validate one's existence is to extend goodness toward others.

I-Bot: It is nothing more than an eloquent robot. They are not covered under the 15th Edict of Truths, from the Book of Relevance. A being must be organic to be alive.

Ikrini: These wondrous creatures have tapped into the latent power of their surroundings to create matrix effects. Truly intriguing.

Jezzadei: I am quite interested in their methods of pressure and Flux control. My mentor advised me that I should seek out a priest to teach me of this knowledge.

Kizanti: They are an unbalancing force that must be controlled.

Mazian: Mazians are a magnificent example of nature's creation. They must be preserved.

Misha: I am reserving my opinion on them until I find out what their true purpose is in this universe.

Orion: Silly! They are so silly. However, the universe would be a much less happy place without them.

Phentari: The Council of Timar has its reasons for ensuring the survival of the species. I have been told repeatedly by my Mentor not to judge them so quickly, especially the one known as Jaquassarius Phentari. It is hard for me, though, because Phentari are so cruel to everything and everyone.

Python Lizard: I feel their purpose in the universe is clear. Without them the balance would be difficult to maintain.

Ram Python: I'm not supposed to say anything, but I was told that both Python species were genetically created by my ancestors to provide a defense for the Alliance. That's why they evolved simultaneously on two different worlds.

Sye-Men: They are another species whose purpose is not clear. They are relatives of Zen. That is what my Mentor told me.

Tann dai: They seem noble enough, but like the Eridani, I suspect they hide their true goals. They are analyzing us.

Tza Zen: Some are pure evil and should be stopped. Others have unjustly been accused by a fanatical mind set.

Zen Rigeln: Most species cause death and destruction. The Zen seek to preserve life, therefore maintaining balance in the universe. They do however; pass judgments that should be reserved for Mutzachans who see things from a balanced perspective.

Orion

Aeodronian: They can handle their liquor so they're OK by me. Big on that nature stuff, which is cool as well.

Andromeni: I believe in live and let live. But aah.... No. You don't have a right to wander around in my corpse and use me as a puppet. Wrong!

Ashanti: They have funny looking faces and are way too serious. I can take 'em or leave 'em, one way or the other.

Cizerack: You know, I've always wondered what it would be like to do the Wild Thing with one of those cats. Fur and everything. Gotta like it!

Chatilian: These guys are way too up tight. They just need a stiff drink and a go with that brain scratcher of theirs. Maybe that'll shut 'em up.

Eridani: Those guys are too much. They have only two emotions, angry and really pissed off. Eridani really need to relax a little, maybe drink a bottle of... Hey... Did I tell you how I single handedly killed four Eridani with a chicken bone, butt naked, while doing nose hits of Orion Utabahn Scotch?

Fott: It's a custom-designed homicidal killer. Got to hand it to Uncle Ernie for throwing us a curve ball by creating these guys. As far as I'm concerned, the Fott should be allowed into the Alliance.

Furbl: They are the coolest of all the species. I really am sorry we didn't understand their position on servitude. We would have never kept them in slavery. A Furbl is an Orion's best friend.

Gemini: I was hanging out with my Gemini buddy Mud, knocking down a couple stiff ones after we got back from Misery. Figured I'd try one of his oil cocktails, to see what it was like. Wrong! Ended up blowing lunch for six hours.

Gen-Human: Gen Humans are always trying to prove that they are better looking than us Orions. Not! We're the beautiful people. They're still cool, though.

Your freindly
neighborhood Phent
butcher with his
morning delivery



Goola-Goola: Those little losers are always trying to hug all the limelight.

Human: I want to know if we're cousins or something. The odds of us looking exactly alike, barring ears and hands, is ridiculous.

I-Bot: I wonder what it would be like to go out with a robot. Sounds pretty kinky, huh?

Ikrini: These guys actually blew up their own planet! Man, now that's a party!

Jezzadei: Never seen one. Have you?

Kizanti: They are a bunch of losers, just like the Swordsaints. Bunch of macho bullies. If one of them ever messes with my friend Calsarrious Phentari, then I'm going to go on a Kizanti hunting trip.

Mazian: They're way cool. I like to let my friend Glump slime all over me and give me his version of a Mazian massage. Wish some of them were females. That would be kind of cool!

Misha: These guys hook up more than I do. Gotta hand it to them, finding a way to get seven women to trust ya' requires excellent skill in BS-ology.

Mutzachan: Bunch of lightweights! Can't handle their turpentine!

Phentari: They are the cruelest species in the galaxies, maybe with the exception of the Arachnids. We are almost opposites. Orions don't want to hurt anybody, and Phentari want to kill everything and everybody. But you know, Orions and Phentari can get along well. They saved us from complete annihilation. I trust 'em, but I'm not going over there for dinner.

Python Lizard: Did I ever tell you the story how I picked up this really fuggly Python Lizard woman? See, it was a Saturday night....

Ram Python: It's the squish thing that really cracks me up. Doing belly flops on people they don't like. Makes a really wild mess.

Sye-Men: Those guys got to take care of the facial acne. Dripping pus all over people isn't cool at all.

Tanndai: Ugh, what is it with these guys? Does everyone who carries a sword have to be this stiff? Lighten up! Still, I can't fault them for their dress sense.

Tza Zen: Good is a matter of viewpoint. I like some, hate others.

Zen Rigel: I end up getting wounded on just about every mission. It's cool having one of these guys around to patch me up.

Phentari

Aeodronian: Nature is well capable of defending itself. I am the living proof of that.

Andromeni: If I die, any Andromeni can have my body under the condition that it seeks out my killer and strangles him to death. The thought of my dead tentacles avenging me pleases me greatly. I made all the arrangements just last week.

Ashanti: They lack our cunning and skill, but they share some fighting characteristics that formerly belonged to us Phentari alone. If I should discover that they've become competition, I'll wipe them out. Heck, maybe I'll even apologize... afterwards.

Chatilian: They are the greatest menace to us, because they can see what must remain hidden.

Cizerack: I respect the females of this species. They are capable warriors as well as ruthless and sneaky. It's the males that are a disgrace, but then again they are of no concern to me.

Eridani: Like the old Human saying goes: They live by the sword... and they'll die by a million poisoned blades in the back.

Fott: I find them interesting and possibly useful. Just give them another decade to multiply. Then, if the Orion and Phentari nations get them to support our cause, who knows what will happen.

Furbl: They taste bad, but make a very decorative rug.

Gemini: They are an even better cover than a Ram. Less chance of them being shot through and all that.

Gen-Human: They showed some kind of promise when they rebelled against their makers. Though have they ever really been recognized as an independent race? They strive to become as weak and pathetic as the failures that made them. On the other hand, we were able to improve our Black Eridani manufacturing plants by studying the massive scale Gen-Human production plants. So at least we were able to get something out of the Gen-human "episode."

Goola-Goola: Oh yes. Making fun of Goola-Goola is all the rage in the Alliance. They fail to see the potential of this species. Anyone who looks at a piece of weaponry and immediately thinks about ways to make it even more deadly is bound to be a friend of mine.

Human: I could forgive them their weakness. After all, it's not really their fault. Not everyone can be a Phentari, but they do not see their own weakness. They do not try to improve themselves. They revel in their inability. They celebrate weakness and even advertise it! For that, all my hatred belongs to them.

I-Bot: Oh, Gen-Human 2.0. Humans have a saying: History repeats itself. I notice that Humans have many wise words, and the ability to learn from none of them.

Ikrini: They rarely appear on the bounty list, and hardly ever appear as a bounty hunter. So what should I say about them? Best served with Grannagh stew?

Jezzadei: They are most easily defeated. Just aim for their precious toy first.

Kizanti: They do not exist. Rumors about them are just Eridani propaganda.

Mazian: It's a shame that a power like shape shifting is wasted on a species of peaceful blobs who really don't have any clue about what to do with it. Just imagine if we, Phentari, would be able to shapeshift...

Misha: Their powers are the key to victory for any race that holds sway over them. As always, the Alliance is just too slow to react, because it is led by pathetic Humans and Mutzachans, not warriors. Do they think the Kraked are hunting Misha for sport? I say we should invade the Misha homeworld and rescue them... into slavery.

Mutzachans: It's the Melonheads who insist on protecting the Humans. With the backup of the energy controllers, the Humans and their fabricated kin parade around, bathing in the delusion that they are important. If you ask me, their fascination with the Humans will be the Melonheads' and the Alliance's ruin in the end. It's a lousy way to run the galaxy.

Orion: I respect them deeply. Not just because we are allies against the Eridani, but because they are the living proof that cunning is the greatest weapon. Physically, Orions and Humans are not that different (they even taste similar, I hear). But whereas Orions are capable warriors, proud and independent, Humans are just snacks waiting to happen.

Python Lizard: I like to sit in a bar between a Python and a Ram. Say something about who is brighter or stronger, but don't linger. Then get up and leave. Wait a minute and watch the brawl evolve into a riot. Beautiful.

Ram Python: They are great... for cover... and for diversion.

Sye-Men: One day I would really like to have a good long chat with them about what happens after death. If I should discover that some kind of heaven or other afterlife exists, I would make damn sure that my enemies are put in cryofreeze and shot into the void of space instead of killing them.

Tanndai: I love them. Really. Many bounties these days are less rewarding than snuffing a Tanndai and looting his body for parts to sell. There's even demand for whatever organic tissue is left. The supply of fresh Tanndai could be a little higher though.

Tza Zen: Don't assume that all of them are bloodthirsty psychopaths. Some are just poor, misunderstood sods. Luckily, they fall victim to natural selection quite readily.

Zen Rigel: Here is a piece of advice for you: These guys can speak with the Dead, but they still need a body to do that, and even the Dead can only tell what they know. So kill from behind, and destroy the body. Personally, I prefer to dissolve them. There is this new acid from PhentaCorp...

Python Lizard

Aeodronian: I understand their view, but their actions can't be justified. I have to do my job and repel their attacks against the Alliance. The loss of Aeodronian life is regrettable.

Andromeni: Their life is not honorable. Stealing the body of a fallen warrior—or any one who has passed away—is just wrong, and that is that. This species is going to be extinct. Deal with it.

Ashanti: Honorable and forthright. The Ashanti have many qualities I admire. They make excellent officers.

Chatilian: The Asparagus heads mess with my head, that's no fun. I don't like it when they do that, so I crush them when I can.

Cizerack: Devil cats! They tricked us once, but we saw through it, and eventually beat them back. Never again will these evil creatures play with our minds, otherwise I will show them why a cat should fear water.

Eridani: Some of my compatriots in the Alliance Marines are Eridani. They're some of the best soldiers I've ever met. I'd have no trouble relying on an Eridani in combat.

Fott: I don't care who made these creatures. They're troublemakers!

Furbl: Mostly harmless.

Gemini: Walking rock! These guys are better at catching bullets than I am!

Gen-Human: These guys have given me a chance to prove myself in the greater universe.

Goola-Goola: Hey, if he can fix whatever is broken before it becomes a critical issue he can tag along.

Human: They provide me and my fellow marines the means to get to our next battle and greater glory.

I-Bot: Geez these things are expensive! Why not just use the real thing? I'd get less black marks that way when I break 'em.

Ikrini: I thought Cizerack made the best scouts until I met an Ikrini. The Ikrini are also far less offensive to me than the Cizerack, even covered in those giant slugs and pulsating armor. Still... what good is all that biotech if you have to call a Python to protect your slug-covered butt from the Arachnids?

Jezzadei: These guys are useless in a fight. All that muscle and no common sense. Make up your mind already!

Kizanti: Sneaky bastards. I don't trust them.

Mazian: These blobs are friends of the cats but they aren't all bad. I can even understand them where others can't, and they love it when my friends and I get together to play Frisbee.

Misha: How do you tell when they're wounded? I mean when transparent skin, blood, bone, and organs gets blown out the back of a Misha soldier, I can't see it... it's transparent! So when she falls over in battle, how am I supposed to know if she's been hit or if she's just taking a nap? Seriously! I really wanna know!

Mutzachan: YES! I'VE HEARD THE RUMOR! IT'S BS! STOP ASKING!

Orion: Many Orions are quite skilled in the military and espionage arts... as long as you can keep them sober.

Phentari: I don't see what everybody's problem is with the Squids. They don't bother me any, and they're good to have around in a fight.

Ram Python: We won one out of three wars so we are strong too. We are also smarter than any Ram, but they get all the press and honors.

Sye-Men: Most of my time talking with Sye-Men is spent pointing them in the direction of dead Eridani and Ram teammates. They seem pretty cool. I know fellow Pythons who work in law enforcement that swear up and down these guys are stellar detectives.

Tanndai: I don't trust anything that only takes orders from a woman.

Tza Zen: They are evil things that wish to break their government. I will defend against them if they try anything.

Zen Rigeln: These skeletal creatures make me look good. They patch me up when I get shot so that I may go out and defend the Alliance alongside my brothers again.

Ram Python

Aeodronian: It's kind of cute, and they like trees. We friends.

Andromeni: What the hell is it? Can't figure it out. Tried to eat one once, couldn't catch it. Don't like things that take over bodies. My body is big. I have lots of muscles. See?

Ashanti: Very nice gentlemen. They know how to fight. And Ashanti respect trees and plants. Very good.

Chatilian: No good! No, no, no, good! Try to play with my brains. No good. I don't have enough to go around anyways. So I smash 'em every time they play with my head.

Cizerack: Bitches! All of them. Don't like, No! No! No! Try to trick us long time ago, but we win war. Not scared of little kitty cats!

Eridani: It is my equal in battle and it is honorable. I don't like how mean it is, but I respect Eridani.

Fott: So cute. Nice fuzzy tail. I like 'dat. Pretty funny, running around with his gun, trying to be bad. I not afraid. I like to pick them up by their ears and swing them around. They make good noise when they scream!

Furbl: They're so cute, but I'm not allowed to play with them. People say I always hurt them, squeeze them too much. I just want to play and hold it. Furbls are fuzzy. I like fuzzy things. Do you? It's very bad though. Every once and a while I sit on one and make big pancake.

Gemini: We are very good friends. I like Gemini. They wrestle well. They ain't pansies like the rest of them! They can take being flipped on their backs without crying like lil' babies. Plus, they protect the trees and flowers. I like flowers. Do you like flowers?

Gen-Human: They think they know everything. Act like buttheads sometimes. I like them, but sometimes they treat me like I'm stupid. One of them once said that I had a brilliant thought, but it died of loneliness! What can I do to get my thoughts company? I don't want them to die of loneliness. I don't want anything to die, unless it tries to trick me or hurt me. Then I smash it!

Goola-Goola: Little bastard. Stay away from my guns or I'll smash you!

Human: Some are good. Some are bad. Those that are mean to me, I kill. Those that treat me right, I protect. I am a good protector. And I am very loyal. So don't ever hurt my friends or I stomp a hole in you! You will be able to see through yourself! Hee Hee!

I-Bot: You can't trick me. I can tell it's a robot by the way they speak. All words sound the same coming out of machine. When you punch one, white goopy stuff and wires come out. Looks really neat. I don't mean to sound like bully. I'm not, but an I-Bot once attacked me, and I smashed him into lil' pieces. He turned into pretty jewelry!

Ikrini: They got little bugs and things crawling all over them and in them! They get mad when I eat their bugs, but they taste so good.

Jezzadei: Ain't right. Got some tricky kind of wand that hurts real bad.

Kizanti: Not very honorable, going around pretending to be something that you are not. Should fight from in front, not blink in behind. I can never get one to fight me from the front. Always from the back. I don't trust them.

Mazian: Squishy Wishy! May make cute little grunting noises. I like that. They talk through ground, and I am only one smart enough to understand what they are saying.

Misha: The thing's a fairy, I tell you. Sleeps all the time. Weakling. Don't respect. Don't have to be a warrior, but can't be weasel!

Mutzachan: They make the best death knoogies. Goop flies everywhere when you squish them! I only squish them when they hurt me with energy magic. Most of the time, I like to pick them up by their heads and look at them.

Orion: Very cool. Very funny. They give me chocolate all the time. I likes chocolate. Although too much chocolate equals bad Chunga!

Phentari: They are very mean, very mean. Hurt things for no reason. I like to pull off tentacles and watch them squirm around. You cannot trust them. Therefore they cannot be good.

Python Lizard: We win two out of three wars. Pretty good huh? Three minus two is seven. So we are up by seven! That's a lot. Honestly, the universe is big and dangerous place. When it counts, I would rather be around them damn water lizards than almost anyone else. They can fight, not as good as me, but better than most. Did I tell you that we have won seven more wars than they have?

Sye-Men: Not sure. Get back to me later. Must think about it for a while. I am smart. It just takes me little longer for things to come to me in my head.

Tanndai: It not look like a machine on the outside, but sure enough... me hit it enough times, and I see it is made of metal. That's cheating!

Tza Zen: Not good! Not good at all. Do not hide behind masks as Zen. Be honest. If you must kill, you must kill, but never kill for fun. In that case, I will fight you and smash you!

Zen Rigel: They are my friends. Though they need more skin on their faces. The Zen help me when I am hurt. Because I am good warrior, I often get hurt. Freaky, but OK.

Sye-Men

Aeodronian: The essence of life.

Andromeni: They confront us with death, and that scares many. But the body is just a vessel and they are just hitching a ride.

Ashanti: Life is disorderly. To seek order is folly.

Chatilian: A potentially powerful force for life.

Gizerack: Such strange creatures. To enslave your own kind based on sex... for what purpose I wonder? I shall observe them.

Eridani: I have resurrected many who were not ready for the next stage after death.

Fott: New life. I will observe it.

Furbl: These creatures enjoy what short lives they have, even when it is spent in servitude.

Gemini: Caretakers of life.

Gen-Human: Life finds new ways to make more life.

Goola-Goola: They understand chaos is inevitable.

Human: Children in the playground of the gods.

I-Bot: An imitation of life.

Ikrini: Manipulators of life.

Jezzadei: Trapping life in inanimate objects.

Kizanti: Life in a state of Flux.



Roving Sye-Men are a disturbing but often welcome sight to a Battlelord.



Behind their ceremonial cybermasks, most Tanndai remain an enigma to the Alliance population.

Mazian: Life without a set form. Unique.

Misha: Some will see my place in the future.

Mutzachan: Aware of the future, but still they attempt to control it.

Orion: Many are not ready for the next step.

Phentari: They will have an important role in the future of life.

Python Lizard: New life? I am unsure. I will observe it.

Ram Python: I spend a great deal of my time resurrecting these creatures. They must learn to duck.

Tanndai: Life in a metal shell.

Tza Zen: Brethren in the circle of life.

Zen Rigel: They have lost their way. They should fear me.

Tanndai

Aeodronian: Their activities make them a potential threat to the Queen. I will continue to observe and note their activities, while assessing their potential threat level.

Andromeni: I find the very concept of energy beings both alien and disturbing. There is no doubt they are a threat to the Tanndai people.

Ashanti: They do not appear to be a threat to the Tanndai, but their code of conduct will require significant statistical analysis to determine if predictable patterns exist. The existence of a wholly organic processor suggests that even with a static code, a pattern may never be found. They are, however, polite and pleasant to be around.

Chatilian: I think our cybernetic technology gives an advantage against the abilities of the Chatilians. They are, however, not to be under-estimated.

Cizerack: An impressive species. They seem to accept the idea of being ruled by a queen.

Eridani: The Eridani are similar warriors to the Tanndai in action, but not in spirit. Our codes differ, and therein lies the difference between us.

Fott: They serve nothing and no one but themselves, but I have seen them show great courage and valor in defense of their friends.

Furbl: A loyal and kindly creature. They deserve the protection of the Tanndai.

Gemini: These creatures are strong and powerful. Their goals seem benevolent. Their nature is true.

Gen-Human: They are the gears in the machinery of the Alliance government, though I suspect the Mutzachans may be at the controls. I must

communicate my suspicions back to the Queen so that she can better determine our next course of action.

Goola-Goola: These creature's abilities to make in-field repairs, lacking the proper tools and parts, is amazing. Still, the repair of Tanndai technology demands craftsmanship and the utmost precision. It is only without access to the proper facilities that I request their aid, impressive as it may be.

Human: The Humans are not so different from us. They simply lack a uniform vision to guide them... or at least a vision that they have constructed for themselves. Perhaps they will be inspired by the Tanndai... or perhaps, the strength of the Humans lies not in uniformity, but in their acceptance of diversity.

I-Bot: This technology has substantial promise. I must obtain a sample.

Ikrini: An interesting species, but their faith in the flesh will be their downfall.

Jezzadei: Their ability to store matrix-based potential energy within technological devices is one of the top research priorities of the Queen. I must find one of these creatures.

Kizanti: I find their abilities threatening and their single-mindedness frightening.

Mazian: I'm not sure what function these creatures have in the grand scheme of things, but their lack of cybernetic integration makes it difficult to masquerade as a TechKnight.

Misha: Their abilities are impressive. I wonder if they foresee their own destruction by Krakeds or if that is beyond their horizon.

Mutzachan: They have been most helpful in allowing me to explore the Alliance. I suspect they have an ulterior motive, and I have no doubts that they are aware of my ultimate goals.

Orion: Troublemakers designed to stir up revolution. A necessary function in the universe, but the Tanndai have already obtained order within our society, and we don't need their influence here.

Phentari: If the Orions stir up revolution, the Phentari take it one step further generating only carnage in their wake. Perhaps if they weren't as persecuted by the other Alliance races they wouldn't be so aggressive.

Python Lizard: These creatures are to be admired. Smarter than their brethren, this advantage makes them stronger in spirit than in form. Perhaps one day they will have a great destiny if the wars of the Alliance leave enough of them breathing.

Ram Python: A mindless brute. Exploited and without a path to follow. Their leaders need to reign in their race if the species is to grow and evolve.

Sye-Men: They are an enigma. I suspect that they may have great sway over future events in the Alliance, but I have no real data to support this hypothesis.

Tza Zen: They bring chaos to the order the Zen have tried so hard to establish in their culture. Such a shame.

Zen Rigeln: They seem like a helpful and benevolent race.

Tza Zen

Aeodronian: These creatures will kill to defend that which they cherish. Admirable and loathe to the Zen, who would call me Tza for doing the same.

Andromeni: Yeah. Great. So here you have a life form unwilling to die, even though the universe screams "Your time's up!" in their faces. The Zen should love this. But what do my beloved brethren, the forsaken enemies of death do? They look at Assizza's vision incarnate, and get goosebumps. Sheesh...

Ashanti: Another culture that is so stifled by a restrictive code of conduct that they repress any free thinkers within their society. They aren't totally uncivilized though. At least in their culture radicals are considered rude rather than labeled as evil and traitorous.

Chatilian: Seeing other's thoughts, you would think they could see through the lies about the label of Tza, but alas they follow the Alliance in their desire to remove any who differ in opinion.

Cizerack: These cats are as hypocritical as the Zen. Cizerian oppression of billions because of their sex is as bad as the dogmatic persecution of those branded Tza by the Zen.

Eridani: Pompous and arrogant. They don't realize that the wielder of the sword has himself become the sword of the Alliance. In the end, they will only be remembered as living tools of the Alliance military machine.

Fott: Genius. Uncle Ernie has given us the personification of arrogance in the form of the Fott. The only reason the Humans don't like these creatures is because they see their own shortcomings staring them back in the face. The Tza laugh with you Ernie.

Furbl: They are innocent apart from having very quick fingers and a deft eye for valuables. But they fear the name Tza; of course if one ever stole something from me he should fear retribution for his actions.

Gemini: These gentle giants know that there is a place for anger and a place for vengeance.

Gen-Human: Creations of humanity, and yet they lack humanity themselves. They were meant to be better than that which made them, but they have just as many failings as Humans, though they're not as obvious.

Goola-Goola: Obnoxious, know-it-all, little bodgers who have their heads stuck up their hind-end equivalents, when it's not jammed into some piece of machinery. Clueless, hopeless, and careless. I like them. Surprised? Nothing in nature is perfect. The joy of life is in its flaws. Perfection is nonexistent, and near-perfection is boring. The Goola are at the minimum... entertaining. Oh, and they're not judgmental.

Human: These beings denounce us as evil, but they do so only because the Zen government has turned their hearts against us, and these creatures are ruled by their hearts. The few I have talked to, before revealing myself as branded, realized the folly of such a label as Zen. They realized not all things are black and white, and, that like Humans, some of us are good while others are evil.

I-Bot: Nothing more than a soulless tool the authorities use to route out my brothers and sisters, so that we can be dealt with more easily. Does it surprise anyone that the Alliance would spend so much money to seek and destroy a few Rigelns with a difference of opinion when far more insidious threats await on the horizon?

Ikrini: Preachy! The Ikrini suffer from the same misguided savior syndrome as the Zen. They feel they are justified in telling others how they can live... sometimes forcing their views on others, as long as they can justify their actions under the guise of "learning from our mistakes." Each being must be free to learn from their own mistakes or that being can not grow and develop. Sometimes nature is too harsh for sentient beings to accept. Some death and dismemberment is a natural part of species growth, and to resist any harm is to deny your own mortality.

Jezzadei: I am suspicious of any species that claims there can be a single religion accepted by all species. Diversity is strength. Only a manipulative push is needed to turn open-minded acceptance into required adherence. The precepts of their religion seem benevolent enough, but any religion, no matter how benign, can be misinterpreted into something destructive.

Kizanti: Hatred incarnate. Pure and unadulterated. A splendid example of how the universe can hone the will into an instrument of pure revenge. Unlike the Eridani whose blind ambition created them, the Kizanti motives are base and genuine. Revenge! What could be more beautiful?

Mazian: Slimy little blobs. So naive of the devastating effects of their physical deceptions. Still, one can't rest all fault on them for others' willingness to exploit their abilities.

Misha: They see the truth of my people. Heed their warnings about the Zen.

Mutzachan: Meddlesome and arrogant. Like the Zen, the Mutzachans feel their great power obligates them to guide everyone else onto the path they have chosen. The few that remain of their kind struggle against the inevitable extinction of their race. The only question is will they take everyone else with them.

Orion: These pranksters of the universe treat us as they treat all others except for the Eridani whom they detest. Each one judges us individually and many pay good money for the services I can provide. But so in turn, I pay them for things that I need but cannot get due to my label.

Phentari: As our Tza brethren have been mislabeled as evil, so have the Phentari. Like the Tza, the Phentari culture is merely misunderstood. They are more true to themselves than those who oppress and ostracize them. We should accept them for who they are.

While some Tza Zen are merely politically opposite the ruling Zen philosophy, many make it quite obvious they have no use for the teachings of Assizza.



Python Lizard: If the Eridani are the sword of the Alliance, it is the Pythons who must be the club. A brutish, dull, instrument, with which the powers that be can bludgeon into the dirt all who oppose them.

Ram Python: It's a big, dumb lizard. Short on thought, long on violence. It has its uses.

Sye-Men: These creatures speak the truth about the Zen. You should take their advice. They know of many things beyond the reach of the Zen and Tza alike.

Tanndai: If these creatures are willing to sacrifice their flesh and blood bodies in furtherance of some cause, so be it. Though the Zen would abhor such a process, the bodies of the Tanndai are theirs to do with as they please.

Zen Rigeln: We are not what the Zen have lead you to believe. Not all Tza are evil. Though admittedly a few of us are truly sinister criminals, the vast majority of us have simply been labeled by the Zen because we hold different beliefs than the majority of the Rigeln populace. Judge each Rigeln for yourself. Just as not all Tza are evil, not all Zen are what they appear to be. Do not be misled.

Zen Rigeln

Aeodronian: They value life and love nature, but resort to violence to defend that which they hold precious. I understand their motives, yet I try to lead them unto a different path.

Andromeni: Thus saith the Great Assizza... Well, unfortunately, he saith nothing about spectral beings inhabiting the dead. Let me meditate on this.

Ashanti: Their views are interesting, but wrong.

Chatilian: The power they possess entices them to misuse it. I am glad that I am not the way they are.

Cizerack: Outward appearances can mislead you. A person can resemble the dead, yet bring life. Another may be plushy, but out to rip your heart apart.

Eridani: They are as cold and dead as their world. Yet there is great tenderness in the embrace of male, female, and Nog.

Fott: Is every life good? The perverts deny that. Me, I have to cling to the hope that even these creatures can be taught another way, much like we Zen ourselves were not always the people we are now.

Furbl: Aw, cute.

Gemini: Their existence puzzles me, and I cannot fathom the forces that bind their spirit and body together. Yet I think that much can be learned from them.

Gen-Human: The Humans would disgust me, if I wasn't such a loving, caring person. To create life to abuse it? How could anything be any more Tza then that?

Goola-Goola: Let them tend to inanimate objects, and let me repair the living.

Human: They are an interesting lot. Very aggressive as a race, yet very tender and fragile when observed more closely. Some of the Human religions are quite close to Assizza's wisdom.

I-Bot: They are not living and cannot be healed.

Ikrini: They focus on the bare parts. But life is the combination of all the elements. The sum of things. They are misled, but can be rescued.

Jezzadei: When they talk, I listen.

Kizanti: They are a prime example that there are wounds that cannot be healed by mending the flesh alone. Their dead have passed on. It is the living that refuse to let go.

Mazian: There is no greater peace than in a puddle of mud says Assizza. Or so the saying goes.

Misha: I weep for the ill fortune of those who fall victim to war, wherever and whoever they are.

Mutzachan: Such wisdom they have, and yet so little love. What is the use of all intelligence if it's not fueled by the passions of life?

Orion: They cherish life and yet cherish its destruction in much the same way. They are but children, acting cruelly without guidance, reason or thought. We must educate them, so that they may learn what wicked things they do.

Phentari: They may appear evil and violent, while in truth their ways are deeply rooted in the ceremony of mating, of furthering life. They are just misunderstood.

Python Lizard: From the water comes the life of many planets. Let those who have been washed upon the shores of anger and violence return to the waters from whence they came, and we shall have peace.

Ram Python: What a wonder of life this giant creature is. And how sad that such a wonder is put to no greater use than diminishing the lives of others.

Sye-Men: Their ways are directed against the holiest of all principles of the universe. They have come from the abyss, and to the abyss they must be returned.

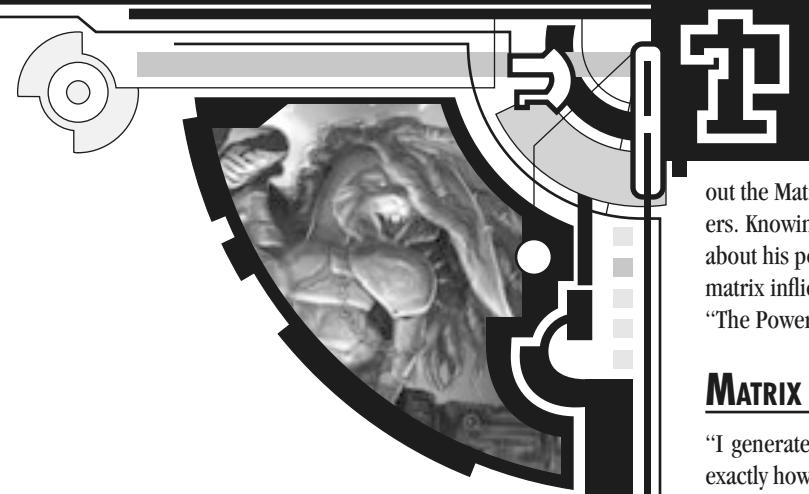
Tanndai: They embrace the concept of servitude. Sadly, they also embrace that which alienates them from life.

Tza Zen: The perverts have forsaken their place in our midst. I mourn the loss, but not the person.



CHAPTER 4

Matrices Expansions • 4

**IN THIS CHAPTER...**

- Matrix Powers: How They Function**
- Mentors**
- Matrix Schools**
- Gemini Matrices**
- Ikrini Kinetic Matrices**
- Jezzadei Imprinting Matrices**

◆ Gemini are very contemplative, and are often likely to wander off on their own to commune with the Universe. Their special connections to the very stuff that makes up our physical existence offers endless possibilities of insight.

THE POWERS THAT BE

Welcome to The Powers That Be, the Battlelord's Guide to harnessing the energy of the universe. This section focuses on the powers of Matrix Controllers. It will explain how matrices work, how they are used, and how others view those who wield them. It will flesh out the Matrix Controlling species, making them more than simply a list of powers. Knowing how your character relates to those around him and how he feels about his powers, is as important as knowing how much damage your Fire Blast matrix inflicts. This is the world of the mind, the world of power—the world of "The Powers That Be."

MATRIX POWERS: HOW THEY FUNCTION

"I generate a plasma pulse and vaporize part of the wall." Sounds good, but exactly how does a Mutzachan generate a plasma pulse? In fact, how does a Zen Rigeln heal others, or a Chatilian read minds? There are a myriad of theories, supported by a multitude of leading authorities. Common viewpoints on the subject of matrix powers will be discussed in the sections that follow. Which one is correct? That is unknown.

The Chatilian Outlook

"You want to know how my powers work? I'm not sure I can explain it to you. This is not because of any deficiency on my part, I assure you. It's just that I don't think you're capable of understanding such a complicated topic. It would be something like trying to explain an ion drive to one of your chimpanzee ancestors. Well, you seem persistent, if not very bright. I'll see if I can keep things simple for you."

Most minds have some potential to harness telepathic energy. Even on your planet, telepathy has been known for centuries, although many have chosen to disbelieve that such powers exist. However, this is like saying that most people have some potential to play the piano. If you have hands and a modicum of intelligence, you can pick out simple tunes. However, very few become concert pianists. I, using the same analogy, am a concert pianist of the mind. My skills are the result of a naturally superior mind honed by countless hours of meditation and years of learning to see through the facade of the physical world. The world in which I live is to your mundane world as your normal world of physical sensations is to someone who is both blind and deaf.

Still, I suppose I shouldn't be too hard on you. You Humans are a little slow, but at least you are not Ram Pythons. And . . . your species does occasionally demonstrate some aptitude for powers of the mind. Those gifted few are often granted the privilege of coming to Chatil to study with the masters. Why, my mate's mentor had a Human apprentice at one time who actually did quite well. But I digress. The point I'm trying to make is that species plays an important role in determining mental powers. However, it is not the only deciding factor. All of my people can read minds, but few can learn to do anything more. They can not enter the deep subconscious or implant thoughts. That is a matter of talent and training, and the training is hard, far harder than any of these athletics of which your kind are so fond. I am up at dawn and already engaged in a regimen of meditative exercises, which are designed to broaden my perceptions and strengthen my cognitive skills. I am forever seeking to improve myself, only occasionally taking time off to visit the local library and relax.

One of the major benefits of my training is the ability to shut out the thoughts of others, if I so choose. Most of my people are not prepared to deal with your kind, with your untrained minds, constantly spewing forth a stream of chaotic, random thoughts. Simply being in the proximity of humans is like being locked in a room full of constantly babbling idiots.

How do my powers work? That, human, is like asking for a scientific explanation of why the pigments of Zorak's painting masterpiece *Multitudes* refract light the way they do. I am an artist, and any analysis of my powers would trivialize them. The sum is far greater than the parts. Simply accept that they work, Human. Anything else is far, far beyond your limited power to comprehend."

The Gemini Outlook

"Do you have a problem? Perhaps I can help. Hmm... you want to know how my powers work, eh? How can I explain to you when I do not fully understand myself. To understand my powers are to understand my soul. My powers are a special gift from nature. Nature allows me to use her power because she knows I am responsible with this power.

My body is gift from nature too. It provides me with a carefree existence, free of hunger or discomfort in almost any environment. I have no need for your technology, though admittedly it does have its uses. Unlike your Ikrini friend over there I am not opposed to using your devices, it's simply that I rarely have need of them. Together, my body and my powers allow me the freedom to do as I wish. It doesn't hurt that nature has provided me with such a bounty of her treasure that you fleshy creatures covet. To me this pile of gems is just a mosaic waiting to happen, but I understand they are far more valuable to you. Nature has made me truly free. I choose to return the favor nature has bestowed upon me and serve as her protector. I think this is what nature intended for me. Few life forms have the gifts that I possess, and so I must protect them and guide them on their way.

You see at our core we Gemini are peaceful guardians; as such we only use our matrices when necessary to protect nature. It is rare to find a Gemini that is aggressive towards self-prosperity. Woe be unto anyone who is perceived by a Gemini to be harming nature. This will bring a tsunami of trouble, perhaps literally! Maybe some day you will understand the unity we all share with nature under the guardianship of the Gemini and then you, like me, will truly be free."

The Ikrini Outlook

"You have traveled a long way. You wish to speak to me? Very well. Please leave your lifeless technology outside. I find it offensive. You wish to know how my powers work? In the simplest terms, I draw my powers from the environment. See that volcano over there? I could harness its energy to fly or bring about an earthquake. There is tremendous energy in the flow of matter, but to state that Ikrini harness kinetic energy is an oversimplification. The key to my power is in my ability to be at one with the natural surroundings. I am able to sense the ebb and flow of kinetic forces caused by natural phenomenon, as well as anything which disturbs those forces. It is like a sixth sense, and one that would be impossible to understand to those who do not possess it. Without this sense my abilities are but a faint shadow.

My abilities may seem to be similar to Gemini, but they work in a fundamentally different way. The Ikrini people must draw upon a source of kinetic energy to fuel their powers. The fact that we are more attuned to natural sources is purely a quirk of our evolution. In contrast the Gemini can generate anywhere with equal proficiency. A Gemini's link between his

matrices and nature is mostly psychological, while an Ikrini's is concrete. For example, don't ask me to enter an urban area. While I am perfectly capable of surviving in such a place filled with kinetic energy, I am less able to sense and harness the full potential of the source in such an artificial environment.

To truly exist the Ikrini must live in harmony with nature. When the Ikrini people failed to live in harmony with nature, our punishment was the loss of our home world. Though you view my abode and clothing as primitive because they lack the elements familiar to your technology they are highly advanced. The Ikrini chose to forgo the dependence on artificial technology long ago. It is an abomination that distracts from our oneness with nature. Instead we have chosen a different path. We use bio-engineering to adapt what nature has already provided us to better serve our needs. Through my superior technology and matrix abilities I hope to educate others about the folly of their ways before it is too late. Surely you humans, who have stood upon the brink of the abyss due to your own short-sightedness will heed the wisdom of my words."

The Jezzadei Outlook

"I am glad you have returned. I finally have an answer to your question. I have thought about it for several months and though I am not pleased with such a quickly drafted answer to such an immensely complex question, I realize you cannot wait any longer. Allow me to begin.

