

galactic underground 3

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PLAYER SUPPLEMENT



BATTLELORDS
OF THE TWENTY-THIRD CENTURY

The BATTLELORDS' Player Companion

galactic underground 3

BATTLELORDS™
OF THE TWENTY-THIRD CENTURY



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The Galactic Underground 3 contains mature themes and it is suggested reading for ages 14 and above.

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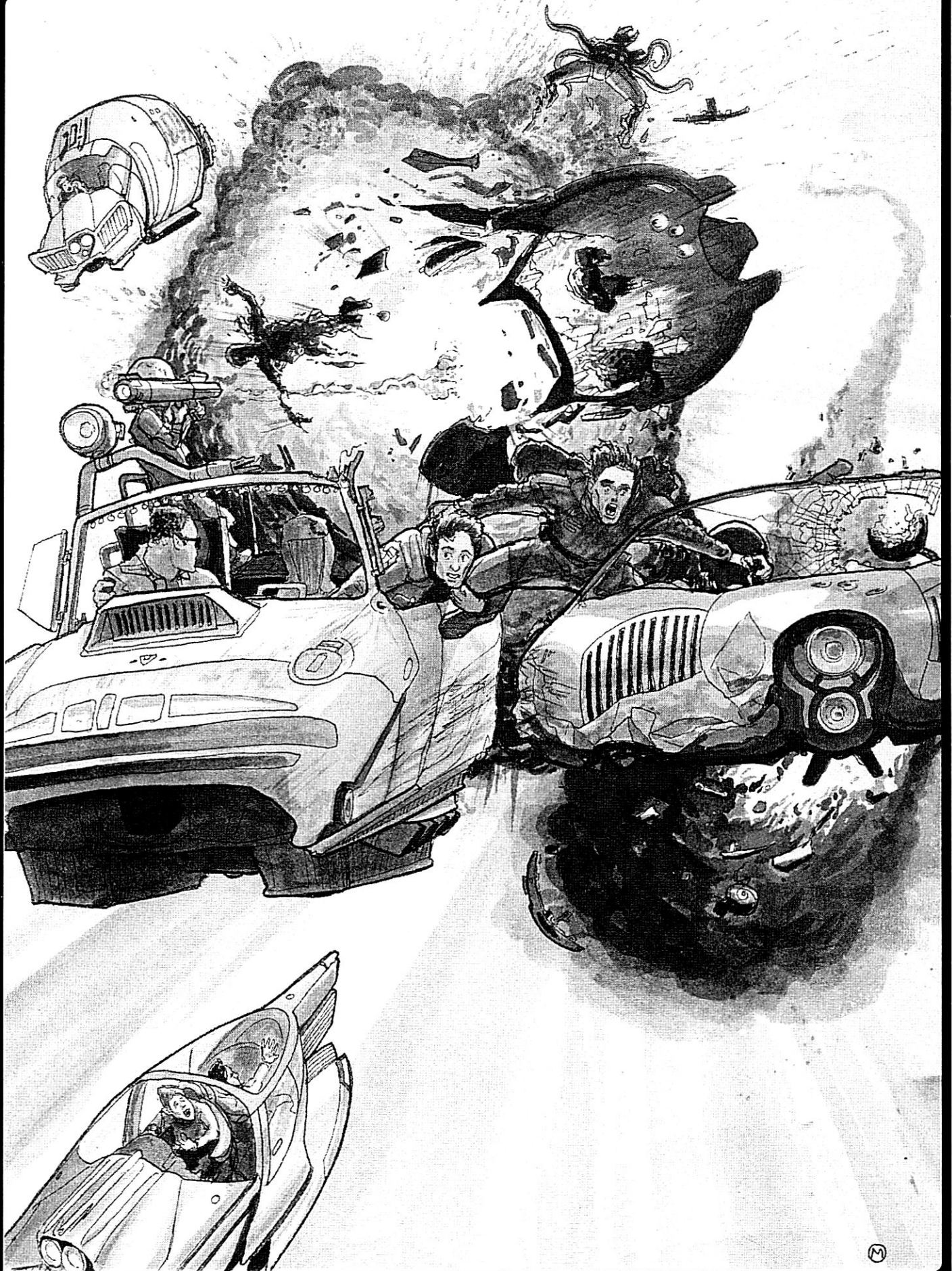
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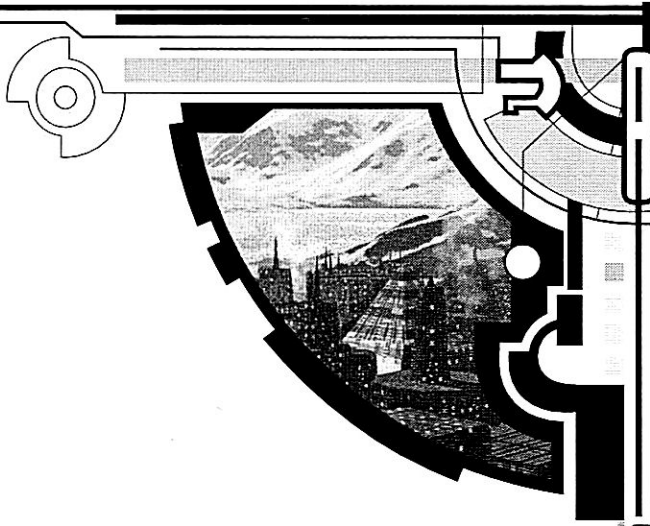
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CHAPTER 1

Life in the Flexsteel Jungle • 1



IN THIS CHAPTER...

Introduction
 Alliance Bureaucracy
 Customs
 Moving Around the City
 NPC Samples
 The Big 50
 A Soldier's Retirement?

◀ "Driving with one hand and foot in one hopper and the other hand and foot in another? 180kph too? Well, let's call that a level 18 piloting check."

When you're screwin' with some bad dudes, you better have a fast ride and nerves of steel. Oh, and a buddy in the back seat with an anti-armor missile launcher wouldn't hurt either.

bank me dear reader.

I have finally finished translating this collection of stories, information, and "rules" from a variety of authors—most of whom should return to their writing primers in whatever school they attended as small whelps. The rampant slang and colloquialisms of Malachai Armageddon, and the rambling lunacy of Bluerazor (collector of the matrix information), to name a few, have nearly driven me into a large magnum of Yutaban Scotch.

Why I was taken away from my normal duties to translate this work into Galactic Standard is beyond me, but my employers felt it was necessary, so here I am. I believe this work will be of use to those few mercenaries who can in fact read. They will most likely only be interested in the military sections of this volume, though they should take notice of the descriptions of the Alliance bureaucracy and the media. Though overly simplistic (I must consider the largest percentile of my audience), they should shed some light on what keeps this wonderful entity known as the Alliance running. For a more detailed explanation of Alliance government and corporate systems I would highly recommend Glinnel Shanten's seminal work Descriptions of Alliance Bureaucratic Entities and Their Impact on the Economic Development of Frontier Planets, Asteroids, Stations, and Other Settlements, Vol. 5. A rousing good read, and quite humorous from time to time. But I digress.

This, the third installment of the Galactic Underground series, details life within an Alliance corporation and describes fifty of the largest. Perhaps you may be able to find gainful employment with one of them. There is also an extensive section on joining the Alliance military, which details terms of service and the training one will receive. Later, that most annoying fellow Bluerazor has gathered together a listing of newly discovered matrix powers for the Ikrini Geomancers, Jezzadeic Priests, and Sye-Men. Then there is the curious section of race-specific "I Was Just Growing Up Tables." I am not quite certain what they are for, but my employers insisted that I include them. Some are quite humorous—and sometimes quite frightening. After reading them, I've come to the conclusion that this document may be some sort of addition to a simulation game. I would certainly hope not, as my various talents and significant intellect are too valuable to be wasted on a piece of entertainment.

Homolor Fi

Vissu Galactic Sage

Battlelords of the 23rd Century is a game about adventure and exploration. The player characters generally spend most of their time out on the frontiers of the galaxy, risking their lives and reaping great rewards. The key word here, though, is “usually.” Nobody spends all of their time in armor, and eventually any rounded Battlelords campaign is going to branch out into non-combat areas. Grabbing your Crusader laser cannon and going out to trash an Arachnid or five is fun, but there’s a lot more to the game than just killing things.

This chapter explores what happens when the Battlelords come home to roost, hang up the armor, and head out into the city, whether it be for a drink or to break into SSDC Sector HQ and steal their fiscal plans for the upcoming year. We’ll take a look at the noncombat aspects of life in the 23rd century, and how they can work for (or against) a character. Don’t get the wrong idea—just because nobody’s firing big weapons, doesn’t mean you can’t get your players in a peck of trouble! Personally, I’d rather deal with a horde of angry Star Trolls than the Department of Interstellar Vehicles any day...

THE ALLIANCE BUREAUCRACY

We’d just gotten back from a six-month search-and-destroy, flushing Star Trolls outta the jungle on Nephangia. Piece of cake. So we decide to stop in at the local bar and get something to drink before checking in at HQ. Somebody musta spiked the drinks, because I’ve never seen Ugg pass out after two Nectars! So we’re trying to drag a half ton of Ram back to HQ, and a bunch of Orions in gang colors jump us. They got Rennie’s wallet, and had me down on the ground, when Ssithicus finally decided he’d had enough and opened up on them with those Tenteclex lasers of his. THEN the cops show up and ... get this ... drag US down to the station and book us on charges of aggravated assault! I tell ya, this city just ain’t safe anymore ...”

—Jaxon McBane, Orion Rogue

Sooner or later, our heroes are going to have to come in from the field. And when they do, an old adversary will be there to greet them. An enemy scarier and tougher than anything they’ve faced in the field. You can’t shoot it, you can’t hide from it, and sooner or later, you’ll have to face it. It’s the bureaucracy of the Galactic Alliance, and it’s waiting to make your life a living hell...

There are a lot of reasons to make your players deal with the bureaucracy. The Alliance likes to keep tabs on mercenary types, especially the ones with really big guns. They also like to make sure that their unfair share of your hard-earned booty is finding its way into their pockets! This is accomplished through taxes, fees, and customs, all of which are detailed below:

Taxes

The government runs on taxes. Sometimes it seems like they spend most of their time and energy dreaming up new ways to squeeze a few more tax credits out of Joe Average Alliance Citizen. And Battlelords aren’t exempt from this wonderful part of Alliance living. Any uppity mercenary who says, “I don’t need to pay my taxes,” is likely to find a platoon of combat accountants from the Alliance Bureau of Revenue on

his doorstep, ready to audit him with an Abomination Omega cannon or twenty! Rule Number One: The bureaucrats have more firepower than you do.

Alliance income taxes are on a graded scale, as follows:

ALLIANCE INCOME TAX

ANNUAL INCOME	TAX PERCENTAGE
10,000 or less	2%
10,001-20,000	5%
20,001-35,000	10%
35,001-50,000	15%
50,001-75,000	20%
75,001-100,000	25%
100,001-500,000	33%
500,001 or more	45%

Alliance officials point to this graded scale as proving that they don’t favor the rich. This is, of course, utter bull\$@#! The truth is that the rich are still better off because they can afford to hire the best lawyers and accountants to find them tax loopholes and write-offs. To lower the taxes one has to pay takes Accounting or Law skill. A level 5 check is made against the applicable skill. For every 5 percentile points (rounded down) that the check is made by, the character’s taxes are reduced by 1 percent (so someone in the 33% tax bracket who made their accounting check by 73% would only pay 19% of his or her income in taxes this year.) If the player has both skills, he or she may make two checks, but the second is a level 8 check (to represent the fact that a lot of the loopholes have already been found and used.) The sad truth is that there are trillionaires in the Alliance who haven’t paid a dime of taxes in years, thanks to their financial advisors! By the way, any character with both Law and Accounting at level 8 or higher can seek a career as a financial advisor, at a starting salary of 60,000 credits or more.

Fees

In addition to taxes, Battlelords also have to shell out their precious creds for a myriad of processing fees, permits, and other really obnoxious surcharges. Some of the most common fees a mercenary will have to put up with are listed below:

Weapons Permit, Class 1: This permit allows a character to carry a handgun or rifle (non-automatic) of tech level 4 or less openly, but not concealed. The character is still subject to all tech restrictions and regional weapons restrictions of the planet he or she is on. A Class 1 permit will cost a character 100cr per standard year.

Weapons Permit, Class 2: The Class 2 permit allows a character to carry all tech level 6 or lower weapons, including those covered by the Class 1 permit. The character still may not carry weapons concealed. This is the permit most Battlelords characters will have. A Class 2 permit costs 250cr per standard year.

Weapons Permit, Class 3: A character with a Class 3 weapons permit may legally carry any weapon of tech level 6 or less, and may conceal weapons on his person. Class 3 permits are extremely hard to get, and are usually issued only to Galactic Law enforcement officials, Class

2 or 3 Bounty Hunters, or corporate types with a lot of clout. A normal character will need to grease some palms to get one of these—at least 25,000cr and a Bribery check at level 5 are needed to get your name onto the lists (and being on the list is no guarantee that you'll get one, either!). Class 3 permits cost 1,000cr per year, but are free to law enforcement types.

Weapons Permit, Class 4: The Super Permit! Someone with a Class 4 permit may carry any weapon, openly or concealed, and further, may carry such weapons even onto tech-restricted planets! Class 4 permits are reserved for only the top echelons of such organizations as Galactic Control and Galactic X, and the lists are constantly checked for names that don't belong there. To set up a character with one of these would take a Level 20 Defeat Security check just to get the name into the files in such a way that it wouldn't be spotted.

Armor Permit, Class 1: An armor permit is required in order to own and operate a suit of combat armor (anything above a BP-2 or Street Clothes armor). It costs 100cr per year.