There is energy stored in all matter. Matter and energy. One in the same. The Mutzachans, despite their preference for dealing with one side of the equation, know my words to be true. The energy that exists in matter can come from many sources, some of it dating back to the creation of the universe. The Jezzadei, in essence, simply store the energies that our body harnesses into objects for later use. However, I am not limited to one area of matrix application; my powers are wide in range. I can generate the same mind numbing effects as the Chatilian, the same energy manipulating effects as the Mutzachans, and the same life-preserving effects as the Zen as well as abilities no other matrix using species possesses. As a result Jezzadei matrices often appear more powerful than those of other matrix controlling species, especially given our ability to instantaneously release the stored matrix energy.

Like many other species I require a focus to channel these stored matrices. My focus in my Atohk. An Atohk can take many forms, but like the majority of other Jezzadei, my Atohk is a staff. Unlike other species I cannot simply replace my focus if it is lost or destroyed. It is unique and as much a part of my social standing within my people as it is a focus. My Atohk contains the record of my life as a Jezzadei, and a few other surprises as well. In fact every Jezzadei creates their Athok using their matrix abilities. It is the first matrix every Jezzadei learns and generates. It is also one of the few Jezzadei matrices that creates an object rather than storing energy within one.

When a Jezzadei stores his energy inside an object it leaves him forever. Unlike other species I will not recover the power I exerted after time or rest. Thus, we Jezzadei must be very careful in choosing when and what matrices to generate. We must also be very selective in the items that we impart our energy into. A fragile glass vase is not the wisest of choice for a Bi-Athon. A Bi-Athon? Of course, a Bi-Athon is what the Jezzadei call objects that store our energy. Nearly any inanimate object can serve as a Bi-Athon. Technically, the Jezzadei's Atohk can store matrixes and is, in a sense, a Bi-Athon.

Fortunately many of my day-to-day decisions are guided by the tenets of The Way, our religion. Almost all Jezzadei are members of the church and I, as a lowly priest archeologist, am poorly qualified to describe The

Way in all its intricacies to a non-believer. However, the main belief of the Jezzadei is simple: that all things in the universe are made from the same energy and that when a living thing creates an object he imparts some of his own energy into the object. Thus all things, living and inert, are deserving of our attention and respect. I can tell all I need to know about your culture by the objects you choose to create."

The Mutzachan Outlook

"Pardon me, have your optical nerves registered the presence of a variable-phase ionization hydro-spanner in the vicinity? I'm sure I placed the device within a sixty-two point eight degree arc, which extends approximately three meters out from that fixed point.

Fascinating tool . . . what's that? You wish to discuss matrix generation? Wonderful! I would thoroughly enjoy a neurally stimulating discussion on the ramifications of energy generation and harnessing by organic beings, and the social, political, and technological possibilities which matrix generation makes possible. Why, as I was conversing with my good friend, Midishim, just the other 8 months, 14 days, 7 hours and 32 seconds ago . . .

Oh, I'm sorry, was I rambling? What was the point I was trying to convey? Oh, yes. Matrix powers. Let me see . . . well, to begin with, there are many fascinating theories on the origins and nature of matrix generation, most of which have some undeniable merits. Have you by any chance read Amidichas Aadrib's fascinating paper on the possible links between matrices and energy Fluxes in the Motaran Rift? No? Well, at any rate, let me see if I can explain this to you.

First of all, the power that we Mutzachans utilize does not generate within our physical forms. The power is in the air, all around you. Feel the pull of gravity on your mass, the warmth of the sun's radiation on your face, the kinetic potential that makes the breeze blow. This is the energy we utilize. Many people are confused when we discuss our inner reserves of energy. Shaping the natural energies of the cosmos is a physically taxing experience. Picture, if you will, a sculptor shaping a piece of stone. The sculptor's efforts produce large amounts of lactic acid which will cause, through an elaborate chemical process, his muscles to ache, and will leave him depleted of energy as his mitochondria do not have sufficient sucrose to produce more energy. In other words, he will be tired. The same applies to harnessing and shaping energy, although there is very little difference between energy and matter. In fact, matter/energy conversions have long been studied and discussed by . . . what? Oh, yes. Well, the "inner reserves" Mutzachans possess are an inner strength which we use to shape the far greater energies of the outer world.

In addition, most of the effects we generate are fairly small. The creation of a plasma pulse only requires a relatively simple charging of molecules, coupled with a redirection of the natural magnetic flow. The creation of massive instabilities in the flow of energy, however, is very

dangerous, and can have serious repercussions, which not even we fully understand. This is why certain matrices are forbidden to us, and also part of the reason why we watch your people with such concern. Balance must be maintained, or entropy will be the eventual outcome."

The Zen Outlook

"Sit down, brother. How can I help you? Are you injured, or diseased? No, I see that you are not. You wish to talk? Well, few patients have been coming in today. I will talk with you while I work.

My powers? They are not my powers, brother. They belong to the injured, the sick, to all those I aid. I am merely the vessel. The power to heal is a great gift. Some believe it is derived from divine beings; others believe it is a twist of fate; some choose not to believe anything at all. All are welcome to their beliefs, and all are welcome to my healing ability.

Yes, the power to heal is a great gift, but it is also a great responsibility. I do not know from whence my powers originated, but I do know, beyond any doubt, that they were given to me for a reason. That reason being to heal the sufferings of as many as I can. Perhaps I am the tool of some divinity, or maybe I am the natural counter-balance to all the predators of the universe. It makes no difference. I am here to serve, that is my purpose in life.

How do my powers work? I am no man of science, brother. Medicine I know, but the scientific explanation for my abilities I cannot give you. Perhaps if I explain how it feels to use them, you will understand better. Zen feel the pain of their patient, and instinctively know when things are not right. With practice, he will become so attuned to his instincts that he will be able to tell precisely what is wrong with a patient. To heal, you reach out with your ti'kla . . . it is hard to explain. Ti'kla is self confidence, the knowledge that you are fulfilling a purpose in life, and strength of will, and desire, and a hundred other things, gathered into a serene glow in the very center of your being. The closest term you have is soul, but that is not the precise word. You use the strength of your ti'kla to remove the infirmities, to make the flow of the patient's life essence smooth again.

Yet there are those who ignore their purpose, who use their ability to sense what is wrong, and then use that point of weakness in order to attack. They are our dark reflections, those we call the Tza Zen. They serve only to unbalance, to destroy, and this cannot be allowed.

The power to heal is as instinctive in my kind as the desire to heal. We do not ask how or why we are able to do what we do; it is simply enough to know that we can, and to act on that knowledge."

The Scientific Outlook

There has been much discussion of late regarding the subject of matrix generation. Theories fly thick and fast regarding the origin of these powers, their nature, the possibility of recreating such powers artificially, and a myriad of other subjects.

Names like Twan Kiel have become almost household words when matrix powers are discussed. However, what do we really know about the way in which matrices work? It is a question I will endeavor to answer.



First of all, it is important to define “matrix”. For our purposes, a matrix is defined as the ability to affect one’s environment or self through force of will in ways that may or may not adhere to the conventional laws of physics. To date, the best-documented cases of matrix use are the empathic abilities of Chatilians, the energy control abilities of the Mutzachans, and the healing abilities of the Zen Rigeln. Less documentation is available on the abilities of the Gemini, and matrix powers among other species. However, all of these seem to have common elements.

First off, it is generally accepted that the energy used in the formation of matrices does not come from within the Matrix Controller. Such levels of energy would kill almost any living organism instantly. Instead, it is likely that small amounts of energy are used to manipulate environmental energy for greater effect.

Second, tests seem to support that all matrices utilize a common external energy source; that is to say, the energy for empathic matrices comes from the same place as the energy for healer matrices. This might explain why it is possible for some controllers to learn to generate multiple matrix types.

What is this mysterious energy source? No one knows for sure. Again, there are countless theories. We understand, at least somewhat, how the energy is used, and how to artificially reproduce it. However, we do not know what it is or where it originated. One is tempted to laugh at the superstitious viewpoint that matrix powers are somehow magical, but the fact of the matter is, modern science has not been able to discover any compelling evidence to suggest that they are not. It has been hypothesized at many times that the energy is simply siphoned from the many planes of our multi-dimensional universe. However, this has yet to be proven.

The Layman’s Outlook

Matrix powers? Man, I’m not scared of much out there, but I don’t like to mess with matrix users, let me tell you. You can never tell what they’re going to do, and there’s usually no warning. They don’t have to draw a gun, or throw a punch, or even be looking at you! Scary stuff, man.

Those Chatilians, for example. The little dweebs completely freak me out! Bad enough that they’re ugly as sin, but the way they hang around you, eavesdropping on your thoughts . . . I mean, is it any wonder you can’t trust ‘em? If that weren’t bad enough, they sometimes go completely whacko and start frothing at the mouth and fry your brain without breaking a sweat. What good’s armor against that? Yeah, I know there’s mind screens out there, but a grunt like me can’t afford that kind of stuff. So instead, I just try to keep my distance from the little eavesdropping bastards.

The Mutzachans aren’t so bad, although they can be really annoying when they get going about science and the nature of the universe. Still, they seem pretty nice, but I heard tell that there’s Mutzachans out there who can trash whole planets just by folding their arms and staring with that funny look they have. I don’t know about you, but the fact that there are melon heads running around out there who could blow up the planet I’m on any time they feel like it, scares the hell out of me. I’m glad the Alliance keeps tabs on them, but what could they do if the Mutzachans all got together and decided they wanted to take over?

Don’t get me wrong, I’m not saying that all Matrix Controllers are bad—there’s a lot of good ones out there, but there are some bad ones. And it’s the bad ones I’m worried about.

The Zen Rigeln are the perfect example. Most Zen are the nicest people you could hope to know. See this arm? I wouldn’t have this arm if it hadn’t been for the unit’s Zen medic. Like I said, Zen are real nice

people, and great to have around in a pinch, but then you got the Tza Zen, or whatever they call ‘em. Look the same, talk the same, but give ‘em a chance, and they’ll rearrange your face, literally. About the only way you can tell ‘em apart is the Tza Zen sometimes carry guns, but even that’s not a sure thing.

Like I was saying, it’s not that Matrix Controllers are bad, but I for one would be a lot happier if they weren’t quite so powerful. What’s that saying about how power corrupts? Considering the power some of them matrix types have, I hope it ain’t true.

Latent Extraction

Most Matrix Controllers are born with the ability to wield their powers, yet there are exceptions to this rule. Several methods are being developed whereby a non-Matrix Controller can learn to tap the power of his or her own mind. In addition, there are methods that will allow Matrix Controllers to learn and use powers that were not normally available, thereby becoming even more powerful. The two primary methods of learning other matrices are latent extraction and cross-networking. Each method has positive and negative characteristics, which will be discussed below, as well as how these two methods relate to one another.

The most common way to acquire new powers is latent extraction, which is detailed on page 158 of the *Battlelords* rulebook. What follows is a summary of that information, accompanied by expansions and clarifications as to exactly how latent extraction works.

Only characters with an IQ over 80 can undergo the process of latent extraction, and it is a time consuming, taxing process even for gifted individuals. In addition to paying a sizable number of skill points, the character must spend a great deal of time learning new thought patterns and retraining his or her mind.

Characters that start the game as latent extractors must select the matrix type (see table below) they wish to learn and spend skill points to obtain it. For example, to learn the healer matrices typically used by the Zen Rigeln costs 15 skill points. To learn Energy Control matrices costs 35 skill points. A latent extractor is typically restricted to a single matrix type just like everybody else, and must cross-network to obtain new matrix types.

Latent extractors start with no Power Points. Once a matrix type is selected, a latent extractor can purchase Power Points using skill points, though they do not have to. If they do not purchase any Power Points, they will not be able to generate any matrices until they advance by spending experience and earn Power Points (see below). Latent extractors can purchase up to 4 Power Points.

The cost for each Power Point purchased is equal to the cost to purchase the matrix type the player selected. For example, if you selected healer matrixes (15 skill points), and wanted to purchase 3 Power Points, it would cost you an additional 45 skill points, for a total cost of 60 skill points! If you selected energy controller matrices (35 skill points), purchasing 3 Power Points would cost you a whopping 105 skill points, for a grand total of 140 skill points! As a result, there are not likely to be many starting characters with 3 Power Points to spend on their latently extracted energy control matrices.

If the character chooses to undergo latent extraction during the course of game play (after character generation), he or she must spend six months studying for all matrix power types, except for energy control and matter control powers, which requires a year of studying. The character must pay twice the listed skill points for the extraction. For

example, to become a latent extractor utilizing healer matrices with one Power Point would cost 60 skill points ($30 + 30 = 60$).

Latent extractors will gain Power Points naturally as they increase in level, just like natural Matrix Controllers. Latent extractors can also purchase Power Points using skill points as detailed above. Additional Power Points for a high IQ primary statistic are only added to the character's Power Point total once they purchase or earn Power Points. Latent extractors always begin with zero Power Points. A high IQ is not going to yield a starting character a Power Point total above zero unless they purchase some using skill points – at which point they can add their IQ points bonus.

Latent extractors split their experience between their matrix advancement and their skill points, just like natural Matrix Controllers. However, the process of advancement is much slower for latent extractors than natural Matrix Controllers. 50% of a character's experience is allocated to skill points. 25% is allocated to matrix advancement, and 25% is discarded entirely. This is the cost of being a latent extractor.

Lastly, latent extractors cannot learn matrices higher than the 5th energy bracket. Latent extractors begin the game with 1-3 matrix powers from their selected matrix type.

Natural Matrix Controllers cannot become latent extractors. Natural Matrix Controllers can only learn a new matrix type using one of the methods detailed below (or by getting a lucky roll on the Fickle Finger of Fate tables).

LATENT EXTRACTION TYPES

SPECIES OF ORIGIN	MATRIX TYPE	LATENT EXTRACTION SKILL POINT COST
Zen	Healer Matrices	15
Jezzadei	Imprinting Matrices	15
Ikrini	Kinetic Matrices	20
Dul*	Combat Matrices	25
Chatilian	Empath Matrices	25
Gemini	Elemental Control Matrices	30
Cedeun*	Vacuum Control Matrices	30
Mutzachan	Energy Control Matrices	35
Whe*	Matter Control Matrices	35

* These races are from *Beyond the Rift*.

Cross-Networking

Characters may gain cross-networking ability through one of two methods: 1) He can shell out a truckload of cash to buy a matrix crossover network cybertronic implant. 2) He can undergo training in the cross-networking skill. Each of these methods has its own particular drawbacks.

The most obvious drawback of the matrix crossover network implant is the cost. It costs more credits than most mercenaries see in a decade! Your typical Mutzachan ionization engineer would have to shell out over 10 years salary (assuming he bought nothing else) before he could lay his hands on one of these babies. Second, the matrix crossover network is sensitive to damage from a variety of sources, including electrical and EMP attacks. Furthermore, getting shot in the head also tends to damage a matrix crossover network implant! As the network is hooked into the por-

tions of the brain that control matrix use, damage to the crossover matrix can lead to serious consequences. As a general rule, damage to the matrix crossover network will cause the Matrix Controller to forget all matrices outside his field, as well as 2d6 matrices from within his field. Moreover, he will also lose 2d4 Power Points. The damage to the brain can be corrected with extensive, and expensive, surgery, yet the Matrix Controller will have to relearn the lost matrices. If that were not bad enough, the Matrix Controller must buy a new crossover network implant. See *Lock-N-Load: Armor, Equipment, and Cybernetics* for more information on the matrix crossover network cybertronic implant.

Cross-networking skill is another way to gain powers that one could not normally use, yet it too has its limitations. The cross-networking skill is only available to those individuals who have natural matrix powers. The cost is ten skill points per energy bracket per matrix type (Empath, Energy Controller, etc.).

Thus, in order to use fifth level powers of two different matrix types (Empath and Elemental Control) it would cost 100 skill points! 10 skill points x 5th level for Empath powers = 50 skill points, plus 10 skill points x 5th level for Elemental Control powers = 50 skill points, for a total of 100 skill points. Each level takes a long time to learn. In order to obtain those fifth level powers in the two different matrix types it would take 10 years of game time (1 year per level per matrix type)! In that period, the rest of your party could be running around in Dreadnought armor. Hyper-training is not available for mental skills. In addition, there are level limitations when using the cross-networking skill. See *Galactic Underground* for more information.

Mentors, for the most part, are leery of any of these new methods. They are especially contemptuous of individuals who use the matrix crossover network implant to learn new skills. As a rule of thumb, a mentor will charge double normal costs to a latent extraction character or cross-networking character, and five times normal costs to a character using the matrix crossover network implant. The poor fools who actually have natural matrix powers beyond the ordinary (thanks to a lucky roll on the fickle finger table) sometimes have trouble convincing a mentor that they're not cheating.

MENTORS

Every Matrix Controller has a mentor, the person who instructed them in the use of their powers. The ability of the mentor is important for purposes of determining what matrices a character can learn. One is more likely to obtain a better education from the head of the Energy Advisement Council than one is from a fifth level assistant ionization technician!

The abilities of the mentor can be generated on the column below. It is important to remember that the powers the mentor possesses are the only ones he can pass on to disciples!

If the PC wants to learn powers that his mentor doesn't have, he is going to have to change mentors.

Changing Mentors

From time to time, an Matrix Controller will desire to change mentors. The reasons may vary. One reason could be that the Matrix Controller and his mentor have a personality conflict. Other reasons might be the death of the mentor, or simply that the controller has learned all that he can from the mentor. Whatever the reason, changing mentors is not always easy. First, a new mentor must be found. It is up to the Battle Mas-



ter to determine the availability of a new mentor based on locale. One is more likely to find a Chatilian mentor on Chatil than on Pythos.

Note: The BM should apply modifiers for locale, and difference in energy bracket (*5).

• **Example:** Henry the Mutzachan cab use up to bracket 5. The mentor he is pursuing is has mastered bracket 8. This mentor happens to be in a distant galaxy. This is calculated as 60 (Henry's bracket) - 15 ((8 - 5) * 5) (difference between Henry's bracket and the potential mentor's bracket) = 55. Oh, and of course Henry is a long distance from this mentor (-30), giving a final percentage of 25. Sucks to be Henry.

As a rule of thumb, the probability of finding a new mentor is 20% of the highest energy bracket usable by the Matrix Controller minus 05% of the highest energy bracket usable by the mentor.

FINDING A MENTOR

PC-MATRIX BRACKET	BASE % CHANCE
1	100
2	90
3	80
4	70
5	60
6	50
7	40
8	30
9	20

PC-Taught Matrices

It is possible for one player character to teach another a power, provided that both are capable of using the power in question. There are some limits, however. A player character may not teach powers until he

reaches the third energy bracket. Characters are simply not well versed enough to impart knowledge to another before they attain that level. Take, for instance, language. You may know your native language well enough to say or write almost anything. However, try teaching grammar rules to someone from another country.

It's harder than it looks. Most matrix-using societies frown on independents teaching powers out of concern the powers will be taught improperly or will be taught to individuals who do not have the maturity to use them wisely. Mutzachan law requires that a teacher of energy controller matrices be licensed by the Council of Timar; being found guilty of unlicensed teaching of energy controller matrices typically carries an Alliance penalty of 40-100 years imprisonment (Mutzachans have long life spans, remember!) The judge may increase the sentence based on the powers taught. For example, an unlicensed mentor teaching Ground Sparks is likely to get the minimum 40-year sentence. Teaching Space Fold is likely to get you the death penalty (or worse), regardless of whether you're licensed to teach or not.

Duties To The Mentor

A sharing relationship exists between mentor and student. The mentor teaches a student the ways of Power, and in return, the student is expected to perform certain duties for the mentor. These duties may include everything from manual labor to hazardous missions of various sorts. PCs are assumed to be sufficiently advanced in their studies that they are no longer required to haul and tote for their mentors. However, they may still be called upon to go on missions (Battle Masters take note: this is a good adventure hook!)

The exact nature of the mentor-student relationship varies with the type of power. On Chatil, students are actual apprentices of their mentors, bound by law to serve him until they reach journeyman status. Beginning PCs are assumed to have just finished their apprenticeship and achieved journeyman level. All journeymen are required by law to

obey the orders of master Empaths (7th Bracket and higher). This is true until the Empath reaches the fourth energy bracket. When this level of power is achieved, the Empath is dubbed a Senior Journeyman. Senior Journeymen can issue orders to apprentices, but not journeymen. In addition, they are not subject to the orders of masters. It is common courtesy, and an entrenched custom, that one is required to comply with a master's wishes. A Senior Journeyman may opt not to follow orders only if he or she has a very good reason for not doing so.

Mentoring in Gemini society is a communal process. A young Gemini does not seek a single mentor, but is taught by the entire local community of Gemini, each teaching his own way. This helps develop the students openness to all beings. This, of course, can be a problem when there are no local Gemini.

Ikrini do not use mentors. Since their powers derive from nature, they feel the best teacher is nature itself. When an Ikrini comes of age (approximately 25) they set off on a personal quest, similar to the Earth Aboriginal Walkabout. The Ikrini does not return until he has learned to master the first energy bracket, but typically is gone one year. When he comes back he has learned to harness his power. Since each Ikrini learns on his own, each Ikrini has a slightly different generator technique.

The Jezzadei have their own unusual mentoring paradigm. The parents start the teaching of the youth. When the young Jezzadei becomes a teenager (age 25) they are presented to the Elders and one of the Elders selects the youth to take as his student. The Elder then acts as the Jezzadei's mentor from that time on until the Elder's death, at which time all students of the deceased Elder are gathered, and the remaining Elders select one of these students to take the place of their former mentor.

The Mutzachan method of teaching is school-oriented and arranged in a manner similar to an Earth college. A student may have a number of teachers for a variety of subjects and may switch between them at various points in an education. A Mutzachan, however, will have one specific instructor responsible for the majority of an education much like an academic advisor on Earth. Mutzachan matrix schools cover not only matrix generation and manipulation, but also the nature of energy, engineering (especially ionization engineering), physics, and other aspects related to the harnessing of energy. Among the most prestigious of these schools are the Center for Energy Utilization and the Academy of Radiation Technology, both on Trishmag.

Zen share a very tight bond with their mentors, often being life-long friends. Once Zen connect with a mentor, at least in the first 10-20 years, will live, eat, and travel with their mentor. Zen look at mentoring as a spiritual sharing, not just passing on the knowledge of how to generate. Zen mentors only take on a single student at a time, which means there are a lot of Zen mentors around, but finding one that is not already booked is sometimes difficult. As such, there are some Zen who only seek a mentor who is one to two brackets higher, learn what they need, and leave. These Zen jump from mentor to mentor as they need new matrices, or have to learn to harness the increased power of a new energy bracket. This is not the ideal situation, but is sometimes necessary.

Abilities Of The Mentor

MENTOR LEVEL

DIE ROLL	MENTOR LEVEL
01-15	10
16-25	12
26-35	13
36-60	15
61-80	16
81-95	18
96-97	19
98-99	22
100	25

MENTOR POWERS AVAILABLE

DIE ROLL	NUMBER OF POWERS
01-15	17-20 (16+1d4)
16-30	17-24 (16+1d8)
31-50	17-26 (16+1d10)
51-60	21-24 (20+1d4)
61-70	21-28 (20+1d8)
71-80	21-30 (20+1d10)
81-90	27-30 (26+1d4)
91-95	27-34 (26+1d8)
96-98	27-36 (26+1d10)
99-100	Special *

Special: Reroll on this table, subtracting five powers from the total. However, the mentor's unusual teaching style has granted the pupil some benefit, which is left up to the Battle Master. Using the Matrix Controller's Fortune Table for ideas is suggested.

Powers should be divided as evenly as possible between all levels that the mentor is capable of using, with leftover powers being assigned to the lower level brackets. For example, a mentor who has 30 powers and can use powers up to the 8th bracket will have the following breakdown: 4 first bracket, 4 second bracket, 4 third bracket, 4 fourth bracket, 4 fifth bracket, 4 sixth bracket, 3 seventh bracket, and 3 eighth bracket powers.

MENTOR PERSONALITY TABLE 1

ROLL	RESULT
01-30	Strict
31-45	Disciplinarian
46-60	Average
61-75	Flexible
76-85	Easygoing
86-95	Lax
96-100	Eccentric

MENTOR PERSONALITY TABLE 2

ROLL	RESULT
01-30	Dislikes the character. Difficulty of learning new powers from the mentor increases by 10%.
31-70	Neutral towards character. No change.
71-90	Likes the character. Difficulty of learning new powers from the mentor reduced by 10%.
91-95	Character is a prized student. As 71-90 above but the character also starts with a bonus first level matrix.
96-100	Character is the mentor's disciple.

MENTOR PERSONALITY TABLE 3

ROLL	RESULT
01-20	Model mentor.
21-30	Likes to send students on quests.
31-35	Mentor is opposite sex of character and flirts constantly.
36	Mentor is the same sex as the character and flirts constantly.
37-43	Mentor tends to talk to him/herself.
44-46	Mentor is not of the usual race for this power.
47-50	Mentor has additional students. One of these is the PCs rival in all things.
51-55	Mentor is paranoid and thinks that someone is "out to get him". May send students to investigate "suspicious" individuals.
56-57	Mentor acts paranoid but someone is actually out to get him (up to the Battle Master to decide who).
58-60	Mentor is blind.
61-62	Mentor is deaf.
63-65	Mentor is hypochondriac.
66-68	Mentor travels extensively and may be hard to track down when the PC needs instruction.
69-70	Mentor is naive (sucker for a sob story).
71-72	Mentor is a Rebel agent. The PC may or may not be aware of this (50% chance).
73-75	Mentor is famous throughout the Galaxy for some deed or deeds.
76-77	Mentor is infamous for some heinous crime.
78-80	Mentor is absent minded (Where did I put that?).
81-82	Mentor is a drug addict or the equivalent.
83-88	Mentor is a slob.
89-91	Mentor is a neat freak.
92-97	Roll twice on this table.
98-100	Roll three times on this table.

MATRIX SCHOOLS

Below is a list of some of the most well-known matrix schools in the Alliance. Many others exist (Battle Master's discretion).

Aarani-Li College of Thought

A Chatilian school that provides extensive training both in Empathic powers and Terrestrial Knowledge. Characters gain 1d4 matrices, 2 Power Points, and +10% to their Terrestrial Knowledge skill. Tuition is 20,000 credits (plus library fees), and the class runs for 10 months.

There is a strong rivalry between the College of Thought and the Mind School (see below), similar to the rivalry between Harvard and Yale on Earth.

Mind School

The other famous Chatilian-run school of Empathic powers focuses students' efforts on controlling and improving upon the efficiency of the powers they already know as well as teaching some new powers. Characters gain 1d2 new matrices, 2 levels each of Matrix Ranging, Duration Control, and Power Control. The course takes 1 year and can be repeated up to three times. Tuition is 60,000 credits (which includes room & board at the dormitory and user fees for the practice areas) the first time but 120,000 and 180,000 credits, respectively, for the second and third times.

Byrill Focus Center

The Byrill Focus Center caters to all schools of matrix control and teaches students how to better focus their energies. Students gain no new matrices, but instead gain 1d4+3 Power Points. Tuition is 7,000 credits, and the course takes 6-11 months.

Trishmag Energy Applications School

The Trishmag Energy Applications School is to Energy Controllers what the Mind School is to Empaths. Those accepted here are taught 2d4 new energy powers and 1 level of matrix manipulation. They also gain 4 Power Points. The tuition cost is 10,000 credits, and the school takes 1d4 years to complete. (Yes, that's right, years. Mutzachans generally aren't in a rush to learn things, because they live so long!)

The Tzin Control Academy

The Tzin Academy concentrates not on providing its students with new powers, but rather on teaching them to control the powers they already possess. Students here gain 1d4 Power Points and 4 levels of Matrix Manipulation skill. In addition, they can learn the Cross Networking skill here in half the normal time (the school has an extremely broad base of instructors, more so than almost any other school). The Tzin Academy is located on Diolitg, in the Orionus System. Base tuition is 12,000 credits, and the non-standard nature of the thinking required means that the entrance roll is made at -90 to the Intelligence check. Recently, rumors have cropped up that one of the instructors was actually a Dane in disguise (for what reason, nobody knows). The instructor in question, one Muala Daminid, has disappeared, so no answers seem to be in sight.

GEMINI MATRICES

1 POWER POINT	2 POWER POINT	3 POWER POINT
Boil	Breathe Water	Animal Speech
Breeze	Calm Air	Burrow
Chill	Earthgrip	Earth Song
Condensation	Fire Spear	Entangle (aka Root)
Elemental Sheath I	Fog	Fire Song
Fire Dagger	Forecast Weather	Ice Shards
Identify Plant	Frost	Liquid Wall
Terrain Sense	Identify Animal	Melt
Warmth	Petrify (aka Stone Club)	Nature Meld
Water Freedom	Water Song	Precipitation
	Wind Song	Sun Song
4 POWER POINT	WIND SONG	6 POWER POINT
Alter Terra Firma	Animal Aspect	Concrete
Asphyxiate	Avatar of Nature (Fire, Earth, Water, Air)	Drown
Cold Snap	Command Animals	Earthquake
Elemental Sheath II	Create Gas	Earth Trap
Fire Sword	Create Vacuum	Magma Bolt
Nature's Call	Fire Lance	Tornado
Pillar of Stone	Storm	
Sandblast	Sun Bolt	
Thunderclap	Terrain Link	
Walk on Air		
Walk on Water		
Wall of Air		
Wall of Stone		
7 POWER POINT	8 POWER POINT	9 POWER POINT
Gaea's Infernal Maw	Heal Earth	Cataclysm
Elemental Disruption	Planet Bond	
Element Mastery	Tsunami	

GEMINI MATRICES

1 Power Point

Boil

Generation Time: 2 sec Range: 10m
 Boost: 1 min/pt Duration: 2 min
 SMR: Fire Area of Effect: 1 cubic meter

By invoking a Boil matrix, the Matrix Controller can cause 1 cubic meter of water or a similar liquid to boil. Liquids that boil at higher or lower temperatures than water will decrease or increase the area of effect. However, the Gemini cannot boil the bodily fluids of a target, nor can they boil semi-solids; the liquid must consist of one primary molecule only.

Breeze

Generation Time: 2 sec Range: 10m
 Boost: 30 sec/pt Duration: 30 sec
 SMR: None Area of Effect: 3 cubic meters

The Breeze matrix creates a brisk breeze in the area of effect. This breeze is strong enough to move light objects such as papers and dust. It

may defend against gases, which will be removed from the area of effect with 90% efficiency.

Chill

Generation Time: 2 sec Range: 5m
 Boost: 10 min/pt Duration: 20 minutes
 SMR: Cold Area of Effect: Target

Chill allows the Gemini to reduce the temperature of an inanimate object by up to 15 degrees centigrade. This matrix is handy for keeping Phentari and Eridani comfortable, for preserving meat and other perishables, and for really annoying the Pythons and Ram Pythons in the party (try chilling their armor some time). If the object to be chilled is in the possession of an unwilling target, the target item is allowed to make a Cold SMR to negate the effect.

Condensation

Generation Time: 2 sec Range: 5m
 Boost: 1 gallon/pt Duration: 5 min
 SMR: None Area of Effect: Varies

By generating this matrix, the Gemini causes moisture in the atmosphere to condense into liquid form. One gallon of liquid is created. On a planet with an Earth-like atmosphere, this will be water; planets with different atmospheres may produce different liquids (i.e. Methane). The moisture condenses over a period of 5 minutes. Gemini who use this matrix are advised to have something in which to collect the liquid.

Elemental Sheath I

Generation Time: 2 sec Range: Touch
 Boost: 2 min/pt Duration: 2 min
 SMR: None Area of Effect: Target

This matrix surrounds the target with a faintly shimmering aura of light (blue for a water sheath, red for a fire sheath, white for an air sheath, and green for an earth sheath). This sheath protects the target from damage inflicted by that particular element, (not including drowning for the water sheath) reducing damage by 3 points per attack.

Fire Dagger

Generation Time: 1 sec Range: 5m
 Boost: +1 damage/pt Duration: Instantaneous
 SMR: None Area of Effect: Target

The first of the Gemini fire matrices creates a small, brilliant tongue of flame that can be hurled up to 5m. The Fire Dagger has a base 100% chance to hit and inflicts 1 point of damage plus one point per additional power point expended.

Identify Plant

Generation Time: 2 sec Range: 10m
 Boost: None Duration: Instantaneous
 SMR: None Area of Effect: Target plant

A Gemini using this matrix can identify unknown plants with 90% accuracy. The Gemini will gain information concerning the plant's biological makeup, whether or not it is safe to eat, and any attack or defense forms it may have. However, while it can discern the possibility of poison or biological agents, it cannot discern the exact nature or type.

Terrain Sense

Generation Time: 2 sec	Range: 100m
Boost: 10m/pt	Duration: 10 min
SMR: None	Area of Effect: Self

This power puts a Gemini in tune with his immediate environment. He can detect natural terrain features, such as physical makeup and areas of instability. He or she can also detect natural hazards, such as quicksand and deadfalls, with 80% accuracy.

Warmth

Generation Time: 2 sec	Range: 5m
Boost: 10 min/pt	Duration: 20 min
SMR: Fire	Area of Effect: Target

The opposite of the Chill matrix. Warmth allows the Gemini to raise the temperature of an inanimate object by up to 15 degrees centigrade. An object in the possession of an opponent is entitled to a Fire SMR to avoid the effect.

Water Freedom

Generation Time: 2 sec	Range: Touch
Boost: 5 min/pt	Duration: 10 min
SMR: None	Area of Effect: Target

A useful matrix when water travel becomes necessary. Water Freedom allows the target to take actions in liquid (not frozen) water, as if the target were in air, with no initiative or attack penalties. It does not, however, confer the ability to breathe water.

2 Power Points

Breathe Water

Generation Time: 3 sec	Range: 3m
Boost: 10 min/pt	Duration: 30 min
SMR: None	Area of Effect: Target

Breathe water allows the Oxygen breathing recipient to (surprise, surprise) breathe water. For an additional two Power Points, paid at the time of generation, the target may breathe any liquid, as long as it contains an element usable by the respiratory system of the recipient (i.e. Methane or Oxygen breathers could not breath liquid Ammonia). This does not provide any protection from other damaging properties of the liquid. The target could, for example, breathe sulfuric acid, but jumping into a pool of it would still be a really stupid thing to do.

Calm Air

Generation Time: 3 sec	Range: 0m
Boost: 10 kph/pt	Duration: 5 min
SMR: None	Area of Effect: 15m sphere

A Calm Air matrix reduces the velocity of wind around the Gemini by a base of 35 kph plus 10 kph for every additional point of power expended. This matrix will do damage to certain non-corporeal beings (BM's discretion). Against non-corporeal creatures, it inflicts a base of 2 points of damage plus 1 point per extra power point expended by the matrix user.

Earthgrip

Generation Time: 3 sec	Range: 10m
Boost: None	Duration: 10 min
SMR: None	Area of Effect: Target

By invoking Earthgrip, the Gemini causes the earth to flow up over the feet of the target and quickly solidify, hopefully entrapping the victim.

This power has a base 50% chance to succeed, plus 04% per level of the Gemini over fourth, minus the agility defensive modifier of the target. Once trapped, the victim must make a Strength check at a -50 to break free. Appropriate tools, such as a chisel, will also help the victim to escape.

Fire Spear

Generation Time: 3 sec	Range: 30m
Boost: +1 damage/pt	Duration: Instantaneous
SMR: None	Area of Effect: Target

Fire Spear creates a bolt of flaming energy, which inflicts 1d6 damage, plus one point per additional Power Point expended. It has a base accuracy of 90% minus 10% per Range Bracket after the first.

Fog

Generation Time: 3 sec	Range: 25m
Boost: 1 min/pt	Duration: 5 min
SMR: None	Area of Effect: 20 cubic meters

This matrix creates a thick fog, which centers on a point of the controller's choice. The fog makes vision extremely difficult (-80% to Sighting checks). Infrared detection is at a -30% due to the Infrared-diffusing nature of the fog.

Forecast Weather

Generation Time: 5 min	Range: None
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 8km radius

An extremely useful matrix. Forecast Weather allows the Matrix Controller to accurately predict weather conditions within a 8 km radius for the next day. The level of accuracy of this power is 90%. Gemini with this power have become famous tri-vision weatherman personalities.

Frost

Generation Time: 3 sec	Range: 10m
Boost: 02%/pt	Duration: 5 min
SMR: Cold	Area of Effect: Target

By creating intense cold in its joints, a Gemini may attempt to immobilize a suit of armor. Failing a Cold SMR means that the character suffers an Agility penalty equal to 4d4 until he removes the armor or the armor thaws. Under normal circumstances, the armor will thaw out in 5 minutes. The thaw time may vary if the area is unusually cold or hot.

Identify Animal

Generation Time: 3 sec	Range: 10m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

This matrix allows positive identification of animals. The information gleaned from this matrix concerns the biological makeup of the creature, its attack and defense forms, the creature's general behavior, the basic disposition of the creature at the time of generation, and if the creature is sentient. The matrix is 90% accurate.

Petrify (aka Stone Club)

Generation Time: 2 sec	Range: 10m
Boost: 1 pt/m3	Duration: Permanent
SMR: Biological	Area of Effect: 1 cubic meter

This matrix turns wood into a stone like, rock hard substance. This matrix has been useful to stop enemy trackers from following the Gemini

through a dense forest. It's hard to hack through stone with a machete-equivalent. However, its most popular use is transforming a simple wooden club into a petrified skull cracker. Treat a Stone Club as a normal club that inflicts 2d4+2 points of real damage and has a SS of 45.

Water Song

Generation Time: 3 sec	Range: 100m
Boost: 10 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Water Song is an important matrix to parties planning to function underwater. This power gives the Gemini an uncanny rapport with the water around him. This matrix provides the Gemini with several advantages. First of all, it allows him to swim with level 5 skill (a big hunk of rock swimming at all is pretty impressive if you ask me!) Second, it gives the Gemini an effective Hearing Modifier of 150% while underwater due to his incredible sensitivity to small motions in the water. Third, it allows him to sense current direction and strength with 100% accuracy.

Wind Song

Generation Time: 3 sec	Range: 50m
Boost: 10 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Gemini believe that to truly be a part of the world, you need to make yourself closer to it and learn to commune with it. Wind Song puts the generator in deep communion with the atmosphere around him. He senses vibrations in the air, slight changes in temperature, toxic gasses, and chemical impurities with uncanny accuracy. A Gemini using Wind Song receives a -1 to his initiative roll. In addition, the Matrix Controller receives half the normal penalties for not being able to see a target, unless the Wind Song is somehow rendered inoperable. The presence of any toxic gases within range is immediately detected by the Gemini. The Wind Song matrix will not help the Gemini against attacks made by someone outside the area of effect.

3 Power Points

Animal Speech

Generation Time: 5 sec	Range: Special
Boost: 5 min/pt	Duration: 2 min
SMR: None	Area of Effect: Self

Gemini believe living creatures are the ultimate product of the four elements. Thus, Gemini study matrices that affect living creatures. Animal Speech allows the Gemini to develop a rapport with non-sentient animals within the sound of their voice for the duration of the matrix, enabling communication of basic concepts such as emotions or strong mental images, yet not complex sentences.

Burrow

Generation Time: 5 sec	Range: 0m
Boost: 5 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Burrow gives the Gemini the ability to tunnel through earth or solid rock at a rate of 5 m/min. Witnesses who have seen this power in use say it is almost as if the rock parts before the Gemini, allowing him or her to step through. The rate of passage is reduced to 3 m/min if the Gemini wishes to leave a passage through which others can travel. Note: this applies to rock, dirt, as well as concrete and cement, but it does not apply to solid metals.

Earth Song

Generation Time: 5 sec	Range: 2km
Boost: 10 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Earth Song provides the Gemini with precise information about the earth surrounding him, up to a distance of 2 km. The Gemini can tell, through vibrations, the presence and general locations of other creatures, as well as their concentrations (a tank platoon makes a heck of a lot more vibrations than one squirrel-equivalent). He also knows the makeup of the earth to a depth of 2km. Gemini with this power are much sought after by military units, geological survey teams, and mining expeditions.

Entangle

Generation Time: 3 sec	Range: 20m
Boost: 1 extra target/pt	Duration: 1 min
SMR: None	Area of Effect: 10m radius

In an area with thick vegetation, the Gemini can cause the plants to wrap themselves around a single opponent (or multiple opponents if extra power is expended) and entangle them. Targets must make an Agility check or be caught and unable to move freely (-100 AGL once entangled). Targets can free themselves in 10 seconds if they have a sharp cutting device like a knife; if not, it will take the target(s) roughly 1 minute to free themselves from the tangle of vines, roots, and branches. A simple Strength check will not free the target. The vines are relatively easy to break individually, but the sheer number of vines restraining the character makes it necessary to remove many of them before the character can break free, and this takes time.

Fire Song

Generation Time: 5 sec	Range: 30m
Boost: 10 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Fire Song gives the Matrix Controller ultra-sensitivity to varying levels of heat. This matrix conveys Infravision to the Gemini out to a range of 30m. In addition, the Gemini can identify specific beings or devices by their heat signatures. The Gemini can also track beings through residual heat they leave behind with an 80% chance of success, minus 20% for every 10 minutes passed since the creature that is being tracked passed through the area.

Ice Shards

Generation Time: 1 sec	Range: 25m
Boost: 1 shard/2 pts	Duration: Instantaneous
SMR: Cold	Area of Effect: Target(s)

Generation of an Ice Shards matrix creates 4 shards of intensely cold ice, plus one additional shard for every 2 extra Power Points expended. These shards may be launched up to 25 meters, against different targets, inflicting 1d4 points of damage apiece. The ice shards have a base accuracy of 80%, -10% per Range Bracket after the first. A separate to-hit roll should be made for each ice shard. Shards do triple damage to exposed flesh (just like a frost gun), but a successful Cold SMR reduces any damage taken by half.



A member of the terrifying sect of Gemini known as "The Brethren." Many of its members attach modified armor options to their body to show their devotion to their cause, though it completely impairs their matrix use.

Liquid Wall

Generation Time: 10 sec Range: 100m
 Boost: None Duration: 3 min
 SMR: None Area of Effect: 20x10x2m

This matrix creates a wall of liquid with the dimensions listed above. Persons attempting to pass through the wall will suffer 1d8 points of damage and must make a Strength check at -60 to break through. This matrix is only possible in an area where a sufficient amount of liquid already exists. Potential additional effects may be applied depending on the liquid used (i.e. Liquid acid could be used, causing additional acid effects).

Melt

Generation Time: 5 sec Range: 10m
 Boost: None Duration: 1 min
 SMR: Fire Area of Effect: 1 cubic meter

Melt creates a subsonic vibration, which causes most rigid solids to liquefy. Most forms of rock, metals, and similar materials can be melted in this way. The residual effects of the vibrations will last for one minute, after which the material will harden again in its new form. The melting produces heat, and anyone in contact with the material when it melts will be burned for 2d6 points of damage. The target object receives an SMR against Sonics to resist the effects of this matrix. When used against armor, the Melt matrix will inflict 8d6 points of damage to armor Integrity unless the armor makes a successful SMR against Fire at -30.

Nature Meld

Generation Time: 3 sec Range: Self
 Boost: 1 min/2pts Duration: 1 min
 SMR: None Area of Effect: Self

This matrix allows the Gemini to actually become part of nature. The Gemini use this power to hide themselves, confuse those attempting to track them, or to spy on others in safety. The Gemini simply sinks into the earth, walks into a tree, melts into a stream, etc. The Gemini may not move, yet suffers no damage (he will not drown in water or suffocate in earth) from the meld. In addition, all of his senses are intact. Thus, the Gemini can see the surrounding area and hear the approach of individuals. If the area with which the Gemini has melded is attacked, damage is inflicted directly to the Gemini. This power may not be used while the Gemini is in armor.

Precipitation

Generation Time: 10 min Range: 0m
 Boost: 5 min/pt Duration: 10 min
 SMR: None Area of Effect: 1,000m radius

By invoking a precipitation matrix, the Gemini essentially acts as a super "cloud-seeder," causing precipitation common to that specific area at that time of year. For example, if it is December in Alaska, the most common form of precipitation would be snow. On Banite-4 during the hot season, however, it would be concentrated hydrochloric acid (be sure to pack your umbrella!) This matrix will have reduced or no effects in areas where the Battle Master rules there isn't enough moisture for precipitation, such as the middle of a desert.

Sun Song

Generation Time: 5 sec Range: Self
 Boost: 30 min/pt Duration: 5 hrs
 SMR: None Area of Effect: Target

Sun Song turns the generator into a giant solar battery, soaking up sunlight and using it to replenish his or her own natural energy reserves. The benefits of this are as follows:

- 1) While a Sun Song matrix is in effect, the generator heals 1 point of damage per hour due to supercharged healing faculties.
- 2) The generator does not need to eat, drawing energy from the sun.
- 3) All physical attributes receive a temporary bonus of 10 points for as long as the matrix remains in effect. Note: All of these powers need sunlight to function. A Sun Song will do no good at all in deep space or at night.

4 Power Points**Alter Terra Firma**

Generation Time: 20 sec Range: 50m
 Boost: 5 cubic meters/pt Duration: 20 min
 SMR: None Area of Effect: 15 cubic meters

This matrix gives the Gemini total control over the form of ground material (sand, mud, dirt, soil, stone). Within the area of effect, he can change stone to loose-packed dirt or mud, mud to dirt or stone, or dirt to mud or stone. The generator can alter the ground repeatedly over the duration of the matrix, after which, the material reverts to its original form, possibly in a new shape.

Asphyxiate

Generation Time: 10 sec Range: 5m
 Boost: None Duration: Special
 SMR: Biological Area of Effect: Target

The generator of this matrix seeks to drive all air from the lungs of the target, causing them to asphyxiate and die in 1d4 minutes unless a Biological SMR is made. During this time, the victim will suffer -40% to all actions. An injection port of the appropriate type will negate the effectiveness of this matrix.

Cold Snap

Generation Time: 3 sec Range: 50m
 Boost: 5 m/pt Duration: Instantaneous
 SMR: Cold Area of Effect: Target

By application of sudden, intense cold, the Matrix Controller hopes to cause an inanimate object with a crystalline molecular structure (rocks, metals, crystals, and the like) to become brittle and shatter. The target object receives a Cold SMR; if this SMR fails, the object shatters and is useless. The target object can be no larger than 5 cubic meters.

Elemental Sheath II

Generation Time: 10 sec Range: Self
 Boost: 2 min/pt Duration: 2 min
 SMR: None Area of Effect: Target

The Elemental Sheath II is a superior form of the Elemental Sheath. It provides protection against all attacks, reducing their intensity by 6 points. Additionally, it provides complete immunity to attacks of its own form (Earth, air, fire, or water) and their incidental effects (drowning, vertigo, whatever). However, the Elemental Sheath II will not protect one from extremes, such as heat generated at the core of the sun. Let's face it, it's powerful but not that powerful.

Fire Sword

Generation Time: 5 sec Range: Self
 Boost: 10 sec/pt Duration: 20 sec
 SMR: Fire Area of Effect: Range Bracket 1

When this matrix is generated, a flaming plane of energy vaguely resembling a sword phases into existence in the generator's hand. One may wield this plane of energy to inflict damage. The Fire Sword has a basic accuracy of 85%, modified by sword skill, and a parry rating of 35. Any non-energy weapon parried by a fire sword must make an SMR versus fire or melt. The sword inflicts 3d6 points of damage, strength bonus is not applicable, and ignites flammable objects on the target's person unless a Fire SMR is made.

Nature's Call

Generation Time: 2 sec Range: 30m
 Boost: None Duration: Varies
 SMR: Biological at -30 Area of Effect: Target

This matrix was created by Joax, a Gemini who loved to hang around with Orions. This matrix causes the target, who is entitled to a Biological SMR at -30 (-50 if near running water or taco-equivalent restaurant), to hear the call of nature. The opponent must go to the bathroom in 2d4 seconds. All actions during this time are at -50. While indisposed, the target is considered prone. [BMs: this is a very rare matrix and only taught by Joax himself for a stiff fee, if you even allow it to exist.] It is the BM's discretion on how long the target is indisposed and considered prone. Eridani are allowed to make an Aggression check to hold it in, yet they will be at -20 on all actions until they relieve themselves.

Pillar of Stone

Generation Time: 3 sec Range: 10m
 Boost: 1 pillar/2pts or 5 m/pt Duration: Permanent
 SMR: None Area of Effect: 1m radius

This matrix allows the Gemini to cause a 10 meter tall, 2 meter diameter pillar of stone to erupt out of the earth and into the sky. This pillar can be cast to impede or hurl opponents, or to allow the Gemini to survey the area from a better vantage point. If used against an unwilling target, the target is allowed an Agility check to avoid the pillar. If the Agility check fails, the opponent is caught on the pillar as it erupts from the earth. A second Agility check now must be made to stay on the pillar. If this second check fails, the opponent is launched 1m, in a random direction, for every 5m of pillar height, and suffers appropriate falling damage. Note: A sufficient amount of earth must be present for this matrix to work. It will not work on the tops of buildings or on spaceships.

Sandblast

Generation Time: 10 sec Range: 30m
 Boost: 2 m/pt Duration: Instantaneous
 SMR: Acid Area of Effect: 3m cone

A Sandblast matrix creates a cone of high-velocity, abrasive sand, which inflicts 2d6 points of damage to all creatures in the area of effect. Creatures with unprotected vision must make an Acid SMR or be blinded for 3d10 seconds. Armor without a corrosive liner malfunctions at the Battle Master's discretion, because of sand "gumming up" the works.

Note: The generator must be in an area where there is a large amount of pellet material (e.g. tiny stones), not necessarily sand.

Thunderclap

Generation Time: 5 sec	Range: 50m
Boost: 2 m/pt	Duration: Instantaneous
SMR: Sonic	Area of Effect: 5m sphere

The Gemini generates a small area of superheated air at the center of the area of effect. This air expands explosively, creating a deafening thunderclap. All creatures in the area of effect are blasted for 1d4 points of damage from concussion, and must make a Sonic SMR. If failed, check the following table for effects:

Deafness from the Thunderclap is permanent until healed. Protected hearing adds to the SMR against the attack. Modern helmets ($> 8,000$ cost) yield a +80 to the SMR in addition to any bonuses versus sonic attack forms. (See *Lock-N-Load: Reloaded* for more info on hearing protection & optional hearing loss rules—a Thunderclap has a noise level of 10).

SMR ROLL	RESULT
made SMR by 20 or more	-20 to action for 1d4 rounds
made SMR by less than 20	stunned and unable to act for 1d4 rounds
missed SMR by 10 or less	stunned 2d4 rounds
missed SMR by 10-20	stunned for 1d4 minutes, make second Sonic SMR or deaf
missed SMR by more than 20	unconscious for 4d6 minutes, make second Sonic SMR for deaf

Walk on Air

Generation Time: 5 sec	Range: Self
Boost: 1 min/pt	Duration: 2 min
SMR: None	Area of Effect: Self

This matrix alters the effects of gravity momentarily. This would allow the Gemini to cross over pits, chasms, ravines, or even walk from mountaintop to mountaintop or building top to building top without falling.

Walk on Water

Generation Time: 5 sec	Range: Self
Boost: 1 min/pt	Duration: 2 min
SMR: None	Area of Effect: Self

This matrix allows the Gemini to walk on water as if it were solid ground. It is useful to cross over lakes and rivers.

Wall of Air

Generation Time: 10 sec	Range: 100m
Boost: None	Duration: 3 min
SMR: None	Area of Effect: 20x10x2m

The Wall of Air matrix creates a wall of extremely turbulent air, similar to the Liquid Wall above. Persons attempting to pass through it will suffer 2d4 points of damage and must make a Strength check at a -60 to successfully pass through. This matrix is only possible in an area with an atmosphere.

Wall of Stone

Generation Time: 10 sec	Range: 100m
Boost: None	Duration: Permanent
SMR: None	Area of Effect: 15x8x2m

This matrix creates a wall of stone with the above dimensions. The wall erupts out of the ground (this may cause a lot of damage in buildings). A sufficient force can destroy the wall; consider it to have a

Threshold of 8 and 200 body points. This matrix may only be used in areas where a sufficient quantity of earth or stone is available. Most places on the ground are a good place to cast this matrix, but spaceships, the ocean, and the top floor of a skyscraper are not.

5 Power Points

Animal Aspect

Generation Time: 5 sec	Range: Self
Boost: 10 min/pt	Duration: 15 min
SMR: None	Area of Effect: Self

This matrix allows a Gemini to mimic the abilities of creatures he or she has encountered. One aspect of a creature can be mimicked at a time (one attack form, one movement form, or one defense form). Only “natural” powers may be mimicked in this way. Exotic things like fire breathing are probably a no-go, but the Battle Master has final discretion. The Gemini can switch the aspect being mimicked at will. This switch takes 5 seconds.

Avatar of Nature (Fire, Earth, Water, Air)

Generation Time: 1 min	Range: 10m
Boost: 1 min/2pts	Duration: 10 min
SMR: None	Area of Effect: Special

This matrix creates a single incarnation of the appropriate element (Fire, Earth, Water, Air) to do the bidding of the Gemini. The Gemini must choose which one of the four avatars to create. The Avatar stands 4 meters tall and looks roughly like a Gemini. The Avatar is immune to all attack forms of its type (a fire avatar is immune to flamethrowers), yet is very susceptible to attacks from its opposite element (water deals some serious damage to fire) which inflict double damage. The Avatar has 30 body points and possesses a score of 110 in all physical stats. It attacks with two fists; each has a 75% to hit. Each fist inflicts 2-12 points of damage. BMs remember that if a fire avatar strikes an opponent, the opponent's items must make a Fire SMR or ignite. Also, water damages or destroys electrical equipment if it makes contact. An Acid SMR is allowed to avoid water damage to equipment.

Command Animals

Generation Time: 10 sec	Range: 100m
Boost: 10 min/pt	Duration: 30 min
SMR: Mental	Area of Effect: 1d10 animals

The Gemini's empathetic bond with animals grows so strong that he is able to command them. Creatures can even be commanded to lay down their lives for the Gemini, though he would rarely, if ever, evoke this aspect of this matrix. 1d10 naturally occurring animals can be affected. Sorry, Uncle Ernie's artificial pets are not affected. Intelligent animals (BMs Discretion) and animals with more than 60 body points are unaffected by this matrix.

Create Gas

Generation Time: 5 sec	Range: 20m
Boost: 1 min/pt	Duration: 5 min
SMR: Chemical	Area of Effect: 3m radius

The Gemini combines elements in the atmosphere to produce nearly any gas desired, from water vapor to cyanide. It is up to the Battle Master to determine whether the appropriate elements are present and the effects the gas produces. In general, targets are entitled to a Chemical or Acid SMR to avoid effects of the gas. Appropriate protections, such as

gas masks or chemical suits, should also reduce or negate the effectiveness of this matrix. The gas cloud created will remain for 5 minutes or until dispersed. Note: This matrix can also create a breathable atmosphere in a hostile environment.

Create Vacuum

Generation Time: 5 sec	Range: 50m
Boost: 6 sec/pt	Duration: 1 min
SMR: Special	Area of Effect: 5m radius

This matrix causes the total evacuation of atmosphere from the area of effect. Creatures caught within are subject to explosive decompression. Unprotected creatures must make a Biological SMR at -30 or explode and cause a mess. Those who make the SMR only take 1d6x4 body points of damage. The power of the matrix prevents outside atmosphere from entering for the entire duration. Those in armor with environmental containment are immune to the effects of this matrix.

Fire Lance

Generation Time: 5 sec	Range: 100m
Boost: 2 m/pt	Duration: 20 sec
SMR: Fire	Area of Effect: Target

The Fire Lance matrix augments the Fire Sword matrix by allowing the Fire Sword to make ranged attacks. The lance may be wielded in Hand-to-Hand combat, incinerating opponents for 4d6 points of damage, functioning exactly as the Fire Sword matrix, or it may be thrown with a base accuracy of 95%, decreasing 10% per Range Bracket beyond the first. In either case, flammable objects on the target must make a Fire SMR or ignite.

Storm

Generation Time: 20 sec	Range: 200m
Boost: 1 min/pt	Duration: 2 min
SMR: Electrical	Area of Effect: 50m radius

This very potent matrix creates a raging electrical storm with high winds, blinding precipitation, thunder, and lightning. Creatures caught in the storm suffer 1d10 points of damage per combat round (Electrical SMR for half damage) until the matrix ends or they leave the area of effect. Weapons fire within the storm is at -70 to hit. Note: The generator must be on a planet with an atmosphere for this matrix to work. This matrix will not work in spaceships or indoors.

Sun Bolt

Generation Time: 3 sec	Range: 200m
Boost: +2 damage/pt	Duration: Instantaneous
SMR: See Below	Area of Effect: Target

This matrix can only be cast outdoors, during the day, when a planet's sun is visible (BM's discretion). The Gemini calls on the powers of the star to smite the defilers. During generation of the matrix a bolt of pure sunlight strikes the Gemini, who will glow brightly (+50 to sighting checks to spot the Gemini). At the end of generation the Gemini will point at the intended target and release the power of the sun. No attack roll is necessary. The target is automatically struck, though armor, Flux, and cover may protect the victim. If the Gemini is unable to point out a target he becomes the victim of the attack.

The sun bolt is treated like a massive laser attack and inflicts 6d6 points of damage. All flammable items within 2m of the target must make a Fire SMR or SS. Failure indicates the items are incinerated. The target

must make a Radiation SMR at -30 or be permanently blinded. Those who are looking directly at the Gemini (BM's discretion) must make a Radiation SMR or be blinded for 1d4 hours.

Terrain Link

Generation Time: 10 sec	Range: 0m
Boost: 3 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

Terrain Link puts the Matrix Controller into a symbiotic rapport with the environment. Essentially, he becomes one with the surrounding terrain, aware of everything that occurs within 2 km of his current location. It is impossible to surprise a Gemini using Terrain Link. The Matrix Controller can answer any terrain-related question with 85% accuracy (it is sometimes difficult to pick out a specific piece of information from the massive influx of information). However, there is a drawback. Any catastrophic damage to the environment in the area of effect, a forest fire for example, necessitates a system shock roll. Failure results in the Gemini passing out (1d10 minutes) due to a massive surge of pain from the symbiotic link with the damaged environment.

6 Power Points

Concrete

Generation Time: 5 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: Biological at -20	Area of Effect: Target

This gruesome matrix was created by the Brethren of the Eternal Blood. It causes the blood within a target to turn into concrete. A Biological SMR must be made at -20 or the target instantly dies. Even if the target passes the SMR check, he or she suffers 3d6 points of damage caused by the shock to his or her system.

Drown

Generation Time: 1 sec	Range: 20m
Boost: None	Duration: Instantaneous
SMR: Biological	Area of Effect: Target

Simple and vicious. The Drown matrix attempts to flood the target's lungs and body cavities with fluid, killing him instantly, unless the target passes a Biological SMR.

Earth Trap

Generation Time: 10 sec	Range: 30m
Boost: None	Duration: Instantaneous
SMR: Special	Area of Effect: Target

The Gemini opens up a cavity in the ground and attempts to encase the victim within the crevasse. The base chance to entrap the target is 80%, plus 4% per level of the Gemini over 16th, minus the defensive modifier of the target. Entrapped creatures are unable to free themselves without outside aid, unless they have some ability, which allows them to move through earth and stone. The target will suffocate in 2d3 minutes.

Earthquake

Generation Time: 5 sec	Range: 1,000m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 500m radius

This terrifying power creates a brief, massive earth tremor, which inflicts 1HP to everything in the area of effect. This is sufficient to collapse most non

GEMINI ADVANCEMENT TABLE

LEVEL	X.P.	POWER POINTS	TITLE	COST
1	0-1,000	1	Wanderer	1,000
2	1,001-3,000	1	Searcher	1,000
3	3,001-5,000	1	Seeker	1,000
4	5,001-8,000	2	Mountain Traveller	2,000
5	8,001-12,000	2	Water Traveller	2,000
6	12,001-18,000	2	Deep Traveller	2,000
7	18,001-28,000	3	Abyss Traveller	5,000
8	28,001-40,000	3	Earth Traveller	5,000
9	40,001-60,000	3	Caretaker	5,000
10	60,001-90,000	4	Preserver	10,000
11	90,001-150,000	4	Protector	10,000
12	150,001-240,000	4	Sentinel	10,000
13	240,001-420,000	5	Mountain Guardian	25,000
14	420,001-700,000	5	Water Guardian	25,000
15	0.7M-1.1M	5	Deep Guardian	25,000
16	1.1M-2.0M	6	Abyss Guardian	50,000
17	2.0M-3.5M	6	Earth Guardian	50,000
18	3.5M-6.0M	6	One of the Sky	50,000
19	6.0M-8.5M	7	One of the Mountain	100,000
20	8.5M-11.0M	7	One of the Water	100,000
21	11.0M-13.5M	7	One of the Deep	100,000
22	13.5M-16.0M	8	One of the Abyss	500,000
23	16.0M-20.0M	8	One of the Earth	500,000
24	20.0M-25.0M	8	Walker of the Mountain	500,000
25	25.0M-30.0M	9	Walker of the Deep	1M
26	30.0M-36.0M	9	Walker of the Abyss	1M
27	36.0M-43.0M	9	Walker of the Earth	1M

quake-proof buildings and splatter characters. A base 20% “dumb luck” SMR is allowed to each character caught in the area of effect; success indicates only 4d6 points of damage are suffered. Flight will allow the character to avoid damage. This matrix will not work in space or on starships.

Magma Bolt

Generation Time: 3 sec Range: 75m
 Boost: 1 m/pt Duration: Instantaneous
 SMR: None Area of Effect: Target

By generating this matrix, the Gemini summons a massive bolt of magma, which erupts from the earth inflicting incredible damage. Treat this bolt as a Juicer shot blasting opponents for $1d12*10$ points of damage. The bolt has a base accuracy of 85%, -10% per Range Bracket after the first. Note: This matrix can only be used on a planet with a molten core. This matrix will not work on asteroids or starships.

Tornado

Generation Time: 10 sec Range: 1,000m
 Boost: 5 sec/pt Duration: 15 sec
 SMR: None Area of Effect: Special

This awesome power creates a cone of pure destructiveness with winds of up to 410 kilometers per hour. The controller can direct it to touch down anywhere within range with a base chance of 70%. Creatures

and objects caught within the tornado suffer 4d10 points of damage and are then thrown free, taking 3d6 additional points of damage. The tornado can touch down once every combat round, but cannot attack the same creature in two consecutive combat rounds (the poor bastard hasn't landed from the first attack yet). Note: This matrix can only be used on a planet with an atmosphere. It can not be used in a starship.

7 Power Points
Elemental Disruption

Generation Time: 5 sec Range: 100m
 Boost: none Duration: Instantaneous
 SMR: Biological Area of Effect: 1 target

This matrix breaks down the target into its component elements and explosively disperses them in a shower of dust, water, and other components.

Element Mastery

Generation Time: 5 min Range: Special
 Boost: None Duration: 15 min
 SMR: Special Area of Effect: Self

This matrix gives the generator 50 Power Points to spend on any lower power bracket matrix for a 15 minute duration. Multiple matrices may be in effect at one time. A Gemini wielding the power of Element Mastery is an awesome and fearful sight to behold.

Gaea's Infernal Maw

Generation Time: 30 sec Range: 500m
 Boost: None Duration: Instantaneous
 SMR: None Area of Effect: Target

Gaea's Infernal Maw causes the target creature or object (which may be as big as a building) to suddenly experience a massive increase in density. The object plummets through the crust to the planet's core and is utterly destroyed. The ground closes up behind the target to prevent magma geysers and other unpleasantries. This power is 80% effective at all Range Brackets.

8 Power Points**Heal Earth**

Generation Time: 1 day Range: 1km
 Boost: 5 square km/pt Duration: Permanent
 SMR: See Below Area of Effect: 2 square km

This matrix purges all the pollution and contaminants from the area of effect. The Gemini, however, must make a system shock or lose 20 points of Constitution permanently.

Planet Bond

Generation Time: 1 min Range: Self
 Boost: 1 min/2 pts Duration: 5 min
 SMR: None Area of Effect: Self

The Gemini gathers strength from the planet itself. The Gemini who invokes this rare power gains 50 body points, possesses a natural Threshold of 1HP, has all physical stats increased to 150, and gains immunity to Fire, Cold, Acid, Biological, Chemical, and Poison attacks. All damage inflicted by the Gemini in Hand-to-Hand combat while bonded to the planet is doubled.

Tsunami

Generation Time: 5 min Range: 2km
 Boost: 5 min/3 pts Duration: 20 min
 SMR: None Area of Effect: Huge

The Gemini uses this power to create a massive tidal wave of epic proportions, enough to destroy an entire city by the end of its duration. Picture a 150m tall wall of water hurtling toward your coastal city. Picture the havoc. Nasty matrix. Note: This matrix can only be used on an oceanic coastline.

9 Points**Cataclysm**

Generation Time: 10 min Range: Touch
 Boost: None Duration: Until Destroyed
 SMR: None Area of Effect: 1 Planet

The ultimate power created by the Brethren of the Eternal Blood. The Gemini kneels on the ground, screams in a voice of torment and pain and slams his palm to the ground. This activates the destructive power of this matrix; total destruction of a planet. Note: This matrix is banned. Anyone caught possessing or teaching this matrix will have the hydrogen liberated from his body by a complex series of processes. He will neither enjoy nor survive these processes.

IKRINI KINETIC MATRICES

1 POWER POINT	2 POWER POINT	3 POWER POINT
Atmospheric Composition*	Atmospheric Shift*	Breath Water*
Buffet*	Auto-Beacon*	Defenders of Izura*
Continuance	Bring on the Rain*	Flame Wall*
Create Fire*	Filter*	Flight
Draw*	Geologist*	Force Bolt, Intermediate
Flame Hammer*	Lava Waltz*	Force Shield, Intermediate
Force Bolt, Rudimentary	Locomotion, Rudimentary	Homing Beacon*
Force Shield, Rudimentary	Map*	Methane Trap*
Locate Cave*	Rad Liner*	Motherlode*
Minor Cave-in*	Terrain Sense, Intermediate	Nullification, Rudimentary
Terrain Sense, Rudimentary	Thermokinesis, Rudimentary	Resonant Force*
	Water Walk*	Roman Candles*
	Wind Shear*	Rubber Mat*
		Teekyd's Bane*
4 POWER POINT	5 POWER POINT	6 POWER POINT
Ask Storm*	Force Bolt, Advanced	Earthquake
Hand of Xxlos*	Force Shield, Advanced	Force of Stone*
Honorarium	Hand of Obsidian*	Kinetic Boost, Intermediate
Izura's Assailants*	Locate Celestial Body*	Locomotion, Advanced
Kinetic Boost, Rudimentary	Nullification, Intermediate	Tremor*
Lava Sea*	Prospect*	Xxlos Craft*
Lava Shotgun*	Solar Breath	
Locomotion, Intermediate	Store Lightning*	
Mine*	Thermokinesis, Intermediate	
Sulfur Cloud*	Tidal Wave*	
Terrain Sense, Advanced	Touch of Granite*	
Wind Shield*		
7 POWER POINT	8 POWER POINT	9 POWER POINT
Disintegration	Entropy Storm	Planet Shock
Kinetic Boost, Advanced	Gravitic Channel*	Sun Spots*
Nullification, Advanced	Le-Lak	
Vortex*		

* Matrices detailed in *Galactic Underground 3*

IKRINI KINETIC MATRICES

The power of Ikrini matrices is based on how much kinetic energy is in the environment around them. The Battle Master must assign a Kinetic Strength Rating from 0 to 5 for whatever environment the Ikrini is in at the time of matrix generation. Use the following guidelines:

Kinetic Strength Rating

- 0 Little or no thermal or kinetic energy at all. Example: deep space.
- 1 Very little kinetic energy. Examples: spaceship (in space), a geologically stable region (Antarctica, The Canadian Shield).
- 2 Some kinetic energy. Example: The Great Plains, deserts (lots of shifting sand), most urban environments.
- 3 Fair amount of kinetic energy. Examples: Streams, regions with inactive geologic fault lines, rain storms, and very windy environments.
- 4 Powerful kinetic energy. Examples: Large, swift rivers, small waterfalls, dormant volcanoes (still lots of underground activity), blizzards, thunderstorms, mudslides, and nearby active fault lines.
- 5 Massive kinetic potential. Examples: Active volcanoes, huge waterfalls (Niagara or Angel Falls on Earth), multiple major fault lines, monsoons, floods, tidal waves, tornadoes, hurricanes, etc.

The Kinetic Strength rating should be used as a multiplier to the effects of the powers.

1 Power Point

Continuance

Generation time: 1 sec	Range: Self
Boost: 3 sec/pt (1 rnd)	Duration: 3 sec (1 rnd)
SMR: None	Area of Effect: 1 symbiote

Sometimes you need your symbiote bonus to last just a little bit longer. Continuance extends the time span of one symbiote, that is already attached, for a single combat round. Boosting this matrix will allow the controller to keep extending the time span an additional combat round (3 seconds).

KSR Effects: None

Force Bolt, Rudimentary

Generation Time: 2 sec	Range: 25m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

A rudimentary Force Bolt taps into the kinetic energy of the area and directs it, inflicting 1 point of kinetic damage multiplied by the KSR of the area. Due to the concussive nature of the attack, it bypasses Threshold and goes directly to Absorption. The pulse is invisible, but makes a distinctive 'whump'ing sound. Rudimentary Force Bolt has an 80% chance to hit at Range Bracket 1, and decreases by 10% per bracket.

KSR Effects: 1 point of concussive damage x KSR

Force Shield, Rudimentary

Generation Time: 2 sec	Range: 3m
Boost: 2 min/pt	Duration: 2 min
SMR: None	Area of Effect: Target

The first defensive matrix learned by Ikrini. The rudimentary Force Shield uses latent kinetic energy to deflect attacks. While the field is in effect, the damage of kinetic attacks is reduced by 4 points multiplied by the KSR of the area. The field is visible as a faint distortion around the target.

KSR Effects: 4 points of kinetic damage reduction x KSR

Terrain Sense, Rudimentary

Generation Time: 2 sec	Range: 30m*
Boost: 20 min/pt	Duration: 30 min
SMR: None	Area of Effect: Self

By invoking a Terrain Sense matrix, the MC gains a sense of the flow and concentration of kinetic energy within the surrounding environment.

He has a 20% chance per level of experience to successfully interpret these patterns and gain a general understanding of the area's terrain features, including areas of strong kinetic power (waterfalls, rapids, etc.).

KSR Effects: 30m range x KSR

2 Power Points

Locomotion, Rudimentary

Generation Time: 2 sec	Range: 50m
Boost: 10 kg/pt	Duration: 5 min
SMR: None	Area of Effect: 1 object

Locomotion allows the Ikrini to lift and move objects weighing 15kg or less, multiplied by the KSR of the area, at a maximum speed of 5 m/s. Objects can be moved up to a maximum of 50m. Fine manipulations aren't possible with this power.

KSR Effects: 15kg of lift x KSR

Terrain Sense, Intermediate

Generation Time: 2 sec	Range: 300m*
Boost: 30 min/pt	Duration: 30 min
SMR: None	Area of Effect: Self

This matrix is similar, but superior to, to the Rudimentary Terrain Sense matrix. The Ikrini has a 25% chance per level to understand the basic nature of the area as detailed in Terrain Sense, Rudimentary. In addition, his comprehension of kinetic patterns is now sufficient to allow him to detect life forms. There is a 07% percent chance per level of experience to sense life forms in the area of effect and be able to determine their numbers and approximate size.

KSR Effects: 300m range x KSR

Thermokinesis, Rudimentary

Generation Time: 4 sec	Range: 50m
Boost: None	Duration: 1d4 min
SMR: Special	Area of effect: 1m ²

By increasing or decreasing the molecular energy within an object, the Ikrini can make it hotter or colder very quickly (+/- 75 degrees Celsius in 1 round). Useful for getting an unarmored opponent to drop his now red-hot weapon, or to freeze some water in a puddle to get someone to slip. Any object that is affected by this matrix must make a system shock or cease functioning for the duration of the matrix. Personnel targets are forced to make Fire or Cold SMR (Ikrini's choice) or lose 1BP per minute until the matrix ends.

KSR Effects: Duration x KSR

3 Power Points

Flight

Generation Time: 5 sec	Range: Self
Boost: 3 min/pt	Duration: 10 min
SMR: None	Area of Effect: Self

By invoking this matrix, the Ikrini can transport himself plus 100kg of additional weight multiplied by the KSR of the area through the air. The maximum speed of such flight is 90 kph multiplied by the KSR of the area.

KSR Effects: 90 kph speed and 100kg of lift x KSR

Force Bolt, Intermediate

Generation Time: 2 sec Range: 35m
 Boost: None Duration: Instantaneous
 SMR: None Area of Effect: Target

An advanced version of the Rudimentary Force Bolt that inflicts 3 points of damage multiplied by the KSR of the area. As with the Rudimentary version, this damage is translational and ignores Threshold. Accuracy is increased to 90% at Range Bracket 1, decreasing by 10% per Range Bracket beyond the first.

KSR Effects: 3 points of concussion damage x KSR

Force Shield, Intermediate

Generation Time: 1 sec Range: 10m
 Boost: 5 min/pt Duration: 5 min
 SMR: None Area of Effect: Target

The Intermediate Force Shield blocks 6 points of damage multiplied by the KSR of the area. Furthermore, this more advanced form of the shield also protects against fire, cold, and chemical attacks.

KSR Effects: 6 points of shield strength x KSR

Nullification, Rudimentary

Generation Time: 2 sec Range: 10m*
 Boost: 1 min/pt Duration: 1 min
 SMR: None Area of Effect: 5m radius

This potent matrix creates an area in which all kinetic energy is lessened. Damage from kinetic sources is cut by one-third in the area of effect. Movement is likewise reduced by one-third.

KSR Effects: 5m range x KSR

4 Power Points**Honorarium**

Generation Time: 2 sec Range: Self
 Boost: None Duration: 5 min x KSR
 SMR: None Area of Effect: Self

Ikrini love their symbiotes, and with good reason; they provide a potent advantage. Honorarium allows the Matrix Controller to surpass the normal limit of three in order to attach four symbiotes at once. The drawback is the lifespan of all four symbiotes is halved.

KSR Effects: 5 minute duration x KSR

Kinetic Boost, Rudimentary

Generation Time: 2 sec Range: 10m
 Boost: 1 min/pt Duration: 1 min
 SMR: None Area of Effect: 5m radius*

The opposite of the Nullification matrix, Kinetic Boost is an enhancement of all kinetic energy in the area. Damage from kinetic attacks and movement are both increased by 33% while in the area of effect.

Note: A kinetic attack is any attack that damages an opponent through the force of impact by a material object. See Appendix on page 143. The Battle Master has the final say on whether an attack is classified as kinetic or not.

KSR Effects: 5 meter radius x KSR

Locomotion, Intermediate

Generation Time: 2 sec Range: 500m
 Boost: 25 kg/pt Duration: 5 min
 SMR: None Area of Effect: 1 object

This is a more advanced version of the Rudimentary Locomotion matrix. It allows the Ikrini to move objects weighing up to 40kg multiplied by the KSR of the area at a maximum speed of 20 m/s. These objects can be used to attack; treat them as objects thrown with a skill level equal to twice the KSR of the area. Anyone hit by an object moving at full speed (20 m/sec) suffers 1d4/2 points of damage for 80 kilograms of weight.

KSR Effects: 40kg lift and level 2 Throwing skill x KSR

Terrain Sense, Advanced

Generation Time: 5 sec Range: 2km
 Boost: 30 min/pt Duration: 30 min
 SMR: None Area of Effect: Self

Advanced Terrain Sense gives an Ikrini an almost symbiotic relationship with the world around him. He understands precisely the nature of the terrain and any natural hazards. He can predict weather up to 2 hours in advance, with an accuracy level of 07% per level of the Matrix Controller. The location of any life forms may be detected automatically and their general nature (humanoid, mammalian, reptilian, big huge nasty spider-thing that wants to eat your face, etc.) may be determined with an accuracy level of 05% per level of the controller, multiplied by the KSR of the area.

KSR Effects: Accuracy of 05% per level of controller x KSR

5 Power Points**Force Bolt, Advanced**

Generation Time: 2 sec Range: 80m
 Boost: None Duration: Instantaneous
 SMR: None Area of Effect: Target

This formidable attack inflicts 5 points of concussive damage multiplied by the KSR of the area. It has a base chance of 95% to hit at Range Bracket 1, which is reduced by 10% per Range Bracket.