Armor Permit, Class 2: Allows operation of a suit of Ultra-Armor in areas where such technology is legal. (No, you still can't go tromping down Main Street, New Washington in your Peacemaker!)

A Class 2 armor permit costs 1,000cr per year, and there is an annual certification test to make sure you remember how to steer the thing.

Vehicular permit, Class 1: This permit allows a character to operate an automobile/skimmer legally. A test is required (level 1 check for each type of vehicle you wish to qualify for: automobile, skimmer, or both.) A Class 1 driver's license costs 25cr per year.

Vehicular permit, Class 2: Similar to a Class 1 permit, but it also allows the character to drive trucks and heavy cargo skimmers. A level 3 skill check is needed. A Class 2 license costs 40cr per year.

Vehicular permit, Class 3: Allows piloting of Hoppers and Transcruisers. A level 4 pilot's test is required for each vehicle type (again, each permit is valid for only one of the vehicle types). A Class 3 permit costs 200cr per year.

Vehicular permit, Class 4: The space pilot's license. A Class 4 permit allows one to pilot interstellar and intergalactic craft. Extensive testing is required (level 9 piloting check), and the character must also have at least one level of skill in each of the following: Astrocartography, Identify Vessels, Navigation, and Computer Operation. A Class 4 permit costs 1,000cr per year.

Passport: A must have. Without an Alliance passport, a character can not travel from world to world. An Alliance passport costs 100cr in processing fees a year.

CUSTOMS

Still another way for the Alliance to skim a little off the top. Characters traveling to new worlds will be required to pass through customs. Here, their equipment will be assessed, tariffs levied, and prohibited technology confiscated. There are multiple levels of customs security available, as listed below:

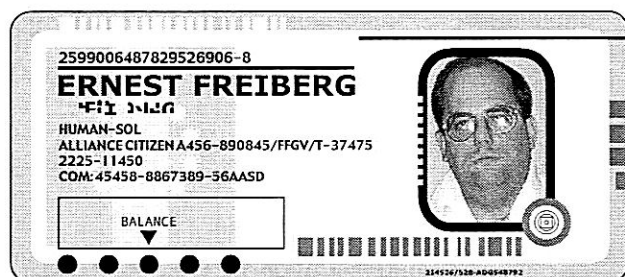
Customs Level Descriptions

- 0 - No security. Feel free to cart that Omega Cannon around with you!
- 1 - Hand searches only. Multiple holes in security procedure. Attempts to smuggle items through customs are easier than normal (Level 2 check).
- 2 - Some technology used to check characters. Multiple searches made. Smuggling checks are at level 5.
- 3 - Repeated checks made, with multiple detection technologies such as HUD-A scanners used. Extremely difficult to smuggle items through customs, though weak spots before and after actual customs screening exist. Smuggling checks are at level 12, unless an "inside man" can be located on-planet to facilitate the job. With an inside man, the difficulty drops to level 9.
- 4 - This is the sort of security that top-secret military installations have. One way in, one way out ... and anyone trying to get in is subjected to a full-body, multi-spectrum scan to search out anything out of the ordinary. Even the smallest abnormality will be treated with extreme suspicion, and if the subject can't explain it, he's likely to be in a cell before he knows what happened. Here's hoping that you keep enough presence of mind to explain that the trace heavy metals in your mouth are just a couple of gold fillings! All smuggling checks are at level 20.

Most large Alliance worlds have level 3 security. Outposts or border worlds have mainly level 2, unless they're highly important (in which case, they'll have level 3, or even level 4.)

Now, don't get us wrong—stopping smugglers from importing high-tech weapons isn't a daily occurrence for most Alliance customs officials. (If the job were that dangerous, it would probably be left to someone more expendable, like Battlelords!) Instead, what most of this technology and security does is allow them to assess the customs fees, tariffs, and levies which each person travelling onto the planet must pay. The Corporate Trade agreement of 2266 prohibits planetary governments from assigning tariffs to goods being taken off-world, so they just make it up by charging more on incoming goods! The Alliance-mandated schedule of tariffs is as follows: most goods are assigned a flat 2% of value tariff, to be paid prior to planetfall. Luxury goods, weaponry, and armor are charged a 3% tariff. Goods which are deemed 'priority'—in other words, things which the planet desperately needs, like water on a desert world—are only taxed .5% of value. This is the main reason weapons dealers love warzones. Not only are they prime markets, but they usually classify weapons as "priority goods!"

ALLIANCE IDs & MONEY



Versicard

Who are you and how are you going to pay for this? Questions you'll get asked quite often while adventuring in far off, uncharted places. The answer to those questions is always found on your Alliance Versicard; your ID, cash card, and passport all in one.

Since 2259, a Versicard has been assigned to every Alliance citizen as soon as he or she is born, or immigrates into an Alliance world. The Versicard is a small card (5 x 10 x .2 cm) of nearly indestructible poly-ceramic, embedded with a bio-security film that is matched to the owner when it is issued. This film makes it extremely difficult to forge, duplicate, or use stolen cards (level 23 Defeat Security check). The card carries a retinal ID signature of the owner as well as a DNA code and 3D photo. The photo can be updated easily at any Alliance government administration office (5cr fee).

The Versicard is in use on all Alliance worlds of Tech Level 5 and above. Some lower tech level worlds may have Versicard readers if there is some Alliance presence or because it's simply good business. The most common use of your Versicard is as a replacement for cash (see below). You'll also use it to buy transport tickets, book hotel rooms, rent vehicles, make purchases through the hyper-net, open the locks on your ship or home, and pass through customs.

If you lose your Versicard you can get a new one through any Alliance government office or Terrestrial Knowledge Service Center. The cost is 100cr and is automatically deducted from your account. Being caught without your card is punishable by up to a 500cr fine. ID theft is rare as the cards are so difficult and expensive to counterfeit and the penalties are so high.

Money and the Versicard

Dollars, Frools, Orion Kendits, Sloats, Vissu Hendiris, Gemini Syl-stones, or a Ram's Shiny Thing: currencies that make business work in the Alliance. The Versicard has been an attempt to unify the currency of the Alliance.

As credit chits have become easier to counterfeit, many people have switched to using their Versicard to conduct monetary transactions. When you put your card into the Purchase slot to pay for something, your Versicard is linked to your bank account through the hyper-net and deducts the appropriate amount (plus taxes of course!). If no hyper-net connection is available, your card stores the purchase totals and deducts them the next time you link to the hyper-net. For a 250cr fee, you can also link a credit card to your Versicard; pressing the appropriate icon on the card will turn it into a credit card for the next transaction. Still, the Versicard only works in tech level 5 and up societies, so you still may have to haul around credit chits, or Dilrens, or Gobbins, or whatever else the local population uses. Watch out for Sarand Fendelfets; they're awfully sticky!

MOVING AROUND THE CITY

So you're in the city. Your mission is to go across town and extract a deep mole from his position of surveillance. Some resistance is expected. "No problem!" you say. "We'll just strap on our armor, charge up the pulse cannons, and be there and back in time for Survival Warrior! After all, we've got weapons permits, right?"

Wrong.

For some strange reason, most city governments get very, very nervous about having people who kill for a living, dressed in heavy armor and carrying weapons capable of leveling buildings, strolling their fair city streets. Personally, I can't imagine why! But the upswing of this is that roaming around the city with your RP-4 Masher WILL get you thrown in jail, weapons permit or no.

In general, most major urban areas in the Alliance, especially those on Tech Level 4 or higher worlds, place heavy restrictions on personal weaponry. If you have a permit to carry a Calsham-4, that's fine ... keep it at home on your mantelpiece. Those who carry even pistols openly in an urban area are going to attract a lot of attention, much of it from the local police. If they can't give a good explanation of why they need to be "packing" in the local Kwikki-Mart, they will be detained for questioning, and possibly held or fined for disturbing the peace. If they don't have permits at all, they're in serious trouble.

So what's the solution? Simple. Don't get caught. Corporate operatives who spend a lot of time in the city become adept at concealing formidable amounts of firepower. Armor is basically restricted to flak jackets and Street Clothes armor. Any enterprising soul who manages to get his Infiltrator armor through customs is sitting pretty, as long as nobody looks too closely at it and he doesn't have to go through a metal detector. Because most of the armor encountered is Street Clothes, and thus purely Absorption-based, laser pistols are the weapon of choice. They're silent, easy to recharge, and burn right through Street Clothes. As a bonus, there's no slug or plasma residue which might link a specific weapon to the "hit." Also popular on city runs are Neuro-effect weapons, Micron body weapons, and the ubiquitous sawed-off shotgun.

The most formidable weapons a mercenary team can field in the city environment, though, are probably their own members. The cops can't arrest someone just for being a Ram Python, for example, and they're certainly not going to try to arrest a high-ranking Mutzachan! Matrix powers really come into their own in a city setting. Even a power as minor as Finger Laser can be devastating against a lightly-armored opponent, and is impossible to confiscate. ("I'm sorry, sir, you'll have to leave that finger here while you're in the building.")

NPC SAMPLES

Corporate operatives are likely to run into a multitude of different people in the course of their missions, from hot dog vendors to Doltharians. Following are a number of quick character templates for the Battle Master, covering some of the most common personalities players are likely to bump into in the big city.



Beat Cop

I've been a cop for thirteen years now, and I'm not talking about one of those cybercops in their super-armor. I'm just a guy walking a beat, without the firepower of a tank division to back me up. Still, that's not all bad. I know the people on my beat; I know the neighborhood. And at least I'm not working the Zone. I hear they pull a cop a day out of there in a bodybag. I'll just stick to my beat and my people, thanks!

Notable Statements

Hiya, Tony. I'll take three jelly, two glazed, and a Boston Cream, please.

I don't like troublemakers in my part of town. Move along, kid, before I run you in!

The Low Down

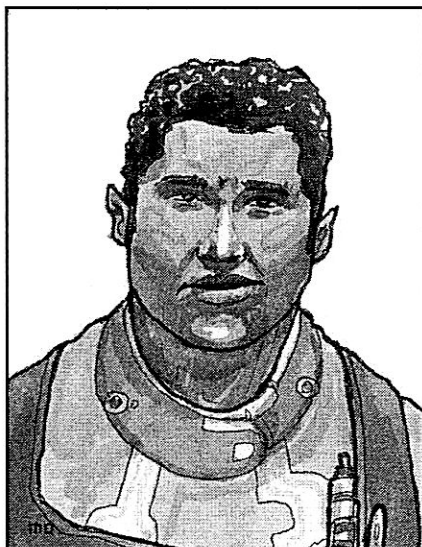
Not all cops run around armed and armored to the max. The Beat Cop's just a normal, Joe Average police officer, working in a low-combat area. If things get out of hand, he'll usually call in the big guns rather than try to play hero all by himself. Still, he is a cop, so don't get in his face!

VITAL STATISTICS

Body Points: 8
Strength: 74
Agility: 63
I.Q.: 58
Manual Dexterity: 53
Constitution: 62
Aggression: 62
Intuition: 55
Charisma: 54

SKILLS

Arch. Powder: 6
Beam Weapons: 6
Detect Concealment: 4
Hand to Hand: 4
Law: 5
Pilot Skimmer: 5
Street Smarts: 5



Blue Collar

I tell ya, this neighborhood ain't what it used to be. Crime's on the upswing and all these unsavory types are moving in. It's getting so a guy can't make an honest cred anymore.

Notable Statements

Hey, buddy, put away the gun ... I don't want any trouble!

Look, you combat types make me nervous. Why don't you people go wherever it is you go and get off my front lawn?

The Low Down

Blue collar workers are the backbone of the labor force, the people who build the ships and the weapons and the computers which Battelords use every day. Don't make the mistake of thinking they're dumb; most simply want to live their lives without the complications of psycho-mercenaries blowing up their neighborhoods.

VITAL STATISTICS

Body Points: 5
Strength: 62
Agility: 55
I.Q.: 54
Manual Dexterity: 61
Constitution: 52
Aggression: 54
Intuition: 51
Charisma: 54

SKILLS

Detect Concealment: 1
Hand to Hand: 2
General Knowledge: 2
Machinist: 8
Pilot Skimmer: 5
Survival (urban): 4



Burger Slammer

Yeah, whatta ya want? The Super-Mega-Ultra Value Deal, huh? With a Diet Jum cola to drink? Okay, that's twelve credits, pal, please step up to the counter ... hey, I'm not gonna be doing this all my life! If I keep working here long enough, I can move up to Vice-Assistant Manager In Charge of Ketchup Distribution!

Notable Statements

Look, I told you, we don't SERVE Phent Burgers here! Uhh ... no need for the laser, mister ... hey! Why don't I get the manager, and you can talk to him?

You want fry-equivalents with that?

The Low Down

Most of us have been in this sorry predicament at one

point or another in our lives (and those of us living the jet-setting lives of roleplaying game designers probably will be again!) Working lousy hours for minimum wage with an anal-retentive boss who "doesn't want to hear excuses, just do it!" It's a lousy way to make a living. (No offense to any budding Burger Slammers out there. Chances are, I'll be working fries at your local Burger Corp one of these days ...)

VITAL STATISTICS

Body Points: 3
Strength: 51
Agility: 48
I.Q.: 45
Manual Dexterity: 51
Constitution: 55
Aggression: 35
Intuition: 25
Charisma: 43

SKILLS

Cook: 1
Whine: 11



Customs Official

Hmm. You're a spice merchant inbound from Kestrel, with a cargo of Jantorian Firespice, is that it? Well, Captain, perhaps you can tell me why my scanners are picking up readings which look an awful lot like a cargo of illicit weapons in your aft cargo bay? I'm afraid I'll have to inspect your papers ... hmm ... yes, these papers look to be in order, but there seem to be a few missing ... ah! Much better! A pleasure dealing with you, Captain ... it's been a profitable experience!

Notable Statements

I'm afraid we're going to have to quarantine your ship ... unless, of course, you can give me a reason not to?

We in Customs do not take bribes! Contributions are another story ...

The Low Down

Most customs officials are pencil-pushing bureaucrats who will bog you down in a mass of red tape unless you "lubricate" the gears with a little cash (or a lot, depending on what you want to get away with!) Of course, every once in a while, you meet an honest one, and get in a lot of trouble when you try to bribe him!

VITAL STATISTICS

Body Points: 3
Strength: 45
Agility: 55
I.Q.: 73
Manual Dexterity: 53
Constitution: 46
Aggression: 34
Intuition: 62
Charisma: 51

SKILLS

Administration: 10
Bribery: 6
Detect Concealment: 7
Forgery: 3
Identify Vessels: 6
Operate Security: 3



Goola Goola Mechanic

Ow! Get off my foot, you clumsy, good-for-nothing oaf! Why, I oughta teach you a thing or two ... now look at that, you made me drop my tools! Boy, I tell you, there's no respect for a professional these days ... hey, that skimmer of yours has a nasty rattle under the hood. Lemme get a look at it. Trust me, I know what I'm doing!

Notable Statements

If this doesn't work, I'll just use a bigger hammer!

Hmm, this proton coupler's shaken loose from its housing ... bubblegum. Who's got some bubblegum?

The Low Down

Goola mechanics roam the worlds of the Alliance, fixing anything that needs fixing (and a few things that don't.) They use the money they acquire this way to purchase new and exciting tools. They're no fun at parties, but what can you expect from someone whose idea of a good time is reconfiguring a plasma exhaust system?

VITAL STATISTICS

Body Points: 10
Strength: 83
Agility: 40
I.Q.: 75
Manual Dexterity: 64
Aggression: 48
Intuition: 40
Charisma: 37

SKILLS

Electrician: 6
Electronics: 6
Mechanic: 6
Pulse Weapons: 1
Repair Weapons: 3
Repair Armor: 4
Welding: 4



Intrepid

Wow, is that gun real!? Can I have your autograph? I'll bet you've seen lots of combat! Wait till I tell the guys; this is so cool! Hey, is that a real Super Plas Grenade? What happens if I ... oops, the ring came out. Can I keep it as a souvenir?

Notable Statements

I wanna be just like you!

Hey, I'm a pretty good fighter, too! I always blow my friends away at Omega Tag, and I've got the highest score at the Holo-arcade downtown!

The Low Down

These little dweebazoids flock to Battlelords like flies to honey. They're annoying, loud, tend to get in the way, and generally aren't good for much besides target practice. Still, sometimes they do have some useful information. Just keep them away from your grenades.

VITAL STATISTICS

Body Points: 3
Strength: 33
Agility: 78
I.Q.: 37
Manual Dexterity: 80
Constitution: 51
Aggression: 73
Intuition: 58
Charisma: 42

SKILLS

Gunnery: 2
Pick Pockets: 1
Street Smart: 2
Concealment: 2



Kizanti Hitman

Who am I? Who wants to know? I provide services that are in demand ... for the right price. Someone's causing you problems? I can fix that. It'll cost you, though. And one other thing: don't ever cross me, or you'll find yourself with a new smile three inches below the old one.

Notable Statements

Anyone can pick up a gun and fire it. I'm a professional. I get the job done quick and quiet, no questions asked.

You want references? I'm still alive, aren't I? In this business, that's the best reference you can have. The 26 "satisfied customers" don't hurt either.

The Low Down

Many of the Kizanti that choose not to work for the Eridani government hire out as freelance assassins. Their ability to displace, combined with their intensive combat and stealth training, makes them deadly effective.

VITAL STATISTICS

Body Points: 13
Strength: 92
Agility: 82
I.Q.: 52
Manual Dexterity: 51
Constitution: 74
Aggression: 81
Intuition: 71
Charisma: 42

SKILLS

Beam Weapons: 8
Concealment: 5
Demolitions: 2
Displacement: 4
Poisons: 2
Spelunking: 5
Stealth: 7
Sword: 6



Kizmetor

I'm still not quite sure where my abilities came from or what their purpose is, but the effects are quite obvious. I guess we're around to make sure the universe is still full of surprises and to make people remember that there is never such a thing as a "sure thing."

Notable Statements

Sorry about that outcome, but I felt that the poor Ikrini had no chance in that fight. Your matrix powers will return to normal after I leave.

The Low Down

If predictability is your life, then the Kizmetor are your nemesis. These beings of virtually any race seem

to have the innate ability to alter events in a random way. They have a sense for conflict and are drawn to it. If a firebreaks out somewhere in a large city, Kizmetor seem to come out of the woodwork, and are drawn to it like flies to Ram scat. When that happens, chance and surprise become the new order of battle.

VITAL STATISTICS

Body Points: 4
Strength: 65
Agility: 55
I.Q.: 95
Manual Dexterity: 55
Constitution: 48
Aggression: 22
Intuition: 105
Charisma: 50

SKILLS

General Knowledge: 6
Land Navigation: 6
Screw with Reality: 10
Street Smarts: 7



Librarian

Hello, welcome to the Greater Ameron City Terrestrial Knowledge Center. How may I be of assistance? Oh, be assured that I can find what you're looking for. I am personally familiar with some sixteen thousand works of literature, and I can locate the ones I'm not familiar with. But, please, keep your voice down—I'd hate to have to use the ceiling stunners on you.

Notable Statements

Ah, yes. You want to know about left-handed hydrosappers? We have two hundred and fifty seven major texts and three thousand, four hundred ninety-three articles on file. Do you want them all?

Sssbbh!

The Low Down

Librarians can be found on any planet that has access to the Terrestrial Knowledge Exchange. Most are Chatilians, as this sort of job is highly sought after by the Asparagus Heads. Librarians are highly trained information retrieval specialists who are also handy with the security systems. Be nice and they can help you. Annoy them and you're likely to get zapped.

VITAL STATISTICS

Body Points: 2
Strength: 31
Agility: 52
I.Q.: 105
Manual Dexterity: 50
Constitution: 36
Aggression: 51
Intuition: 84
Charisma: 41

SKILLS

Administration: 7
Archive/History: 8
Clerical: 10
General Knowledge: 10
General Science: 4
Operate Computer: 8
Operate Security: 5



Martial Artist

The mastery of the body is only one aspect of my study. The martial arts is the study of body and soul moving as one. The Eridani are masters of the body, of combat, but the aggression which drives them blinds them. True wisdom requires the serenity of peace, as well as the fire of battle.

Notable Statements

It is well that the fates have thrown us together for a time. Perhaps we may be of assistance to one another.

I learn the ways of violence that I may prevent their use.

The Low Down

Eridani aren't the only ones who practice martial

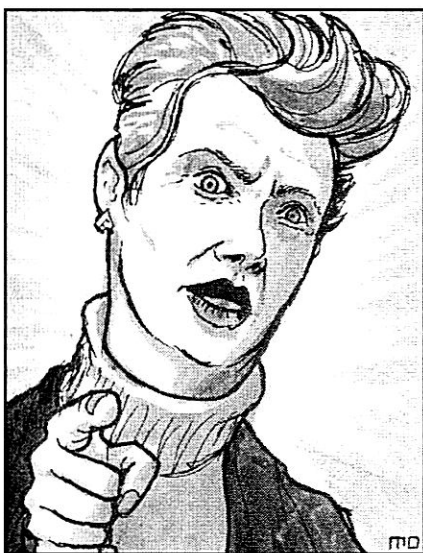
arts. Several of the ancient Human traditions still exist, primarily the "soft" ones which advocate turning the enemy's force against him. Aikido is popular, and the traditions of the Shaolin have come back in force. The Martial Artist studies one of these disciplines, searching for spiritual enlightenment in the worlds of the Alliance.

VITAL STATISTICS

Body Points: 15
Strength: 82
Agility: 91
I.Q.: 65
Manual Dexterity: 71
Constitution: 82
Aggression: 45
Intuition: 91
Charisma: 61

SKILLS

Body Equilibrium: 4
Body Points: 5
Breathing: 4
Hand-to-Hand: 15
Mental Defense: 4
Street Smart: 4



Mom

Hold it right there! I don't care who you are, you're not tracking mud and grease into MY house! Didn't anyone ever teach you any manners? Put that gun away before you hurt someone! Where were you raised, in a barn-equivalent?

Notable Statements

You don't eat enough! Look at you, you're a twig. What have they been feeding you in that corporation?

I went through a hundred and twenty-seven hours of labor to give birth to you, and what thanks do I get?

The Low Down

Even Battlelords were kids once, and once in a

while, the relatives may come into a story. And who better to confront the mighty Cathazar the Destroyer than his own mother? Mom is unflappable, and impossible to convince that Junior is grown up now; no matter how fearsome the PC is to the rest of the galaxy, Mom still sees him as the kid who got his head stuck in the toilet when he was three.

VITAL STATISTICS

Body Points: 3
Strength: 38
Agility: 52
I.Q.: 65
Manual Dexterity: 53
Constitution: 55
Aggression: 58
Intuition: 90
Charisma: 87

SKILLS

Cooking: 12
Interrogation: 4
Persuasion: 5
Sighting: 10



Musician

Thanks a lot, you're a great crowd! For my next number, I'd like to play a little something I wrote one day while I was being chased by a berserk Ram Python. I call it, "HELP ME! OH @!%\$ I'M GONNA DIE!" ... and it goes something like this ...

Notable Statements

Hey, that's a Nova StarScream, isn't it? Check it out ... seven-string, custom fittings, with micro-fusion power pack and built in Megawatt amps! Sweet...

Hands off the merchandise, pal! I'm a professional artist!

The Low Down

There are a lot of young aspiring musicians out there,

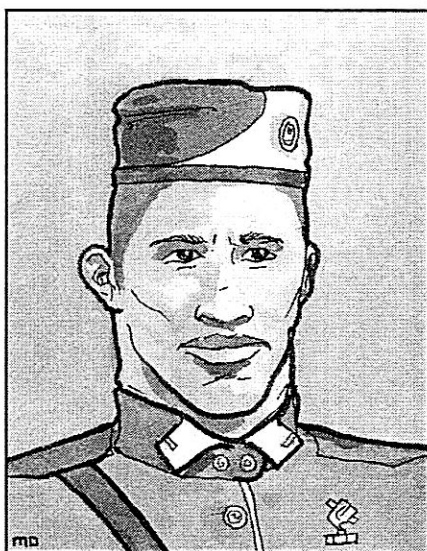
just like today. Most of them will never make it. A few will go on to stardom. Most have some knowledge about happenings in their own social circles (a rich kid who got his guitar from Daddy and Mummy won't know much about the streets!) Most musicians tend to be Human, but there are also a lot of Orions, a few Ram Pythons, and the occasional member of another race ("a Mazian piano player?")

VITAL STATISTICS

Body Points: 4
Strength: 46
Agility: 62
I.Q.: 52
Manual Dexterity: 79
Constitution: 58
Aggression: 57
Intuition: 61
Charisma: 75

SKILLS

Disguise: 2
Music: 10
Persuasion: 4
Sound Systems: 6
Street Smart: 4



Newbie

Yes sir, that's me, sir. Newbie, Clueless Q., reporting for duty as ordered! It's a real pleasure to be working with you, sir; I won't let you down! So what's our first mission? Huh? Clean out the head!? But I thought ... hey, what do you mean it's for my own good? I've had three months of training, I can take care of myself!

Notable Statements

Hey, I'm a Battlelord, too. Why doesn't anyone want MY autograph!?

Aww, c'mon, let me do SOMETHING! How am I supposed to get famous if all I ever do is dig the foxholes and latrines?

The Low Down

We all know them. This is the guy who gets his in the

story at the start of the rulebook. Without a clue, without a hope of survival, he still dreams of glory. On a certain well-known TV show, these are the guys in the red shirts who are forever getting slaughtered while the officers get away without a scratch. Every mercenary unit will get stuck with a couple of these guys from time to time; the best thing you can do is make them carry the extra gear and stay out of the way. They'll still get offed, but at least you'll have tried!

VITAL STATISTICS

Body Points: 6
Strength: 61
Agility: 53
I.Q.: 45
Manual Dexterity: 51
Constitution: 61
Aggression: 71
Intuition: 44
Charisma: 43

SKILLS

Beam Weapons: 3
Basic Medical: 1
Concealment: 2
Detect Concealment: 1
Hand to Hand: 2
Throwing: 2



Reporter

This is Diane Kelson, reporting live from downtown Hell's Point, where a tremendous explosion has left three dead and twenty-seven wounded. The police have reportedly captured several suspects ... here they come now! Sir! Is it true you were attempting to sabotage the lift generators and destroy the city? Are you working for the Rebels? Officer, can you give us any insight on this tragedy ...?

Notable Statements

Haven't you heard of freedom of the press? Now take your hand off my camera before I shoot it off!

It's my job to report the news. Right now, you're the news. So how about an interview?

The Low Down

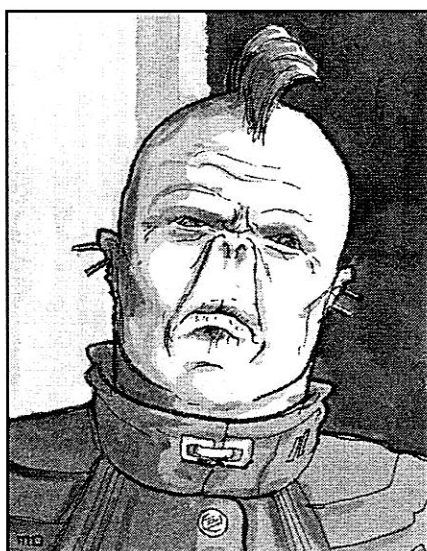
Federally licensed reporters are a real power in the 23rd Century. They have the right to request an interview from anyone, at any time, and to make a lot of grief for the person if he or she refuses. Most go heavily armed, as they aren't the most popular folks and the best stories are often in the most dangerous areas. In general, if a reporter asks you a question, answer it.