KSR Effects: 5 points of concussive damage x KSR

Force Shield, Advanced

Generation Time: 5 sec Range: 15m
 Boost: 10 min/pt Duration: 20 min
 SMR: None Area of Effect: Target

An Advanced Force Shield completely nullifies the effects of non-HP kinetic attacks against the target and stops 7 points of damage, multiplied by the KSR of the area, of any other attack. It is clearly visible, appearing as a rippling distortion in front of the target.

KSR Effects: 7 points of field strength x KSR

Nullification, Intermediate

Generation Time: 8 sec Range: 10m
 Boost: 1 min/pt Duration: 1 min*
 SMR: None Area of Effect: 5m radius

A more potent version of the Nullification matrix that cuts all kinetic damage and movement in the area by half. Damage from heat and cold is reduced by half.

KSR Effects: 1 minute duration x KSR

Solar Breath

Generation Time: 1 min	Range: Self
Boost: None	Duration: 1 hour
SMR: None	Area of Effect: Self

Solar Breath is a helper matrix designed to aid an Ikrini caught in space. For the duration of the matrix the Ikrini uses the solar winds and other natural energies of a solar system to provide a local KSR of 3. Any subsequent matrix generated during this time gains that KSR rating. If the Ikrini is in interstellar space, Solar Breath still works but is less capable offering a KSR of only 1.

KSR Effects: Special

Thermokinesis, Intermediate

Generation Time: 3 sec	Range: 20m
Boost: None	Duration: Instantaneous
SMR: Special	Area of Effect: 1m ²

The Ikrini causes a massive surge or drop in the temperature of the targeted object. If the object is a solid it instantly melts or shatters, if it's a liquid it instantly solidifies or boils; gases are unaffected. A targeted object is entitled to a Fire or Cold SMR with a penalty equal to the Ikrini's level multiplied by the KSR. A successful SMR indicates the object only suffers the effects of Thermokinesis, Rudimentary. A failed SMR means personnel lost 2BP/min until the matrix ends. Equipment, weapons, and armor each also require a Fire/Cold SMR; failure means a SS with a penalty of the Ikrini's level multiplied by the KSR.

KSR Effects: 5m radius x KSR

6 Power Points

Earthquake

Generation Time: 10 min	Range: 10km
Boost: None	Duration: Instantaneous
SMR: Special	Area of Effect: 1km x KSR

The Ikrini generates a massive earthquake capable of leveling buildings. This quake has an area of effect with a diameter equal to 1km multiplied by the KSR of the area. Individuals in the area may make an IQ check at a -10 to find a safe haven. If successful, they suffer only 1d4 points of damage. If not, something falls on them and they suffer 1d10*10 points of damage! Structures in the area of effect that are not designed to withstand quakes or air strikes are automatically destroyed.

KSR Effects: 1km x KSR

Kinetic Boost, Intermediate

Generation Time: 8 sec	Range: 10m
Boost: 1 min/pt	Duration: 1 min
SMR: None	Area of Effect: 5m radius*

Generation of an Intermediate Kinetic Boost creates an area wherein all movement rates and kinetic energy damage are increased by 50%. See Appendix on page 143.

KSR Effects: 5 meter radius x KSR

Locomotion, Advanced

Generation Time: 6 sec	Range: 1km
Boost: None	Duration: 10 min
SMR: None	Area of Effect: 1 object

By using this matrix, the Ikrini can move amazing amounts of weight. Up to 1 metric ton times multiplied by the KSR of the area may be lifted, and moved at speeds of up to 30 m/sec. Anyone hit by an object moving at full speed (30 m/sec) suffers 1d4 points of damage for 80 kilograms of weight.

If the Ikrini is antisocial and decides to drop such a large object on someone, letting gravity do the work, the hapless soul must make an Agility check at a -20 to get out of the way, or it's likely to become jelly-equivalent time!

Note: Mazians have a 20% chance to suffer no damage from being crushed, because they're jelly already!

Note: Damage from Falling Objects: As a rule of thumb, falling objects do 1d6 points of damage for every 100kg of weight. If the object falls from a height of over 20m add an additional 1d6 of damage for each additional 20m of distance fallen.

KSR Effects: 1 ton of lift x KSR

7 Power Points

Disintegration

Generation Time: 10 sec	Range: 30m*
Boost: None	Duration: Instantaneous
SMR: Electricity (-20%)	Area of Effect: Target

The controller builds up a massive surge of kinetic energy in the molecules of a target object weighing up to 10 metric tons, causing them to fly apart. The target is entitled to an Electrical SMR at a -20 to avoid this fate.

KSR Effects: 30 meter range x KSR

Kinetic Boost, Advanced

Generation Time: 10 sec	Range: 10m*
Boost: 30 sec/pt	Duration: 1 min
SMR: None	Area of Effect: 5m radius*

The ultimate expression of the Kinetic Boost matrix allows an Ikrini to triple all movement rates and kinetic damage within the area of effect. As a result of the tremendous agitation of molecules, all objects within the area of effect also take 1d4 points of heat damage per minute. See Appendix on page 143.

KSR Effects: 5 meter radius and 10m range x KSR

Nullification, Advanced

Generation Time: 10 sec	Range: 10m*
Boost: 30 sec/pt	Duration: 1 min
SMR: None	Area of Effect: 5m radius*

The Ikrini causes the complete cessation of motion in the area of effect, causing a sort of stasis. Gravity still operates (so this couldn't be used to stop someone in mid-fall). Intermolecular and atomic interactions still occur, however macro-molecular motion will come to a halt. In simpler terms, you don't explode, you can still breath (barely), but you can't move. Any speech louder than a whisper is impossible. Thought-controlled weaponry and devices can still be activated if they don't require any moving parts to function. This matrix renders all projectile weapons in the area of effect useless.

KSR Effects: 5 meter radius and 10m range x KSR

8 Power Points

Entropy Storm

Generation Time: 1 hr	Range: 1 million km
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 1,000km radius

The most awesome known Ikrini power. The Ikrini uses his near-complete understanding of kinetic energy patterns to rend those patterns asunder, causing a devastating backlash of energy. The storm inflicts 1,000HP of damage, completely atomizing any object.

KSR Effects: None

IKRINI ADVANCEMENT TABLE

LEVEL	X.P.	POWER POINTS	TITLE	COST
1	0-1,000	1	Learner	1,000
2	1,001-2,500	1	Learner	1,500
3	2,501-5,000	1	Learner	2,000
4	5,001-9,000	2	Seeker	4,000
5	9,001-15,000	2	Seeker	6,000
6	15,001-20,000	2	Seeker	8,000
7	20,001-40,000	3	Seeker	10,000
8	40,001-62,500	3	Seeker	13,000
9	62,501-80,000	3	Seeker	16,000
10	80,001-110,000	4	Shaper	20,000
11	110,001-170,000	4	Shaper	25,000
12	170,001-300,000	4	Shaper	30,000
13	300,001-600,000	5	Shaper	40,000
14	600,001-1.0M	5	Shaper	50,000
15	1.0M-1.5M	5	Shaper	60,000
16	1.5M-2.5M	6	Protector	80,000
17	2.5M-5.0M	6	Protector	100,000
18	5.0M-7.5M	6	Protector	120,000
19	7.5M-10.0M	7	Protector	140,000
20	10.0M-12.5M	7	Protector	160,000
21	12.5M-15.0M	7	Protector	200,000
22	15.0M-17.5M	8	Speaker	220,000
23	17.5M-20.0M	8	Speaker	240,000
24	20.0M-22.5M	8	Speaker	260,000
25	22.5M-25.0M	9	Speaker	280,000
26	25.0M-27.5M	9	Speaker	300,000
27	27.5M+	9	Speaker	500,000

Le-lak

Generation Time: 1 min Range: Self

Boost: 1hr/point (xKSR) Duration: 3 hours

SMR: None Area of Effect: Self

Le-Lak is an ancient matrix, though one that is extremely difficult to learn. It simply allows an Ikrini to fly at tremendous speeds while on any planet with a Planet Gravity Code of 1 or greater (see *No Man's Land*). The Ikrini uses this natural gravity source, no matter how small, to envelope his body in a protective sheet of energy (10 Threshold, 100 points as a PDS) that ignores inertial forces, atmospheric/weather effects, and other annoyances. The Ikrini can then accelerate and decelerate at 50 m/sec², and maintain a top speed of 500 m/sec x KSR. While moving the matrix user can turn at up to 90 degrees in one half action. The flyer can only carry 200kg of weight x KSR and that weight can't include any other beings. While flying the Ikrini suffers no vision or skill penalties and can utilize any additional matrix powers.

Legend has it that Le-lak the Great, originator of the matrix, eventually learned to use the matrix to travel faster than light in space by learning how to harness the tremendous power of black holes. However, that's just a legend...

KSR Effects: Special

9 Power Points

Planet Shock

Generation Time: 10 min Range: Touch

Boost: None Duration: Instantaneous

SMR: None Area of Effect: 1,000km radius

This power allows the Matrix Controller to draw power from the core of the planet he is presently standing upon. The controller must physically touch the surface, this need not be ground, but it would be pretty dumb to generate this matrix while standing in the penthouse. The controller uses the own planet's energy to send out a shock wave that rolls out from him out to a maximum of 1,000km in all directions. The controller can stop the wave at any distance short of the 1,000km radius, at which time it instantly stops. The wave travels out from the controller at 100 km/sec. The wave causes 1,000HP of damage to everything it runs over (losing 1HP of damage per kilometer from the epicenter). There is no affect on items in the air (birds, spacecraft, sky divers, etc.) or water, or other surface liquids.

KSR Effects: None

JEZZADEI IMPRINTING MATRICES

1 POWER POINT	2 POWER POINT	3 POWER POINT
Activation Energy	Electronic Shield*	Cocoon*
Arc ®*	Empower 1	Coin of the Realm
Arc Weld*	Enhance Damage 1	Dispatch
Atohk	Fault ®*	Empower 2
Carbon Date ®	Find Item ®	Energy Disruption*
Create Module	Ghost Hand	Fibril Creep*
Delayed Shatter ®*	Hands of the Atohk*	Fibril Stretch*
Detect Forcefield*	Hollow*	Lighten
Drinnin Healing ®*	Mental Catalog	Magneto Disruption*
Explosive ®*	Project Image	Record*
Haywire*	Repair Miscellaneous Equipment*	Remote Control*
Heat ®*	Repair Weapons Systems*	Repair Armor Systems*
Identify Possessor ®	Shimmy*	Repair Computer Hardware*
Malfunction*	Shock*	Return
Measure*	Short-Circuit*	Shunt*
Post-Cognition	Strand*	Spymaster
Strengthen	Trigger*	Survey
Sonic Clean*		Tangler Mesh*
		Veil
4 POWER POINT	5 POWER POINT	6 POWER POINT
Age Reversal*	Cloud of the Remmoray*	Black Out*
Arm of Kollirus	Control Robot*	Empower 4
Defeat Armored Vehicle*	Empower 3	Indestructibility
Electronic Tumbler*	Esoteric Allure	Remove Friction*
Enhance Damage 2	Hypercube	Shatter Artifact 2
Power Mesh*	Reconstruct*	
Repair Cybernetics*	Tarradarian's Box*	
Shatter Artifact		
Travel		
7 POWER POINT	8 POWER POINT	9 POWER POINT
Empower 5	Isolate	Renew
Propel*	Shatter Artifact 3	Ultimate Shatter Artifact
Ultimate Empowerment	Space Travel	
Unearth		
® Denotes a matrix that can be generated using Renewable PP		
* Matrices detailed in <i>Galactic Underground 3</i>		

JEZZADEI IMPRINTING MATRICES

Jezzadei powers work differently than normal matrix powers. The Power Points a Jezzadei receives (called “innate” Power Points) may only be spent once, and then that point is gone forever, permanently bound up in the object it was used to empower.

For example, a Jezzadei with 3 Power Points decides to put a 1st level matrix (costs 1 Power Point to generate) on his Atohk (staff). This process is called “imprinting” an object. He invokes the matrix, and

his staff permanently gains the power; but from thereafter, he only has 2 Power Points not 3. Because of this, players of Jezzadei characters should give careful thought to which matrices in which they wish to invest their power.

Unlike normal matrices, once a Jezzadei matrix is imprinted onto an object it can be activated and used without spending any additional Power Points. However, once imprinted on an object, a Jezzadei matrix can typically be used only a few times a day. See the matrix description for usage limits.

The matrices stored in objects by a Jezzadei can still be boosted when utilized, just like a normal matrix. To boost a matrix, a Jezzadei can use innate Power Points or Kah (also called Renewable Power Points). Because a Jezzadei could use his Power Points to generate a permanent matrix on an object, using them to boost a matrix is very wasteful and should only be done in extreme circumstances. It is much more common for a Jezzadei to boost a matrix with his Kah energy, which regenerates daily. Remember, Renewable Power Points (Kah) cannot be used to imprint Bi-Athons or Atohks or boost matrices that imprint Bi-Athons or Atohks. Matrices marked with an ® can be generated using Renewable Power Points.

1 Power Point

Activation Energy

Generation Time: 5 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

By permanently expending one innate Power Point, the Jezzadei gives himself the ability to understand the activation energy of devices and artifacts. Once imparted on an object, the generator may invoke this matrix a number of times per day equal to half his level, rounded up. Otherwise, this matrix is exactly the same as the third level Energy Controller matrix of the same name.

Atohk

Generation Time: 2 days	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Staff

This is the first matrix every Jezzadei learns, the creation of the Atohk. It requires two days of uninterrupted meditation and concentrating; if interrupted, it must be restarted from the beginning, though no innate Power Points are lost due to the interruption. The power of the Jezzadei is focused on a staff of purified metal, copper, silver, or steel; the staff costs 500cr.

An Atohk has several powers. It is nearly indestructible, with a System Shock roll of 120. It inflicts 2d6 points of damage in combat with a base attack rating of 80 and a parry rating of 25. Many Jezzadei choose to further empower their Atohk as they advance in power. No Jezzadei may create more than one Atohk in his or her lifetime.

Carbon Date ®

Generation Time: 3 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

By generating this matrix the Jezzadei can determine the exact age of a given object within 1d100 years or a being within 1d10 years.

Create Module

Generation Time: 1 hr	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This matrix allows the Jezzadei to convert pieces of equipment or weaponry into a module for their Atohk. Once the object is touched it is converted into a roughly cylindrical shape, allowing it to fit inside the Jezzadei's staff. The equipment takes up a number of spaces in the Atohk equal to its original encumbrance. Larger items may not fit in smaller Atohks. See *Galactic Underground 3* for more information. Once converted into a module any device that requires a power source simply feeds off of the Jezzadei's Kah whenever he holds the Atohk. As a result Jezzadei must sacrifice one Renewable Power Point to activate any piece of equipment or weaponry that has been converted into a module, excluding archaic powder weapons and other items that don't require a power source (BM's discretion). Once converted into a module the equipment is assumed to have an Integrity equal to twice its encumbrance. System Shock values remain unchanged.

Identify Possessor ®

Generation Time: 5 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Special

By touching an object and then generating this matrix a Jezzadei can determine who, within his line of sight, has handled the object he currently possesses. Persons that have handled the object in the past appear to have a red aura that only the Jezzadei can see.

Post-Cognition

Generation Time: 3 hrs	Range: Touch
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

Using this matrix a Jezzadei will be able to view the object's surroundings from a few seconds ago all the way back to the date of the objects creation as if he was standing next to the object throughout its lifetime. The Jezzadei doesn't actually travel backwards in time, but views the events in his head over the course of a 1d20 seconds. All other actions taken during the mental viewing are at a -60 penalty. Once imparted on an object the Jezzadei may invoke this matrix three times per day.

Strengthen

Generation Time: 1 hr	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

A useful matrix that allows the Jezzadei to greatly strengthen an object by manipulating its matrix energy. This matrix permanently increases the System Shock roll of the inanimate, non-living target to 100.

2 Power Points**Empower 1**

Generation Time: 2 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This is actually a collection of different matrices; the Jezzadei must decide at the time he learns this matrix which particular version he's learning. Each time a Jezzadei learns an Empower 1 matrix, he or she

may choose one of the following powers, which can then be imprinted onto the target object: (Empathic) Clairaudience, Clairvoyance, Comprehend Languages. (Energy Controller) Darkness, Glue, KE Barrier, Light, Shatter. (Healer) Purification, Sterilize. The power the Jezzadei picks from this list to imprint on a Bi-Athon or Atohk may be invoked a number of times each day equal to half the Jezzadei's experience level (rounded up.) The Empower 1 matrix cannot be boosted, but the matrix it imprints on the object can be boosted normally using the Jezzadei's Power Points (innate or renewable).

Enhance Damage 1

Generation Time: 2 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

By invoking this power, the Jezzadei permanently increases the damage done by a weapon by 2 points. This power may only be used to increase a given weapon's damage output once.

Find Item ®

Generation Time: 5 min	Range: 1km
Boost: 1km/point	Duration: 6 hours
SMR: None	Area of Effect: Self

Any Jezzadei knows that the ultimate embarrassment and tragedy is losing one's Atohk. This matrix actually consists of two parts. One permanent Power Point is used to mark an Atohk or other object so that if it is lost, generating this matrix will create a connection between the Jezzadei and the wayward item. The Matrix Controller will have an 80% chance to know exactly where the item is if it is within the range of the matrix. For each level of the Matrix Controller above third an additional 03% chance is applied. A check must be made each hour for the duration of the matrix to maintain a connection until the Matrix Controller is within 100m of the item. At which point the connection is automatic (100% chance of locating item).

Ghost Hand

Generation Time: 1 hr	Range: 10m
Boost: 10m/pt	Duration: Permanent
SMR: None	Area of Effect: Target

Once imparted on a single object the Jezzadei can move and operate the item as if he was holding it in his hands, even though the object may be 10 meters away. The range can be extended during use by spending additional Power Points. The Jezzadei can only control the object the matrix is imprinted upon; it does not grant telekinesis over any object in range. Once imparted on the target object the Jezzadei may invoke this matrix a number of times per day equal to half his level, rounded up.

Mental Catalog

Generation Time: 3 sec	Range: Self
Boost: 1 hr/pt	Duration: 1 hour
SMR: None	Area of Effect: Self

This matrix allows the Jezzadei to make a permanent mental catalog of anything he views during the duration of the matrix. The Jezzadei may recall these memories at any time without fail and they will be 100% accurate, regardless of the amount of time that passes. Anything the Jezzadei experiences can be mentally recorded, including smells, tastes, and sounds. When the Jezzadei no longer requires the memories to be

stored he can instantly erase them, but erasing anything recorded during the matrix's effects will erase everything that was recorded. Once imparted on an object the Jezzadei may invoke this matrix and recall the memories once per day.

Project Image

Generation Time: 3 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: Mental	Area of Effect: Target

Commonly used to scare off "the locals" this matrix projects a 3D moving image, pulled from the Jezzadei's mind, into the air above the target object. Usually the Jezzadei selects some terrifying visage from the local mythology or religion to repel those who wander too close to his camp or dig site. When a living creature approaches within 10 meters of the target object the image is automatically projected. Those who view the image must make a successful Aggression check or flee, at least until they get their courage up to try and approach the site again. More aggressive Jezzadei often place the object next to a cliff or other natural hazard, so that the terrified locals fall victim to the terrain and never get the chance to investigate the apparition further. Once imparted on an object this matrix may be triggered a number of times per day equal to the Jezzadei's level.

3 Power Points

Coin of the Realm

Generation Time: 3 sec	Range: Touch
Boost: 1 hr/pt	Duration: 1 hour
SMR: None	Area of Effect: Target

This matrix allows the Jezzadei to create an identical duplicate of any physical currency. The matrix is only good on tech level 3 or lower worlds where cash, coins, and their equivalents are still used as currency. The matrix cannot replicate a credit-card equivalent, or any form of electronic currency. The replicated currency is completely indistinguishable from the real thing, except under the most sophisticated of scientific analysis (TL 5 or higher, level 16 Forgery check). The only catch is the fraudulent currency will vanish after an hour, though the duration of the matrix can be boosted if additional Power Points are spent. Once imparted on an object the Jezzadei may invoke this matrix twice per day, causing the desired currency to appear.

Dispatch

Generation Time: 2 hrs	Range: Infinite
Boost: Special	Duration: Special
SMR: Mental	Area of Effect: Target

This matrix allows the Jezzadei to impart a safety mechanism on the target object. Once the matrix is successfully generated on the item the Jezzadei can instantaneously send the object to any location where he has previously been with a simple mental command (requires no actions). Once the object has been sent away the Jezzadei must travel to the location to retrieve it. Persons other than the Jezzadei who find and touch the item must make a Mental SMR. Failure indicates that they receive a mental picture of the Jezzadei, a rough sense of his location, and are overwhelmed with an urge to return the item to its rightful owner. The compulsion to return the item is removed once delivered to its rightful owner. A successful Mental SMR indicates the finder is unaffected, but recognizes the item is important in some respect. Each Power Point spent to boost the ma-

trix imparts a -10 penalty to the finder's SMR. Any Permanent Power Points spent to boost the matrix cause the SMR penalty to become permanent. This matrix may be boosted using Renewable Power Points only at the instant the object is sent away. SMR penalties created through the use of Renewable Power Points are added to the permanent SMR penalties, if any. Jezzadei should use caution when employing this matrix. Sending your Atohk to the opposite end of the universe may make it very difficult to retrieve and the Phentari bounty hunter who happens to returns it you may not be too happy to see you after traveling across the universe to deliver it.

Empower 2

Generation Time: 4 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Identical to Empower 1, except the Jezzadei may select one of the following powers each time he or she learns the Empower 2 matrix: (Empathic) ESP, Psycho-kinesis, Telepathy, Strength. (Energy Controller) Electrical Discharge, Finger Laser, Continuous Light, Ultra-vision. (Healer) Slow Poison, Sterilize Environment. The Empower 2 matrix cannot be boosted, but the matrix it imprints on the object can be boosted normally using the Jezzadei's Power Points (innate or renewable).

Jezzadei tend to prefer stranger weapon systems that might have a dual use, like the frost gun here.



Lighten

Generation Time: 4 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

By invoking this matrix, the Jezzadei permanently reduces the weight of the target object by one half. For objects that aren't bulky or unwieldy (BM's discretion) simply reduce their encumbrance by half. This matrix may not be generated on the same object more than once.

Return

Generation Time: 3 sec	Range: Varies
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

One of the most useful Jezzadei matrices ever conceived. Once imparted on an object the Jezzadei can instantly summon the item to his location with a mental command, even across intergalactic distances. The object simply appears in the Jezzadei's hand after being summoned. Flux shields and phase nullification will keep the summoned item from reaching the Jezzadei, but it will appear as close as possible to the Priest. The number of innate Power Points the Jezzadei expends when initially imprinting this matrix on an object determines the maximum range the object is capable of traveling when returning to the Jezzadei (see table below). Using this matrix and the Indestructibility matrix on your Atohk makes it far less likely you'll ever lose it. Once imparted on an object this matrix may be triggered a number of times per day equal to the Jezzadei's level divided by 3 (rounded up). Using this matrix on an item that has been subject to the Dispatch matrix removes any compulsion to return the item from the finder, if any.

RANGE	INNATE POWER POINTS REQUIRED
1,000 kilometers	No additional Power Points required.
Planet wide	+1 Power Point
1 AU (150 million km)	+2 Power Points
1 Light Year (9.461×1012 km)	+3 Power Points
Across the galaxy	+4 Power Points
Across the universe	+5 Power Points

Spymaster

Generation Time: 3 sec	Range: Touch
Boost: Special	Duration: 3 hours
SMR: Mental (-30)	Area of Effect: Self

Developed by the Reclaimers after viewing Alliance Spymaster armor in use, this matrix allows the Jezzadei to appear as a member of another species simply by touching the Bi-Athon it is imparted on and activating the stored matrix. The Jezzadei need not have seen the species they are trying to mimic in person, a picture will suffice. If the Jezzadei spends 5 Renewable Power Points to boost the matrix he can appear as a specific individual of another species. Observers who make a Mental SMR with a -30 penalty are able to see the Jezzadei's true nature. The matrix has been taught to Jezzadei anthropologists who use the matrix to interact with alien cultures for research purposes. Once imparted on an object this matrix may be triggered a number of times per day equal to the Jezzadei's level divided by 3 (rounded up). The object must remain in the Jezzadei's possession for the matrix to function.

Survey

Generation Time: 5 hrs	Range: Self
Boost: 10m/pt	Duration: Instantaneous
SMR: None	Area of Effect: 10m radius

Once the Jezzadei activates this matrix he is immediately aware of all non-naturally occurring objects within the area of effect, even if the objects are buried or hidden. The matrix will not detect objects that are constructed from natural materials that are in their raw and unrefined state, even if they have been reworked into something new. For example, a bow constructed out of wood and animal sinew would not be detected, but coins made from refined metals would be detected. This matrix is useful for detecting hidden artifacts at a dig site or for detecting booby-traps. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to half his level, rounded up.

Veil

Generation Time: 3 sec	Range: Touch
Boost: None	Duration: 1 day
SMR: Mental (-30)	Area of Effect: 500 m ³

This matrix allows the Jezzadei to replicate the effects of a holographic generator. Those inside the area of effect can see out of the veil as if it wasn't there, but those on the outside of the veil see nothing but the natural landscape. Observers outside the veil who make a Mental SMR with a -30 penalty are able to see through the veil. The false image is centered on the object it is imprinted on. Moving the object once the veil is activated will deactivate the false image. This matrix allows Jezzadei anthropologists to view local cultures without fear of being discovered or affecting their behavior. Once imparted on an object this matrix may be triggered a number of times per day equal to the Jezzadei's level, divided by 2 (rounded up).

4 Power Points**Arm of Kollirus**

Generation Time: 6 hrs	Range: Self
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Atohk

Though a legendary figure in Jezzadei history, Kollirus the Traveler was a bit forgetful. Through all of his adventures he constantly found himself misplacing his beloved and well-worn Atohk. A chance encounter with an Ikrini led him to develop the Arm of Kollirus, so he would never have to worry about losing his Atohk again.

For six hours, the Jezzadei using this matrix carefully expends 3 permanent Power Points slowly altering the structure of the Atohk until it begins to throb and pulse with seemingly a life all its own. At the conclusion of the generation, a simple spoken command causes the Atohk to wrap around the arm of the Jezzadei like a serpent, then quickly (one full action) burrow into the skin and disappear into the body. There is no pain or discomfort when this happens, and the hidden Atohk is not detectable by any known electronic device, nor can it function while inside. A Chatilian might (30% chance) notice something strange, but without direct knowledge of this matrix it would be impossible to know what has happened. Another spoken command causes the Atohk to resurface in a full action. No Power Points are used in the reappearance, but one Renewable Power Point must be spent to activate the stored matrix.

For each level of the Jezzadei above level 10, there is a 10% chance (maximum of 90%) that a lost Atohk enchanted with Arm of Kollirus will attempt to return to its owner on its own. It can move as a snake would with

a movement of 2/7/172. The Atohk will move about for 3 days attempting to find its owner, and if failing will hide itself, underground if possible.

Note: An Atohk enchanted in this manner will cause damage and be just as strong and tough as it was originally. This matrix cannot be transferred to another Atohk. No absorption or emergence of the Atohk can take place while wearing armor or other tight clothing.

Enhance Damage 2

Generation Time: 6 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This matrix is identical to Enhance Damage 1, above, except that it increases the damage done by the weapon by 4 points. No more than one Enhance Damage matrix may be cast on any one object. If a Jezzadei casts a second matrix, only the most powerful will have any effect.

Shatter Artifact

Generation Time: 1 min	Range: 20m
Boost: 10 AI/pt	Duration: Permanent
SMR: None	Area of Effect: Target

Once imprinted on an object, this matrix causes a surge of energy to shoot into a single target within 20 meters (100% accuracy), causing it to shatter. Any object with a total Integrity of 100 or less is automatically destroyed. Objects with an AI greater than the matrix's limit are unaffected. Boosting the matrix after it has been imprinted using Renewable Power Points (Kah) increases the AI limit by 10 points per Kah point spent. Note: Add the current AI of each section of armor to determine the suits' Integrity vs. the Shatter Artifact matrix. Objects that are the target of the Indestructibility matrix are immune to the effects of Shatter Artifact matrix. This matrix cannot be used on living beings. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to his level divided by 5, rounded down.

Travel

Generation Time: 4 hours	Range: Touch
Boost: Special	Duration: Permanent
SMR: None	Area of Effect: Target

This matrix is probably the one that makes the most people envious of the Jezzadei. It allows the Matrix Controller to essentially create a mode of transportation out of nearly anything. Any object of Encumbrance 3 or greater and not containing any power, electronics, or other matrices, can function as a mode of transportation. An umbrella, a large carpet, a folding chair are some things that have been made into a personal vehicle. Once imprinted, the object must be gripped in one of the Jezzadei's hands, which activates it and allows it to be controlled. As soon as the grip is lost the object slows to a halt and drops to the ground. The vehicle's top speed is equivalent to the owner's sprint number and it's acceleration/deceleration is 1m/sec/sec. An enchanted vehicle can hold the owner while moderately encumbered with no penalty to speed; heavily encumbered it's speed is halved. Any more than that and it will move at only .5 m/sec. The vehicle can function continuously for up to 1/5th of the users Constitution in hours per day. Each renewable power point used when activating the vehicle adds 50kg of additional weight which can be carried and lasts until the vehicle stops for the day or the owners grip is released. The matrix modifies the structure of the enchanted object so it can always carry the weight it's enchanted to (note that this does not alter the objects Integrity, SS, or any other property when it is affected by external forces).

Note: Travel cannot be imprinted on an Atohk or a living object.

5 Power Points

Empower 3

Generation Time: 10 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Identical to Empower 1 and 2, except the Jezzadei selects from the following power matricies: (Empathic) Stun, Psychometry, Image Creation, Mind Blank. (Energy Controller) Invisibility, Displacement, Fire Blast, Fly, Sonic Immunity. (Healer) Poison Removal, Cure Disease. The Empower 3 matrix can not be boosted, but the matrix it imprints on the object can be boosted normally using the Jezzadei's Power Points (infinite or renewable).

Esoteric Allure

Generation Time: 10 min	Range: Self
Boost: 1hr/point	Duration: 1 hour
SMR: None	Area of Effect: Self

Jezzadei often face hurdles due to their appearance and distinctive body odor. Unlike the Zen Rigeln, who have an unsettling look that the general populace look past due to their healing powers, the Jezzadei are not so treated. Once this matrix is imparted on an object, it will transform the carrier into a beautiful specimen of any intelligent race within sight of the controller. After this transformation the user is, for the duration, an actual member of the resulting species. The matrix changes his biology and physiology to that of the target species. Any tests performed on the Jezzadei will identify them as a member of the target species in perfect health. The distinct odor of the Jezzadei is gone, and the controller has a Charisma 85 in their new form. The race the controller wishes to transform into must be +/- 2 Size Classes of the controller's own size class. The controller may increase the duration by boosting the matrix on an as needed basis. Once imparted on an object this matrix may be triggered a number of times per day equal to the Jezzadei's level, divided by 2 (rounded up).

Hypercube

Generation Time: 3 hrs	Range: Target
Boost: None	Duration: Permanent
SMR: Mental	Area of Effect: Target

Once the matrix is imparted onto an item, that object becomes a doorway to the Jezzadei's private pocket dimension. The Jezzadei can activate the gateway an unlimited number of times per day by touching the object the matrix was imparted onto. However, the Jezzadei must also spend a Renewable Power Point to open the gateway. Any side of the object can be selected as the gateway when it is activated, but for practical purposes the Jezzadei typically selects the largest side. Once activated anything that will fit through the gateway can be pushed through the doorway and into another dimension. The pocket dimension is capable of holding an infinite amount of material.

The only restrictions are that the object must be moved through the gateway—it does not suck things in—and that the stored item must fit through the doorway. Living beings are entitled to a Mental SMR to avoid entering the gateway. If they are successful they will not enter the pocket dimension, even if someone pushes them through the doorway. They'll simply be pushed through the object and appear on the other side. Living beings that are trapped in the pocket dimension are entitled to a Mental SMR once per round to escape. Success indicates the gateway

activates and expels the trapped being. A careful Jezzadei creates at least two hypercubes and stores one in a safe place in case he is trapped in his own pocket dimension. Those imprisoned in a hypercube can exit through any gateway that they are aware of exiting the void at the physical location of that gateway, once they make a successful Mental SMR.

The pocket dimension has been described as a dark and endless void that is capable of supporting life no matter what environment the life form requires. Living creatures will still require food and water. When the Jezzadei wishes to remove items from the pocket dimension he simply reaches through the gateway. The object required will always be within reach. Destroying the object closes the gateway, sealing the contents inside until the Jezzadei generates the matrix again on a new object. All objects imparted with the hypercube matrix by the same Jezzadei connect to the same dimension, but each Jezzadei's dimension is unique.

6 Power Points

Empower 4

Generation Time: 15 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Identical to Empower 1 through 3, except that the Jezzadei selects from the following matrices: (Empathic) True Sight, Hypnotic Trance, Chaos. (Energy Controller) Energy Manipulation, Plasma Pulse, Psionic Immunity, Teleport. (Healer) Paralysis, Animate Dead, Heal. The Empower 4 matrix can not be boosted, but the matrix it imprints on the object can be boosted normally using the Jezzadei's Power Points (innate or renewable).

Indestructibility

Generation Time: 15 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This matrix permanently makes one object less than 3 square meters in size indestructible. Objects targeted by this matrix will never lose Integrity, though armored suits can still take damage to the Absorption polymers. If used on a target with a Threshold of less than 10, it provides a Threshold of 10. Targets with a Threshold greater than 10 have their Threshold increased by 2 points. This matrix can not be used on a living being, nor can it be used on I-Bots.

Shatter Artifact 2

Generation Time: 2 min	Range: 1,000m
Boost: 50 AI/pt	Duration: Permanent
SMR: None	Area of Effect: Target

Once imprinted on an object, the Jezzadei can invoke this matrix, causing an uncontrolled surge of energy to shoot into a single target object within 1,000 meters (100% accuracy), causing it to shatter. Any object with a total Integrity of 500 or less is automatically destroyed. Objects with an AI greater than the matrix's limit are unaffected. Boosting the matrix after it has been imprinted increases the AI limit by 50 points per point spent.

Note: When generated on armor add the current AI of each section to determine the suits' Integrity vs. the Shatter Artifact 2 matrix. Objects that were the target of the Indestructibility matrix are immune to the effects of Shatter Artifact 2 matrix. This matrix can not be used on living beings. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to his level divided by three, rounded down.

7 Power Points

Empower 5

Generation Time: 24 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Identical to Empower 1 through 4, except that the Jezzadei selects from the following matrices: (Empath) Death Vision, Summoning 3, Vanquish. (Energy Controller) Dimension Travel, Flux Shield, Omega Pulse, Teleport. The Empower 5 matrix can not be boosted, but the matrix it imprints on the target object can be boosted normally using the Jezzadei's Power Points (innate or renewable).

Ultimate Empowerment

Generation Time: 24 hrs	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This awesome power makes any and all effects placed on a talisman by Empower 1, 2, or 3 usable an unlimited number of times per day. Any Jezzadei possessing an object, which has had Ultimate Empowerment cast on it, is free of the normal level restrictions placed upon him by the Empower matrices. (See Empower 1 above for details on the usage limits of matrices imparted using the Empower matrices.)

Unearth

Generation Time: 1 hr	Range: 1km
Boost: Special	Duration: Permanent
SMR: None	Area of Effect: 5km

With this matrix the controller can uncover an entire archeological site in short order. The earth, stone, or whatever material is considered undesirable in the site is lifted up in the sky and then dumped into whatever form the controller commands. The discarded material can be dumped into several piles or spread across a wide area, for example, though it must re-

Falling Debris

The amount of damage caused by falling debris is based on its density and the volume of material that falls. If the falling debris is widely scattered, characters may be hit by 1d10 pieces of debris. If the characters are aware of the threat they are entitled to an Agility check with a difficulty level equal to the amount of debris that falls, in order to avoid each piece of debris. For example, if the BM determines that the character is about to be struck by 6 pieces of falling debris they may make an Agility check with a -60 penalty. A roll must be made for each piece of falling material. In our example above the character must make six successful Agility checks in order to avoid taking any damage. Typical materials and the damage they do when dropped onto something as scattered falling debris are summarized in the second column of the chart on the following page. The column assumes the chunks of debris are roughly 1/10th of a cubic meter in volume. The Battle Master should feel free to adjust the damage for larger or smaller debris accordingly. Roll randomly to determine hit location for each piece of debris that strikes the character, though the BM may require that any roll between 01 and 36 be re-rolled if the character was standing—at least until the character falls over.

Character's who are buried under a large amount of falling material suffer crushing damage. Damage from soft materials like sand and mud are divided equally over all sections of the body. Damage from being buried under large chunks of material is divided equally over 1d4+1 sections of the body. The Battle Master, as always, has total discretion in determining the amount of material that falls and how much damage it does. If the debris falls from a height of over 20 meters, whether it's scattered debris or a large enough volume to bury the character, add an additional 1d6 of damage for each additional 20 meters of distance fallen.

main within the area of effect. The effect of this matrix will extend below the surface as far as 1km, and the ground can be moved as high as 1km in the air before being discarded. The material is removed in such a way that archaeological artifacts and structures are not damaged or disturbed. Any items uncovered can be left exactly in the location and elevation where they were found on pillars of earth or held suspended in the air for the duration of the matrix or until pulled from that location by a living being.

A clever Matrix Controller can find unusual uses for this matrix. The Matrix Controller may extend the range or the area of effect by 1km by spending a single Power Point to boost the matrix. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to one third his level, rounded up.

Note: see Falling Debris sidebar

MATERIAL	SCATTERED DEBRIS (0.1 M ³)	BURIED (PER CUBIC METER)
Brick	1d6	8d6
Concrete	2d6	11d6
Flex Steel	2d6	20d6
Gravel	-	9d6
High Grade Steel	8d6	37d6
Ice	1d6	4d6
Loose Dirt	1d6	6d6
Mud	-	9d6
Rock	3d6	12d6
Sand	-	7d6
Water	-	5d6

8 Power Points

Isolate

Generation Time: 2 days Range: Touch
 Boost: Special Duration: Permanent
 SMR: None Area of Effect: Target

This matrix allows the Jezzadei to protect an object or area from outside intrusions. The matrix generates a permanent field around the target object that prevents physical matter, including air from passing through the field in either direction. The Jezzadei who generated the matrix is free to pass through the field in either direction at will. If the Jezzadei wants to enable other objects to pass through the field just as he would, he must spend a Renewable Power Point and touch the person or object to mark it with the appropriate energy signature. The Jezzadei may expend another Renewable Power point to remove the mark at any time he again comes into physical contact with the person or object.