VITAL STATISTICS

Body Points: 8
Strength: 51
Agility: 58
I.Q.: 74
Manual Dexterity: 55
Constitution: 58
Aggression: 71
Intuition: 91
Charisma: 85

SKILLS

Beam Weapons: 6
Bard: 12
Base Radio: 7
Hand to Hand: 5
Law: 2
Persuasion: 7



Security Officer

Look, pal, I don't give a Python's butt who you say you are. If you don't have a grade 3 clearance or higher, you don't get in. And buddy, you're not on the list. So why don't you be smart and move along before I decide you're a trespasser and shoot you?

Notable Statements

Look, I'm just a working stiff. Don't make trouble for both of us, okay?

No security pass, no admittance, pal.

The Low Down

Nearly every corporation, from the smallest to the largest, employs private security. The really big megacorporations have the best agents. Security

officers will try to do their jobs without getting killed; this is a job, and not worth dying over for most of them.

VITAL STATISTICS

Body Points: 10
Strength: 75
Agility: 61
I.Q.: 50
Manual Dexterity: 58
Constitution: 71
Aggression: 65
Intuition: 57
Charisma: 52

SKILLS

Alertness: 1
Archaic Powder: 4
Beam Weapons: 7
Body Points: 1
Detect Concealment: 6
Hand to Hand: 6
Operate Security: 5
Throwing: 3



Sleaze

Just doin' what I have to to keep goin', know what I mean? I figure everybody else has got so much, they can spare some. They owe me man. What they done fer me? The Gamirock just keeps me goin'—yeah I gotta steal sometime to get my fix, but so what. Nobody better get in my way when I'm up on Gami.

Notable Statements

*Hey Buddy-pie, you need some action?
Got some clean Zendy's baby.*

*Slide me yer creds, Melon before I pop
a laz in yer dome!*

The Low Down

Everyplace has them—the scum and riff-raff of

society; the pushers, users, thieves, pimps, and murderers. Society tries to help, but in the huge Alliance bureaucracy many fall through the cracks. Some are crazy, some are desperate, and some are misunderstood. They can be a great source of information, but watch your back.

VITAL STATISTICS

Body Points: 5
Strength: 75
Agility: 55
I.Q.: 53
Manual Dexterity: 68
Constitution: 39
Aggression: 89
Intuition: 65
Charisma: 31

SKILLS

Archaic Hand Weapon: 5
Beam Weapons: 4
Hand to Hand: 9
Street Smarts: 8



Starship Captain

Welcome aboard! I'm the captain of this vessel. Before we get underway, I'd like to make a few things clear. This ship, and the lives of everybody on board, are my responsibility. That means I'm not going to tolerate troublemakers. Screw with me, and you'll spend the trip in the brig, or maybe an airlock. Have a nice journey!

Notable Statements

*I can take you anywhere you want to
go. Of course, it's going to cost you.*

*My ship is my life. I look after her like
she was my daughter. Don't mess with
my daughter.*

The Low Down

Starship captains ply the high seas of space, ferrying passengers and cargo from one system to another. In space, on their vessels, they're the authorities. If a captain decides that a stowaway is a threat and decides to blast him out of an airlock, not too many people will take issue with it. The moral: don't mess with the captain.

VITAL STATISTICS

Body Points: 7
Strength: 54
Agility: 61
I.Q.: 72
Manual Dexterity: 87
Constitution: 63
Aggression: 68
Intuition: 82
Charisma: 64

SKILLS

Arch. Hand(sword): 5
Beam Gunnery: 7
Beam Weapons: 5
Computer Operation: 5
Missile Gunnery: 6
Navigation: 5
Pilot Starship: 11



Taxi Driver

Heya, mac. Where to? You lucked out, pal ... I'm the best hack driver in town. I know this city like the back of my hand. You want to know anything about what goes on here? Could be that I know. I usually find that big tips help refresh my memory.

Notable Statements

Sorry mac. No guns in my cab.

*Where you beaded? The Grant
Building? Which floor?*

The Low Down

Cabbies can show you where all the action is, and take you where you want to go. Now it's true that the way some of them drive could scare a Ram

Python, but they usually get you there fast and in one piece.

VITAL STATISTICS

Body Points: 5
Strength: 48
Agility: 53
I.Q.: 48
Manual Dexterity: 74
Constitution: 53
Aggression: 71
Intuition: 54
Charisma: 45

SKILLS

Archaic Powder: 2
General Knowledge: 3
Land Navigation: 4
Pilot Skimmer: 9
Street Smart: 6

THE BIG 50

Listed below are *Alliance Business Magazine's* current rankings for the top 50 megacorporations in the Alliance by gross profit margin and total holdings. The rankings are not absolute, and several other finance magazines rate certain corporations lower and others higher. However, *ABM* is generally regarded as the most reliable source of information in these areas. Also included are personal takes on the top ten corps from the *Galactic Underground's* very own Malachai Armageddon.

(Legal note: Mr. Armageddon's opinions are wholly his own and are not endorsed nor sanctioned by the publishers. They are placed here for satirical entertainment purposes only.)

1. Telydyne Syndicates

What more can we say? Telydyne is simply the largest corporation in the Alliance, bar none. Originally a simple propulsion and drive systems company, they now have fingers in every pot imaginable, and more power than nearly any government save the Alliance itself—and even that's debatable. Telydyne holds numerous choice government contracts, which makes their hold on the number 1 position even firmer.

Malachai's Take: This company is so full of brown-nosed executives, they are required to wear brown shirts to work; they report everything voluntarily to the press and to Big Brother. Corporate cleanliness results from the executives using "special methods" to create loyal, quiet, employees: bounty hunters. To ensure good work and a clean record, these beach-bum bounties make sure you're too afraid to even look and load without getting signed approval from the President and tacking it to your forehead. With extra perks like a 1,000 minute intergalactic EezeCom card every month, first-class travel with all meals paid and the option to hyper-sleep (if you're a wuss like that), full medical benefits (Zen repair at the home office and 1,000cr/month drug allowance; prescription only though, the bastards) and dent exams, if you have dents, and full permission to bring home all weapons upon completion of your contract, a few extra kisses on the President's ta-ta is no big sweat off yours.

A few deals go down which the press advertises as "mixing." There are supposed closed-door deals with smaller companies and even some large government agencies. Nobody, however, has supplied enough proof for these accusations, and employees aren't talking. Must be those free EezeComs. (What's momma's number?)

2. SSDC

Space Systems Development Corporation is the closest thing Telydyne has to a competitor. They're slightly smaller than Telydyne, and also slightly less diversified: the thrust of their business lies in frontier areas, exploring and colonizing. As a result, out in Kodiak Country and beyond, SSDC is actually more powerful than Telydyne. SSDC hires more mercenaries and pays them better than anyone else, but not many of their recruits live to retirement age!

Malachai's Take: Production at SSDC is swift and technologically advanced, but that has little to do with their field success. The mercenaries—or "Quayles"—hired by SSDC have few brains when it comes to preserving life (they do, after all, work for SSDC, right?), but they

have big muscles and are inclined to trigger-pulling. They work like old-world rabbits, twitching when idle, deaf when not, and blind to danger. Nothing gets in their way, and they tend to die proving that "subtle" point. Their nonchalant attitude toward bloodshed and pain is the only reason SSDC is able to stay only millimeters away from Telydyne's control as top corporation (those com cards, you know). SSDC's top executives know this, as one was overheard saying, "Gentlemen, the only way to get to the top is to get a Quayle to die trying."

If you think you can fit in, make sure you can handle the deal: no mail service for your entire contract period with SSDC (that includes care packages from your momma). SSDC'll hire any warm body because upper management doesn't care about your past. So if you're on the run and need to cover your tail, SSDC is your slice of cake. And don't worry about being followed. SSDC travels inconspicuously, which means nobody knows how they travel (so don't come writing to us with requests for SSDC travel perks; there aren't any). You will, however, get medical benefits (Zen repair at the home base, and 500cr/month prescription drugs), and a shrink (if you're into that sort of thing). Just be prepared to cut out your own tongue should any corporation secrets happen to "sneak out" while you're talking about your lost childhood. (Suck it up!)

3. EridiCorp

The full backing and support of the Eridani government makes EridiCorp a force to be reckoned with. Run by members of the Tolude, the Eridani middle class, there is nonetheless no doubt about who ultimately controls the company: the Vax. EridiCorp exists solely to propagate Eridani interests, and makes no bones about having hiring biases. Phentari are advised to apply elsewhere.

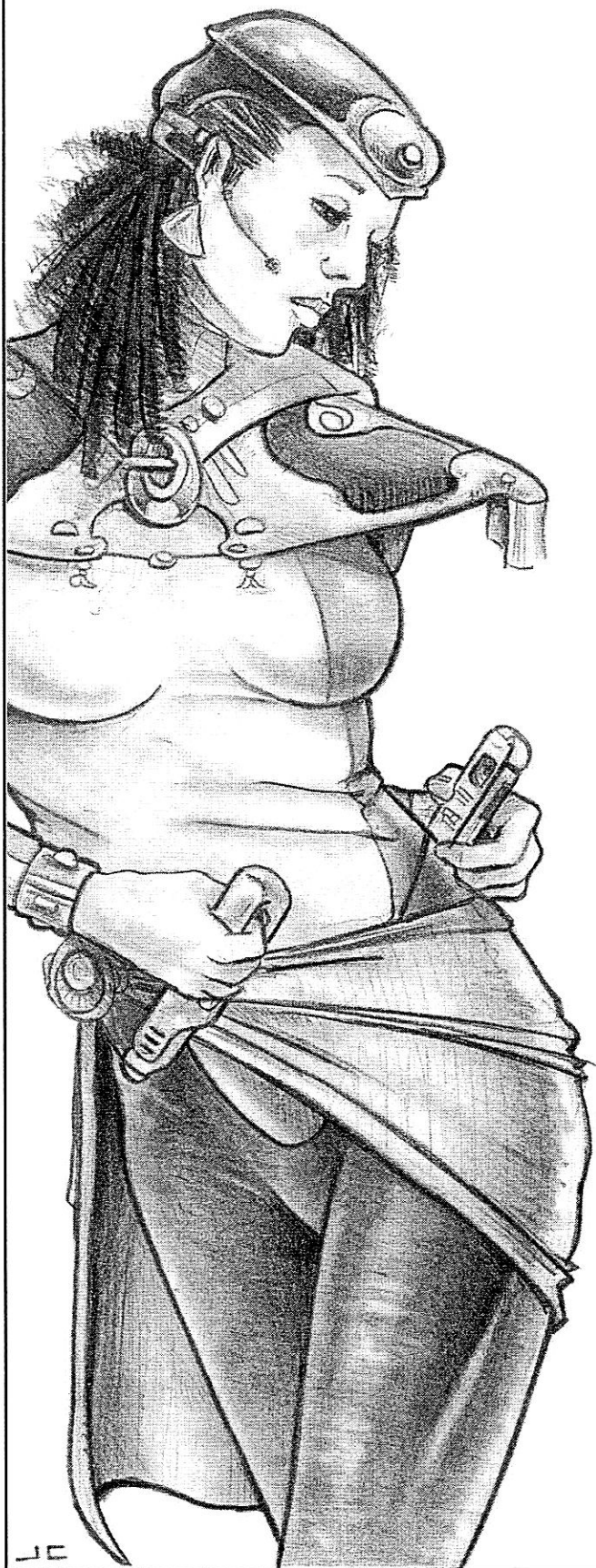
Malachai's Take: Be careful if you plan on doing business with these guys. Their interests go beyond "dialogue" and "marketing." With the hand-to-hand combat skills of these smooth-skinned fighters, even you're unlikely to doubt that you're dead (yes, they are THAT good).

The Eridani who work for EridiCorp don't need much to be enticed—the company is there for their race's own Greater Good. But for those of you who aren't Eridani and like the challenge of mixing at parties, here's what they have to offer: after six months of full-time work, you can choose your missions and your mission mates. All travel is on Eridani-made machines, each sponsored by a different Vax, which means a lot of sucking up if you like fast toys.

I don't recommend anyone but Eridani or Kizanti getting involved with this organization though. You and I know their "honor" is a joke and they treat all other beings like dirt. My advice: check out Orionus first; if you're an Eridani, well just stick that lightsword under your chin and turn it on.

4. Balshrom Science Corporation

Who else? Balshrom is the largest producer of weapons and munitions in the Alliance. Originally the weapons research division of Telydyne, they were sold off by an executive who deemed them unprofitable. Then the First Arachnid Invasion hit and their stock went through the roof. It's rumored that the executive responsible for that little brainstorm got sent to handle Telydyne's business affairs on the Arachnid Front Line. Today, Balshrom is the leading name in almost all areas of weapons



production. They control Human Antique Systems, the firm which produces all archaic powder weapons—and if it's anything but an archaic powder weapon, chances are Balshrom has the patent in the first place! Balshrom is lobbying hard for the inclusion of the Shuestron race into the Alliance. Balshrom has also begun to hire experienced mercenaries as first contact teams, to find new advanced civilizations and bring back any new weapons technology they find to the waiting arms of the Balshrom R&D elves.

Malachai's Take: Unlike SSDC, Balshrom wants brains, so be ready to flash your wits and brainiac card.

If they find you worthy, you get a small piece of their stock (10 shares), but have to cash in only after five years (we hope you're a good planner). After that, you're required to buy at least half of what you owned the previous five years. And if you're brain can't cut it, we hope you either have a whole lot of treasure to pass around, or at least a few weapons skills. Every year you'll be tested on weapons capability and stats, and required to take two weeks time in hyper training.

Mail service is available once a week. Enjoy reading while munching on free meals (two per day while at home base). You also get paid a bonus if you manage to complete the mission while also selling the weapon you killed your targets with to their opponent-of-the-moment (double cross much?). It's part of Balshrom's genius plan to always improve upon improvement (and maybe take over the galaxy, but we're not into spreading rumors). Plus all Balshrom employees get a 10% employee discount on their wares.

Speaking about those weapons—you better keep them in good shape. Break one and you lose a toe.

If you have toes.

5. AMC

Originally a subsidiary of SSDC, the Asteroid Mining Consortium has evolved into an incredibly potent force in their own right. They do only one thing, but they do it very well: prospect for asteroids, and then mine them of all available resources. They are the single largest provider of Di-Tritium in the Alliance. AMC has recently begun branching out into colonization programs, taking some of the mined-out asteroids they still have rights to and converting them into Stone Towns. On the frontier, AMC is second only in size to SSDC.

Malachai's Take: If you like the dark, quiet, and disgusting habit of relieving yourself in a hole that'll stink up the entire tunnel, you're hired.

AMC will pay you to train you. They ain't cheap either: a year's salary, just for training! If you manage to still be breathing after a year's time, you win the best benefits package in all of the Alliance (1,500cr drug allowance per month with Dent and Vision, plus cybernetic plastic surgery at half price), which includes the Limb Regeneration (once per year) and organ replacement program.

That's right: upon completing one year and provided that all paperwork is dutifully signed and spat on, a donor is preselected for you from your own race. Should your lung collapse (just as an example; don't hyperventilate), don't fear! Some poor sap has already been assigned to replace any organ you lose (we think that maybe they take on the Quayles not accepted at SSDC, but like we said: we don't like to spread rumors).

AMC insists you not worry about the donors: socks make excellent lung replacements. They'll be fine.

6. The Chatilian Interest Firm

Like the Energy Advisement Council, the Chatilian Interest Firm is tiny compared to other megacorporations, but they're hugely powerful. After all, they're a company in which over 80% of the employees can read minds. Gives "insider trading" a whole new meaning, doesn't it? Most other corporations hand out mind screens as a standard procedure when dealing with the Chatilian Interest Firm, but the Asparagus Heads are very good at finding out what they want to know. The information they gain has provided them with the edge they need to be a truly competitive corp.

Malachai's Take: I don't know why I'm talking about these bozos, they won't let me join up. But hey, I'm getting paid so what the hell. Your bonus package states a double in salary every five years, then when you hit that five-year mark ... you know what happens (don't you, oh mind-reading vegetable cranium?). If you're one of these ugly guys and want a job, get ready to be impressed. Chatilian firms know what Chatilians want, and chances are, they'll generate what you need before your head starts doing that twisting thing. Insecure Chatilians get anything that promises confidence and excellent spying skills (every Chatilian must complete a competency and generating exam, to be sure you've met full maturity). Once that's done, happy spying.

Also, Asparagus-heads' only weapon is their head—so don't expect any fun artillery. Poor little buggers.

7. BioCyberdyne

The largest genetic research firm in the Alliance, BioCyberdyne concentrates on two areas: genetic research, and robotics. They are dominant in both areas, and when a new, revolutionary piece of genetic technology hits the shelves, you can bet it'll have the BC logo on it. BioCyberdyne also has the exclusive government contract to produce clones, which confers a huge amount of power and clout all by itself.

Malachai's Take: Clone production means you oughta be ready to show your stuff. Say it loud, say it proud, BioCyberdyne-employed hopefuls: "I am an individual!" They will not accept geeks who just want extras of their handsome looking selves. You gotta have skills, man, or it's to the Bio-lab you go—as extra parts.

Don't bother filling out an application if this is the deal. They'll tear you apart for wasting their time.

If you're one of the few who aren't wasting their time, here's what they offer: EezeeComs all over the galaxy. You'll be loaded with so many, you'll give them out as Days-of-the-Week presents. You'll be able to work with robots and use them to do your dirty work (but be warned: you don't do it right, you get shot by 'em. There's nothing more embarrassing than getting shot by your own robot, is there?). And as you may have guessed, BioCyberdyne is willing to replace a limb (with one of their own products of course) for you—if you've shown your worth while losing it. So let's try to be creative out there!

8. Orionus Konglomerates

The only thing that stops the Orions from owning everything is the fact that they're so busy squabbling with each other. Unlike EridiCorp, Orionus Konglomerates is controlled by a board of directors, each trying to secure a little more of the pie for him or herself. This squabbling keeps Orionus Konglomerates from a position of total dominance, but the natural Orion predilection for business assures that it holds a place in the top ten just the same.

Malachai's Take: As you might guess from a bunch of competitive, quibbling button-downs, the benefits package is not the same every week. One guy wants to go Chellian when it comes to dinner, while some others prefer the traditional old-world Slarm. One group wants first-class travel with "companionship" (my kinda guys, by the way) while others would prefer to hypersleep during the flights (hey, I've hinted many a time to those folks that they may want to nix that idea—but who listens to me anyway?). Either way, there's only one guaranteed benefit when you join Orionus Konglomerate: you're part of a top-ten company with a name that's a killer to pronounce and the best looking to boot. We suggest you join this company only if you don't care about benefits—and you have great communication skills. Who knows: you might get whatever you want, depending on the week.

9. Erectus

Despite their unsavory image, Erectus has more construction contracts than any other corporation. Rumor has it that they've been contracted to produce some of the components for the Dyson Sphere the Mutzachan government is currently building. If this is so, then they're assured of business for a long time to come. Only ranked ninth here, Erectus has the third largest amount of employees on the frontier and are hiring constantly—the frontier does happen to be dangerous!

Malachai's Take: A name like "Erectus" usually brings with it high expectations, and they certainly do follow through. Every toy imaginable is at your fingertips. They collect the rejects from all the heavy industry manufacturers and love to hire the bad attitude geniuses that can build anything. These boys specialize in colonization contracts and large space constructions. They are great with training (10 points of skills, BM discretion), but pretty poor in the health area. Still, for a merc, what could be an easier job than guarding a bunch of construction goons on a slag heap world in the middle of nowhere. On second thought ...

Be careful, however. Erectus' popularity can only get so large ... if they push it with too many divisions and diversifications, the company could pop. You'll find yourself the proud new employee of a number fifty-two company ... we'll point and laugh.

10. The Cyber Research Institute

CRI is the foremost producer of cybernetic technology in the Alliance today, with a range of products from medical bionics to full-fledged combat cybersystems. They hold an 83% market share of Destroig war systems, and are the only producers of the War Chassis. Just recently, they've lost some ground to BioCyberdyne with the release of the FIST weapons systems. However, they are known to have their own FIST systems in preproduction, including one designed for Phentari use.



Malachai's Take: It's a wonder why CRI isn't in the top five list. They are immensely popular among all races, and are the only company that pushes vacation time (2 weeks), with pay. Anybody working for CRI is also allowed to take full advantage of all the company benefits from the hiring date. You're given a new efficiency housing-unit, a new transport vehicle, and a choice of five Body-Payment plans for whatever loved ones your dead body is dropped off to (boo hoo). Do something wrong or spill a secret though and the world will never know you existed. We don't know what they're doing in the background, but CRI has secrets. Hiring records indicate that in the last 30 years, CRI has hired over 50,000 employees. Discharge and current records, however, show that only 20,000 exist. The missing 30,000 employees? You've got us ... but there are rumors that the air-transport food tastes a little like Human liver.

We're just saying ...

11. Avron

Avron is the largest producer of ground and near-orbital vehicles in the Alliance. They manufacture such military vehicles as the Panther light Battle Tank. A reputation for quality construction has kept them on top, and the recipient of all of the Galactic Marines' defense contracts. Avron also produces deep-space fighters, and it's rumored that they have the contract for the new F-20 Thundercat superiority fighter, an experimental design meant to engage the threat of Arachnid fighters.

12. Able Corp

While Balshrom controls the majority of weapons production in the Alliance and has a piece of the armor market, Able Corp is just the opposite. They control a whopping 74% of armor sales in the Alliance, thanks to their subsidiaries, including Armalite Weapons Systems. They also produce quality weaponry, and are Balshrom's closest competitor in this field (not that that's saying much).

13. Vericle Computers

Manufacturers of superior computers and AI systems for over a century, Vericle is the foremost name in computers today. Nearly all vessels are outfitted with Vericle control and navigational systems, and virtually all other computer companies are forced to build compatible systems or go out of business. Vericle's robotics division is responsible for the I-Bot, an achievement which drives BioCyberdyne absolutely berserk!

14. PVQ Communications

Nobody knows what the letters stand for. What they do know is that PVQ is the largest broadcasting corporation in the Alliance, with affiliates on nearly every planet. The jewels in PVQ's crown are too numerous to list, but among them are Survival Warrior, the exclusive contract to broadcast Alliance Cyball Association games, and the wildly popular Fredd the Ram Python cartoon series for the kiddies. In addition to their Tri-V empire, PVQ controls huge stretches of the hypernet, and maintains a high profile in the communication equipment industry. Most of PVQ's broadcasting competitors, in fact, are using PVQ-manufactured equipment, simply because nothing else will do!

15. Alliancewide Finance

"Dependable. That's an important word when it comes to your money. Here at Alliancewide Finance, we've been doing business for over 150 years, so you know you can depend on us." Alliancewide Finance is the largest bank in the Alliance, with fourteen regional organizations coordinated by a head office. AWF also controls the Alliance Reserve: though gold is no longer used as a standard for currency, various extremely valuable substances and documents still need to be stored under utmost security. The Alliance turns to AWF for this. It's significant to note that no AWF branch has ever been robbed—in addition to being dependable, they're also very heavily armed. Only the best are hired by AWF, so the PCs better start boning up on those security skills if they want one of their high profile jobs.

16. The Energy Advisement Council

Though the EAC is a tiny company compared to the others in the top 50, with barely 5,000 employees Alliance-wide, the power they wield is considerable. It's the EAC which produces technologies such as Wormhole Generators and is responsible for maintaining the stargates. The EAC also handles most business dealings for the Mutzachan government.

17. Ramcor

Another major weapons manufacturing company, Ramcor specializes in heavy weaponry such as pulse cannons and Omega cannons. They have a sizeable customer base among Python Lizards and Ram Pythons, and cater to these races, producing models of all their weapons specially sized to the lizards. Ramcor is also known to be working on a new line of FIST cybernetic weapons. It's rumored that Ramcor has extensively infiltrated the R&D departments of both Able Corp and Balshrom, which is how they manage to keep their technology current. Ramcor has recently garnered some large government contracts to outfit the largely Python Galactic Marines, so their stock may soon be on the rise.

18. The Phena Collective

The Phentari answer to EridiCorp. The Phena Collective (PhenaCon) is a fairly young megacorporation, only about 20 years old, but the Phentari in charge of it have proven to be as ruthless in business as they are in everything else. Investigations are pending regarding several suspicious "accidents" which have befallen powerful figures in PhenaCon's biggest competitors. It is known that EridiCorp has made numerous business moves designed solely to hinder the success of PhenaCon.

19. Xeniform Industries

Xeniform is the largest terraforming firm in the Alliance. They have a strong alliance with SSDC, and nearly all of the number two megacorporation's terraforming projects are handled by Xeniform. Several environmental groups are demanding an investigation into Xeniform's pre-terraforming surveys, claiming that they do inadequate research into the planets they select and have destroyed numerous ecosystems in the name of profit.

21. Monolith Industries

Known for their distinctive jet-black obelisk-like regional headquarters, Monolith epitomizes the megacorporation of the 23rd century: big, impersonal, and everywhere. Their primary holdings are in computers, high-tech manufacturing, and shipping. Monolith has been expanding rapidly, showing an average 7% gain in gross holdings per year over the past 10 years. However, an intense rivalry and series of legal battles with the HS Corporation has slowed this expansion greatly in the past two years.

22. JumCo

The manufacturing giant which brings Jum cola and Yummies to couch potatoes around the galaxy. JumCo also owns numerous theme parks, and if rumors are true, owns most of the ASRA (Alliance Substance Regulatory Committee.) This may explain why their new products get rushed to market while others' languish for months of ASRA debate. Latest from JumCo is the Kwik Kake, a strangely nourishing and tasty item that heats itself when its wrapper is opened. Researchers are still baffled as to how many of JumCo's products seem to be tasty and provide nutrition to many races with vastly different metabolisms.

**Five Squids. Four Rams. Three Cats. Two Pythons.
One Jackal.**

CYBALL

Come Out And See The Wildlife.

11.26.79

**Beanese Subjugators
vs. Myntal 5 Felonies
@ Angstrom Arena,
Penrhyn**

12.03.79

**Talberma Grave Diggers
vs. Harpers Chariots of Doom
@ Angstrom Arena,
Penrhyn**

12.17.79

**New Terra Terrors
vs. Delagran Gore Lads
@ Naxtar Arena,
Naxtar**

23. Marsson Optics

Coming in a distant fourth to the weapons triad of Balshrom, Able, and Ramcor is Marsson Optics, one of the earliest manufacturers of lasers. Marsson still controls a sizeable fraction of the laser market, especially industrial and mining lasers, but they simply can't compete with Balshrom in other areas.