Projectile weapons of any size cause no damage to the field. The field has a strength of 10HP versus energy-based attacks. The field strength can be boosted by 10HP for each additional Permanent Power Point spent during generation. Renewable Power Points can be used to boost the field strength by 5HP for each RPP spent at a later date, but this boost is only temporary, lasting only a single day.

This matrix has many uses including protecting a rare or endangered species from hunters, safeguarding an important or fragile archaeological site, and even making spacecraft. Jezzadei spacecraft, called "wayspreaders" are simply ordinary vehicles or structures that have been made spaceworthy using this matrix. The matrix is capable of enveloping an object as large as a small building.

Shatter Artifact 3

Generation Time: 2 days Range: 1,000km
 Boost: 1,000 AI/pt Duration: Permanent
 SMR: None Area of Effect: Target

Once imprinted on an object, the Jezzadei can invoke this matrix, causing an uncontrolled surge of energy to shoot into a single target object within 1,000 kilometers (100% accuracy), causing it to shatter. Any object with a total Integrity of 10,000 or less is automatically destroyed. Objects with an AI greater than the matrix's limit are unaffected. Boosting the matrix after it has been imprinted increases the AI limit by 1,000 points per point spent. Objects that were the target of the Indestructibility matrix are immune to the effects of Shatter Artifact 3 matrix. This matrix cannot be used on living beings. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to one-third of his level, rounded up. Once imparted on an object the Jezzadei may invoke this matrix a number of times per day equal to his level divided by 5, rounded down.

Space Travel

Generation Time: 1 days Range: Touch
 Boost: 10,000 INT/point Duration: Permanent
 SMR: None Area of Effect: Target (up to 10k INT)

This is the matrix responsible for the function and strangeness of Jezzadei spacecraft. Traditional Jezzadei spacecraft have no engines, but are maneuvered by their imbued power. For large vessels special Jezzadei are trained for much of their lives to utilize all of their power on one vessel. Once enchanted, the vessel is named after that Jezzadei. The object can be steered mentally by any Jezzadei in physical contact with it. Loss of contact with the object will stop its acceleration and it will continue at its current speed until hits another object or another Jezzadei exerts control on it. The object is capable of accelerating or decelerating at one quarter its maximum speed per second.

Objects up to 10,000 Integrity can be affected. This limit can be boosted by 10,000 Integrity for each additional 1 PP spent.

If two or more people wish to simultaneously steer the object, each must make a Mental SMR. The person who rolls the lowest and whose roll is lower than their Mental SMR gains control over object. This battle of the wills must be repeated each second until one person yields or fails to maintain physical contact with the device. This matrix does guarantee the object is capable of taking the stresses of traveling at high speeds or make an object suitable for trans-atmospheric or space travel. The speed the object is capable of traveling depends on the amount of permanent (innate) Power Points spent to generate the matrix. See the table below for more information.

SPEED	INNATE POWER POINTS REQUIRED
100 kph	No additional Power Points required.
1,000 kph	+1 Power Points
100,000 kph	+2 Power Points
10,000,000 kph	+3 Power Points
Speed of Light	+4 Power Points
FTL	+5 Power Points*

* FTL travel requires that the Jezzadei spend an additional number of Renewable Power Points (RPP). The number of RPP spent indicates the distance in Hexes (See *No Man's Land*) that the object is capable of traveling in one day before requiring a "refuel" of more RPP. FTL vessels are assumed to be traveling at the speed of light in the event of an impact.

JEZZADEI ADVANCEMENT TABLE

LEVEL	X.P.	POWER POINTS	TITLE	COST
1	0-1,000	1	Clergy	1,000
2	1,001-3,000	1	Clergy	1,000
3	3,001-5,000	1	Clergy, Supplicant	1,000
4	5,001-8,000	2	Missionary	2,000
5	8,001-12,000	2	Missionary, 2nd Order	2,000
6	12,001-18,000	2	Missionary, 1st Order	2,000
7	18,001-28,000	3	Missionary, Turanth's Messenger	5,000
8	28,001-40,000	3	Shaper	5,000
9	40,001-60,000	3	Shaper, 2nd Order	5,000
10	60,001-90,000	4	Shaper, 1st Order	10,000
11	90,001-150,000	4	Shaper, Turanth's Hands	10,000
12	150,001-240,000	4	Speaker	10,000
13	240,001-420,000	5	Speaker, 2nd Order	25,000
14	420,001-700,000	5	Speaker, 1st Order	25,000
15	0.7M-1.1M	5	Speaker, Turanth's Voice	25,000
16	1.1M-2.0M	6	Crafter, 2nd Order	50,000
17	2.0M-3.5M	6	Crafter, 1st Order	50,000
18	3.5M-6.0M	6	Crafter, Keeper of the Bi-athon	50,000
19	6.0M-8.5M	7	Crafter, Master of the Bi-athon	100,000
20	8.5M-11.0M	7	Elder, Guard of Zygok	100,000
21	11.0M-13.5M	7	Elder, Minister of Zygok	100,000
22	13.5M-16.0M	8	Elder of the People	500,000
23	16.0M-20.0M	8	Elder, Turanth's Guide	500,000
24	20.0M-25.0M	8	Elder, Keeper of the Earth	500,000
25	20.0M-25.0M	9	Elder, Keeper of the Sky	1M
26	20.0M-25.0M	9	Elder, Keeper of the Universe	1M
27	20.0M-25.0M	9	Elder, Keeper of the Way	1M

9 Power Points

Renew

Generation Time: 7 days Range: Touch
 Boost: None Duration: Permanent
 SMR: None Area of Effect: Special

The ultimate expression of the Jezzadei's power is the creation of a Bi-Athon capable of rejuvenating an entire planet. Once this object is placed on the surface of the world and activated it slowly sinks to the core of the world where it begins to reform the planet, as the Jezzadei desires. Dead worlds can be reformed to support life. Thriving worlds can be turned into a lifeless hunk of rock, lacking water and atmospheres and rendered incapable of supporting life. Though the matrix cannot create life, the Jezzadei can place all the essential elements on the world to enable life to possibly evolve after millions of years. There appears to be almost no limit to how the Jezzadei can reform the world, and is capable of reforming the composition of the atmosphere, the climate, surface and subterranean structures and even the location of the planet's orbital path within the solar system. Worlds in need of protection can even be made shadow or shade worlds. The reconfiguration of an entire world results in titanic earthquakes and massive atmospheric disturbances even though a paradise may exist at the end of the process. Though the Jezzadei may not intend to injure life forms that currently inhabit the planet, such cataclysmic events

are unavoidable and likely to bring any civilization on the planet to the brink of extinction.

Ultimate Shatter Artifact

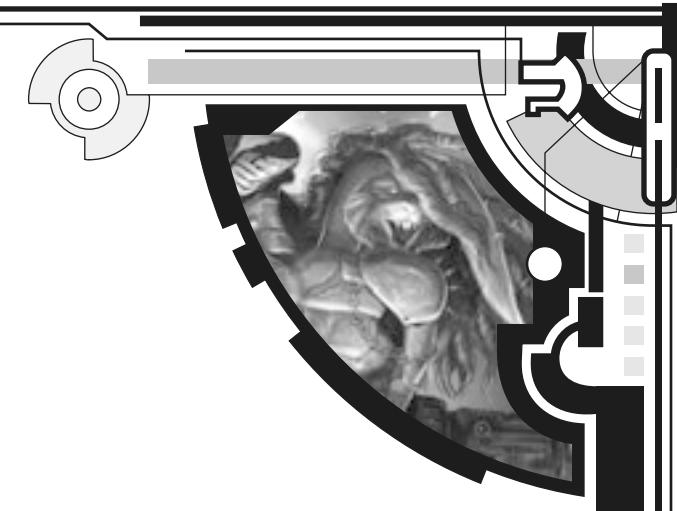
Generation Time: 2 days Range: Touch
 Boost: None Duration: Permanent
 SMR: None Area of Effect: Special

Once imprinted on an object, the Jezzadei can invoke this matrix, triggering an amazing reaction within the object that culminates in a tremendous explosion. When the Jezzadei activates the matrix he can delay the detonation for up to a year, or immediately trigger the device. Anything the object touches is destroyed, regardless of the amount of Integrity it possesses. If set on the ground the entire planet will be consumed in the explosion. In contrast, if the Jezzadei places the object on the floor of a spacecraft only the ship will be consumed in the explosion. Nearby objects will be completely unharmed. Bi-Athons that are imparted with this matrix become the ultimate demolition tool. They are both precise and of effectively unlimited power. The object is consumed in the explosion. The cost of this matrix makes its use almost unheard of. As with all Shatter Artifact matrices, placing the object against a living being will have no effect. However, blowing up the planet that being inhabits is effectively a death sentence (unless it's a Sucks-2BU, in which case, well, it sucks to be you!).



CHAPTER 5

Player Rules Expansions • 5

**IN THIS CHAPTER...**

- Badges for Courage**
- Medals and Commendations**
- Racial Awards**
- Rule Expansions**
- Some Battle Master Tips**
- Races Without Reason**

◀ Though some blame a Battlelords' recklessness to the high quality of cybernetics and organ replacement technology, only the mystical Zen Rigeln possess the true power of ultimate healing.

BADGES FOR COURAGE

Everyone wants to be a hero. Everyone wants to stand tall and proud in front of a large group of people who applaud when you are given a commendation for excellence. We all want to be judged by our peers and found to be worthy. We all want to be stars, stealing the limelight. Mercenaries in the future receive medals and commendations for actions above and beyond the norm. Below are commonly awarded medals.

Promotion Points (PPs)

Sometimes a medal does wonders for your career. To represent their career improving potential, some medals are assigned a Promotion Point value, which is added to the character's total skill points in their primary occupation when determining their potential rank. The number of Promotion Points does not change with the number of primary or secondary occupations a character may possess, nor do they actually give the character any additional skill points. These points are only added to the character's skill point total when calculating the character's potential rank.

Charisma Increase (CI)

Some medals temporarily increase a character's Charisma. Medals and other awards impart a Charisma increase when a character prominently displays the award on their person. For awards that can't be worn (or that aren't currently being worn), the character can take advantage of the Charisma increase if the viewer sees the award in a way that allows the viewer to associate it with the character. For example, seeing a medal in a display case in the character's home, office, or even in their locker will allow the viewer to realize the medal likely belongs to the character. In either case, the viewer must recognize the award or read the inscription to be affected by the character's higher Charisma score. Most Alliance military and corporate para-military forces are trained to recognize common military awards on sight.

Charisma Increases for species-specific medals have two values. The first value indicates the Charisma increase the medal or award holds with members other than the species who awarded it, while the second value indicates the Charisma increase when viewed by members of the species who awarded the medal or award.

Lastly, many Alliance citizens view the act of wearing someone else's medal to be immoral and shameful. This is especially true if you are passing yourself off as the legitimate recipient of the award. If the viewer knows you are not the medal's original recipient and that you are presenting yourself as such, this may (BM's Discretion) result in the award's positive Charisma modifiers being treated as negative modifiers.

Prestige (P)

Being awarded a medal can increase the character's reputation. See *Condemned* for the effects of accumulating Prestige.

Value (V)

Being awarded a medal is great for your reputation and makes you feel important and special. If you live long enough, you can even give them to your kids, but sometimes being a Battlelord is tough and you have to put food on the table. There is a healthy market for medals with military memorabilia collectors throughout the Alliance. Those who are too weak or too smart to become a Battlelord can live out their fantasies vicariously by purchasing the medals of those who aren't. Value indicates a medal's market price in credits.

It is important to note that selling your medals is typically frowned upon by your superiors. Selling some medals may actually violate local and Alliance laws. For example, under Alliance law, the sale of the Legion of Honor medal is illegal.

MEDALS AND COMMENDATIONS**Alliance Government**

The following awards can be awarded by the Alliance government to citizens and non-citizens alike, but are typically awarded only to civilians.

Blood Star of Humas: Distinction rendered to all personnel who survive a dreaded Rift Run. Mile Humas, a Gen-Human scientist, was the first known survivor to enter the Motaran Rift and escape with his life. The rest of his 20-member team perished in the void of the Rift. The value of this award has increased exponentially now that civilian craft are forbidden from making Rift Runs.—PPs: 05, CI: 07, P: 5, V: 15,000cr

Crest of Freedom: The highest civilian award anyone can receive. The Crest of Freedom is awarded to those non-military force personnel who risk extreme peril in order to save the Alliance. The Crest of Freedom is a half moon centered on a blue ribbon.—PPs: 10, CI: 12, P: 7, V: 5,000cr

Galactic Achievement Medal (GAM): Bestowed upon those personnel who perform actions above the norm for extended periods. The Galactic Achievement Medal is typically given for excellence in the person's occupation. The GAM is red with gold trim. PPs: 05, CI: 08, P: 1, V: 10,000cr

Icon of the Controller: The medal awarded to all Matrix Controllers who reach the 3rd energy bracket. The Icon is a small crystal, which hangs from a platinum chain. Qualifying members of the Alliance military and corporate paramilitary forces are also eligible for this award. PPs: 03, CI: 03, P: 1.5, V: 3,000cr

Leaf of the Magistrate: This medal is bestowed upon those persons who are law abiding and distinguish themselves as such in the eyes of the Fornax government. PPs: 02, CI: 00/10 (for Orions), P: 0.5, V: 300cr

Order of the Secret Defender: A golden sword imposed on a silver shield, the Order of the Secret Defender is given to those who seek out and capture traitors within Alliance borders. Most of these are not awarded in public. Fully 70% of these medals go to members of Galactic Control and the police forces. PPs: 10, CI: 05, P: 5, V: 10,000cr

Talisman of the Faithful: Bestowed on all Matrix Controllers who reach the 5th energy bracket. It is a self-radiating image of the controller himself, hung in the same fashion as the Icon of the Controller. Qualify-

ing members of the Alliance military and corporate paramilitary forces are also eligible for this award. PPs: 05, CI: 05, P: 2, V: 5,000cr

Alliance Armed Service & Corp Mercenary Awards

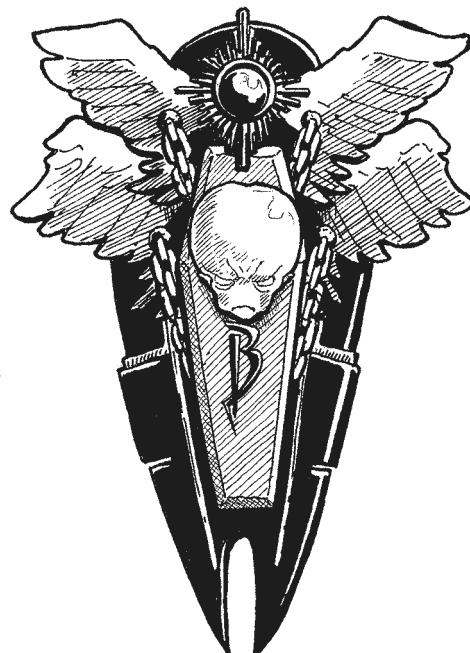
The following awards are issued to those enlisted in one of the Alliance armed services and paramilitary forces employed by Alliance Corporations. Under Alliance law, any corporation that maintains or employs mercenaries is required to relinquish control of those forces in times of emergency or lose their corporate status. As a result, corporate paramilitary and mercenary forces are often combined with Alliance military forces or are employed in traditional military rolls. Because the award system and ranking system is uniform between Alliance military personnel and corporate-employed mercenary forces, the Alliance government can more easily identify the quality and experience of mercenary troops.

Armor Combat Cord: A braided white rope worn around the right shoulder. It is worn only by Alliance military personnel who are assigned to combat armor units. PPs: 00, CI: 00, P: 0.5, V: 100cr

Badge For Marksmanship: This badge is typically given to anyone possessing 10 levels of skill in any weapon (including vehicular weapons), except Archaic Hand Weapons. It is common and doesn't carry much Prestige value. PPs: 01, CI: 00, P: 0, V: 300cr

Badge For Sharpshooting: This is the more advanced version of the Marksmanship Badge. A person must possess 16 levels of a weapon skill to earn this badge. It carries more Prestige than the marksman award. PPs: 02, CI: 03, P: 0.5, V: 800cr

The Black Band of Doom: This rare medal is given to any person who earns two Talismans of the Zen on a single mission. Most sentients who get slagged and brought back don't jump back into combat immediately. Those who do, usually get taken down for good. However, certain unfortunates have been known to survive multiple deaths (e.g. Bluerazor). This award is never given posthumously. PPs: -05, CI: -15, P: 3, V: 1,000cr



The Black Cross of Simeron: A large black cross worn around the neck. The cross is only awarded to the very few Arachnid POW's who manage to escape and live to tell of their horrors. PPs: 05, CI: 07, P: 8, V: 10,000cr

Brand of The Unworthy: This is a dubious award, because it is given to any person who totals 5 black marks on their record. It is used to mark troublemakers for easy recognition by superiors. It is a bright red stripe worn above all other medals. It is rescinded if all black marks are removed from the person's record for any reason. This badge is part of the regulation uniform code and those who are branded but fail to wear the ribbon can receive up to 2 black marks. PPs: -15, CI: -05/10 (when dealing with Orions), P: 2/5 (for Orions), V: 1,000cr

The Bronze Crown: The third highest military and para-military commendation that can be earned. It is given for valor and heroism far beyond the call of duty. The crown is set in the center of a white ribbon. PPs: 04, CI: 04, P: 5, V: 3,000cr

Cap of the Vigilant Watcher: Jet black with gold leaf trim. This velvet cap is given to those personnel who combat pirate activities. PPs: 01, CI: 03, P: 1, V: 400cr

Chain of the Fallen Warrior: This gold sash is connected to the appellate and breast button of a soldier's uniform. Only those personnel who have spent 1 year in an Arachnid combat zone can be awarded the Chain of the Fallen Warrior. PPs: 05, CI: 06, P: 4, V: 1,000cr

Expert Badge: A person qualifying for a sharp shooting badge in at least three weapon types earns the expert badge. Expert badges are rare, and those who possess it gain much respect from other soldiers as it marks them an accomplished warrior. PPs: 05, CI: 05, P: 5, V: 1,200cr

Fubar Star: It is not uncommon for a Battlelord to require a jump start or the services of a Sye-Men after a brutal battle. However, most people hope to have the experience as few times as possible! There are a few maniacs who don't know when to quit and just keep getting back up to catch another plasma shot! The Fubar Star is awarded to anyone who manages to collect four Talismans of the Zen in their career. It is a small crystal set in a silver star. PPs: -10, CI: 05, P: 4, V: 15,000cr

Good Conduct Medal: Red with thick bands on the ends. Awarded to all individuals who after two years of service, have no black marks on their record. Few Orions ever see one of these. Additional ribbons are awarded in the form of a gold number centered in the middle of the award. PPs: 03, CI: 05, P: 0.5, V: 300cr

Gray Heart: The gray heart is given to grizzled combat veterans. The requirements for this award vary, but for most corporations, the person must have seen at least 25 combat missions, have received at least 5 purple hearts, and racked up over 150 confirmed kills. The award is always given on a discretionary basis regardless of statistics. Usually the award is only given to warriors who have seen at least 2 unsuccessful missions. PPs: 18, CI: 09, P: 3, V: 3,000cr

Despite their often obnoxious appearance, Orion merchants are very shrewd customers, and should never be taken lightly in negotiations.



Fornax Shield of Courage: Given to all persons who serve on hazardous duty in the Fornax galaxy. Bestowed by the Alliance government. PPs: 03, CI: 05, P: 1, V: 1,000cr

Frontier Accommodation Medal: Given to all personnel who spend a combat tour (6 months) on the Frontier. This medal is a solid pale yellow. PPs: 02 CI: 04, P: 0.5, V: 500cr

Hammer of the Thunderbolt: Awarded to all pilots who become aces flying against the Arachnid forces. It takes 7 kills to become an ace. The Hammer of Thunderbolts medallion is a silver jagged thunderbolt, bisected by a hammer. It is worn on a chain around the neck. PPs: 05, CI: 06, P: 2, V: 3,000cr

Infantry Combat Cord: A braided yellow rope worn around the right shoulder. It is worn only by Alliance military personnel who are assigned to combat infantry units. PPs: 00, CI: 00, P: 2, V: 100cr

Intrepid Silent Service Ribbon: The quadrant sector chief of the And 3 galaxy awards this ribbon to all personnel who serve in a hazardous capacity in the And 3 galaxy. It is green with silver bands. PPs: 01, CI: 02, P: 0.5, V: 2,000cr

Kismet: A shimmering star sapphire set in a white gold signet ring. The ring stands as a signature of fate to all personnel who have survived 10 combat tours (1 year each). PPs: 05, CI: 10, P: 12, V: 30,000cr

Legion of Honor: The highest award given. The Legion of Honor is given to those Alliance forces personnel who take the greatest risks to ensure the greatest gains. Most are awarded posthumously and the Ram Python species has the dubious distinction of having earned more of these than any other species. PPs: 25, CI: 12, P: 25, V: 10,000cr

Military Honors Award: Given to those military/para-military personnel who excel far above the norm under extreme stress (not necessarily battle). It is hot pink with gold trim. PPs: 03, CI: 05, P: 0.5, V: 7,000cr

Necklace of the Covered Mind: A small necklace, set with the face of the great Chatilian Highlord Makov Chatil. It is awarded to empaths who excel in the field of espionage. PPs: 04, CI: 02, P: 2, V: 1,500cr

Occupational Ribbon: Given to any individual with a primary occupation who has been in the service for more than 6 months. The ribbon is white with blue stripes on each end. The occupation symbol is centered on the ribbon and is silver. More than one Occupational Ribbon can be given to those who have more than one primary occupation. PPs: 01, CI: 02, P: 0.5, V: 500cr

Purple Heart: Awarded to all personnel who are wounded in action (critical hit). It is a deep solid purple. Additional awards are awarded in the form of a red number on the badge. PPs: 01, CI: 05, P: 1, V: 500cr

Red Cross of Valiantry: Any Alliance personnel who amass 20 confirmed kills against the Arachnid ground forces is awarded the prestigious Red Cross of Valiantry. PPs: 04, CI: 06, P: 3, V: 7,000cr

Sash of Xangar: Awarded to those brave warriors who fought to put down the 1st Rebel Uprising. The sash is a deep crimson red and is worn across the chest. PPs: 04, CI: 07, P: 9, V: 5,000cr

Shield of the Guardian: A bronze shield-shaped medal on an azure ribbon given to those who remain at their posts in the face of overwhelming odds. Most are awarded posthumously. PPs: 03, CI: 03, P: 3, V: 5,000cr

Silver Star: This Silver Star represents the highest award for paramilitary forces. It is the more prestigious form of the Bronze Crown, requiring the person to expose himself to unreasonable danger in order to aid his comrades. Typically, one is awarded the Silver Star for repeated acts of heroism. PPs: 06, CI: 06, P: 8, V: 10,000cr

Talisman of the Zen: Bestowed upon all individuals who die in combat and are brought back to life. This medal is a solid off white ribbon. PPs: 02, CI: 07, P: 2.5, V: 1,000cr

Temple of the Benevolence: A huge blue diamond that is actually imbedded in the temporal lobe of the skull. It is awarded to the most courageous Zen combat medics. PPs: 07, CI: 12, P: 2, V: 500,000cr

Triple Cluster: A platinum medal in the form of a triangular triple-starburst attached to a crimson and black ribbon. The Triple Cluster is awarded to military personnel who display outstanding leadership capability in the face of adversity. PPs: 06, CI: 04, P: 3, V: 1,000cr

Valkyrene Fighter: A gold fighter centered on black ribbon. Given to those valiant warriors who flew the heralded flight of the Valkyries. Most were given posthumously, but 7 members of the vaunted Wolverine squadron are still alive. PPs: 07, CI: 10, P: 20, V: 10,000cr

Independent Awards

These awards are given by foreign governments that are directly allied with the Alliance.

The Silver Stars of Morokania: Awarded by the King of Morokania to those daunted warriors who fought to put down the Civil war on his planet. Black with twin centered stars. PPs: 00, CI: 03, P: 8, V: 5,000cr

Corporate Awards

These medals and accommodations are awarded only by corporate entities to their employees. Civilians not employed by the company are not eligible for these awards, nor are active members of Alliance military forces.

Ace of Spades: The ace of spades is given to truly borderline employees, usually Orions. One must collect 10 black marks to be eligible for this marking. The ace of spades is worn directly above the nameplate on a uniform. Persons wearing this badge are usually singled out for harassment by superiors, and will constantly be reminded that they could be sent to jail at the company's discretion. Failure to wear this badge once it is awarded results in up to 5 black marks and probably imprisonment! PPs: -30, CI: 05/20 (when dealing with Orions), P: 5/10 (for Orions), V: 2,000cr

Company Insignia: Sometimes just wearing your company insignia can increase your standing. SSDC employees get a lot of respect just because they're brave enough to sign up with a company with such a high mortality rate! The Charisma increase of a company insignia varies from company to company. See *Battlelords or the 23rd Century* for more information about the various mega-corps and the benefits of wearing their uniforms. PPs: 00, CI: Varies, P: 0, V: 0

Corporate Star: A diamond ring with the initials of the corporation engraved on it. It is given to those personnel who serve faithfully for 20 years of duty. The design differs from company to company. PPs: 02, CI: 02, P: 1.5, V: 7,000cr

RACIAL AWARDS

Aeodronians

Athy'Adar: Aeodronians carrying out a mission for the Athyan (All-lord) himself receive a rust-brown and yellow bandanna of the Athyan. PPs: 00, CI: 00/20, P: 2, V: 4,500cr

Oelph of Courage: The Athyan (All-lord), instructed by the Inbaltho (advisor), gives this ornate skinsuit to those Aeodronians who have shown outstanding courage and bravery in the face of extreme danger. The Oelph (skinsuit) is of deep red color and trimmed with little yellow

gemstones. It also is of a much denser structure than normal, Ewguth-based skinsuits, granting the equivalent of 12 Absorption points to every location save the head and tail. PPs: 02, CI: 03/15, P: 2, V: 11,000cr
Sphere of Gaia: This crystal amulet is given by the Athyan (All-lord) to honor an Aeodronian who wrought exceptional havoc with industrial interests of the Alliance or any other Alliance-allied faction on at least a planetary level. PPs: 00, CI: 00/25, P: 2.5, V: 11,000cr

Andromeni

Andromeni don't do medals in the normal sense, rather the elders call the Andromeni home and there, under a strange ritual of lights and energy, subtly alter the energy signature of the Andromeni. Of course, it is the same ritual they use to mark their rare criminals. Trained Mutzachans can sense the slightly different pulse of energy but often do not know the significance (Terrestrial Knowledge check at -40) of the altered aura.

Aura of the Seeker: This special glow is given by a group of ten Andromeni to an Andromeni who, in some major way, has helped the Andromeni people in their quest for a new home and cure to their strange energy disease. Most often, this award is given to Andromeni scientists, energy doctors, or ambassadors of the race. The award features a soft, holy shimmer around the Andromeni or the body he inhabits at present. The aura can be turned off at will. PPs: 10, CI: 10/25 P: 2, V: N/A

Pattern of the Paria: This mark of shame is applied to an Andromeni who has succumbed to the highly illegal practice of Cannibal, the crime of replenishing one's own energy by sucking away the energy of another Andromeni. The Pattern of the Paria is actually given by the Andromeni killed in this cruelest of all possible ways. When the energy signatures of both Andromeni mix and mingle, a small fraction of the vampire's victim will remain, resulting in a small but noticeable moiré or flicker in the vampire's aura. The pattern of the Paria is actually just that: A brand of shame that renders the Andromeni an outcast of his people, to be hunted down and killed. PPs: 00, CI: 00/-50, P: 4, V: N/A

Travel's Glow: Before the Andromeni met the Alliance, this was only awarded to those who made it to the moon and back, but now it is given to any Andromeni who has traveled to 10 different planets and stayed for more than a week on each. It shows the Andromeni's desire to find a new home for his people. PPs: 00, CI: 00/+10, P: 5, V: N/A

Ashanti

Even the great laws govern medals and awards. Pomp and circumstance surrounds every ceremony. This has lead to some discomfort for Ashanti when they receive awards not presented in line with the great laws. Many corporations have begun to give their Ashanti employees awards in private instead of in groups, which is the common practice.

Chains of Command: An Ashanti who feels he has neglected or broken the code of behavior in a battle situation can be given these golden chains, which are about 20cm long, to redeem themselves. The way the chains are placed on the Ashanti will show the severity of the breach of code. A single chain between the two arms of the same body side will indicate a minor offense. If the Ashanti has the above arrangement on both sides of his body, this indicates several minor breaches or a single minor breach

and a strong willingness for retribution. When the chains run horizontally, chaining both the upper or both the lower arms onto each other, this indicates a major offense. The Dain Un Makk, a complete web of four chains chaining all arms together, indicates an entire period of time, marked by multiple offenses, when the Ashanti completely ignored the code. The minimum time span the Chains of Command must be worn is 3 months. Wearing the chains will of course impose combat and skill check penalties between (05% per chain, cumulative) and will have severe effects on the number of targets that can be attacked by the Ashanti (BM's discretion). PPs: 00, CI: 00/-05 per chain, P: 0.5 per chain, V: 600 each

The Crystal Dove of Dunar: This medal is given by the NAM anti-war organization to any Ashanti who is willing to lay down his weapons and abandon the ways of war forever. PPs: 00, CI: 15/00, P: 0.5, V: 2,500cr

Dominion of the Code: This solid silver medal, which is shaped like an arrowhead, is given to Ashanti who adhere to the rules of conduct, even under the most trying and adverse of circumstances. Because the Ashanti find such behavior admirable, the medal indicates which Ashanti should be observed as an exemplary example of the species. A full 50% of these medals are awarded posthumously. PromoPts for this medal are doubled if the winner's boss or supervisor is also an Ashanti (assuming the winner is still alive). PPs: 02, CI: 00/10, P: 0.5, V: 600cr

Mark of the Leader: This larger version of the Gem of Thought is awarded to those individuals who snatch success from the jaws of defeat. When faced with terrible odds, a well-laid plan makes the difference. This was demonstrated to exemplary effect when the Ashanti first made contact with the Alliance in that fateful battle involving both the Eridani and Phentari. This prestigious medal is given to Ashanti leaders who make and implement plans against a strategically superior force and win the day. Of course, the battle has to be well documented, recorded (usually by a cambot), or otherwise witnessed by a credible observer for a potential winner to be eligible. Usually the medal is given to the leader of the military unit responsible for the unlikely success, but on a handful of occasions it has been awarded to those under their command. PromoPts for this medal are doubled if the winner's boss or supervisor is also an Ashanti. PPs: 03, CI: 10/10, P: 3, V: 1,000cr

Marsson Marksman Award: Another military decoration awarded by a corporation, this award takes the form of a golden sun over a falling moon sickle. It is given to the winner of the Marsson Marksman Championships in the multi-shoot discipline, in which each contestant has to shoot at 4 targets simultaneously. Naturally, this once was a Phentari-only sport, but since Ashanti began participating, they have won the last 15 consecutive championships drawing a lot of negative Phentari press (and some sniper attacks). PPs: 03, CI: 13/08, P: 1.5, V: 5,000cr

Chatilian

Clarity: A generation crystal of exceptional quality. This unique crystal is simply referred to by the name clarity and is awarded to those Chatilians who are exceptional in the field of matrix research or matrix instruction. The crystal improves the range, duration, and output of any matrix generated by the Chatilian wearing it by 10%. PPs: 03, CI: 03/05, P: 1, V: 100,000cr

Cradna of Quietus: This award is somewhat of a mystery, for it is given by the Sarands of Quietus to a Chatilian of their own choosing. If the selection process follows any kind of pattern or logic, this pattern has yet to be discovered. The Cradna is the lesser crab scissor (pincher) of a Sarand of Quietus that has died. In the hands of a Chatilian, said Cradna will function as the key to the planet Quietus, allowing the Chatilian unlimited access to all regions of the planet. For some unfathomable reason, the Chatilian keepers of the library accept this weird barbarian custom, granting the bearer of the Cradna of Quietus unlimited access to all regions of the grand Chatilian library of Quietus. PPs: 00, CI: 00/05, P: 0.5, V: 300cr

Though a fiery species, the Cizerack savor their leisure time, and go to great lengths to relax. They like nothing better than finding a quiet place to sit and enjoy the finer things in life, conversing with other Cizerack in quiet tones, and listening to the almost hypnotic tones of Cizerack music in all it's magnificent variety.



Crest of Sida-shiem: The rebirth of the Chatilian messiah in 6108 B.C. led to the quick rise of the Illuminaries to power. His crest is etched into rare, green gems only found on Chatil and is considered a high decoration of the Chatilian court. The gem is usually, but not always, given by the king to a Chatilian who has discovered a new empathic matrix. PPs: 05, CI: 05/25, P: 3, V: 11,000cr

Mussac Rigelsbergem: This psychic wine is an incredibly rare substance under sole control of the Chatilian court. A bottle of this wine will be sent to a Chatilian as a special thanks gift by the king himself. According to rumors, the aging king has recently sent an increasing

number of bottles to seemingly unimportant Chatilians all over the galaxy. While the official position of the court is that His Majesty acts on deep insights in the greater scheme of things, others scoff at this feeble explanation, pointing out the obvious senility of the monarch. Meanwhile, the Mussac Rigelsbergem is increasingly hard to find even for the court, causing no small amount of anger in Chatil's elite. When drunk, the psychic wine will immediately restore 1d6 Power Points to the Chatilian. A bottle of Rigelsbergem usually holds about 7 glasses (doses) of the wine. Rumor has it that certain vintages of Rigelsbergem are even more powerful, restoring more Power Points or even enhancing the empath's matrix abilities. PPs: 00, CI: 00/07, P: 0.5, V: 12,000cr and up.

Tome of Knowledge: The most powerful Chatilian empaths, usually from the 7th energy bracket or higher, are given a solid gold book to exemplify their quest for knowledge. PPs: 10, CI: 10/12, P: 12, V: 2,900,000cr.

Cizerack

Cizerack don't believe in medals for they see all females in the same light. Jewelry's a different story...

Eridani

Eridani awards based on slaying one's enemies may only yield promotion potions when dealing with Eridani corporations and employers or if the recipient is employed in military or paramilitary fields.

Blade of Bleys: The Blade of Bleys is given to all young warriors who have amassed 25 confirmed kills with a sword. The long sword is extremely sharp (-1 to Threshold), with the pommel inlaid with semi-precious stones. PPs: 01, CI: 02/07, P: 2.5, V: 750cr

Bledayan Crest: This crest of the 1st House of Eridine is embroidered on the sword arm sleeve of a warrior who has slain 50 enemies with his blade. PPs: 05, CI: 04/10, P: 4, V: 2,000cr

Bledayan Star: Eridani who have slain 100 enemies using a sword are awarded the Bledayan Star, a massive star sapphire that is carved into the pommel of their long sword. PPs: 05, CI: 05/15, P: 7, V: 25,000cr

Blessing of the Koordine: The Blessing of the Koordine is given to up and coming warriors who have proven themselves worthy in the eyes of a Buddon master. The Blessing comes in the form of a ceremonial helm, which is worn by the recipient on formal occasions. The Blessing of the Koordine reduces the levels of skill necessary to advance to the next ranking of warrior (treat as having an additional two levels in any skills needed to reach the next level of Warrior. See *Galactic Underground, Long Live the Swordsaint*). PPs: 02, CI: 01/03, P: 1, V: 4,000cr

File of the Allorre: One of the greatest gifts bestowed upon a Buddon is the File of the Allorre. The Buddon has done some tremendous service to the nation of Eridine and is given a planet to call his own. His name is etched on a plaque beside that of Bleys, Luren, Ericus, and other great Eridani leaders. PPs: 20, CI: 20/40, P: 40, V: 1,000,000,000cr+

Pledge of Allegiance: A Koordine will on rare occasions swear allegiance to some ally for reasons of his own. This life long bond guarantees that the Buddon Master will always offer his services to the person in a time of crisis. The Eridani swears his life to the other and will die for him in combat. The pledge is a belt that has the name of the Koordine and his ranking in the 20 houses of Eridine. The Koordine's nuclear family also swears loyalty to the person and will die defending them as well. It should be noted that someone who disgraces himself, after a Buddon has sworn his allegiance, has disgraced the Buddon, who must dye his hair white and hunt down and terminate the disgraceful individual before his honor can be restored. PPs: 00, CI: 03/10, P: 1, V: 15,000cr

The Rite of Passage: Any non-Eridani who proves himself to be a worthy ally in the eyes of a Koordine may be awarded the Right of Passage. The person must prove himself to be a formidable warrior and must be honorable. The Right of Passage allows the owner to travel on any Eridani vessel for free. Furthermore, all Budaish Thralek and lesser warriors are obliged to assist the wearer of this ornate green scarf PPs: 00, CI: 10/10, P: 2, V: 1,000cr

Robe of Eridine: Not actually a robe at all, but a carpet like object that is rolled out for a Buddon who has reached the rank of Budaish Temptal, (Formidable Warrior). The celebration of reaching this level of competence is met with the awarding of the Robe of Eridine. When a Swordsaint enters a planet after he has attained the Temptal ranking, the carpet is unrolled in the spaceport terminal. It is customary for a Customs agent to come to the ship and roll out the carpet. The robe of Eridine is only used once, and then it is stored in the Buddon's temple. It is considered an exciting and momentous occasion for a Buddon to walk along the blue carpet, eyes watching him, knowing that a formidable warrior has come to do battle on their world. (Many nations consider the entire event pretentious). PPs: 00, CI: 10/12, P: 7, V: 20,000cr

The Rosk Dagger: A dagger given as a last token of appreciation to a warrior who intends to commit Rosk (suicide). It is considered to be an honor to receive such a gift, and the dagger is kept by the Swordsaint's family after his passing. PPs: 00, CI: 05/10, P: 2, V: 10,000cr

The Scabbard of Eir: Eir is one of the most legendary Eridani warriors who ever lived. History speaks of this mighty warrior who did battle against the most dangerous and wicked adversaries of the Eridani way of

life. Eir once single-handedly killed more than 100 Phentari armed with lasers and other heavy weapons, with only a sword to save him. He disappeared on a quest to find and slay the legendary Black Dragon of Kanure. The greatest Buddon Priests are given this ceremonial scabbard in which to sheath their blade. PPs: 10, CI: 02/11, P: 12, V: 1,200,000cr

Scarab of the Temptal: Awarded to all Buddon who attain the ranking of Buddon Temptal. The scabbard is made of platinum and semi-precious stones. PPs: 00, CI: 00/03, P: 1.5, V: 10,000cr

Seal of Eridine: This honor is actually bestowed upon the individual by a House leader of the Eridani government. All those who receive this award have shown valor and honor above and beyond the call of duty. The warrior has gained status into the 282 Royal House of Eridine. The honoree is entitled to all the benefits bestowed upon Swordsaints by the Eridani government. PPs: 05, CI: 10/10, P: 6, V: 25,000cr

Shard of Vengeance: A sharp fragment of steel awarded to Eridani who fulfill vows of vengeance. The original Shards came from the sword of Andur-Idel, a warrior who vowed vengeance on an Orion clan who killed her family in a pirate raid. Alone and armed only with her sword, she attacked the pirate compound and slew all of the offenders. The wounds she sustained were so severe, she died immediately afterward; legend has it that as she died, her sword shattered into thousands of shards. PPs: 10, CI: 05/20, P: 4, V: 10,000cr

The Tias Blade: Bleys, Viceroy to Eridine, climbed Mount Tias and subdued the Saint of Molten Night, forcing the creature to forge him a blade from the depths of the volcano. The Tias blade is given to Buddon masters who slay no less than 250 foes by the act of sword alone. Furthermore, the blade can only be bestowed upon those warriors who have attained the level of the Koordine. The Tias blade is made of a rare alloy and is lightweight and unbelievably sharp (-3 to Threshold). PPs: 15, CI: 15/30, P: 15, V: 200,000cr

Fott

Fott put great emphasis on skill, preferring to rely on their wits and abilities than to trust an overly complex weapon. While this isn't to say that they are primitive, it means that Fott retain a general distrust of things they don't understand, taking pride in accomplishing things their own way, and being their own master. As a result of this general predisposition, Fott are very fond of prizes, awards, and medals. Even though their history as a species is short, they have developed well over 500 different medals, sashes, belt buckles, awards, and other objects to show off their cunning, wits, skills, and achievements of which only a small fraction can be detailed here.