24. The HS Corporation

Monolith's primary competitor, the HS Corporation has the majority of its holdings in the Denderon Hemisphere. It is currently under investigation for unethical trading practices with restricted technology worlds. The HS Corporation has been under such investigation five times in twelve years, and is expected to get off this time, too. Conventional wisdom maintains that the HS stands for "Heartless, Soulless." One of HS's main cashcows is the building of navigation systems for most of the Alliance Military's ground vehicles.

25. The Stone Foundation

The Stone Foundation is something of an enigma. Though clearly powerful, nobody's really sure what their main line of business is. Founded by megamillionaire Benjamin Stone in 2255, the corporation's stock has skyrocketed, and its holdings have expanded at an unheard-of rate. Rumors link the Stone Foundation to the Silk Lambs, the Rebels, Galactic X, and even the Arachnids, but nobody really knows for sure, and the Foundation maintains a very low profile in everything they do. Most of their value comes from the sale of information and patents that they produce every so often.

26. Galactic Defense Contractors

Makers of the D2 Defense Helmet, GDC has taken a slide in recent years, with the loss of many of their once-exclusive defense contracts to companies like Balshrom and Able. Several of their latest products have undergone embarrassing recalls, with the attendant public relations nightmares and sales drops. It's known that the board of directors is desperate to regain these contracts, and drastic measures are probably being contemplated.

27. Burger Corp

Coming soon to a neighborhood near you! Burger Corp holds a functional monopoly on the fast food business in 2280, with a full forty restaurant chains under their control, including Burger Corp, Pizza Shak, Tree House (a fast food chain which caters exclusively to Rams) and the ubiquitous Happy Jack's Sports Grill. It's significant to note that Burger Corp and JumCo spend more on advertising between them than the top 5 megacorporations combined.

28. Universal Fuel

Universal Fuel specializes in energy sources, from manufacturing fusion plants to refining Di-Tritium. The makers of the Mrs. Fusion power unit, they are currently hiring scientists for their alternate power sources research team. Recent intelligence indicates that these openings came about after a large team was sent by UniFuel to the general vicinity of the Motaran Rift.

29. Advanced Ideas Development

"We make tomorrow's technology look like yesterday's news!" AID specializes in cutting-edge computer systems that blow most of Vericle's most popular systems out of the water. However, their high prices and the fact that the typical layman simply doesn't need the amount of computing power they offer keeps their profits much lower than Vericle's. Besides, AID's machines are much less user-friendly than Vericle's pastel-cased, soft-voiced personal computers. However, AID has recently announced the Everyman body computer, which will supposedly outperform the popular Vericle Advisor in every respect ... for the same price. Whether they can deliver remains to be seen.

30. Manifest Destiny, Limited

"The meek will inherit the Earth. The rest of us are headed for the stars!" Manifest Destiny is a colonization firm, specializing in setting up new colonies on distant worlds. This is a very profitable industry, as the parent company maintains exclusive trading rights with their colony for a period of 10 years. In other words, they can scalp the colonists out of their finest products in exchange for the raw materials to make more. Nobody complains too much, as this is simply accepted as business as usual. Manifest Destiny currently has 6 colony ships in its stable, with 3 more being built. They have been largely successful, with only the loss of the colony ship *DaGama* in 2268 blemishing their record.

31. The Council for Academic Advancement

In the 23rd century, even education is for sale. Realizing that there was no way for one government agency to handle the educational needs of hundreds of different worlds, the Alliance moved to privatize education in 2220. The Council for Academic Advancement is the largest educational corporation in the Alliance at present, providing books, facilities, and teachers to over four hundred worlds, mostly highly developed ones in the Core Worlds. Within a set curriculum mandated by the Alliance, they have the freedom to set up their programs as they see fit. CAA schools average an impressive 95% graduation rate. The Eridani are currently the only Alliance race not to have some association with The Council.

32. Bear Armor Systems

The Balshrom Science Corporation's main subsidiary is a massive and powerful corporation in itself, the largest specialized manufacturer of personal armor in the Alliance. Their line of Cub, Bear, Kodiak, and Grizzly armors is the single most popular line in existence, used by police forces Alliance-wide.

33. BioMedTech

The largest pure medical supply company in the Alliance. BioMedTech produces all manner of medical equipment. They are the only company in the Alliance allowed to produce the ever-popular BRI, which makes their dominance of the field assured. Fully 40% of the company's employees are Zen Rigeln.

34. Ubiquitous Foods

If you live in the Alliance, chances are there's an Ubiquitous Market in your hometown. Ubiquitous Foods controls the grocery stores of the 23rd

century with an iron fist. Oh, sure, you can go to mom and pop's corner store ... but Ubiquitous almost definitely has everything that mom and pop have, fresher and at half the price! Needless to say, there aren't very many mom and pop stores left in a town after Ubiquitous moves in.

35. American Konglomerate Corporation

There's no longer an America, but AKM is still around. One of the earliest manufacturers of personal body armor, they still have a sizeable market, mostly among beginning mercenaries who can't afford anything better. There are rumors that Able Corp is planning a takeover of AKM, thus adding to their position of dominance in the armor market.

36. Ultradyne Propulsion Systems

"Flying faster, flying farther." Ultradyne is the largest manufacturer of deep space drive systems anywhere in the Alliance, and nobody can hold a candle to them for quality. Ultradyne drives grace all Alliance military vessels. Furthermore, Ultradyne manufactures ships, including the famous Bohemian class starcruiser. There are rumors of hostilities with Avron Motors, but the two companies do a tremendous amount of business with each other, just the same. Recently, Ultradyne acquired the assets of a rival company, Gythalan Drives, after a major shakeup in Gythalan's executive structure. Best intelligence indicates that Ultradyne paid roughly a tenth of the value of the sophisticated technologies and holdings, which should make them an even bigger power in the near future.

37. The Alliance Cyball Association

"Bread and circuses" still holds true in the 23rd century. Ubiquitous Foods may provide the bread, but the ACA provides the circuses! The Alliance Cyball Association is the regulatory body for the most popular sport in the Alliance. Furthermore, they are incorporated, and own shares in all of the teams under their aegis. This money is used to promote Cyball, making the Alliance's favorite sport even bigger. The ACA enjoys excellent relations with PVQ Communications, their primary broadcast affiliate, and with JumCo, which has the exclusive contract to concessions at ACA games.

38. Fenib Affiliates

Not wanting to be left out of the government-backed corporation game, the Cizerack government has set up Fenib Affiliates to propagate Cizerack interests. Only females are hired by this corporation (naturally), and they generally refuse to negotiate with male representatives from other companies. This has caused a number of problems in the past. However, the spartan Cizerack work ethic has propelled the company into the top 50. Fenib Affiliates is the producer of the look-and-shoot Body Mount Harness, as well as several types of Crawler ultra-armor and other goods of special use to Cizerack.

39. Rockwell Transportation

Rockwell manufactures ground, air, and deep space vehicles for civilian use. The lack of any military contracts keeps them from truly competing with Avron, and a notable lack of innovation in their research department has kept them from competing with Ultradyne. However, Rockwell vehicles are known for dependability and safety at an affordable price, and that's all many people are looking for.

They think us soft? I say,

**SOFT
NO MORE!**



NO MORE
SERVITUDE

NO MORE
REPRESSION

NO MORE
QUIESCENCE

NO MORE
FRISBEES

Connect with your brothers at the local Coordination for the Interstellar Liberation of Mazians branch or with CILM HQ on Karas, Beta Comae Bernices System. Comm MM39595.278.07721

CILM' all.

40. The Brand Corporation

A corporate think-tank which charts trends and predicts the most advantageous course of action for other corporations to take. The Brand Corporation employs a large number of Hemareans, as well as specialized I-Bots designed solely to gauge public opinion and sentiment.

41. MenTech

MenTech is a small cybernetics firm about which very little is known. They are the manufacturers of the Matrix Crossover Network and other matrix-enhancing cybernetics, such as the Power Output Coil. Security is exceptionally tight, and nobody has ever been able to figure out how they produce their miracle devices.

42. Hansen Electronics

In addition to conventional electronics and navigational systems for ships, Hansen Electronics produces weapons. Rather than try to compete with the Balshrom juggernaut, Hansen concentrates their efforts in two areas, disintegrators and ship weapons.

43. Brain Trust Associates

Brain trust produces one thing: artificial intelligence. Their corporate standing has taken a nosedive since the Alliance outlawed the sale of Artificial Intelligence Modules. Some people claim that Brain Trust, disillusioned by this experience, has become an ARM front, and currently produces new and deadly technologies and robots for Uncle Ernie. They are still maintaining solvency by producing pAIs for Alliance fighters, armored vehicles, and most spaceships.

44. Plasmor Munitions

We put the boom in "Kaboom!" Plasmor produces more grenades, mines, and explosives than any other corporation in the Alliance. The Plasma Seduction Grenade, Omegaton, and Mega-explosive Gauss round are just a few of the gems they have produced. Plasmor's hiring process is very thorough, and includes a complete psychological evaluation. For some strange reason, they don't want unstable people playing with high explosives! I wonder why? Goola-Goolas need not apply.

45. Tradex Unlimited

Another primarily Phentari and Orion firm. Tradex Unlimited specializes in the sale of slaves, and has numerous "farms" scattered throughout the fringe worlds. Though not very popular, Tradex does a lot of business. They've been investigated several times, and each check has found that their slaves are much better cared for than those of most other firms in this business. According to Tradex employees, this is good business sense, as a healthy slave commands a higher price. Still there is constant pressure on the Alliance government to outlaw slavery, but the powerful presence of the Orions and Phentari usually squash it.

46. Tower Security

In the paranoid world of the 23rd century, the man who builds a better security system is king. Tower Security is one of the foremost security services Alliancewide, with thousands of satisfied customers. Although the very largest corporations produce their own security systems, many

slightly smaller companies turn to Tower for all their security needs. Among the illustrious designers working for this company is Big Lou Rosario, who still occasionally does design work for them.

47. Vector Corporation

Makers of the Vector 1, Vector 3, and Vector 4 pulse cannons. Vector also produces more ship-to-ship pulse weapons than any other company, simply because their patented long-range magnetic bottle technology is necessary to give a pulse weapon the necessary range.

48. Shokan Robotics

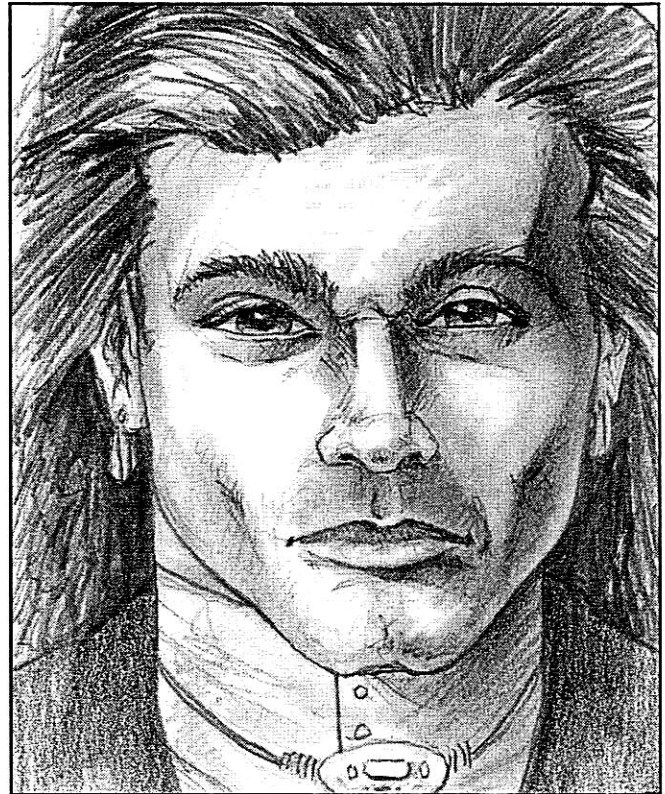
Shokan manufactures military and security robots. All rumors that they've stolen I-Bot technology and are using it to develop the perfect super-soldier have been denied.

49. Bio-Mechanics War Systems

An up-and-coming cybernetic research firm, specializing in Destroig systems and cybernetic links to heavy armor. Makers of the Crunch FIST unit. Lawsuits are pending by BioCyberdyne, who claim that BMWS is utilizing their patented technologies.

50. Magnedyne Systems Incorporated

Yet another company trying to muscle in on Balshrom's kingdom. Magnedyne specializes in Carousel guns and Gauss rifles, and are very good at what they do. They actually outsell Balshrom in the area of Gauss rifles, and their Horizon outperforms any comparable Balshrom product, much to the weapon giant's chagrin. They have recently received a large government contract for surface-to-orbit slug throwers, so their star may be on the rise.



A SOLDIER'S RETIREMENT

Scott Tulleners

The only light in the security bunker was the dim glow cast by a rack of archaic monitors. In the middle of the floor, a black-armored Eridani hung between two chairs, supported by her legs spread wide in a painful-looking sideways split. Her eyes were closed and her pale face was calm as she meditated. With slow, steady breaths she passed the time.

She wore an environmentally contained helmet, but the seals were open. The security bunker had an artificial atmosphere suitable for the methane-breathing Eridani. Because her people were methane breathers, they were forced to wear atmospheric processors when outside their quarters or the security bunker. It was an inconvenience which the warriors of Eridine accepted without murmur. They counted such trivialities beneath their notice.

She was armed, of course. Her great axe, or Catir, was slung across her back on magnetic locks. It was an odd choice of weapon for a warrior so tall and slender, but the number of blood feathers tied to the haft of the axe bore mute testimony to her skill.

Her other weapons were more fitting for one with her build. A short sword with the distinctive Kukri-like bent blade lay sheathed on her left and a Savage-C laser pistol was holstered on her right leg. A hummack, the triangular thrusting blade so popular among the warriors of Eridine, was sheathed in the small of her back under the head of the Catir.