The Beeg Bezoar: The agricultural economy of the Fott rests on four kinds of animals. Chikums (fat, turkey-like red-feathered chickens), wallywargs (sheep-equivalent), jeepies (that's G.P.s as in giant pigs) and, of course, moos. Moos are genetically engineered cow-equivalents that give 10 times the amount of milk of a normal, genetically engineered cow. Their enhanced digestive system periodically produces a bezoar about 2,1/4 times a month; however these bezoars rarely exceed the size of a walnut. If one does, it is called a Beeg Bezoar, and is a much-prized gem that may only be worn by those who have built a house, raised a

Sunn (a minimum of 7 kids), and killed at least 7 off-worlders. PPs: 00, CI: 00/07, P: 2, V: 1,300cr

Braces of Old: The repair skills of a Fott can be determined and shown by the age of his vehicle. The Braces of Old, a pair of blue suspenders, are given to a Fott whose vehicle (for land, water, or space travel) has lasted for more than five times its normal lifespan, based on vehicle type. The Fott usually measure lifespan in terms of mileage. Fott take great pride in the upkeep and tinkering they perform on their various vehicles and would rather be buried in their 2215 vintage Lynchinsburg Yazoo skimmer than replacing it with a newer model, especially if that newer model is of an off-world manufacturer. PPs: 03, CI: 03/08, P: 5, V: 50

The Grand Sash: The Grand Sash is one of the older awards of Fott culture. It is given to a Fott who has killed at least a dozen off-worlders. As the Fott left their homeworld, there was a time when every kill of a non-Fott would be considered an off-worlder kill. However, the criteria for the Grand Sash were changed when a Fott bounty was proposed by the Alliance government in response to the genocidal motives of the Fott as evidenced by the Sash. Nowadays, a kill is considered valid if the kill was performed on Fott property by the owner. PPs: 00, CI: 00/15, P: 1, V: 400cr

Jedediah's Buckle: Jedediah is one of the Four Fathers, the mystical founders of the first Fott clans according to the Book of the Four Fathers (The Book). Even though most Fott point out that this Ernie bible and everything it contains is nothing but a hoax, believers of the Book's teachings point to the undeniable fact that the Almighty Uncle really is their creator in the truest sense of the word! Regardless of whether the Fott is a believer or nonbeliever, the stories and figures of the Book certainly have had their impact on Fott culture, and no one more than poppy Jedediah, the hero of the first Fott according to The Book.

Poppy is a mix of about every Human hero of legend from Hercules to Spartacus, Moses to Siegfried, Hannibal to Dirty Harry. The stories of Jedediah still fascinate Fott children and act as an example for many brave and self-reliant, nonconformist Fott out in the galaxies. Jedediah's Buckle, which is a golden belt buckle marked with a raised fist, is given to a Fott for bravery and exceptional success when acting alone. The buckle contains a powerful Flux shield generator (100 points) that cannot be recharged by any means. Interestingly, the buckle loses all Charisma increasing effects when the Flux shield has been depleted. According to Erniest believers, the depletion of the Flux shield is a sign of the Almighty Uncle that it is high time to show another act of bravery and earn a new buckle. PPs: 05, CI: 05/15, P: 0.3, V: 1,500cr (charged), 200cr (empty)

Furbl

Comb of Friendship: This shiny platinum comb is worn in the fur at the top of the head of a Furbl who has shown an affinity to go beyond the call of duty in promoting positive relations between the races of the Galactic Alliance. The wearer of The Comb of Friendship is seen as an emissary of peace by the entire Furbl race. Most other races see it as a silly bauble or adornment. PPs: 01, CI: 01/25, P: 1, V: 25,000cr

Earplugs of Valor: These solid silver (non-functional) earplugs are awarded to Furbls who show great courage and valor, risking their own life to save others. The earplugs symbolize the Furbl's ability to ignore the loud, scary, noises that so frighten the Furbl species. PPs: 03, CI: 03/05, P: 1, V: 1,500cr

Keys to the Universe: When the truth of the Furbls condition became known, the Orionous Konglomerates designed a special set of lock picks and a matching pouch. These lock picks have since been given to quite a lot of Furbls as a gesture of excuse. To earn them, the Furbl simply meets a manager of a corporation with ties to the Konglomerates and be nice (or look sad). PPs: 00, CI: 03/05, P: 0.5, V: 700cr

Gemini

Keeper of the Lodge: Some places in this universe hold great power and a hidden connection to other places in space and even time. If the Gemini finds such a rare place, called a lodge, a Keeper is appointed to act as watcher and master of that place, to tend it, defend it, and guard it against misuse. More often than not, the powers of a lodge cannot be perceived by people other than the Gemini. There are other lodges, however, whose use and power are obvious. One such case is (or was) the Holy Grove of Du En Sharr on the planet Mykoshim, which held the power of a natural star gate, connecting the Grove with Terra in the year 13,434 BC. Knowledge of this lodge somehow escaped, leading to a short but very violent conflict of control between government agencies and mega-corporations until the Keeper of the Lodge, named Vargar, used his power over the lodge to destroy it and the planet. No one knows whether the power to destroy the lodge is a general power of the Keeper or if this was a special case. Likewise, no one knows whether Mykoshim and the lodge of Du En Sharr ever existed, as not a single written reference to this planet exists in any Alliance data banks. PPs: 00, CI: 10/22, P: 2.5, V: 00cr

Stone Haendge: The Haendge takes the form of a spiked collar and as the name implies, it is made out of stone (black basalt). The Haendge is a rare artifact given to a Gemini in search of a major disturbance in the universe, like a rift. While wearing the Stone Haendge, the Gemini has a chance of 05% per hour spent in silent meditation to know the general direction, type, and distance to the nearest rift phenomenon, including shade worlds and creatures from the Rift (including Kizanti). PPs: 00, CI: 00/10, P: 1.5, V: 38,000cr

Gen-Human

Many Humans are still offended by the thought of an artificially created tool wearing a medal or receiving an award. Even more offensive is the fact that most Gen-Human awards have their origins in the Liberation war, when the Gen-Humans revolted against their makers. As a general rule, a Gen-Human who receives a Charisma bonus because of an award will receive that same modifier as a Charisma penalty when dealing with a Human.

Grand Cross of the Liberator: This magnificent crystal medal was awarded for heroic deeds during the War of Independence. It is one of the few awards that is actually passed on to the oldest child of the original owner, showing the great importance of natural reproduction for Gen-Humans of freeborn generations. PPs: 02, CI: 07/20, P: 1, V: 2,000cr

Independence Medal: This was the first medal designed by the Gen-Human species after their victory against the Humans. It is a small golden medal with seven stars symbolizing all the major battle sites of the War of Independence. As the Independence Medal was given to all Gen-Humans who fought in the war, it is quite common. A Human joke states most Gen-Humans found their precious Independence Medal in their morning cereal. PPs: 00, CI: 01/03, P: 0, V: 75



Liberation Cross: The Liberation Cross is a small cross composed of titanium. During the award ceremony, it is implanted into the back of the skull. Many Gen-Humans who have received the Liberation cross, usually for killing a Gen-Human oppressor, shave their heads to better display the cross. PPs: 00, CI: 00/10, P: 1, V: 1,200cr

Red Flag: Have we not eyes? Have we not hands, organs, dimensions, senses, affections, passions? If you prick us, do we not bleed? Stolen from an ancient Human play, this speech inspired the Gen-Humans of Mars and the Neptune colonies to revolt. The speech was held on United Earth Television by Jamus-354, one of the first rebellious Gen-Humans, and the first martyr of his species. The Gen-Humans used red coats and flags to show their claim of independence. Red was used because we all bleed red and because the Gen-Human claims to independence were first supported by the Communist States of Africa and India (CSAI). Even today, receiving a large red flag with a stylized DNA spiral is very touching for any Gen-Human. Many Gen-Humans, who have received this flag for their often life-long work for Gen-Human independence, place it in their office or prominently in their abode. With each red flag comes a red coat and a red arm band. The Red Flag is worth a varying number of PromoPts depending on the species of the bearer's superior or employer (15 Gen-Human, -15 Human, 5 Orion or Mutzachan). PPs: Varies, CI: 05/20, P: 2, V: 3,000cr

Sigil of Perfection: The sigil of perfection is actually a manufacturer's seal. It belongs to ProGenetix, once a leading manufacturer of Gen-Humans that went bankrupt during the Independence War. The sigil has the form of a DNA helix and always appeared on the forehead of ProGenetix's much-prized and supposedly perfect Apollon class Gen-Humans during their early stages of growth. Even though all models of this class have supposedly long since died, the sigil still appears on young Gen-Humans now and then. It is rumored that a militant group of Gen-Human extremists led by an Apollon named Troy have found a way to trigger the same perfection process used by ProGenetix. Rumor has it this group operates out of a hidden ProGenetix installation in the Ursa Nebulae. Agents of the group will approach known violent and aggressively independent Gen-Humans and infuse them with a dose of a strange nano-solvent. During the following 2 to 8 (2d4) months, the Gen-Human will suffer extreme pain (-25 to all rolls). After that time, however, he will quickly recover and each of his Primary Attributes will increase by 1d10 points at a rate of 1 point per week.

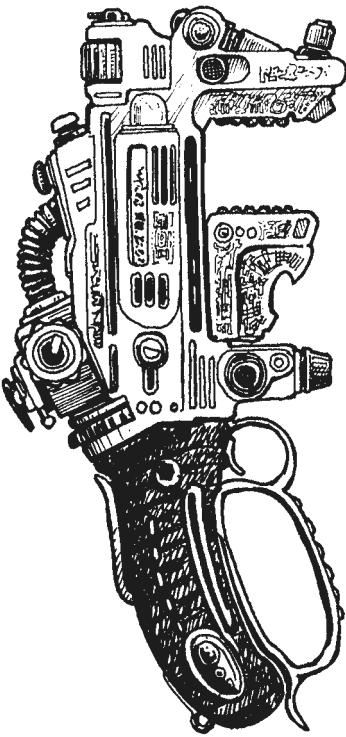
During the same time, the Sigil will appear on either the forehead (75%) or the small of the back (25%). The Sigil seems to appear from nowhere. Upon closer examination, it seems composed of miniature freckles. *The Charisma increase of 25 points when dealing with other Gen-Humans who are aware of the Sigil is in addition to any Charisma increase from the nano-solvent. PPs: 00, Charisma Increase*: 00/25, P: 1, V: 200,000cr

To an outsider it appears as if there are as many fringe Eridani warrior sects as there are Eridani. Here a member of the Alarash-itet, or "Simple Action" is in a typical Eridani pose: pissed off. This particular group, from a rural section of Eridine's southern continent believes that only a true warrior enters into battle unencumbered by the cowardice of armor. Needless to say the numbers of Simple Action are dwindling as of late.

Goola-Goola

Accommodation to the Astronaut Corps: A dubious honor awarded to those who have been drafted to the astronaut corps. For those who live to tell the story, this commendation is a matter of great bragging rights and pride. The symbol of a rocket hangs from a chain worn around the neck. PPs: 00, CI: 02/05, P: 1, V: 4,000cr

Blowtorch of Resilience: Goola-Goola are often frustrated by their work, especially if they fail to repair a device after many attempts. To honor those who keep trying no matter how long it takes, the Goola-Goola give a much-improved blowtorch (specifies to BM's discretion) to those nominated by their peers. PPs: 00, CI: 00/10, P: 0.5, V: 500cr



Diamond Wrench: Given to all Goola-Goola who save a spaceship from destruction by some heroic deed or brilliant modification of the ship's instruments. Goola-Goola are forever trying to minimize other crewmembers' efforts in a time of crisis. The wrench contains over 15 carats of diamonds. PPs: 04, CI: 00/03, P: 3, V: 15,000cr

Goblet of the Hero: One has great bragging rights after surviving an encounter with an Arachnid. Goola who live to tell such heart wrenching stories are awarded the Goblet of the Hero. Anyone who survives an encounter with the spiders deserves a stiff drink! PPs: 00, CI: 05/05, P: 2, V: 4,500cr

Hammer of Battle: The hammer actually contains a small shot glass so that a Goola-Goola lacking in courage can have a drink. This gift is given to Goola by their friends. Note: The hammer functions fine all by itself. PPs: 00, CI: 00, P: 0.5, V: 150

Home Electronics Improvement Award (HEIA): Hansen Electronics offers this award to anyone who develops a working, marketable improvement or addition to any existing Hansen design. The HEIA has greatly contributed to the soaring popularity of Hansen within Goola-Goola circles. As a side effect, no Hansen consumer ever needs to worry about his old Hansen washing machine, dryer, or rain deflection shield generator. Just leave it at the curb, and it will quickly vanish by itself... Goola always need raw materials. PPs: 05, CI: 05/15, P: 1.5, V: 150,000cr (prize money)

Kit of Kibab: The highest award given to any Goola-Goola is the Kit of Kibab. This master's tool kit is made of the best materials and a small ruby has been embedded into the handle of each piece. Contains everything that a Goola could want to repair small things like spaceships! Encumbrance: 50 PPs: 02, CI: 00/15, P: 4, V: 125,000cr

Scroll of the Innovator: A small di-titanium scroll on a necklace. The scroll is awarded to those individuals who prove innovative in crisis situations and save lives. Often a Goola-Goola will try to modify some piece of equipment, just to get a medal. This often results in blowing himself and his party up instead. PPs: 00, CI: 00, P: 0.5, V: 5,000cr

Human

Cube of Earth: This coveted award is given to any Human who takes part in the successful exploration of 20 or more worlds. The emerald cube contains dirt taken from the deepest drilling well on the person's homeworld. PPs: 05, CI: 03/07, P: 4, V: 15,000cr

Ring of Compassion: Bestowed upon mercenaries who have shown a propensity to save lives while in combat situations. The Human government has gone to great lengths to find out which mercenaries avoid heavy body counts when operating in the field. Recipients receive 5,000cr per hazardous mission completed without incurring loss of life. PPs: 12, CI: 05/10, P: 5, V: 10,000cr

Scroll of the Diplomat: The Human government seeks to recognize all efforts to improve relations with alien governments. This award is given to those individuals who help to establish diplomatic relations with a foreign nation. A cash award of 100,000cr is offered. PPs: 08, CI: 01/03, P: 3, V: 3,000cr



Archeologists, treasure hunters, or looters; whatever you call them, they're usually a strange, solitary lot; but they sure have some great stories.

Talisman of Lament: Awarded to those mercenaries who survive four consecutive combat tours in front line mercenary units. Softies and Freelancers are awarded this medal after they have finished eight tours of duty. The names of each comrade lost are inscribed on the back of the medal. PPs: 00, CI: 00, P: 2, V: 5,000cr

Torch of Steel: A 1 meter high gold colored torch with the words Give Me Liberty or Give Me Death inscribed on the back. It is awarded posthumously to all Human mercenaries who die fighting against Arachnid tyranny. PPs: 00, CI: 00, P: 4, V: 3,000cr

Ikrini

Symbiote of Enlightenment: This one-of-a-kind symbiote is awarded to a single Ikrini who makes great strides in eliminating the Ikrini's need for conventional technology or helping the Ikrini culture to live harmoniously with nature. The symbiote is both an award and a curse. Once attached (automatic success), the Symbiote gives the user an almost sixth-sense perception of energies in his or her surroundings and greatly enhanced mental abilities. For a one week period, the Ikrini receives a +40 bonus to his or her IQ and INT primary statistics. The Ikrini also becomes aware of any energy source within 40 meters not naturally occurring, regardless of intervening terrain or shielding. However, for that one week (7 day) period, the Ikrini becomes increasingly hostile and aggressive (+10 AGG per day, for a total of +70 by week's end), especially toward artificial power sources. Using their enhanced mental capabilities, the Ikrini must make some meaningful contribution (BM's discretion) to eliminating his or her personal dependence on those power sources. Failure to do so results in his or her rage against technology permanently remaining once the symbiote dies at the end of the week. PPs: 00; CI: 00/+20; P: 10, V: 15,000cr

Xxloszariem (Water Chain): The water chain is a body of living water that clings around the neck of the Ikrini. As it takes no less than seven experienced Ikrini Matrix Controllers with knowledge of the xxlos matrix to form a Xxloszariem, this medal is usually only given to an Ikrini on an important quest or mission for the Ikrini people. As long as the Xxloszariem is worn, all SMRs of the Ikrini are increased by 15 points. Also, the Xxloszariem somehow stores 15 body points that seep into the Ikrini's body whenever he is wounded. The seeping takes place at a rate of 1 body point per combat round (treat as BRI healing without any side effects). As the water chain heals its wearer, the chain's capabilities become depleted. The SMR bonus is always equal to the body points that remain in the chain. For example, a Xxloszariem that has healed 4 body points has 11 stored body points remaining and will give an SMR bonus of +11 instead of +15. After healing 15 body points, the chain disappears, along with the SMR bonus. The Xxloszariem itself is very easily destroyed, especially by fire. In case of fire damage, treat the stored body points of the Xxloszariem as its body points, and multiply fire damage by three. Body points lost from direct damage to the Xxloszariem also reduce its capabilities for its user. PPs: 00, CI: 07/25, P: 1.5, V: 4,000cr

Jezzadei

Claim of Right: This parchment gives a Jezzadei sole access to a particular archeological site, which is specifically described within the parchment. No other Jezzadei are permitted access to the site without permission from the parchment holder. The claim does not bind other species

and may be subject to restrictions from the actual owner of the site. PPs: 00, CI: 00/01, P: 0, V: Varies with archeological value of the site.

Dark Module: This ancient artifact absorbs matrix-based energy directed at it. This module is typically found only in possession of a few of the elders, but rumors abound that other Jezzadei may possess them. When active, the module automatically absorbs the Power Points expended to generate any one matrix whose area of effect falls on the Jezzadei (or if the Jezzadei is the target of the matrix). Once active, the module absorbs the first matrix that affects it. The Jezzadei can activate or deactivate the module, but not choose what it absorbs. The Absorption of the Power Points causes the automatic failure of the matrix, and gives the Jezzadei access to the Power Points the module absorbs to use as if they were their own innate (permanent) point points. The Jezzadei cannot generate any matrices or activate any Bi-Athons (including their Atohk) while the module is active. This module can be used only once, but can be left active (or inactive) for any length of time. Module requires 10 spaces. PPs: 15, CI: 00/15, P: 20, V: 5,000,000cr

Scar of Sharron: The planet Sharron was destroyed by Jaquassarius Phentari, marking him as the most wanted criminal of the galaxies. Three Jezzadei who call themselves the Disciples of Sharron have been seen approaching other Jezzadei, who then bow down and present their necks. The Disciples will then touch them there with some kind of staff, leaving a vicious scar. The ceremony seems to be incredibly painful to the Jezzadei being initiated. It is unknown why the disciples give this scar, and if these disciples have any connection to the planet Sharron or if the name is just a coincidence. It is also unknown whether there are only three disciples or if there are several trios who are members of a larger sect. The scar seems to increase the Charisma of the Jezzadei and will even have beneficial influence on a career, for which no explanation exists. It has been theorized, that the act of scarring the Jezzadei actually imprints him, marking him as a Bi-Athon. Roll 1d6/2 for a Jezzadei who receives the Scar of Sharron. Subtract the amount rolled from the Jezzadei's body points permanently. The amount of body points lost is added to the Jezzadei's Prestige. In addition, the Jezzadei will gain a permanent luck charm allowing him or her to re-roll dice a number of times each gaming session equal to the body points lost by the Jezzadei in the ritual. Lastly, multiply the amount rolled by 10 and subtract that value from the Jezzadei's Constitution permanently. The amount of Constitution lost is divided as the player wishes between the Jezzadei's Charisma and PromoPts. PPs: 10-30, CI: 10-30, P: 1-3, V: 0

Kizanti

Eridani who view Kizanti awards are affected as if a Kizanti. For example, the Charisma Increase from the Tamrac of Blood is listed as 01/10. A Kizanti with the award speaking with a Human would receive a 01 Charisma bonus. The same Kizanti dealing with an Eridani or another Kizanti would receive a 10 Charisma Bonus. Kizanti awards based on slaying Phentari will only yield promotion potions when dealing with Eridani or Kizanti corporations and employers.

Blessing of the Koordine: A Kizanti who serves faithfully under an Eridani Koordine for no less than 10 years is awarded the Blessing of the Koordine, a plot of land on the planet of their choosing. The Koordine also builds a temple on the land where the assassin can pray. The

honoree also earns ranking in the 100th house of Eridine. PPs: 10, CI: 05/15, P: 1, V: 5,000,000cr (Land & Temple)

Cube of Inter-Dimensions: When activated by pushing a hidden button, the person holding the cube (and any belongings on his person) is instantly teleported to the Kizanti homeworld through a wormhole. The cube has a range of 50 parsecs and has a one-time use. It is offered only to ranking officials. PPs: 00, CI: 00, P: 20, V: 500,000cr

Samrac of Revenge: Given to those Kizanti who earn 20 confirmed kills against Phentari. The Samrac is a white-gold scimitar. PPs: 05, CI: 00/05 (-10 for Phentari & Orion), P: 4.5, V: 7,000cr

Tamrac of Blood: The Tamrac is awarded to any Kizanti who amasses 50 or more confirmed Phentari kills. It is a hollow crystal filled with Phentari blood. PPs: 10, CI: 01/10 (-20 for Phentari & Orion), P: 5, V: 10,000cr

Mazian

As the Mazians have no affection with the self or principles like pride and social hierarchies, they have no interest in giving or receiving medals and decorations. Within Mazian culture, there is no existing system of regular government, and therefore no one to grant medals (or to design them in the first place—not that the amoebas would have any use for them, anyway).

However, a system of odors exists with which Mazians can mark each other, stamping them with a smell of respect, adoration, or scorn.

No single Mazian has the power

Yes, even in the twenty-third century, it's still around. Promoters still try to foist off their band's products on the public, telling them what's 'in' and what's 'out', and the public still laps it up. Bands still go at it tooth and nail to see who's on the top of the charts this week, while the promoters and record companies rake in the cash. Below are the mega-hits for this week, Earth date April 2, 2280.

10. WENCH, "Bug Stomp": Breaking onto the top ten charts for the first time, the ultra-punk female group WENCH has a hit with their song, "Bug Stomp," based loosely on descriptions of combat with Arachnids. Although somewhat graphic in its lyrics, the song is dynamic, powerful, and a major hit among the fringe audiences.

9. Orion Blue, "Meltdown": Those crazy Orions are back on the charts with their new hit single, which has been burning its way up the list since the recent Arcturus Mega-Reactor disaster. Just one more example of how current events can make or break a band.

8. C*I*L*L, "Metl Dreem": The premier Ram Thrash band in the Alliance makes a strong showing this week with "Metl Dreem," said to be inspired by an actual dream of lead bassist Targ. The baseline of this song has been responsible for at least 700 documented cases of hearing loss and twelve minor concussions, to say nothing of the injuries incurred in the "Mosh Pits" at C*I*L*L concerts!

7. Blackness, "The Prophecy": Blackness has always been known for their gloom and doom image (dressing in black hooded cloaks, playing funeral dirges on an actual organ, and singing about The End), and their new album, "Solomar's Truth," is no exception. The songs on this album are based on the prophecies of Solomar, who claims the Alliance is about to be destroyed. Nobody knows for sure if the members of Blackness really believe the messages of Armageddon which they sing, but their sizable following (called "Blackhearts") do, for the most part. Kind of depressing, actually, but hey, it sells...

6. Solaris, "Triumph Blaze": This song, released on the anniversary of the historic Flight of the Valkyries, commemorates their

achievement and heroism. Colonel Ronald Trackey himself, along with three of the other surviving members of Wolverine Squadron, arrived for this song's debut at the Omegadome on New Terra. The clean, majestic sound of this album is something of a shift for Solaris, which usually goes for down and dirty Orion Rock, proving their versatility once again.

the popularity of the song, although a lot of people complain that Merk-7 is a bunch of no-talent hacks cashing in on the controversy their music stirs up. If so, they may have their hands full—the militant religious group known as Yontacha has issued a death threat on all five members of the group.

4. Anguish Scream, "Up From The Caves": Another controversial song, although for different reasons. Anguish Scream is an up-and-coming group of Kizanti musicians (now there's a rarity for you) whose music tells of the suffering of their people.

The band is immensely popular among Kizanti and Eridani audiences, but the Phentari government has lobbied to have their music banned, claiming it is racist and inflammatory. As of yet, no action has been taken, and although several attempts have been made on the life of lead singer Revion Dee, she and her band members have killed all of the prospective assassins in self-defense.

3. The Condors, "Double Zodd": Slipping a notch from last week, The Condors' "Double Zodd" is still comfortably up there in the ratings. The funky baseline and stage antics of The Condors (like pretending to kill band member Robb Goodphelo several times during every concert) have earned them a place in music history, and the chorus line of this song ("Double Zodd! You mean I'm dead?") has already become a catch phrase destined to last for years.

2. Ultrasonyx, "Symphony in High Z": As usual, the super-innovative Ultrasonyx is riding high with their new single, "Symphony in High Z." As the first band to incorporate subliminal ultrasonics into their music on a regular basis, Ultrasonyx has captured a substantial portion of the "In" crowd for an audience. The subliminals in this new song are even more powerful than previous offerings, causing vivid (but apparently harmless) hallucinations which audience members claim "enhance the feel of the music."

1. UHHHHH?, "Chunga": Speed Metal at its best. This 5 Ram band slams out a hypnotic death frenzy beat that has fans literally dying to see them. 86 confirmed deaths have been recorded at UHHHHH? concerts since they released "Chunga" last week.

THE GALACTIC TOP TEN



5. Merk-7, "Dropping the Bomb": This super-controversial song from one of the Alliance's most talked about groups has the pacifists up in arms. The song's lyrics, which advocate bringing back nuclear weapons, have been debated by thousands of groups and banned in thirteen systems. Of course, this just contributes to

to brand another in any long-term fashion, but layer upon layer of the faintest whiff of respect from different blobs can add up to an almost permanent mark that sometimes even other races can sniff out, though they rarely know what the faint perfume means.

Any Mazian's social perfume lasts a number of days equal to the number of blobs that oozed the same scent over the Mazian in question. It only takes a single new Mazian to recharge the scent, even if the Mazian's perfume has expired. For example, if three Mazians deposit the CILM scent on Blubby the Blob on day 1, he will have three days to enjoy his newfound fame before the scent wears off. If a new Mazian deposits the CILM scent on Blubby, he will now have four more days to enjoy his perfume. Only a Mazian who has not scent marked Blubby with CILM previously can reactivate the perfume, which is integrated into the Mazian's very cell structure.

Likewise, a perfume can be removed as long as the number of Mazians eliminating the odor is larger than the total number of Mazians who deposited the perfume. Scientists theorize that the oozing over each other and forming gigantic mega-blobs actually has more to do with communicating and empowering complex social patterns than just having fun and enjoying textures.

The Axaffax: This perfume may be called experimental, as it is the combined efforts of a group of Mazians to brand another in such a way that his Charisma versus another known species is enhanced. Actually, the Mazians try to emulate the pheromone patterns of another race with varying degrees of success*. Roll 1d100 and subtract 50 to determine the Charisma modifier for a single alien species. PPs: 00, CI: -49 to 50*/05, P: 1, V: 0

The Mark of CILM: The Coordination for the Interstellar Liberation of Mazians (C.I.L.M) brands blobs who have done great things for the CILM cause with this sweet, faint odor. PPs: 00, CI: 00/10, P: 0.5, V: 0

Misha

The Misha do not have a long-standing military tradition and have no experience in honoring the battle-proven (or fallen). The Misha picked up the concept of medals by observing the traditions and practices of the Alliance races. The first Misha medals surfaced during the War of Nightmares against the Kraked, and even though there is a chance that some Misha still don't know what the medals of their own species stand for or how they look, those who do feel deeply touched, as every Misha medal stands for a brave act in defense of the homeworlds against the Nightmares.

The Honorband: Misha military medals did not evolve over a long period, but were designed for specific events during the War of Nightmares. All medals revolve around one central concept called The Honorband. The Honorband is a delicate chain running from the center of the (always closed) collar to the right shoulder, with a golden loop or hook called the Dozar, in the center of the chain over the heart. The right half of the Honorband represents the past, the left half the future. The Dozar represents the now. The highest award is anchored above the Dozar and the most recent below it. Dozar medals are large and artfully crafted. Medals on either side of the Honorband are represented as small Pearls which reveal a detailed holographic depiction of the Dozar medal they stand for when activated (by touch). The original Dozar medal, which the pearl represents, is placed on the wall of the Misha bedchamber when a more current or higher Dozar medal is acquired.

Future Pearls: It should be noted that the Misha are the only species that grant medals in advance of the deed that merited the award. Pearls representing future medals are placed on the left half of the Honorband. To acquire a future Pearl, any Misha (including the Misha who will receive the medal) has to dream of the exact deed that will unquestionably lead to the medal or foresee the not-yet-acquired medal hanging on his or someone else's Dozar. Naturally, Future Pearls hold a great responsibility as every Misha expects the holder of a future Pearl to live up to this often questionable honor and to fulfill his future duty. PPs: 05*, CI: 00/(half of the actual medal's Charisma bonus), P: (half of the actual medal's P: increase), V: 500cr

*Yes, Misha can be promoted in anticipation of their future heroics, but only in Misha military or Misha corporations.

The Krakedra: The Krakedra has the form of a small, deep red sun. Each ray of the Krakedra represents a total of 1 Kraked unit killed. What exactly a unit is depends on the kind of combat used to perform the kill. A Kraked shot by a Misha sniper would count as 1 unit, a Kraked assault platform with 500 Krakeds on board shot down with an air defense gun would count as 1 unit, too. Each Krakedra has a maximum of 21 rays. Each ray is a different color, giving the Krakedra a rainbow-like appearance.

Incomplete Krakedra (< 21 rays): PPs: 3, Charisma Increase (per ray): 00/01, P: 1, V: 500cr

Full Krakedra (21 rays): PPs: 10, CI: 00/21, P: 3, V: 2,100cr

The Narador: This medal actually looks like a shade object. It is bestowed upon those who, while in the Dream World, are transported to a shade world and manage to return. While the reason for these vanishings is still largely unexplored, the event itself holds a great, almost religious significance, to the Misha. PPs: 00, CI: 05/20, P: 5, V: 1,500cr

The Shard of Tellure: The Tellure is an object of Misha fairy tales. It is said to be a mirror; often described as the face of the Sea in a moment where there is no wave, in which all past, present, and future can be clearly seen. Tales involving the Tellure are often tragic and bear a disturbing resemblance to ancient Earth tales of the cursed prophetess Cassandra. The Shard of Tellure is given to Misha whose predictions become true despite every effort to escape that fate. PPs: 00, CI: 10/10, P: 4, V: 2,500cr

Mutzachan

Palm of Thunder: One of the few commendations offered by the Mutzachan people to warrior or combat Mutzachans. It is not sanctioned by the Council, but is issued by Lord Markus to those warriors who have proven themselves in battle. The necklace has a pronounced negative effect (-30 Charisma) on the typical Mutzachan who considers war crass and uncultured. Other types are usually impressed by the carved white gold necklace with a white gold pendant in the shape of a palm. This necklace has a built-in 2HP Flux shield. PPs: 00, CI: 15/-30, P: 10, V: 300,000cr

Sash of Wisdom: Given to those energy controllers who have successfully instructed 100 or more students in their career as a Mentor. The sash is iridescent white. Each additional 50 students results in a small silver stud added to the sash. PPs: 25, CI: 5/15, P: 3.5, V: 1,000cr

Scales of Balance: Mutzachans mercenaries are rarely honored for prowess under fire; rather, they are honored for how they react to minimize loss of life by measuring all possible outcomes. These di-chromium scales make beautiful mantelpieces. PPs: 10, CI: 02/12, P: 12, V: 150,000cr

Scepter of Timar: Stores the electro-magnetic blueprints used to generate matrices in a long, slender, obsidian staff. Vocal activation calls up a holographic blueprint of the matrix's activation sequence. The Scepter of Timar is offered as a token of appreciation to non-violent Mutzachans of the 10th energy bracket for increasing the balance of the universe and decreasing random events. The staff holds 20 Power Points. PPs: 05, CI: 05/10, P: 6, V: 300,000cr

Sphere of Power: Once given as gifts to those controllers who had reached 16th level of competence, none have been produced in the last 2,000 years and are considered nothing more than a legend. The sphere stores vocal sequenced matrices (1/2 generation time). It contains any combination of 40 energy bracket levels worth of power (eight 5 point powers, twenty 2 point powers, etc.). PPs: 25, CI: 15/30, P: 20, V: 50,000,000cr

The Staff of Timar: A more powerful version of the scepter, this device is a full 2m long (pole arm length for Mutzachans). It stores 50 Power Points and is only given as a gift of appreciation to those controllers of 13th or higher level. PPs: 10, CI: 10/20, P: 8, V: 1,000,000cr

Orion

The Orions find the pomp and circumstance behind medals silly. They value medals primarily for their attractiveness and their usefulness in picking up members of the opposite sex.

Blood Kilt: The Blood kilt is a deep red tartan, crisscrossed by gold stripes. It is given to an Orion who has shown great valor in a previous battle and brought honor to Taos 4. PPs: 05, CI: 05/10, P: 3, V: 2,500cr

Bracelet of Shadow Light: This normal-looking bracelet contains a miniaturized displacement generator (treat as a manually activated Cybernetic Displacement Device) and is awarded to distinguished Orion spies. This commendation is not officially sanctioned by the Orion government, but is often award by the Orionous Mercantilist Guild or the Silk Lambs. PPs: 00, CI: 00/00, P: 5, V: 200,000cr

Girdle of Nactmitar: During the planet's invasion by the Eridani at the Battle for Nactmitar, 3,000 Orion soldiers gave their lives to buy time for 50,000 civilians to escape with their lives. The Girdle is a token of respect for those who carried the weight of others on their shoulders, a burden that cost them their own lives. The solid gold belt buckle is fastened to the midsection of a tartan. It weighs more than 3kgs and signifies the weight of the Orion nation being borne by some great warrior. PPs: 10, CI: 10/20, P: 7, V: 60,000cr

Guild of Valor: The highest award that can be given to a mercenary by the Orion nation and is equivalent to the Legion of Honor. The Guild of Valor is a coveted award and less than 10,000 have ever been awarded. PPs: 15, CI: 15/30, P: 10, V: 23,000cr

Serene and Solemn Order of the Knights of Taos: This medal is minted and awarded by the Orion government as a parody of the Alliance emphasis on medal-giving. The Serene and Solemn Order is a yellow smiley-face on a plaid ribbon. It is generally awarded whimsically at the big annual trade fair and brewers' exposition in Taos City; anyone can nominate someone for one of these medals, and a government council convenes on the last day of the fair (after having imbibed massive amounts of the brewers' wares) to vote on who will and won't get them. The Order is usually worn someplace inappropriate (elbow, kneecap, buttock). PPs: 00, CI: 01/05, P: 0, V: 500cr

Sildirith (di-chromium bagpipes): Bagpipes are often used to play a song of lament to someone who has fallen on the fields of battle. Sildirith are given to the spouses of those warriors who are slain in gallant combat for the Orion nation. The gift is not restricted to Orions and may be offered to others who have given their life for Taos 4. PPs: 00, CI: 05/10 (to Spouse), P: 0, V: 40,000cr

Therelian Tartan: Given to any Orion who shows himself to be extremely cunning and adept, and at the same time, brings recognition to the Orion nation. The Tartan is a white, blue, and yellow pattern, symbolic of the high clan of Orion. PPs: 01, CI: 05/10, P: 01, V: 1,000cr

Phentari

Blessing of Jaquassarious: Only a handful have ever received the Blessing of Jaquassarious, which comes by messenger in the form of a white gold Eridani skull with obsidian eyes hanging from a white gold chain. Anyone wearing this necklace is said to have the protection of Jaquassarious Phentari himself! Strangely enough, this protection is not given for killing, but for furthering the Phentari nation through peaceful efforts. The Eridani nation point to the skull as proof the entire promise of protection is nothing but a ruse, and an effort to appease those seeking to capture the ancient and infamous Squid. All who have violated the protection, by harming the wearer, have been found grossly dismembered with a holo-projection of the infamous Squid carrying out the deed. PPs: 00, CI: -05/20, P: 10, V: 200,000cr

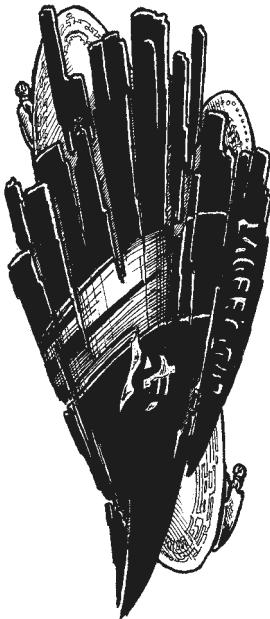
Crystal Vendetta: By showing this talisman, which bears the name of some enemy of the species, all Squid are compelled to assist the owner in killing the one named. Those who refuse are killed by government decree. PPs: 00, CI: 00, P: 2.5, V: 1,500cr

Kwass: The Kwass is a medallion made of bone, which is designed to be affixed to a Dward. It is given to Phentari who are deemed to have shown uncommon ruthlessness and cunning in the subjugation and elimination of lesser beings. The most highly prized Kwass are made from Eridani bone. PPs: 00, CI: -10/10, P: 3, V: 3,000cr

Signet of Death: A strange and mysterious item given to the most intimidating and fearful of the Phentari people. The ring, a black onyx, looks ordinary, but generates a deadly energy that drains the essence of the Phentari's enemy. The ring causes a single victim within 20 meters to suffer 1d4 body points of damage per second. The ring is 75% accurate, plus any bonuses from high Manual Dexterity. A successful Biological SMR reduces the damage by half (round down, minimum of 1 point of damage). If the victim is wearing armor it provides a +20 to the SMR

but no other protection. PDS and Flux shields negate the attack entirely. The ring can be used 5 times before it ceases to function forever. PPs: 00, CI: 10, P: 6, V: 300,000cr

Signet of Might: Contains a Bodyguard personal defense shield in what appears to be nothing more than an ordinary tentacle ring. The Signet of Might is awarded by the government to the toughest and most dangerous Phentari. PPs: 10, CI: 00, P: 3.5, V: 1,000,000cr



Tear Drop of the Black Shard: Formed in a wreath, this commendation is posthumously laid on the grave of fallen Phentari who have distinguished themselves in battle. PPs: 00, CI: 00, P: 3, V: 10,000cr

Uvidan (Bloody Rib): The Uvidan is a controversial item handed out by the most violent of Phentari, the Secret Function, who outwardly seek the destruction of the Eridani people. An Uvidan is passed along from one person to another as a sign of respect and admiration. It is an actual rib taken from the dead body of a Buddon master (Koordine or higher) who the original owner has slain in battle. The passing of the rib is considered a bond of friendship. Any insult or attack on the holder of the Uvidan equals an insult or attack on the giver. PPs: 00, CI: -15/15, P: 7, V: 25,000cr

Ward of Friendship: This token peace symbol on a chain acts as a pact of friendship. Non-combative Phentari often use this as a peace offering to Eridani who have been known to accept it. PPs: 00, CI: 00, P: 2 (to recipient, not giver), V: 4,000cr

Python Lizard

The Pythons have a history rich with war and strife, and a likewise rich variety of medals and awards to distinguish those of exceptional valor, strength or stubbornness.

Blade-Shard of Sharras: One of the Pythons' oldest and most venerated medals, the Shards of the Blade of Sharras reach back to the days of the first war against the Ram. The Shards are given to Pythons who have been victorious in a battle against incredible odds. Often, the medal is given to a lone survivor of an Arachnid encounter, or less publicly, to a Python who bested two or more Ram Pythons in a bar brawl. Contrary to popular myth, the Blade-Shards currently in circulation are not the original shards of the Blade of Sharras. PPs: 04, CI: 08/12, P: 3, V: 800cr

Blood Kelp: The Python Lizard equivalent to the Silver Star. It is a large white gold statue of a kelp branch. PPs: 07, CI: 07, P: 7, V: 3,200,000cr

Fanwal of the Great Hunter: This award takes the form of a spring-loaded harpoon-like launcher that has been ornamented with many different Yi shell shards. It is given to a Python as part of his maturity rite in which the young (about 30 years old) Python receives a fanwal and sets

out to kill a Morshka mussel shark. Returning home with his prey, he is bathed in Morshka blood, and his fanwal is replaced with the Fanwal of the Great Hunter. Note: All Pythons aged 33+ years are assumed to have the Fanwal of the Great Hunter already, with the Charisma increase already included in the character's stats. PPs: 00, CI: 00/05, P: 2, V: 1,000cr

The Harpoon of Isaros: This 3.3 meter long harpoon is dedicated to the memory of the Python hero Isaros who slew Ram chieftain Gorak in the single civil war the Pythons won. His legendary harpoon throw, of over 500 meters, hit Gorak's right eye, and was the turning point in the war. It is no wonder that the Harpoon of Isaros is one of the highest military decorations the Pythons have to offer. The Harpoon is given to any Python who, by defeating the leader of an enemy force (rank of general or equivalent and up), contributes to the final victory of his side over the enemy. While the normal Harpoon is of silver color, a black variant also exists, reserved for those Pythons who manage to defeat a Maelstrom General. As of yet, only two black Harpoons have ever been given. PPs: 10 (black: 15), CI: 10/10 (black: 25/25), P: 5 (black: 12), V: 2,600 (black: 18,000)

Scales of the Nethos: Old and dark legends tell of a lost clan, cult, or even entire race of Pythons. According to myth, the Nethos split with the other Pythons to venture into the deep, dark waters where no sun ever shines. The vast majority of Nethos legends have the character of fairytales, but every now and then someone claims to have encountered one of the Netherym in the endless abyss of the deep Pythos' ocean. The Scales of Nethos is a double-bladed punching dagger. Two identical, large daggers are crafted in a way that when the fist closes around the hilt, the blades point in the direction of the knuckles effectively giving the dagger more resemblance to brass knuckles than a classic dagger design. The Scales are given to any Python who has bested a Ram Python in open one-on-one personal combat. PPs: 03, CI: 12/20, P: 7, V: 1,000cr

Toma of the Kingslayer: This large Python trident is given to Pythons who successfully complete the Quest of Dra'Sel. Every ten years, the Pythons gather in the city of Thaar on Pythos, where the Quest of Dra'Sel is revealed by a selected body of Python elders, called the Dras. The quest is different every time, but always includes a task that revolves around a pressing problem for the Pythonians on Pythos. In the past, such quests included traveling the galaxies to find guidance by a galactic sage, rescuing a Python celebrity whose ship disappeared near The Rift, and holding a speech in front of the Council of Timar. It doesn't matter to the Dras if the quest was completed by one single Python or by a whole Python army, any and every Python who completes the quest will receive the Toma, which is always styled to match the quest at hand. PPs: 10, CI: 08/25, P: 4, V: 4,400cr

Ram Python

Bowing Stone: Receiving the Bowing Stone is a dubious honor at best. It is given to a young Ram who shows great potential, but has shown himself to be foolish and rash. The bowing stone is a massive granite boulder. The boulder is affixed to a tree branch by vines and placed around the neck of the Ram, who must walk around holding his head up for one passing of the moon (fortnight). The Bowing Stone's purpose is to teach a lesson to warriors; that survival of the species is just as important as survival in combat. If each Ram foolishly risks his life just to prove his courage, eventually no one will remain to carry the honor of the species into the future. PPs: 00, CI: 00/00, P: 0, V: 500cr



Despite their menacing appearance, the relatively calm nature and physical abilities of Python Lizards still make them the number one recruit for police and security forces Alliance-wide.

Branch of Wisdom: White Crung is the oldest type of petrified wood found in the Great Alpine Forests of Gron. It is given only to the greatest warriors, those destined to become Tomud. Receiving a Branch of Wisdom means that one has learned the lessons of life, and is worthy of starting his own clan. Many recipients carry the branch as a walking staff, aware of the dangers, yet understanding the need to reinforce the strength of the Ram in the eyes of the Alliance. Deposits of Crystal Topaz have petrified the wood, leaving a stone that shimmers with the beauty of diamonds. White Crung is extremely rare, valuable, and difficult to find. Offenders of the sacred forest have recently begun entering the woods specifically to seek out White Crung for sale on the open market. PPs: 00, CI: 00/00, P: 7, V: 25,000–100,000cr

Bya To: Marble is considered a semi-precious gem by traditional Ram Pythons, although modern lizards disavow its value. Each heroic act carried out by a warrior is traditionally rewarded by a white square block of marble stone. The stone is shaved into near perfect squares by workers and laid at the foot of the Ram's tree fort. Bya means white, and To is the Ram word for rock. Each stone laid in front of a tree brings Prestige and esteem to all of the warrior's family. Bya ril means white path and celebrated warriors often have a long trail that leads from some point in the forest to their homes. PPs: 00, CI: 00/02, P: 0.5, V: 2,000cr

Girdle of Might: This girdle is carved from a single granite boulder and may take as much as a year to create. It is given by a female of some prestige to a male as a sign of her commitment to him for the rest of her life. It is not important whether or not the male chooses her as his permanent mate. She will never have another. Most Rams are won over by this offering and take the female as their own. PPs: 00, CI: 00/02, P: 2, V: 4,000cr

Stone of Pta: Not actually a stone, but rather a prismatic crystal that diffracts light into its visible components. Pta was one of the greatest leaders of the Ram Python nation, son of the legendary Tar of Pythos who used the Blade of Sharras to turn the tide at the Battle for the Jungle Highlands before he died. His son, Pta, eventually won the power struggle for position as High Chieftain to the Ram clans. Pta proved to be a tremendous warrior, skilled and cunning, even larger and stronger than his father, standing nearly 4.5m tall. Pta saw that war, although necessary, caused great pain and suffering to all those involved. He believed that correctness was a matter of perception, and no dishonor should be shown to those whose beliefs prevented them from fighting and dying, which was the Ram way of life. When the Rams were defeated by the Pythons at the Battle for the Deep Jungle and banished to the Western Reaches, Pta sought out and won allegiances with surrounding tribes who had begun fighting each other for the limited food and land available in the salt marshes. Pta won them over and set up schools to teach the young how to farm the marshes, build new homes, and to survive the isolation so far from their native lands. Pta used to say that he could see the answers to any dilemma by looking through the prism-glass and reflecting on how the colors created and controlled the world around him. Hence, the Stone of Pta is given to scholarly rams who excel in non-combat related fields, and prove Rams are equal both in intelligence and courage. PPs: 05, CI: 00/05, P: 2, V: 1,000cr

Branch of Crung: Crung is a petrified wood found only in the Great Alpine Forest where ancient trees once grew to heights of 200m on the Pythos continent of Gron. The mineral deposits found within the wood are as dense as iron. The Branch of Crung is given to the most valiant warrior in the tribe. The Great Alpine forest is sacred ground and only a tomud may make a pilgrimage there to search out a Branch of Crung. Receiving a Crung is a great honor. While the wood itself is kept in the Ram's home, a ceremonial brooch of the branch is worn over the left breast of the warrior's heart. PPs: 00, CI: 00/00, P: 3.5, V: 10,000–40,000cr

Branch of Power: The most coveted Ram Python item is the hypnotic Branch of Power. This 20kg solid gold tree branch sparkles with gems such as topaz, orange emerald, and rubies. Each year, the greatest new Ram Python warrior is awarded the Branch of Power and becomes the honorary Fna (Tomud Highlord). PPs: 10, CI: 07/20, P: 20, V: 5,000,000cr

Thump: Worthy Rams are given massive ironwood totem poles. His exploits are carved into it once he has grown into a seasoned warrior in the eyes of his Tomud. Females eagerly battle for the right to be a carver

of a warrior's Thump, for such a right is held in high esteem among the Ram's people. The Thump is posted outside the doorway of the warrior's home and signals his Prestige. PPs: 00, CI: 00/08, P: 1, V: 2,000cr

Torque of the Warrior: A Ram Python award given to the bravest of warriors by the clan leader. This heavy collar is made of solid gold. Warriors receiving one of these are automatically made part of the clan leader's personal guard and on call at any time to defend his interests. PPs: 00, CI: 00/05, P: 2.5, V: 50,000cr

Sye-Men

As the Sye-Men have no ruling body or other kind of hierarchical order, medals, decorations, and awards are rare among these strange undead. Most items listed here are either handed over by a Sye-Men female (the source of the items shrouded in mystery) or by a trio of Sye-Men who stand in a location the recipient Sye-Men expects them to be, adding yet another layer of mystery of Sye-Men existence.

Balm of Resurrection: This incredibly rare substance comes in a wooden box with only three doses. Each dose has a 10% chance to bring a person back from the dead, if they have been deceased no more than 2 weeks. No more than one dose may be used on one person - ever. Should a second dose be used on a person who already received a dose sometime in the past, not only will the person remain dead, but the soul dies. Memories concerning that person rapidly blur until everything the person ever did slowly fades from existence. Phentari have already discovered the malevolent possibilities of this rare quality, trying to twice-poison an enemy with the Balm by resurrecting him and then immediately administering a second dose; nothing like killing not only the physical body, but a lifetime of work too. According to rumors, some Squid bounty hunters have already tried to hunt Sye-Men down, hoping to find a box with the Balm of Resurrection. PPs: 00, CI: 07/02, P: 0.6, V: 1,000,000cr

Scarf of the Reliever: Sometimes, life becomes unbearable. The Scarf of the reliever is given to Sye-Men who take up the duty to end the lives of those whose place is not among the living. As this most often refers to terminally ill patients in care of Zen, clashes between Relievers and Healers have increased in number and intensity. Sye-Men tradition has it that the person to be relieved must either be strangled with the scarf or the scarf must be in contact with whatever tool or weapon is used to end the life of the one to be relieved. A Reliever can talk with the spirit of whomever he killed with the scarf, even if his body has long since been incinerated or destroyed. PPs: 00, CI: 00/07, P: 0.5, V: 3,500cr

Wedding Blade: Sye-Men mating rituals are as strange as they are cruel. The normal wedding ceremony involves the killing of the male and his resurrection by the female. Tradition states that a special black knife is the only proper killing tool. After his resurrection, the Kala-Dow (Wedding Blade) is given to the male as a sign of his maturity (and luck). PPs: 00, CI: 00/09, P: 1, V: 4,000cr

Tanndai

Arm of Great Valor: Unlike the awards of any other race, Techknight medals and awards often take the form of specially-grafted cybernetic implants of a unique design that clearly distinguishes them from any normal form of cybernetic technology. One of these implants is the

(right) Arm of Great Valor, which is given to a Techknight whose former arm (real or cybernetic) has been lost in duty to protect the Queen or in the course of an important mission for the Queen. The arm is made of three different metals that have been interwoven into a complex and beautiful pattern. As no Arm of Great Valor may ever be changed in configuration except by order of the Queen herself, the exact options integrated in the Arm (BMs decision) define the basic worth of the Arm. There have been cases where no options have been included in the Arm and others where the clever design lead to 36 spaces worth of options for a size class 4 Techknight. Usually, the kind of implants and options integrated in the Arm of Great Valor somehow reflect the occasion or deed for which the Arm was given. Treat as a standard Cybernetic arm with ECM and Electricity SMRs of 100. PPs: 00, CI: 02/10, P: 3, V: (Cost of options multiplied by 2)

Heart of Steel: This cybernetic implant is given to those Techknights who belong to the Queen's Kadan, her elite personal bodyguards. The Kadan often carry out unofficial tasks for the Queen. In a grand ceremony, the heart of the Techknight is removed, replaced by a complex, metal heart with a gem-like, pulsing facet. The facet protrudes slightly from the center of the Techknight's chest. This Heart of Steel is incredibly dense, allowing the Techknight to ignore all critical hits to the heart. Second, the Heart empowers the Techknight to die at will by sending a thought command to the heart. The heart then explodes within 1d3 seconds with the effect of an Omegaton grenade. Third, the Heart of Steel generates a 50 point Flux shield one time per day for 11-22 (10 + 1d12) seconds. The shield, projected from the heart's facet, takes the form of a sphere roughly 2 meters in diameter. The facet cannot be obscured by anything for the Flux shield to work. The shield is perceived as a hovering, faint red glow. PPs: 00, CI: 00/10, P: 2, V: 500,000cr

Mind Screen of the Courier: The Queen has learned of the rare and strange powers of those they call the Chatilians. Since this discovery, the Queen has become even more reluctant in giving her Techknight servants any more information than the bare minimum they need to fulfill their duty, fearing that any information might fall into the clutches of the empaths. All of the Queen's couriers and frontline intelligence gathering units, which include any Techknight she employs in this manner and that has showed cunning and secrecy in the past, may receive the Mind Screen of the Courier. The possession of this internal implant will be shown by a small silver tattoo in the Techknight's neck. Upon closer inspection, that tattoo actually looks like a Chatilian skull. Treat as standard Mind Screen skull implant with half the standard space requirements and ECM & Electricity SMRs of 100. PPs: 00, CI: 00 (Chatilians: -10)/15, P: 0.5, V: 78,000cr

Tza Zen

Medals for the Tza are never handed out publicly due to the prejudice they face. The medal will generally arrive in the mail or a handoff. Since no Tza would divulge another brother, there is little fear of such hand-offs being intercepted by authorities.

Order of Retribution: If a Tza kills ten Zen, he has achieved retribution for the false (or maybe not so false after all) label of Tza put upon him by his own people. This medal comes in the form of a small holographic token worn on the chest. It simply displays a number, but both

Tza and Zen understand what it signifies; it displays the number of Zen killed. The display is easily updated, whenever the bearer kills another Zen. Other species may not know what the numbers signify; because Zen wear it, most inaccurately assume it signifies the number of lives saved. Some Tza (those who feel mislabeled, and who are not truly malevolent) feel this award is dubious and further certifies the belief that all Tza are evil; the Charisma modifier for these Tza is the same as for a Zen. The Charisma modifier and Prestige are increased by 1 for each additional 10 kills. PPs: 00, CHA: 00 (-10 for Zen)/+10, P: 1, V: 150cr

Tieaz of Mutilation: The three-bladed Tieaz knife is given to those Tza who are on the so-called Path to Pain. The ethics of this path include self-mutilation practices and extreme pain experiences. Followers of the Path to Pain believe a moment of exquisite, ultimate pain will unlock a veil upon the soul, helping them to reach an epiphany of some sort. A dark gem in the hilt of the Tieaz denotes the grade the Tza has reached in his quest for truth in pain. PPs: 00, CI: 00/15, P: 0.5, V: 1,300cr

Ti-Jabat-Kakatal: The Tza who has the most confirmed kills on any planet receives this precious, blood-red ti-jabat. According to rumors, the Kakatal organization that hands out these (and other) items is some kind of anti-clerus to the Assizza religion, set out not only to preach the open embrace of Tza principles, but the utter destruction of life itself. PPs: 00, CI: -25/15, P: 0.5, V: 4,500cr

Zen Rigeln

Blood Tear of Assizza: This small medal is awarded to Zen who are critically wounded or killed while saving a life. It is a small woven-silver ribbon with a crystal tear-shaped bead attached. The bead contains a drop of blood from the legendary Assizza himself. PPs: 05, CI: 02/10, P: 1.5, V: 30,000cr

Brotherhood of the Fallen Knights: This award is given to those non-Zen who have saved a Healer in peril while placing their own lives in great jeopardy. This white gold circlet is worn around the head of the owner. Zen recognize the value of this gift by offering to assist any person who has one. PPs: 02, CI: 02/06, P: 2.5, V: 4,000cr

Cloth of Assizza: The cloth of Assizza is given to those Healers who exemplify the spirit of the Zen people through their deeds and accomplishments. It is a spectacular robe, shimmering with all the colors of the spectrum. The wearer may be taught any power for 1/2 normal cost and is usually taken by a Mentor before other pupils. PPs: 04, CI: 05/10, P: 5, V: 100,000cr

Crown of Assizza: Grand Tour Assizza was the greatest known Zen Rigeln healer to have ever lived. He championed peace and harmony and discovered most of the Zen matrices of power. Only seven Crowns of Assizza are known to have existed. Three are kept at the House of Keeping on Katrell. Two are worn by the top Zen Priests, Karilic of Then and Horus of Tabu. Both are masters of the white robes. One crown disappeared with its owner, Jals Himbur of Nadar. Another crown was stolen by Laseras Henderthon, the infamous/legendary Orion thief. It is believed that Laseras stole the crown over a bet he couldn't break into the Grand Palace. The Crown of Assizza is made of white gold and

filled with precious gems. It weighs in excess of 5 kilograms. It is only bestowed upon leaders and emissaries of the nation of Zen. In death, the crown is returned to the House of Keeping until another is selected to be worthy of wearing it. PPs: 50, CI: 15/30, P: 30, V: 10,000,000cr

Gem of Power: It is rumored Premus the Wise developed a matrix that could instantly heal damage, deformities, and disease. He imbued a gem with these powers, inscribing the mathematical codes necessary to activate the matrix into a ruby. He made nine (a Zen dozen) of these gems and gave them away as gifts, before he perished at the battle for Crossroads. It is widely believed that Karilic of Then is in possession of a Gem of Power. The gem is believed to heal 5,000 body points of damage instantly, aging the user by 25 years. PPs: 00, CI: 05/15, P: 20, V: 100,000,000cr

The Peace Keeper's Urn: The highest award bestowed upon any Zen Rigeln Healer. The Urn is heavy, 10kg cast in 24 carat gold with emerald inlay. Normally, a page (student) carries the chalice for the Zen and walks one step off the Healer's right shoulder to the rear. PPs: 15, CI: 10/30, P: 20, V: 1,000,000cr

Robe of Assizza: Made of the rarest and most beautiful silks of Katrell, the Robe of Assizza is bestowed upon the greatest of the Zen Healers. Wearing this item commands instant respect. The garment is a flowing piece that trails exactly 2m behind the owner. A Trenchet (vassal) holds the train above the ground so the cloth is not soiled. A Zen who is clothed in the Robes of Assizza pays nothing for new powers and all Mentors are obliged to teach him before any other. Zen, and most other Alliance species go out of their way to assist someone wearing the robes, often giving him money or offering free room and board. PPs: 25, CI: 10/20, P: 7, V: 50,000cr

Robe of Sacrifice: Bestowed upon Zen who show unswerving faith and honor. It is said that Assizza lived in abstinence, and that his robe grew more beautiful and radiant as he aged. The robe has silver bands and symbolizes the purest of the Zen faith. PPs: 03, CI: 07/07, P: 5, V: 100,000cr

Sash of Premus (automatic tutelage): The Sash of Premus is worn around the waist of its owner and hangs just above the ground. It is fiery red and marks those Healers who hold promise. Wearing it automatically warrants acceptance into any school or by any Mentor. PPs: 10, CI: 03/05, P: 3, V: 1,000cr

Sash of Tembrel (worthy of disciple): Many Mentors keep to the tradition of Tembrel, the mighty Zen Healer who developed the matrix called Disciple, where a Zen transfers his powers to a worthy student. The Sash of Tembrel is given to any student who has been deemed worthy of being a disciple. A blue tipped sash indicates that powers have already been transferred to the student. PPs: 07, CI: 07/14, P: 3.5 (05 with blue tip), V: 8,000cr

Seal of Healing: Certain Zen are selected for genetic enhancement, which is considered a prestigious honor. Their brains are altered to increase the potential for generation, doubling the effects of all healing powers. This is signified by a gold inlaid blue seal, sewn into the fabric of the right arm of the Zen's robes. PPs: 07, CI: 05/15, P: 1, V: 20,000cr

RULE EXPANSIONS

Mines

Mines are perhaps the deadliest weapon in the game for the cheapest price. You can obliterate a PC for very little, and have great fun rolling for each fragment. In the basic rulebook, characters who step on a conventional explosive, concussive, or plasma-based mine (BMs discretion) are struck by 2-8 (2d4) fragments randomly on the body. In actuality, the legs are the most likely hit location. To simulate this, apply half the concussion damage to the legs and divide the rest equally among the remaining body areas. Two fragments automatically strike each leg in addition to 2d4 rolled fragments randomly dispersed across the body. Under this advanced rule, the legs are susceptible to more damage. Note: this rule increases mines' already awesome destruction potential.

Reality Checks for Combat

During Battlelords playtesting, players who have watched too many movies asked some very strange questions. It's the Battle Master's job to rein in these hero types who think they can do anything. The following list sets out some "reality checks" to be used by harassed Battle Masters in the face of outlandish player claims.

1. Pulse cannons, Omega cannons, and other body-mounted weapons are attached to an articulating, mechanical arm assembly that slowly retracts into a "barrel-up" (for long-barrel weapons) or "barrel-down" (for short barrel weapons) position to the side of the user when their grip on the weapon is released. Collectively, the barrel-up or barrel-down positions are referred to as the "safe positions." Once the user's grip on the weapon is released, the safeties engage and it can not be fired until the user re-grips the weapon. Users can adjust the speed at which the weapon retracts into the ready position to their own personal preferences. Most, but not all, body-mounted weapons require the user to wear a backpack, which provides power or ammunition for the weapon. Weapons that require a backpack are referred to as "backpack-fed" weapons.
2. While lying prone, the user can swing the articulated arm supporting the weapon to place it in front of them, parallel with their body, allowing the user to fire the body-mounted weapon from a prone position. However, "hitting the deck" while wearing one of these weapons requires a weapon system shock roll because the weapon is unlikely to retract to the "safe position" before you make contact with the ground. In other words, you're likely to land on top of your weapon.
3. Standing up from the prone position normally takes two half actions. Standing up from a prone position while wearing body-mounted weapons takes two full actions.
4. The articulated arm that connects to the weapon is attached to the shooter by a harness. This "body-mounted harness," takes 2d4 seconds to unlatch if the user needs to take it off.
5. Only one backpack-fed weapon may be carried at a time. You can't wear a second backpack in the reverse position on your chest, sorry.
6. Body-mounted weapons may only be braced by placing them firmly on top of a horizontal object such as a counter.

7. You must have a Strength of no less than four times the encumbrance of any weapon to hold it with one hand. If you think otherwise, you're on steroids! Furthermore, Phentari must use two tentacles to hold a weapon if the Encumbrance is greater than 6.
8. Claymores take time to set up: 1d4 minutes and a successful demolition skill check, usually with a difficulty level of 0 (BMs discretion). There is no such animal as an instant Claymore.
9. If you enter a minefield and step on a mine, you may very well land on another mine. (Boom!, ouch!, Boom!, ouch!, etc.)
10. You can't run and aim through the scope at the same time. Don't be ridiculous! If you try this trick, you will be making a snap-shot and the standard -40 modifier to hit is applied.
11. If you want to carry four (or 5, 12, 32) weapons slung to your shoulder at the same time, fine. Triple the time required to draw one, even if you are an Eridani.
12. A BRI heals damage. It doesn't set the limb or kill infection. If wounds are not attended to before a BRI is injected, you could wind up with an infected limb shaped like a pretzel. See how accurately you shoot then (not to mention the problems you'll have with the ladies). A standard BRI will not heal a critical hit. Only a massive BRI (MBRI) heals critical hits. Like a standard BRI, an MBRI will not set broken bones (it will heal them in their current position) or kill infection. Fun results also occur when you are impaled and try to use an MBRI, which heals the wound around the impaling implement...
13. Likewise, if you use a BRI or MBRI to heal an internal injury, and the wound was poisoned, the poison remains. No BRIs or MBRIs have been developed which cause poison to evaporate!
14. If your IQ reaches zero, you're brain dead, a vegetable. What a dumb question. Are you from Pythos?
15. If your Agility reaches zero, you are immobilized. Consciousness has nothing to do with it. You can be wide-awake and still not be able to move!

Tweaking

Optional Rules for going Berserk or Suicidal

There's going to be combat and characters are going to get killed. Simple! No doubt about it. The big question is: What are they going to do when they are placed in a life-threatening situation? Are they going to blow a head gasket and charge blindly into combat or are they going to run with their tails between their legs? Such inappropriate, life-shortening behavior is called "tweaking" under fire.

The percentage chance to run or go berserk (or suicidal) during a combat or other life-threatening situation depends primarily on one's Aggression score. With the higher Aggression scores, one is more likely to "lose it" and attack. With the lower Aggression scores, one tends to cower or run away. Ram Pythons and the like tend to go crazy, while Mazians usually "run" away.

First, it is important to clarify that a player cannot decide when their character goes berserk, suicidal, or flees. The Battle Master determines if the situation warrants an Aggression check, not the player. To trigger an Aggression check the situation needs to be dire. Simply being in combat is not bad enough to trigger a check. Characters are always fearful for their lives when in combat. In contrast, being in combat, stuck in a foxhole, wounded, with an Arachnid charging your position would likely warrant

an Aggression check. To put it another way, the BM must feel that in this particular situation, the character would believe the threat to be real and imminent in order to warrant an Aggression check.

If the character is unaware of the imminent danger, then no Aggression check can be made. In situations where the character might detect the danger, the BM may permit an Intuition check. If the check is successful, the character can then make an Aggression check.

If the BM feels the check is warranted, the player may make the Aggression roll. If the character has an Aggression of 80 or higher and the player rolls under the character's Aggression score, then the character will berserk. If the player fails the roll, they will not berserk. If the character has an Aggression of 105 or higher and the player rolls under the character's Aggression score, then the character will go suicidal, but only if the character is wounded (suffered at least one critical). If the player makes the roll, but the character is not wounded, then they only berserk. If the player fails the roll, they will not berserk or go suicidal.

Once a character has gone berserk or suicidal, he or she remains that way until the situation that caused the berserk ends (BM's Discretion). While berserking or suicidal, no skill checks may be performed other than attacking with a weapon or making a Hand-to-Hand attack. The BM may allow other simple physical skill checks (climbing, break falls, etc) that are instinctual to the character. The other penalties and bonuses described in the main *Battlelords* rulebook for berserking or suicidal characters still apply.

Note: Zen Rigeln, who often have low Aggression scores, will not flee. A combat medic is not much use if they run away every time they hear a gunshot. Zen are able to function normally in a combat situation, regardless of their Aggression scores.

SOME BATTLE MASTER TIPS

The Length of a Module

The average *Battlelords* adventure should last for 2 or 3 playing sessions, assuming that each section lasts from 4-6 hours. The BM should mix problem solving with good old-fashioned combat for the best results. One-nighters are those modules, which last only for the night. These should take anywhere from 4-6 hours to complete. Mini-campaigns typically involve 2-4 modules that run together and take anywhere from 16 up to 64 hours. I have personally found that the average campaign takes about 40 hours and 2 months.

Handing Out Experience Points

The question often seems to be "How many Experience Points should I give out during an evening of chaos, adventure, comedy, and disaster while playing *Battlelords of the Twenty-Third Century*?" I should point out that the Battle Master's section of the *Battlelords of the Twenty-Third Century* basic rulebook clearly outlines how Experience Points are awarded on an act for act basis. They don't, however, state a general rule of thumb on experience in the Battlelord's system. Maybe I can shed some light on the subject. As designer of the system, I have run numerous encounters and have a general idea of how much experience to award my players at the end of every night. I never realized it, but the following rules apply well to handing out general experience.

Here's our general rule-of-thumb: Award 1,000 XP to each player for every hour played. Then you must rate the basic play of the group from pathetic to outstanding and consult the following table for the experience point award modifier.

EXPERIENCE MODIFIER

QUALITY OF PLAY	EXPERIENCE MULTIPLIER
Unredeemably Bad	-75%
Pathetic	-50%
Bad	-25%
Average	0
Good	+10%
Very Good	+25%
Excellent	+50%
Outstanding	+100%
Candidate for Hall of Fame	+200%

Paychecks and Bonuses

Characters receive monthly salaries that differ depending on their primary occupation and rank. They receive a steady paycheck, even when they are operating in the field. Many BMs wonder how much party members are supposed to earn during an average adventure. Well, the answer isn't exactly clear. Generally, there is a steady increase in the bonus pay schedule, reflecting the relative increase in difficulty of each mission. You must figure into the equation how much of their armor and weapons were chewed up during the mission, how well they performed, etc. Be careful. If you start handing out lots of money every time they perform a mission, then your players begin to expect you to do so all the time. Before you know it, you'll be handing out a million credits for every mission. The following table is designed to provide

BONUSES

DIFFICULTY LEVEL	BONUS (CREDITS)
1	5,000
2	10,000
3	15,000
4	20,000
5	30,000
6	50,000
7	75,000
8	100,000
9	125,000
10	150,000
11	200,000
12	300,000
13	400,000
14	500,000
15	600,000
16	800,000
17	1.0M
18	1.25M
19	1.5M
20	1.75M
21	2.0M
22	2.5M
23	4.0M
24	6.5M
25	10.0M

insight as to how much extra money the party should be paid after a given mission. Again, it assumes that you increase the difficulty on a steady basis. The table is designed to provide you with a framework for doling out cash. It is not written in stone that you should give out exactly what the table lists.

Use good judgment. That's all. You alone must judge the toughness of your modules.

Parties Who Become Too Powerful

Some parties become too powerful. The game starts to get boring, degenerating into hack and slash where your PCs always end up wiping out the enemy. The fact is that this should never happen. Battlelords of the Twenty-Third Century isn't like other roleplaying games. All you have to do is inform them there are strict weapons laws on the planet on which they are to conduct business, and they won't be able to smuggle any equipment due to the battle cruiser which always seems to be circling the planet and never goes away. If you strip the party of their armor every now and again, you'll find that they tend to purchase less direct combat oriented materials. Furthermore, a balanced party must be able to operate in urban areas as well as the wilderness and deep space. Finally, if the party becomes too powerful and you can't handle things, then I suggest the following. Throw an EMP ammo round into the center of the party. That ought to waste most of their equipment. Or have the local authorities impound their gear under suspicion of wrongdoing. No charges are brought to bear, but it will take them stacks of paperwork and 6 months or so to get it back!

Your Battlelord's Entourage (aka NPCs or Crews)

From time to time, characters will find the need to hire outside personnel to fulfill some need. Crews are an integral part of the success of any independent combat team. The selection of NPC crews should be carried out with extreme care. It is recommended that players look to overlap NPC skills with their own as well as pick up new skills. This allows a party member to get taken out without compromising the mission. Characters can hire NPCs for periods of up to a year, after which they'll want to renegotiate their salary. The typical salary commanded is equal to the amount detailed in the skills section of the *Galactic Underground*. Personnel who have specializations will have their area of specialization indicated in parentheses next to their primary occupation.

CWK: Equals cost to retain the NPC per week. Specialized personnel gain 10% more pay per level than non-specialized personnel.

LB: Loyalty Base. Expressed as a percentage. It relates to the NPC's basic goals when compared to those of the party. Add the loyalty base of the NPC to the loyalty base of the PC or team (see below) to determine how loyal the NPC is

There is no shortage of adventure out on the frontier and amazingly, there seems to be no shortage of ancient ruins of long dead civilizations.

Anyone these days can pick up a shovel and ground sensor kit and be an exoanthropologist.



when dealing with his or her employer. Loyalty checks are typically made during crisis situations. Otherwise the NPC is assumed to be doing his job.

NCO: Non-commissioned Officer

OQ: Occupational Quantifier. Lists whether the profession is Specialized or General Certificate.

SP: Range of skill levels possessed by the NPC in his primary occupation.

TP: Tertiary Points. Details how many points are available for other skills outside the NPCs occupation, but within the same general field. This also equals the total amount of skill points available for General Certificate holders.

CREW TABLE

HIRELINGS	C/WK	LB	OQ	SP	TP
Accountant	1,000	+25	S	7-12	2-12
Animal Handler	700	+00	S	12-18	-
Anthropologist*	1,200	+10	S	5-12	4-16
Archeologist*	2,000	+05	S	10-17	4-16
Architecture	2,000	+15	S	6-12	5-20
Astrocartographer*	1,500	+25	S	10-18	-
Biologist*	1,000	+25	S	9-15	2-12
Botanist*	1,000	+25	S	9-15	2-12
Carpenter	600	+00	S	9-15	2-8
Chemist	800	+10	S	9-15	2-12
Communications Expert*	1,200	+35	G	-	40-60
Communications Director*	1,700	+40	G	-	60-80
Computer Operator	900	+20	G	-	30-50
Computer Programmer	1,200	+20	G	-	35-65
Cryptographer*	1,500	+35	S	6-10	-
Cybernetics Designer	2,000	+10	S	5-10	2-12
Engineer (Civil)	1,200	+10	S	5-10	5-20
Enginner (Cybernetics)	1,400	+10	S	5-10	5-20
Engineer (Electrical)	1,000	+10	S	5-10	5-20
Engineer (Hydraulic)	1,000	+10	S	5-10	5-20
Engineer (Ionization)**	3,000	+35	S	7-12	5-30
Engineer (Mechanical)	1,000	+10	S	5-10	5-20
Engineer (Nuclear)*	2,000	+20	S	7-12	5-25
Engineer (Robotics)	1,500	+10	S	5-10	5-25
Firefigher (Deep Space)**	1,000	+50	S	10-15	4-16
Gemologist*	800	+10	S	9-15	-
Investment Analyst	800	00	S	9-15	3-18
Lawyer	var	10	S	10-20	-
Manufacturer (cybernetics)	var	00	S	5-10	3-18
Electrician	800	-05	S	9-17	2-12
Electronics	700	00	S	9-17	3-18
Machinist	900	+10	S	6-12	-
Masonry	700	00	S	12-20	
Mechanic (atm)*	1,000	+20	S	7-12	-
Mechanic (auto)	600	00	S	10-20	-
Mechanic (helicopter)**	1,000	+20	S	7-12	-
Mechanic (tank)**	1,000	+30	S	7-12	-
Mechanic (space)**	2,500	+35	S	8-14	4-16
Medic-Technician**	1,000	+50	G	-	60-90
Metallurgy	1,200	00	S	7-15	-
Mining	900	-10	S	8-15	2-12
Navigator**	2,000	+40	S	8-14	4-16
Paramedic*	800	+20	G	-	70-120
Physicist	1,000	+10	S	6-12	5-25
Repairer (computer)	900	00	S	6-14	4-16
Repairer (cybernetics)	900	00	S	5-10	4-16
Repairer (robotics)	1,200	00	S	6-12	4-16
Robotics Analyst	1,200	00	G	-	70-120
Salvager (deep space)**	3,500	+20	S	6-15	5-20
Safe Cracker**	2,000	-20	S	10-25	5-30

CREW TABLE (CONTINUED)

HIRELINGS	C/WK	LB	OQ	SP	TP
Seamanship	800	-15	S	10-20	-
Smuggler *	5,000	-30	S	7-15	4-16
Spy**	var	-35	G	-	50-120
Surgeon*	2,000	+25	S	4-10	5-25
Soldier (enlisted)**	800	-10	G	-	20-70
Soldier (sergeant)**	1,000	+10	G	-	71-170
Soldier (senior NCO)	2,000	+30	G	-	170-300
Soldier (officer)**	2,000	+40	G	-	25-100
Soldier (commander)**	5,000	+50	G	-	101-250
Teacher	700	00	S	10-20	4-16
Theologian	800	-15	S	10-20	-
Trader**	1,000	-20	S	-	-
Welder	1,000	-10	S	2-12	-

Combatants & Non-combatants

* These professions will enter combat zones with a 10% surcharge fee.