One of the monitors flickered and died. Instantly alert, Emreal-emra rose gracefully and pulled the command keyboard from its space under the dual row of monitors. She attempted to restore the camera's image, but the screen remained blank.

She keyed the intercom.

"Zamara-ican."

The monitor in the Ready Room zoomed in on the room's sole occupant, a short, stocky Eridani in

black and grey Bear armor. He turned from the practice dummy he was attacking and saluted with his long sword.

Emreal-emra commanded, "Camera T-4 is off-line again. Reconnoiter and determine the cause of the malfunction."

"I hear and obey," came the ritual reply.

As he walked out, she saw him flip on his chest-mounted tracker. A red blip appeared on a monitor with the map of the camp. Zamara-ican's vital signs ran across the top of the screen.

Emreal-emra punched up the command to wake Vwaard, the team's Tolud caste technician. As the camera zoomed in on the chunky Eridani, Emreal-emra saw that his face was stained purple with juice from the Maljan fruit. The mild euphoric was banned under Company policy. Vwaard risked his job by eating it.

Emreal-emra suppressed the savage joy she felt at her discovery. Vwaard had been nothing but trouble since he had joined the team. He believed himself inviolate because he was the only security tech on-world. Finding him consuming Maljan changed everything.

"Vward," Emreal-emra snapped. "You are a disgrace to Eridine."

The overweight technician jerked upright in the bed as Emreal-emra's voice boomed over the intercom. He rubbed his eyes and began to stammer a reply. Emreal-emra interrupted.

"I don't want your excuses. You are to go up on the roof of the refining plant and repair camera T-4. You have two hours to do this, or I will claim my right to Kwall Kuayi'm."

Vward paled. He bore no illusions about his fate in an honor duel. He had seen her practice.

"I ... I hear and obey," he quavered.

"Good," she replied sharply.

Emreal-emra cut the connection and glanced at Zamara-ican's status monitor. He was on the open air lift which went to the top of the refining plant. Emreal-emra ran a monitor check on the rest of the camp. No one was moving. She was not surprised. Most of the miners were still sleeping off their celebration the night before.

Zamara-ican's status monitor began buzzing. He was down. His respiration and pulse were extremely high. Emreal-emra attempted to contact him via his helmet radio. She got only static. His tracker showed him moving very slowly toward the north end of the refining plant.

As Emreal-emra stabbed the alarm button with her finger, a beam of light pierced her brain. She crumpled.

...



Colleen MacTavish peered up over the scope of her Rangehound laser rifle. Shooting the Eridani through the hardened walls of the security shack had been difficult, but she was pretty certain no alarm had been sounded. The raid should be a cakewalk.

She opened the channel to the drop shuttle circling overhead.

"Security's down. Start your run."

Klandesarios, the shuttle's Phentari pilot, didn't respond.

Colleen picked up her tripod-mounted laser and turned to walk to her next position. She froze in mid-stride when she saw, crawling toward her, the Eridani she had shot as she parachuted down.

The Eridani's breath came as a hiss of agony as he raised himself on one arm and pointed his Savage-B at her.

Colleen reacted, hip-firing into the Eridani's head. He collapsed. After a second's hesitation, she fired another shot into his head and stepped around him. She was surprised he had made it so far. Only the most advanced Buddons had the kind of self-control that would allow them to survive her original three shots to the chest and head. With a nervous glance around the camp, she realized that if there were Buddon Priests of that level here, she might have just dropped into a meat-grinder.

...

An explosion shook the compound, followed by a sonic boom. Angus MacIverssen dove out of his bunk. An instant later, his brother Ian landed on top of him.

As Ian rolled off, Angus hissed, "Check outside." As Ian slowly rose to peer out the window, Angus turned in the small space between the bunks and crawled to the footlocker at the end of his bed. He punched in his combination to the lock and opened the lid. The pair of Savage-Ds he pulled out were Galactic Issue, one of the few things the brothers still had from their days in the 125th Combat Engineer Battalion.

"Ian," Angus called. Ian, who had positioned himself a few feet from the window to avoid being spotted, turned and caught the holstered pistol Angus tossed him. Angus pulled out their shotgun and began loading it. Ian crawled over as another series of explosions shook the compound.

"It looks like they're using concussives set to detonate above ground," Ian said. "I couldn't see their vehicle, so I don't know who they are."

Angus nodded. "Probably trying to panic the civilians. And I don't think the Eridani are set up to deal with this kind of assault."

Ian took the shotgun Angus offered him. "So we get out?"

"After we gather as many of the civvies as we can," Angus corrected him.

Ian scowled at his brother, but Angus's

expression allowed no refusal.

Finally, Ian nodded huffily. "All right. We'll get 'em out." He was not looking forward to nurse-maiding a group of civilians through a combat zone.

Angus loaded the last shell into the shotgun and took the three boxes of ammo from the locker. He handed one to Ian and told him to get the door. Angus pulled the footlocker away from the bed and took cover behind it. He aimed the shotgun at the door and nodded to Ian.

Ian counted down with his fingers and pulled the door open. Outside, the screams and panicked cries coming from the rooms and halls were drowned out by the occasional explosion. A half-dressed man ran by, followed by his terrified wife. It took Angus a second to recognize Varne, the mining camp's foreman. Angus moved forward and scanned the hall. None of the people running were armored.

Together the brothers moved down the hall to the stairwell. Only a few of the miners had the presence of mind to obey their orders to follow. The brothers checked the stairs and proceeded down.

The hall of the second level wasn't nearly as chaotic. Most of the apartments were still unoccupied, since Vorster Mining Incorporated had just recently begun recruiting for the next expansion.

They were halfway down the hall when a thunderous gunshot sent them diving for the floor. Angus rolled to a doorway and sighted up the hall. Ian stayed prone against the other wall.

Up the hall, a door on Angus' side opened. Ian saw a metallic flash and fired. It disappeared. Someone shouted back, but their ears were ringing from the indoor shotgun blast.

Angus held up a hand and began moving forward. He was a couple of paces from the door when the person inside shouted, "Don't shoot. I'm coming out."

Ian and Angus both sighted on the door. A second later, Crowley stepped out.

He was a muscular man whose numerous scars and military crewcut gave the camp rumor-mongers a field day. Crowley tended to keep to himself, but he had once shown Ian the plate of Arachnid exoskeleton he used as a paperweight.

Crowley was loaded for a Python hunt. A trio of fragmentation grenades and several large magazines hung on the web belt he was wearing. He was wearing a green military jumpsuit and had a bulging knapsack. Cradled in his arms was a Barrett model 82 sniper rifle. A Micron laser rifle was slung over his shoulder.

Crowley handed the Micron to Ian, saying loudly, "This'll work better than your shotgun." He glanced up and down the hall and added, "We're heading to the motor pool. You and me 're gonna take point." He nodded to Angus and said, "Think you can handle rearguard... Sir?"

Angus nodded, frowning slightly. He had been a captain in the military, and it did not sit well with him to take orders from a noncom. He

let it pass. It was not the time or the place to discuss military procedure.

They continued up the hall. One of the younger miners, a man named Macy, offered to take Ian's shotgun. As they passed Crowley's open door, Angus glanced inside and saw an armored body lying face down by a jagged hole in the wall. A single large hole had been blown through the man's helmet. They continued up the hall.

As they reached the stairway at the end of the hall, the lights and the air conditioners died. Crowley remarked loudly to Ian, "They've finally hit the generator. Those Eridani must be putting up one hell of a fight."

Ian nodded as he motioned for Crowley to cover him.

Angus and Macy waited nervously at the back of the line while Crowley and Ian checked out the motor pool. Angus knew the bad guys should be coming along any minute. Their little group had been lucky so far, but he didn't expect their luck to last much longer.

After a few minutes, Ian came back and said, "We're ready to start loading, but the big door won't open. We need you to patch in a portable generator or something to open it."

Angus nodded. "Okay." He glanced toward Macy and told Ian, "Stay here and help Macy guard the rear."

"Yes, sir," Ian replied. Angus walked up the hall, reassuring the civilians that everything would be fine in a few minutes. Ian and Macy moved the civilians down the stairwell and took positions at the top of the steps. Then Ian motioned for Macy to go downstairs. Macy took a step down, and hesitated.

"Wouldn't it be better to stay up here with you?" he asked.

"No," Ian replied. "This way I can pull out more quickly. Besides, there isn't enough cover for both of us to return fire effectively. If they find us, just stand on the landing and wait for me. If anyone pokes their head around the corner while I'm running down the stairs, pop 'em."

Macy took another step before turning back. "What'd you think our chances are?"

Ian motioned him downstairs impatiently. "Good. Now go."

Macy nodded and moved quietly down the steps. Ian sat, waiting.

The time passed slowly. Several times he was tempted to go downstairs and make sure they hadn't left him, but he knew Angus wouldn't leave without him. So he waited.

He breathed a sigh of relief when Macy finally came up the steps. As he started to get up and go downstairs, Macy motioned for him to wait a minute. He squatted on the second step and leaned over to whisper into Ian's ear.

"It'll be a bit longer. Crowley wanted me to come up and see how you were doing."

"What's going on down there?" Ian asked, his

tension making his tone sharper than he intended. "It sure is taking him long enough."

Macy shrugged. "Angus said he ran into some problems."

"Great. Just great." Ian turned back to the corridor.

Macy stood there a minute before he asked, "Do you want me to take over for a few minutes? So you can stretch?"

Ian started to refuse the offer, but realized his butt was going to sleep.

He waited until Macy was seated on the second step before he went down the stairs. After doing a few jumping jacks and push-ups in the corridor running from the Living Quarters to the Motor Pool, he went back upstairs.

As he turned on the landing, he heard a thump and the clatter of metal sliding down the metal stair. Macy was lying face up on the steps, a neat hole in his forehead. Only the faintest charring blackened the edges of the wound.

There was movement at the corner. Instinctively, Ian raised the Micron and fired. The armored Phentari stepping into view tried to duck back, but Ian's second shot melted its helmet's visor.

Ian moved quickly up the steps, scooping up the shotgun as he went. It didn't have the penetration of the Micron, but it could knock down most unfriendlies, and it would give the others warning.

He peeked around the corner for an instant. An armored Phentari was walking on his side of the hall, and an armored humanoid was farther back on the other. Ian quietly set down the Micron and flicked off the shotgun's safety. Angus always kept a shell chambered in a combat situation.

With a deep breath, he popped his head and arms around the corner and leveled the shotgun. There was a pain in his legs as he fired at the Phentari. As the shotgun's blast bowled the squid over, his left leg ignited in agony. He levered in the next shell even as he fell forward into the hall. Screaming with pain, he aimed the shotgun at the humanoid and fired again, but the being was already dropping to the ground. His shotgun blast only deflected its dive. Still screaming as he hit the floor, he pumped and fired several times. The humanoid lay still after the fourth shot took it in the head. The Phentari tried to rise, but Ian's well-aimed shots kept knocking it over. Then, a high-calibre rifle thundered above him and the Phentari jerked and lay still.

The shotgun was gently removed from his hands as he was lifted onto someone's shoulder. He cried in agony as he was carried downstairs.

...

Crowlye heard the shots and sprinted through the tunnel for the stairs. Jonas Parkensen, a miner who had put in some years as a reservist, followed. Crowleye checked the stairway and charged upstairs. Ian was pumping off shots even as he lay

screaming on the corridor floor.

Stepping around the corner, Crowleye aimed the Barrett at the first movement he saw. He made no effort to suppress his smile when he recognized that his target was tentacled.

After scanning the hall, he waved Jonas up and took Ian's shotgun. Ian was obviously in pain, but he tried hard not to cry out as Jonas hoisted him on his shoulder and carried him downstairs.

Crowlye pushed Macy's body up against the wall and lay down beside it. There was nothing he could do for him, but the still-warm body might mask his infrared signature. He knew it would not be long before more troops showed up.

He was not mistaken. Jonas had just gotten Ian downstairs and passed off to another miner, when a jet of flame shot the length of the corridor. Crowleye ducked back as the superheated flames laved the other wall of the stairwell.

He stood there for a second, uncertain of the best way to return fire. All they had to do was fire the flamethrower every other second or so, and send someone down the other side of the hall with a grenade. No one in their right mind would risk poking their head out. Not without some serious armor. Of course, the Galactic Marines had taught him the proper way to throw defensive grenades without getting caught by the blast. The Super Plas he took from the man he had shot in his room had a three second timer, but the flamethrower would make it just like a drill during Basic.

Crowlye palmed the grenade and pulled the pin. He lobbed it off the far wall of the corridor and ducked back. The explosion came, followed by agonized shrieks. The flamethrower stopped firing.

Staying low, Crowleye sighted down the hall. One of the bad guys was stumbling around burning. At the far end, a Python Lizard peered around the corner with a puzzled look on its face. Sighting on the Python's forehead brought to mind his drill instructor's incessant reminders on the importance of wearing a helmet. A pull of the trigger shattered the lizard's face.

The screaming continued until Crowleye shot the burning man. He regretted the waste of ammo, but the screaming was annoying.

Crowlye waited until a miner he didn't know climbed the stairs and motioned for him to come. Crowleye nodded and handed the man the Micron. He waited until the man was downstairs before he followed. As he turned on the landing, he took a second to glance at Macy's body. Hopefully, the bad guys would hesitate when they saw the IR signature.

The vehicle bay's doors were grinding open as Crowleye ran out of the stairwell. The transport skimmer accelerated ponderously through the doors. Crowleye raised the Barrett. They thought they were going to leave without him. He had thought better of Angus. Crowleye started to pull the trigger when a slight pressure wave pushed against him from behind. He turned. Not more than a foot behind him a Hunter skimmer hov-

ered. Angus frowned at him from the command chair. Crowleye sprinted around to the side and threw in his Barrett. As he climbed up, Angus accelerated through the open doors.