** Military personnel. These professions accept the hazards of combat and charge nothing extra for hazardous duty pay.

All other professions are considered non-combatants and must be paid 20-50% more to enter a combat zone.

Controlling Your Crew

Crews aren't cannon fodder. They have a mind. And trust me, they aren't into dying! Entourages demand all expenses paid. On top of that, most NPC employees charge 25% up front before they do anything and retain the right to check a prospective employer's Customer Credit Index.

Usually Crews do what they are told. They realize they are making more than most people in their profession. Even if not very loyal, most want to make big money; they avoid conflicts with the boss and mutter four letter words beneath their breath as they do their job. But when the going gets tough, most Crews stop going. The following table lists the situational modifiers where the loyalty modifier of the crew increases or decreases. Anytime a situation occurs where there is a decrease in loyalty, a loyalty check must be made to see if they are willing to continue working. Anytime there is an increase in loyalty, there is a 50% chance that it is permanent. If the employer is the entire party, rather than an individual, the overall loyalty rating of a party equals the loyalty bonus of the PC with the highest Charisma, plus the loyalty bonus of the PC with the lowest Charisma, divided by two.



NPC LOYALTY MODIFIERS

SITUATION	MODIFIER
Arachnids involved	-80
Aware of Lies	-25
Bribe (per 05% of salary)	+10
Chance to make the news	+10
Equal share of bounty	+25
Extensive compliments	+05
Insurmountable odds	-45
Multiple party members killed	-65
Party member killed	-20
SNAFU	-05
Things look bleak	-15
Will benefit/cause injury to others	+15

RULES LAWYERS

General Knowledge

The mysterious creatures known as Rules Lawyers have a tendency to pop up anywhere and at any time, but usually during heavy combat. While they appear to be Human, the thought patterns of Rules Lawyers are totally alien. They derive satisfaction from only one thing, mastering what they call "The Rules." Nobody has ever been able to figure out what "The Rules" are, but there are many documented cases of Rules Lawyers seemingly bending reality in their name. For example, a plasma blast will be just about to hit the Rules Lawyer when it will shout out, "Hey! You can't do that! It says so right here, page 212, paragraph 7!" Seemingly in defiance of the laws of nature, the blast will stop just short of the Rules Lawyer. No scientific explanation has been given for this bizarre power, although certain scientists have theorized that it has something to do with other planes of reality.

History

Nobody knows much about the Rules Lawyers. They seem to have been around for all of recorded history, but they have never really accomplished anything noteworthy. They just wander the universe, looking for people to impress with their knowledge of "The Rules."

Government

The Rules Lawyers don't have a government. When asked about this, they invariably reply, "Larry hasn't come up with any Rules for designing governments yet." ("Larry" appears to be their deity, since they often mention him in conjunction with "The Rules.")

Culture

Rules Lawyers don't have much of a culture (or much of a social life), because they spend all their time studying "The Rules."

Physiology

Rules Lawyers typically look like out of shape, pale humans. Scientists theorize this is the result of thousands of years of indoor life spent studying and contemplating "The Rules." The lifespan of a Rules Lawyer is unknown; they all seem to get killed off early in life because they're so annoying.

Weaknesses

The Rules Lawyer is incapable of dealing with new or unusual situations. When confronted with something unknown, he will typically collapse in a fetal ball, screaming, "That's not in the rules! That's not in the rules!" until the situation ends.

Quirks

Rules Lawyers are plenty bizarre and annoying without quirks.

Favorite Item

A large, thick book with the words, "BATTLELORDS OF THE TWENTY-THIRD CENTURY-123RD EDITION" on the front in ancient Earth English.

Favorite Food

They intake any form of high energy drink. A particular favorite is a green drink containing copious amounts of sugar.

Dress

They typically dress in jeans and t-shirts. Some are quite neat, while others look as if they haven't bathed in years.

Hangout

Rules Lawyers can pop up anywhere. They seem to have a special fondness for game conventions.

Abode

Similar to that of the typical Human, except every available inch of floor and shelf space is filled with rulebooks and scribbled notes on "The Rules."

Combat Tactics

Argue the opponent into submission, while rendering all attacks null and void through use of "Rules Loopholes."

General Occupation

Rules Lawyers serve as nuisances, distractions, and pulse cannon targets.

The Rules Lawyer View

ON LIFE: Life? That's covered in pages 144-166, but it doesn't have enough charts and tables.

ON WAR: War is fun! Wanna hear the complete stats for the Panther Light Battle Tank?

ON THE UNIVERSE: Hey, I found a loophole here that proves that the Universe can be destroyed with a single shot from a Savage-B!

ON THE FAMILY: I don't have one, 'cause there are no tables for generating one in the Rules!

ON SELF: I know everything there is to know about Battlelords!

RULES LAWYER STATISTICS

VITAL STATISTICS	
-10 Strength	+20 IQ
-30 Constitution	+50 Aggression
-20 Intuition	-50 Charisma
SECONDARY STATISTICS	
-10 Military Leadership	-20 Persuasion
+40 Terrestrial Knowledge	-30 Bargaining
SPECIAL ABILITIES	
10th Level Game Rules Skill	
Loophole Generation	
LIABILITIES	
Unable to think creatively	
PRIMARY OCCUPATION	
Pain in the Battle Master's Ass	



MUNCHKINOID STATISTICS

VITAL STATISTICS (IGNORE RACIAL MAX)	
+80 Strength	+80 IQ
+50 Manual Dexterity	+80 Agility
+80 Constitution	+50 Aggression
+40 Intuition	+50 Charisma
SECONDARY STATISTICS	
+100 Military Leadership	-100 Persuasion
+100 Terrestrial Knowledge	-100 Bargaining
SPECIAL ABILITIES	
10th Level Body Equilibrium	200 Skill Points
25th Level Shape Change	Infra/Ultravision
Matrix Controller in all areas (x2)	All Skills cost 4 points less
10 Point Body Threshold	All SMRs at 100
LIABILITIES	
None	
PRIMARY OCCUPATION	
Menace to game balance and pain in the Battle Master's ass	

MUNCHKINOIDS

General Knowledge

Little more is known about the enigmatic and highly annoying Munchkinoids than is known about the Rules Lawyers. Some think they may be related to the Dane, while others argue that even the Dane aren't as arrogant as the Munchkinoids. Their sole purpose in life seems to be to pop up and brag about their incredible powers and how they could defeat Jaquassarious Phentari with one hand tied behind their backs. They have a serious lack of real-world understanding ("Why CAN'T I punch my way through the airlock door? I have 140 Strength and I'm berserk!"). They usually appear carrying ultra powerful weapons, clad in Peacemaker armor, and they always have any miscellaneous piece of gear they need, although they are never encumbered. Their weapons exhibit strange properties, too; they always hit and never seem to run out of ammunition. The Alliance considers them to be a threat, and standard Alliance policy is to nuke any planet inhabited by Munchkinoids.

History

Munchkinoid history is unknown; the most complete account ever received from a Munchkinoid ran something like: "Well, first we took over the Huge Dungeons and Even Bigger Dragons universe; then we took our Rings of Universe Traveling +27 and moved to the Run Around in Shadows universe and took that over; then we used Thor's Hammer to blow up the Death Star in one round; then we . . ." The interviewer fled after this; as far as we know, the Munchkinoid in question is still bragging.

Government

Unknown. Ask a Munchkinoid about his government and he will boast at great length about the three-dozen star systems he has personally conquered.

Culture

Most Munchkinoids ignore culture, as it does nothing to increase their personal power.

Physiology

Munchkinoids look like ideal Humans straight out of comic books, square-jawed, muscular, and handsome. However, this appearance is shattered when they speak; all Munchkinoids have incredibly whiny voices and sound like bratty 8-year olds. As with Rules Lawyers, their lifespan is unknown; nearly all Munchkinoids claim to be immortal, but they have a tendency to be killed off wherever they crop up. No female Munchkinoid has ever been encountered.

Weaknesses

If someone actually succeeds in harming a Munchkinoid, he will promptly throw a tantrum, accusing everyone in the area of being jealous of his great accomplishments.

Quirks

You don't call wanting to be an immortal, all-powerful universal ruler a quirk?

Favorite Item

Ooo! My +20 Sword of Instant Death! No, wait, my double-power Omega Devastator! No, I know, it's my Black Hole Cannon! No, wait . . .

Dress

Usually incredibly bad dressers, but every article of clothing they wear has at least a 10 Threshold and 200 points of Absorption (and can be worn under armor).



Hangout

Whatever universe has the most magic items.

Abode

Usually a palace the size of Jupiter. The Munchkinoid will tell you that he has two more just like it back home, too.

Combat Tactics

Ooo! I'll use my Rapid Fire Photon Launcher for my first 17 attacks, then switch to the Cherokee Laser Cannon I've got in my other hand for the next 10, then generate a Space Fold matrix. Darn! My initiative is only a -23!

General Occupation

25th level Empath/Fighter/Mage/Thief, whatever THAT means.

The Munchkinoid View

ON LIFE: I'm immortal and all-powerful! It's swell to be alive!

ON WAR: I won three of them single-handedly yesterday!

ON THE ALLIANCE: I could beat it in one combat round.

ON THE UNIVERSE: I could beat it in two combat rounds.

ON THE FAMILY: I just single-handedly destroyed the Arachnids! Mom must be so proud of me . . .

ON SELF: Ooo! Well, I have a 140 Strength, a +322 damage bonus, 99,000 body points . . . A

1. **HANDWICH:** A good dish for the Phentari on the go. This is actually inspired by an ancient Human dish. Thin slices of meat from the Human hand (the palm is tastiest) between two slices of bread-equivalent. Popular myth has it that this dish tastes best when the meat used is from a human named Sam (perhaps this is why the Humans are fond of a Sam Handwich).

2. **LADYFINGERS:** Another quickie for Phentari who don't have time to sit down to a full meal. The digits of the female Human are quite tasty and convenient to carry as snacks (I believe this is what the Humans refer to as 'finger food').

3. **WINGS:** Get the nearest Ram Python to pluck the arms off a Human, then deep fry them. Best served with spicy hot sauce. They don't have much meat on them, so they're best served in batches of twenty to fifty.

4. **CHILI:** Many people believe that a Human is worthless as food after you hit one with a super plasma grenade. Not so! Gather up the remains, simmer them over a low flame, and add spices. Voila—chili fit for a king!

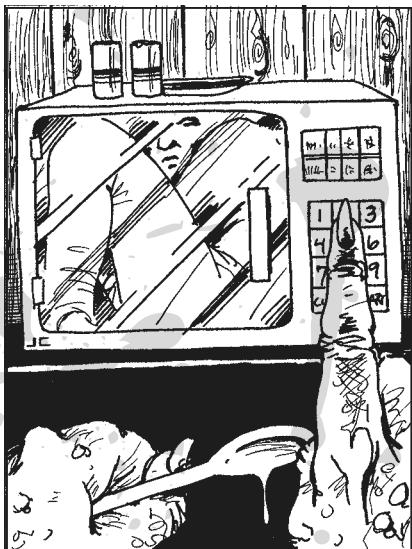
5. **PIZZA:** A good idea for leftover Human bits is to put them on a crust with mozzarella cheese-equivalent and make pizza.

6. **FLAPJACKS:** Humans seem to have a deep seated fondness for naming their foods after themselves (Sam, Jack, Stew...). How can anyone blame us for seeing them as food when they see themselves as food? At any rate, this is another useful recipe for Humans who have taken more damage than normal. Pour the remains onto a hot griddle and allow to fry until golden. Serve with maple-equivalent syrup.

7. **STUFFED ROAST TURKEY:** One of my personal favorites. Find a gullible Human and convince it you want to be friends. As a symbol of your goodwill, give it gifts of food frequently. When it is sufficiently stuffed, roast it in the oven. Turkey!

8. **LIVER AND ONIONS:** Another favorite. It is essential to find a Human whose liver has not been destroyed by alcohol (not as easy as it sounds). Fry the liver with onion-equivalents. Remember, waste not,

Let's face it, we all love Humans. But what many Phentari do not realize is that they can be prepared in an almost infinite variety of ways. True, Humans taste just fine raw, but imagine the looks of surprise you'll get when you serve Human Torso in Mango-equivalent Sauce (especially if your guests aren't Phentari...).



want not! Put the rest of the Human in the freezer for later.

9. **LASAGNA:** After turning that pesky Human into a red smear on the wall with your Omega cannon, gather up that smear and use as your favorite pasta-equivalent sauce!

10. **SUSHI:** Humans who live near large bodies of water can be cut into little chunks and served raw on a bed of rice-equivalent (very "in" right now, but it is an acquired taste).

11. **POT ROAST:** This dish is made from the belly of overweight Humans. While tasty, it should be avoided by Phentari who are dieting.

12. **RUMP ROAST:** 'Nuff said.

13. **FILET OF SOLE:** Human feet are always awkward to use. Slice thin and bake; then serve with lemon-equivalent sauce. Feet can also be served deep-fried, in which case they are referred to as "sole food."

14. **S'MORES:** Bite-sized chunks of Human toasted over an open fire with chocolate, marshmallow, and graham cracker equivalents . . . mmm! Makes my mandibles sticky just thinking about it!

15. **FLAMBE ROYALE:** Another problematic form of killing has always been flamethrowers. Not any more! Just serve the sucker while he's still burning!

16. **SPAGHETTI:** The greatest chefs generally agree the best way to make Human spaghetti is to drop them into a large wire strainer from a great height. Serve with the sauce (#9).

17. **RIBS:** What Phentari doesn't love a barbecue? Sitting out on the porch, breathing in the fresh methane, with a cold brew in one tentacle (one of the advantages of living on an arctic planet) and a rack of ribs in the other three!

18. **SCALLOPS:** The scallop is the part of the Human just under the hair. Peel off several and serve at your next dinner party. Best served raw (and shaved).

19. **PICKLES:** Pickled Human can be a tasty side course to any of the above. Luckily, many Humans pickle themselves! (See #8, above). Continue pickling until the Human turns green, then slice into thin spears.

20. **SHISH-KA-BOB:** My all-time personal favorite. Nothing can beat the delicious taste of a Human roasted on a spit over an open fire. For the best and most entertaining results, the Human should be alive and conscious as long as possible.

Well, fellow gourmets, just remember, cooking with Humans can be almost as much fun as killing them! Until next time, bon appetit!

Appendix

ADDITIONAL IKRINI INFORMATION

Ikrini Symbiotes

Through near perfection of their genetic and bioengineering skills, the Ikrini have developed symbiotic organisms that can temporarily enhance their mental and physical attributes. Ikrini consider melding with these life forms the ultimate expression of their oneness with nature. These leach-like organisms vary in length from 3cm to 10cm, and come in a variety of colors, which usually indicate their function. Symbiotes are carried by the Ikrini in a special container that keeps them in a state of hibernation. The stasis container is included in the cost of each symbiote. A typical stasis container has an Encumbrance of 4, a System Shock of 25, and a 2-week power supply.

To use the symbiote, the Ikrini removes it from the stasis container and places it on his or her skin. The Ikrini must make a Biological SMR with a penalty equal to half the bonus the symbiote provides in order to bond with and use the symbiote. Failure to make their Biological SMR indicates the Ikrini cannot use the symbiote, but they can attempt to use it again next combat round. Because this SMR check is not the result of a poison or toxin, it does not affect the functionality of the Ikrini's synthetic organs if any are present (see below). Once in physical contact with the Ikrini's dermis, the symbiote bites into the skin and injects a unique serum.

For example, an Ikrini with a Biological SMR of 42 applies a symbiote that provides a +40 bonus Strength. In order to use this Symbiote, the Ikrini must make a Biological SMR with a 20 point ($40 / 2 = 20$) penalty. As a result, only a roll of 22 ($42 - 20 = 22$) or less will successfully activate the symbiote and grant its effects to the Ikrini.

Note that BRAs, Bio-Implants, and other devices that increase the Ikrini's Biological SMR decrease the chance of bonding with a symbiote because they react as if the symbiote was an attacking organism. The SMR bonus of these and similar devices is applied as an SMR penalty when attempting to bond with a symbiote.

A symbiote that increases one of the Ikrini's Primary Statistics costs 100 credits per point of increase. A symbiote that increases one of the Ikrini's SMRs costs 75 credits per point of increase. A symbiote that increases one of the Ikrini's sense modifiers (Visual Modifier, Hearing Modifier, etc.) costs 50 credits per point of increase. A symbiote can add a maximum bonus of 50 points to any Statistic, SMR, or Sense Modifier.

Primary Statistics and Sense Modifiers cannot be raised above 150. SMRs may not be raised above 100. Symbiotes that increase CON also increase BP and DD. When the Symbiote's effects end, BP and DD return to normal levels. If this drops the Ikrini below his DD, he dies immediately.

Lastly, you must determine the timespan of the symbiote's effects, which is the maximum number of combat rounds you want the symbiote's bonus to apply. The symbiote's effects last until it is removed or the end of its timespan is reached. The longer the symbiote's effects last, the higher the cost. Multiply the initial cost of the symbiote by the number of combat rounds you want the effect to last (maximum of 20 rounds) to determine the final cost.

For example, to purchase a symbiote that raises the Strength Primary Statistic by 40 points would have an initial cost of 4,000 credits

($40 \times 100 = 4,000$). If we want that effect to last for 5 combat rounds it would cost 20,000 credits ($40 \times 100 \times 5 = 20,000$).

When the symbiote is removed, killed, or reaches the end of its timespan, its effects stop immediately and it detaches. A symbiote that reaches the end of its timespan can be reused again in 24 hours if it is placed back into their stasis containers. However, until 24 hours elapse, the symbiote is useless. Symbiotes that are removed before their timespan has ended may be reattached and used again, subject to another successful Biological SMR, until the end of their timespan is reached. Symbiotes that increase Constitution also increase body points and the Death's Door bonuses. When this symbiote's effects fail, body points and Death's Door return to normal levels. If this drops the Ikrini below his Death's Door, he immediately dies.

Furthermore, when an Ikrini stops using a Symbiote for any reason, whatever Statistic, SMR, or sense modifier was affected by the symbiote immediately loses a number of points equal to half the symbiote's bonus (round normally) due to the stress of the event. This penalty lasts for a length of time equal to the amount of time the symbiote's beneficial effects lasted.

For example, an Ikrini with a Strength of 50 applies a symbiote that provides a +40 bonus Strength, raising the Ikrini's Strength to 90 for five combat rounds. If the symbiote is removed, killed, or its timespan expires, the Ikrini's Strength will return to normal (50), and then suffer an additional 20 point penalty, dropping Strength to 30 for five combat rounds.

A symbiote can only affect a single Primary Statistic, SMR, or Sense Modifier. An Ikrini can use up to three symbiotes simultaneously. These organisms are custom-grown for a particular Ikrini and cannot be used by other Ikrini. Furthermore, the Ikrini symbiotes cannot be used by other species. If attacked directly, symbiotes are assumed to have 1 body point and SMRs of 35. They have little ability to perceive their environment (blind, deaf, etc.) and if released, will simply crawl in a random direction at a rate of a few meters every minute.

Ikrini Armor

Ikrini Armor and Helmets cost 75% of the cost of conventional armor and have the same features as a standard suit or helmet plus the bonuses and drawbacks of Bio armor. Organic materials compose the Ikrini armor, exactly like Bio armor, but the Ikrini armor lacks any integrated weapon systems found on Alliance models. All Ikrini armor and helmets have FIR and CLD SMRs of 20. In addition, they do not emit an Infrared signature except under arctic conditions and are immune to the effects of metal guns and A/R beams. Magnetic projectiles do not stick to Ikrini-made armor or helmets. Armor and helmets that obtain bonuses due to their composition, like ceramic and coral armor, cannot be replicated by the Ikrini. As always, the BM has final say on what aspects of Alliance-made armor and helmets can be duplicated by the Ikrini.

Ikrini and Cybernetics

Ikrini have access to synthetic organs, which function like cybernetic implants, except they're organic. An Ikrini can implant a synthetic organ that mimics the effects of any non-weapon cybernetic used by the Alliance.

These synthetic organs function exactly like their conventional Alliance counter-parts with a few exceptions:

- Synthetic organs are less expensive, costing only 75% of the list price of the conventional cybernetic.
- Synthetic organs are also immune to shorting out from electrical or EMP-based attacks.
- Anytime the Ikrini has to make an SMR check due to toxins or poisons, all the Ikrini's synthetic organs must make an appropriate SMR check with the same penalty as the Ikrini. * If the organ fails its SMR check, it has failed and will be out of commission until the Ikrini completely recovers from the effects of the poison or toxin. A roll of double-zero indicates the organ has died and must be surgically removed before it decomposes, causing death 2d6 days later.
- An Ikrini doesn't have to replace a limb or other body part with a synthetic equivalent to install implants. For example, if an Alliance citizen wants to install cybernetic talons, he must first replace his hand (if not his whole arm) with a cybernetic limb, and then install the talons in the cybernetic hand. If an Ikrini wants talons in his hands, he doesn't have to replace the hand at all. He merely has the organic talons surgically installed in his flesh & blood hand.

Simply reference the Cybernetic Cost & Space Allocation table on page 150 of the *Battlelords* book to determine how much space the Ikrini has in their various limbs, head, or torso.

Ikrini can replace entire limbs or body parts with organic synthetics if they choose, but usually they just pay for regeneration of the lost limb (treat as a cybernetic limb and then apply the rules in this section). Ikrini are capable of using conventional cybernetics, but they have long since ceased development and design of these devices and no one in the Alliance currently manufactures a cybernetic interface for the Ikrini.

Determining Poison & Biological SMRs for Ikrini Synthetic Organs

Remember that synthetic organs are just organic equivalents of conventional cybernetics. Because they are living tissue, they have a Biological and poison SMR rather than an Electrical and EMP SMR like electronic cybernetics. The Biological SMR of synthetic organs is identical to the Electricity SMR of their electronic equivalent. The Poison SMR of synthetic organs is identical to the EMP SMR of their electronic equivalent. For example, conventional cybernetic gills have an Electricity SMR of 70 and an EMP SMR of 80. So if an Ikrini installed synthetic organic gills they would have a Biological SMR of 70 and a Poison SMR of 80. Synthetic organs must be surgically installed and take up space, just like conventional cybernetics.

VITAL STATS MINIMUM/MAXIMUM

RACE	STR	IQ	AGL	CON
Aeodronian	21/80	-/110	39/126	31/100
Andromeni	N/A	46/150	N/A	N/A
Ashanti	41/120	01/110	39/138	21/100
Chatilian	21/90	31/140	15/130	11/90
Cizerack	51/130	01/120	55/150	31/140
Eridani	51/140	01/110	31/126	31/110
Fott	41/120	11/110	39/134	31/210
Furbl	01/80	01/100	41/150	01/90
Gemini	61/140	01/130	01/65	51/150
Gen-Human	21/120	11/120	39/126	21/120
Goola-Goola	51/130	11/120	23/110	41/130
Human	21/110	11/110	39/126	21/100
Ikrini	01/100	11/130	15/102	31/120
Jezzadei	41/120	11/130	15/80	21/110
Kizanti	51/130	11/110	39/118	31/110
Mazian	21/80	01/110	23/118	11/90
Misha	21/80	-/130	39/126	11/80
Mutzachan	01/80	31/150	47/130	01/90
Orion	31/100	01/100	31/126	21/100
Phentari	41/110	01/130	23/138	41/130
Python Lizard	61/140	01/90	15/110	51/140
Ram Python	81/150	01/90	23/110	51/150
Sye-Men	21/80	-/140	39/126	31/130
Tanndai	51/130	01/100	39/126	31/110
Zen Rigeln	21/120	31/130	39/130	31/120
Tza Zen Rigeln	21/120	31/130	39/130	31/120

SECONDARY STATS COMPARISON

	TER	MIL	PER	BAR
Andromeni	+40	+00	+00	+00
Ashanti	+10	+30	+00	+00
Fott	-20	+5	-15	+5
Furbl	+10	+00	+00	+00
Gemini	+30	+00	+00	+00
Ikrini	-10	+00	+00	+00
Jezzadei	+35	+00	+00	+20

VITAL STATISTICS COMPARISON

	STR	MD	IQ	AGL	CON	AGR	INT	CHA
Andromeni	N/A	N/A	+45	N/A	N/A	-10	-10	+00
Ashanti	+10	-10	+00	+25	-10	+00	+00	+00
Fott	+15	-15	+00	+15	+10	+20	-10	-25
Furbl	-20	+10	-10	+40	-15	-15	+15	+20
Gemini	+20	-40	+00	-35	+50	-20	+00	+00
Ikrini	-10	+00	+10	-10	+20	+10	+00	-05
Jezzadei	+10	+10	+10	-20	+10	+00	-10	-10

Aarani-Li College of Thought 92

RACIAL PREFERENCE TABLE

RACIAL PREFERENCE TABLE

	Aeodronian	Andromeni	Ashanti	Chatilian	Cizerack	Eridani	Fott	Furbl	Gemini	Gen-Human	Goola-Goola	Human	I-Bot	Ikrimi	Jezzadei	Kizanti	Mazian	Misha	Mutzachan	Orion	Phentari	Ram Python	Python Lizard	Sye-Men	Tannhai	Tza Zen	Zen Regiln	
Aeodronian	P	E	M	E	D	D	M	D	M	T	M	M	D	D	E	D	D	E	T	T	T	T	M	M	M	M		
Andromeni	T	P	P	D	P	D	M	P	P	T	T	T	D	T	P	D	T	M	E	T	D	T	T	E	M	T		
Ashanti	M	T	P	T	T	P	M	T	P	T	T	T	P	P	T	M	T	T	P	M	D	T	T	T	P	D	P	
Chatilian	M	T	T	P	T	D	D	T	T	D	T	D	D	T	T	D	D	T	T	D	D	D	D	T	D	D	T	
Cizerack	M	M	T	T	P	D	D	P	P	T	D	T	M	P	T	M	P	E	T	P	E	E	E	T	P	D	P	
Eridani	D	E	P	D	D	P	M	T	T	T	D	T	D	M	M	P	D	M	D	E	E	P	P	M	P	M	T	
Fott	D	E	T	M	E	D	M	T	T	T	T	T	T	T	M	D	M	T	M	T	D	T	T	M	T	D	T	
Furbl	D	M	T	D	T	D	D	P	P	T	T	P	T	T	T	D	T	T	P	P	T	M	D	M	T	D	P	
Gemini	P	M	T	T	P	M	M	P	P	T	T	T	M	P	T	M	P	P	P	T	T	M	P	P	M	D	D	P
Gen-Human	E	D	T	M	T	T	T	P	T	P	M	T	T	M	M	M	T	T	P	P	D	T	T	M	M	D	P	
Goola-Goola	D	D	M	D	D	D	D	P	T	M	P	P	T	M	T	D	M	M	P	P	D	P	M	T	T	M	T	
Human	D	D	P	M	T	T	T	P	P	M	P	P	D	T	D	M	T	T	M	P	D	D	D	M	T	E	P	
I-Bot	T	T	T	D	T	T	T	T	T	T	T	T	P	T	T	T	T	T	T	T	T	T	T	T	T	T	T	
Ikrimi	P	M	T	T	P	M	D	P	P	P	D	T	D	P	T	T	P	P	P	T	T	T	T	M	E	M	T	
Jezzadei	T	P	T	P	T	M	T	M	P	T	P	P	P	T	P	T	T	P	T	M	M	M	M	P	D	P		
Kizanti	T	T	D	M	T	P	M	M	P	D	D	T	D	T	D	P	M	M	M	E	E	T	T	M	P	T	T	
Mazian	T	T	T	E	P	T	M	T	T	T	T	T	T	M	T	T	P	T	T	P	D	D	D	M	T	D	T	
Misha	T	T	T	T	D	T	T	M	M	T	M	T	T	T	M	T	T	P	P	D	P	D	P	M	M	M	M	
Mutzachan	T	E	P	D	T	T	M	P	P	P	T	T	T	T	T	D	D	M	P	D	D	D	D	M	M	D	T	
Orion	P	D	T	T	T	E	T	P	P	P	T	P	T	T	T	D	T	T	D	P	P	T	T	T	M	E	P	
Phentari	M	T	T	D	M	E	T	T	T	T	P	D	M	M	M	E	D	T	D	P	P	T	T	T	M	P	D	
Python Lizard	T	D	P	D	E	P	D	T	P	T	T	D	T	T	M	D	D	T	D	T	D	P	D	P	M	D	P	
Ram Python	P	D	P	D	E	T	T	T	P	T	D	D	M	T	D	D	T	M	D	P	T	D	P	M	M	D	P	
Sye-Men	T	T	M	T	T	T	T	P	P	T	P	T	D	M	D	T	T	T	T	T	T	T	T	T	T	T	P	T
Tannhai	M	D	P	M	P	P	T	P	P	M	T	T	T	T	T	D	T	T	T	M	D	M	P	M	T	P	D	P
Tza Zen	P	M	D	D	D	P	P	T	T	D	P	D	D	D	M	P	D	P	D	E	P	P	P	T	P	E		
Zen Regiln	T	M	M	T	D	D	M	P	P	P	T	P	T	M	P	T	T	T	T	P	D	D	D	E	M	E	P	

KINETIC/Non-KINETIC ATTACKS

Any physical object striking another to cause damage by force of impact is a kinetic attack.

KINETIC	KINETIC	KINETIC	NON- KINETIC	NON- KINETIC	NON- KINETIC
AHWs	Mag Grenades - Fragments only	Excludes crushing damage being crushed by immense weight	A/R Beams	IFTs	Specialized Weaponry
APWs	Micron Body Weapons	Nuclear Weapons	Atomic Particle Weapons	Jammers	T-Bolt Generators
Carousel Guns	Mines - Fragments only	Omega Weapons	Cellular Disruption	Juicers	Thermatics
Chain Guns	Modern Hand Weapons - Based on mechanism of impact	Plasma-based attacks	Chem/Bio Weapons	Lasers	Web Generators
Compact Art - Fragments only	Kinetic: Spear Gun, Chainsaw, Thwack 'Em Stick. Others non-Kinetic	Poisons	Concussion	Metal Guns	
Explosives - Fragments only	Mortars - Fragments only	Pulse Weapons	Crushing by immense pressure or weight	Missiles, including Anti-Tank Weapons, PMS, SAMS, Arm Rockets, etc	
Falling damage	Ultra-armor Physical Combat	Radiation	Disintegrators	Neuro Weapons	
Fragments	Vehicles collisions	Specialized Weaponry	EMP Cannons	FIGS	
Gauss Rifles		T-Bolt Generators	FIST Systems	Nuclear Weapons	
Grenade MGs - Fragments only		Thermatics	Flamethrowers	Omega Weapons	
Grenades - Fragments only		Web Generators	Frostguns	Plasma-based attacks	
Hand to Hand attacks			GEWs	Poisons	
			Grav Sheers	Pulse Weapons	
				Radiation	

Index

A

Abilities Of The Mentor 91

Andromeni 9

Andromeni Character Creation 12

Archetypes 39

Andromeni 39

Ashanti 40

Fott 41

Furbl 42

Gemini 43

Ikrini 44

Jezzadei 45

Ashanti 15

B

Badges For Courage 115

Battle Master Tips 134

Byrill Focus Center 92

C

Changing Mentors 89

Charisma Increase (CI) 115

Crew 136

Cross-Networking 89

D

Duties To The Mentor 90

E

Entourage 135

Experience Points 134

Exploration Times 4

F

Falling Debris 111

Finding a Mentor 90

Fott 19

Furbl 23

G

Gemini 27

Gemini Advancement Table 100

Gemini Matrices 93

Alter Terra Firma 97

Animal Aspect 98

Animal Speech 95

Asphyxiate 97

Avatar of Nature (Fire, Earth, Water, Air) 98

Boil 93

Breathe Water 94

Breeze 93

Burrow 95

Calm Air 94

Cataclysm 101

Chill 93

Cold Snap 97

Command Animals 98

Concrete 99

Condensation 93

Create Gas 98

Create Vacuum 99

Drown 99

Earthgrip 94

Earthquake 99

Earth Song 95

Earth Trap 99

Elemental Disruption 100

Elemental Sheath I 93

Elemental Sheath II 97

Element Mastery 100

Entangle 95

Fire Dagger 93

Fire Lance 99

Fire Song 95

Fire Spear 94

Fire Sword 97

Fog 94

Forecast Weather 94

Frost 94

Gaea's Infernal Maw 101

Heal Earth 101

Ice Shards 95

Identify Animal 94

Identify Plant 93

Liquid Wall 96

Magma Bolt 100

Melt 96

Nature's Call 96

Nature's Call 97

Petrify (aka Stone Club) 94

Pillar of Stone 97

Planet Bond 101

Precipitation 96

Sandblast 97

Storm 99

Sun Bolt 99

Sun Song 97

Terrain Link 99

Terrain Sense 94

Thunderclap 98

Tornado 100

Tsunami 101

Walk on Air 98

Walk on Water 98

Wall of Air 98

Wall of Stone 98

Warmth 94

Water Freedom 94

Water Song 95

Wind Song 95

I

Ikrini 31

Ikrini Advancement Table 105

Ikrini and Cybernetics 141

Ikrini Armor 141

Ikrini Kinetic Matrices 101, 102

Continuance 102

Disintegration 104

Earthquake 104

Entropy Storm 104

Force Bolt, Advanced 103

Force Bolt, Intermediate 103

Force Bolt, Rudimentary 102

Force Shield, Advanced 103

Force Shield, Intermediate 103

Force Shield, Rudimentary 102

Honoriarium 103

Kinetic Boost, Advanced 104

Kinetic Boost, Intermediate 104

Kinetic Boost, Rudimentary 103

Le-lak 105

Locomotion, Advanced 104

Locomotion, Intermediate 103

Locomotion, Rudimentary 102

Nullification, Advanced 104

Nullification, Intermediate 103

Nullification, Rudimentary 103

Planet Shock 105

Solar Breath 104

Terrain Sense, Advanced 103

Terrain Sense, Intermediate 102

Terrain Sense, Rudimentary 102

Thermokinesis, Intermediate 104

Thermokinesis, Rudimentary 102

Initial Host Skills Table 13

Initial Host Table 13

J

Jaquassarious Phentari 48

Jezzadei 35

Jezzadei Advancement Table 113

Jezzadei Imprinting Matrices 106

Activation Energy 106

Arm of Kollirus 109

Atolh 106

Carbon Date 106

Coin of the Realm 108

Create Module 107

Dispatch 108

Empower 1 107

Empower 2 108

Empower 3 110

Empower 4 111

Empower 5 111

Enhance Damage 1 107

Enhance Damage 2 110

Esoteric Allure 110

Find Item 107

Ghost Hand 107

Hypercube 110

Identify Possessor 107

Indestructibility 111

Isolate 112

Lighten 109

Mental Catalog 107

Post-Cognition 107

Project Image 108

Renew 113

Return 109

Shatter Artifact 110

Shatter Artifact 2 111

Shatter Artifact 3 112

Shatter Artifact 3 112

Space Travel 112

Spymaster 109

Strengthen 107

Survey 109

Travel 110

Ultimate Empowerment 111

Ultimate Shatter Artifact 113

Unearth 111

Veil 109

K

Kinetic/Non-kinetic Attacks 143

Kinetic Strength Rating 102

L

Latent Extraction 88

M

Matrix Powers 85

Matrix Schools 92

Medals And Commendations 116

Alliance Armed Service & Corp Merit-Awards 116

Alliance Government 116

Corporate Awards 118

Independent Awards 118

Mentors 89

Mind School 92

Mines 133

Munchkinoids 139

P

Parties 135

Paychecks and Bonuses 134

PC-Taught Matrices 90

Phentari 47

Prestige (P) 115

Promotion Points (PPs) 115

R

Racial Awards 118

Aeodronians 118

Andromeni 119

Ashanti 119

Chatilian 119

Cizerack 120

Eridani 120

Fot 121

Furbl 122

Gemini 122

Gen-Human 122

Goola-Goola 124

Human 124

Ikrini 125

Jezzadei 125

Kizanti 125

Mazian 126

Mishi 127

Mutzachon 127

Orion 128

Phentari 128

Python Lizard 129

Ram Python 129

Sye-Men 131

Tannndai 131

Tza Zen 131

Zen Rigel 132

Racial Opinions 55

Aeodronian 55

Andromeni 56

Ashanti 57

Chatilian 58

Cizerack 59

Eridani 60

Fott 61

Furbl 62

Gemini 63

Gen-Human 64

Goola-Goola 65

Human 66

I-Bot 66

Ikrini 68

Jezzadei 70

Kizanti 71

Mazian 72

Misha 73

Mutzachon 74

Orion 75

Phentari 76

Python Lizard 77

Ram Python 78

Sye-Men 79

Tannndai 80

Tza Zen 81

Zen Rigel 83

Racial Preference Table 143

Reality Checks for Combat 133

Revelations 3

Rules Lawyers 138

S

Secondary Stats 142

Shryalzzid Damadec 6

Symbiotes 141

T

The General 48

The Tzin Control Academy 92

Trishmag Energy Applications School 92

Tweeking 133

V

Value (V) 116

Vital Stats 142

W

Wingala-Nairasu 52

Only the bold and the brave can be truly famous!



You know, this bunch of friends I've signed on to work with are just a blast to be around; in that Orion Galort's case that's literal! Ha!

I've learned so many new recipes and techniques cooking for these guys. It's a challenge keeping the Jezzadei fed, but I'm soooo glad I learned how to make brewl, that quintessential Cizerack peasant dish. Wow, is that a fave!

But the best part is this whole huge galaxy these guys have shown me. I know a lot of them complain about which ass-end of the universe they are in now, but I love it all.

What a huge playground and it's mine for the taking!

—Our new Furbl

Galactic Underground 2 includes:

- Seven new player character races including the Andromeni energy being, the four-armed Ashanti, and the mysterious Jezzadei
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