They shot out into chaos. A smoky haze made visibility difficult for a second, then they were in the clear. Armored troops were everywhere. Several were running toward the open doors of the vehicle bay, with many more firing at the retreating transport. Angus swerved the skimmer to slam into a few of the nearer troops. The skimmer jarred as its thin skin crumpled under the multiple impacts. Then Angus pulled the skimmer up over the fence and accelerated for the forest surrounding the camp. The transport was just entering the tree line. Angus made for its trail.

The transport flung a wake of debris to the sides by its pressure field. Angus followed the trail up and over a small hillock. The transport was waiting in the valley on the other side. Angus pulled the Hunter next to it. Jonas Parkensen waved from the driver's seat and yelled, "What now?"

Crowlye's ears were still ringing from the gunfight in the stairwell, but Jonas' question was obvious. He shouted, "You remember the hunting lodge on the Plateau? Head for it."

As Jonas pulled away, turning slightly to avoid a heavier growth of underbrush, Crowleye turned to Angus and yelled, "I'm going back." He lowered his voice as Angus winced and motioned for him to quiet down some. "Pick me up here in twelve hours if you can. I'll wait for half an hour before marching."

Angus pointed to his ears and mouthed, "Ringing?"

Crowlye nodded. "Yeah. Try firing a Barrett in a hallway and see how good your hearing is."

"Do you want me to camouflage the skimmer and wait for you?" Angus asked. "I can act as your spotter."

"No." Crowleye shook his head. "They'll need someone who knows what they're doing back on the Plateau."

Angus looked disappointed, but nodded and mouthed, "Okay. You're not planning on going back in there, are you?"

Crowlye looked disgusted. "You gotta be kidding me." He shook his head and continued, "No. I'm not going to leave the safety of the trees. I'm going to stay out here and see what I can see. If I get a chance," he patted his Barrett. "I'll give them a lesson on the price of incompetence."

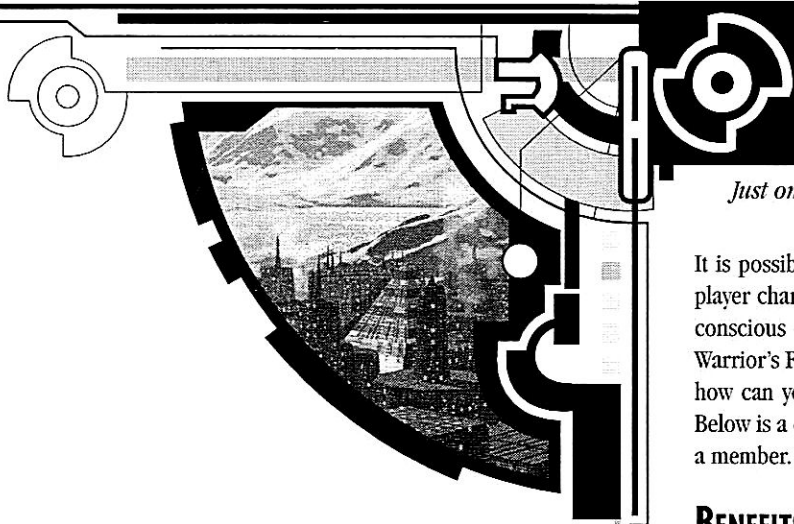
Angus nodded. "Good luck," he shouted as Crowleye climbed out of the skimmer. Then softly, "We'll need it."

Crowlye watched the skimmer rise and fly off. He had left the military because he thought he was sick of combat. The brief firefight in the hall had brought back pleasant memories. Whoever these bozos were, they had made a big mistake. It was time they learned the price of their stupidity. Smiling in eager anticipation, Crowleye picked up his rifle and faded into the brush.



CHAPTER 2

The Galactic Armed Forces • 2



IN THIS CHAPTER...

Benefits to Being in the Service

Galactic Marines

Galactic Stormtroopers

Galactic Reconnaissance Force

Galactic Navy

Galactic Fighter Corp

Galactic Control

Galactic X

Incorporating Galactic Forces Personnel

◀ A Gen-Human sniper resting after a long night on perimeter patrol near Outpost MR-118 on the southern land mass of Heimdall. His cradled Linearity Gauss Rifle is fitted with a Balshrom MultiOptics MX sight allowing all-weather engagement of targets out to 2000m.

kay, men, here's the story. The Arachnid emplacement is just over that hill. They outnumber us four-to-one, and they have heavy artillery. Their position is nearly unsalable. Oh, and we won't be getting any reinforcements on this one, so it's just the six of us. Any questions?

Just one, Sarge ... what are we going to do after breakfast?

It is possible that during the course of a Battlegrounds campaign, one or more player characters will be admitted into the Galactic Services, either because of conscious effort and an outstanding record or because of a lucky roll on the Warrior's Fortune Table. But what exactly does being in the Services mean, and how can you incorporate such a character into a normal Battlegrounds group? Below is a detailed description of each of the Services, and what it means to be a member.

BENEFITS TO BEING IN THE SERVICE

The Galactic Forces have some definite pluses, most of which are listed in the core Battlegrounds book. These benefits, in detail, are as follows:

Training

Unlike the corporations, the Forces don't just stick you in the middle of a fire-fight and say, "You figure it out." Galactic Forces personnel are trained in a variety of skills designed to better their chances of survival and make them more useful in service. The basic training which all Galactic Forces personnel receive is as follows:

BASIC TRAINING

SKILL	LEVEL
Climbing	1
Hand-to-Hand Combat	2
Stealth	1
Swimming	1
Hand Radio	1
Camouflage	2
Detect Concealment	1
Basic Medical	2
Survival (Emergency)	1
Beam or Pulse Weapon	2
Repair Beam or Pulse	1

This Basic Training takes three months, during which the character will be out of play. Battle Masters, enforce this! The character is gaining bonus skills, and should have penalties to counter this. Make sure the rest of the characters have a chance to do something during this training time.

Specific training based on service is as follows:

GALACTIC MARINE TRAINING

SKILL	LEVEL
Survival (Tropical)	1
Survival (Desert)	1
Survival (Arctic)	1
Land Navigation	2
Infiltration	2
Camouflage	2
Beam or Pulse Weapon	1

Note: Marine training takes an additional four months.

GALACTIC STORMTROOPER TRAINING

SKILL	LEVEL
Military Leadership	1
Direct Fire Weapon	1
Indirect Fire Weapon	1
Demolitions	1

Gal. Stormtroopers learn these skills in addition to Marine skills above

Note: Stormtrooper training takes five months.

GALACTIC RECONNAISSANCE TRAINING

SKILL	LEVEL
Survival (Tropical)	2
Survival (Desert)	2
Survival (Arctic)	2
Land Navigation	2
Mapping	1
Scouting	3
Tracking	1

Note: Reconnaissance training takes four months.

GALACTIC NAVAL TRAINING

SKILL	LEVEL
Emergency Damage Control	1
Decontaminate	1
EVM	1
Identify Vessels	3
Navigation or Interstellar Radio or Gunnery	2

Note: Navy training takes six months.

GALACTIC FIGHTER CORP TRAINING

SKILL	LEVEL
Pilot Spacecraft	1
Pilot Fighter (Deep Space)	3
Missile Gunnery	2
Beam Gunnery	2
Identify Vessels	1

Note: Galactic Fighter training takes six months.

Galactic Control/Galactic X

These two branches have more variable training, since they have to train personnel for a variety of tasks. In general, the character will receive twenty skill points' worth of training. Usually this will be in Espionage and Weaponry, but other skills are possible if the character's missions will require them. This training takes six months.

Equipment Allotments

Another good thing about being in the military is that you aren't expected to provide your own firepower, unlike mercenaries. The government arms and equips its soldiers, but remember: your weapon was built by the lowest bidder! Each service has a specific amount of equipment which the character will receive upon starting his or her tour. This is listed under "equipment allotment" for each service.

The Down Side

The main drawback to being in the military is that you are not free to do as you please. If you thought it was bad being in the paramilitary structure of the corporations, you haven't seen anything yet! The corporations allow some freedom of dress, action, and vacation time. You're not likely to get busted for having a five o'clock shadow or wearing your favorite dirty t-shirt. It's different in the Service. You are expected to look, act, walk, talk, and breathe like a soldier and a representative of the Alliance. All the horror stories you've heard are true—the white-glove inspections, the bouncing a 25cr coin on the bunk, everything! The Alliance expects absolute loyalty and discipline from its finest fighters. And if they don't get it, they will have your ass for breakfast! The penalty for desertion is death by firing squad, and the military doesn't allow plea bargaining. Only the most extenuating circumstances have even a chance of saving you. ("There was a force of Arachnids over the hill, and my CO refused to believe it, so I broke ranks to go and kill them before they could entrench.") Even then, you're going to get a penalty, but it will probably only be a slap on the wrist. (The military idea of a slap on the wrist is six months of guard duty on the arctic planet known as Icepack, by the way.) Most of the time, though, the following advice applies: "You're in the Army now, maggot. Get used to taking orders or get used to peeling potato-equivalents!"

GALACTIC MARINES

The Official Line: "We're still looking for a few good beings. The Marines are the backbone of the Alliance military, with centuries of tradition and pride behind us. There is no enemy we can't beat, no obstacle we can't overcome, and no situation we can't handle. We're trained to deal with the unexpected. Many are called, but only the best will serve. Contact your local Alliance recruiter today to see if you have what it takes to serve with the Marines!"

The Galactic Marines are highly trained combat specialists whose primary responsibility is to serve as the backbone of ground assaults. Their missions may take them to any environment at any time, and they are trained to deal with nearly any situation which may come up. The Marines are equipped with top-notch, state-of-the-art firepower and equipment. Many ex-Marines go on to the very top of whatever career they pursue after the military; the discipline and pride they learn during their service is not lost on potential employers.

The Real Story: "Yeah, I'm a Marine. Been in for three terms, now, and I ain't been scragged yet. So I guess that makes me sort of an expert on the subject.

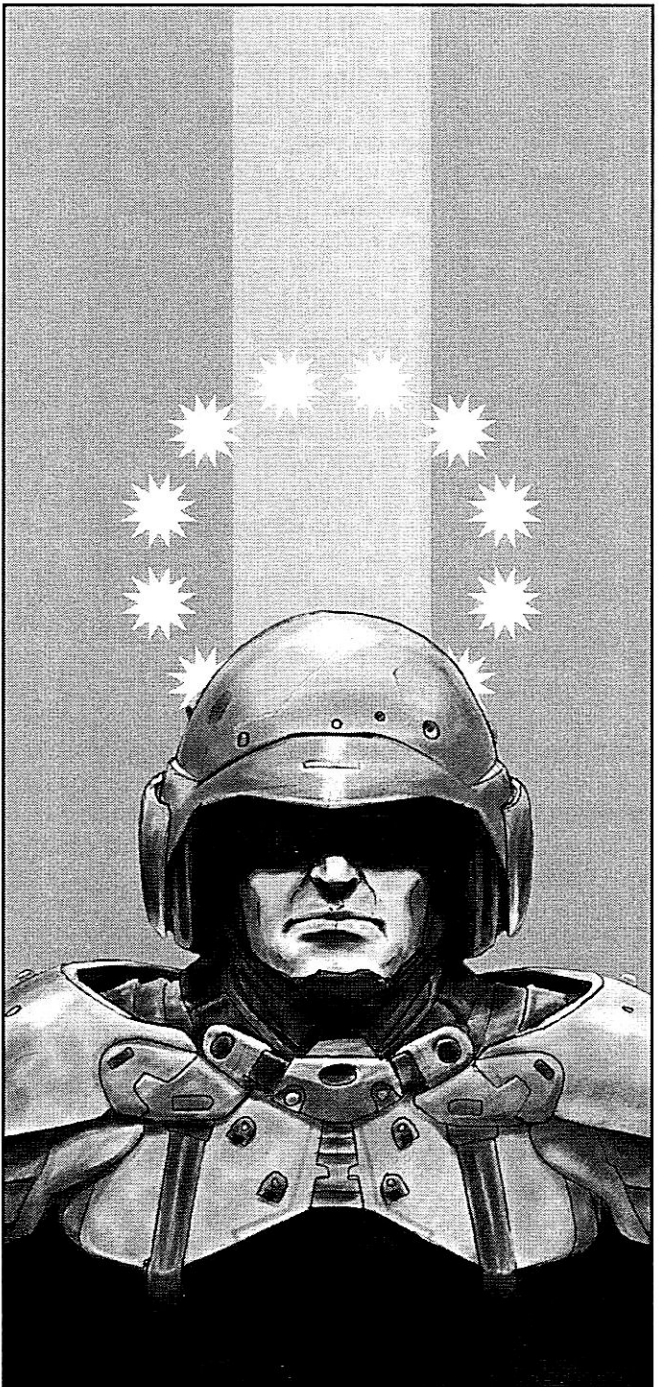
Don't let the promo films sucker ya, kid—this ain't no glamour detail. Exotic locales, my ass—most of the time, yer gonna be up to your armpits in swamp muck, hoping that the next mortar shell doesn't land on your head! As for great careers after the service, well ... ex-Marines are rarer than they'd like ya to think. I seen more snot-nosed kids get scragged out here than I care to remember. Yeah, it's hard out here—real hard.

Don't get me wrong, though—it ain't impossible. I'm still sucking air, and I got a lot of buddies who have been in the service as long as me. They train you for almost any situation, and then they go and drop you right in the middle of the one they didn't train you for. But if you keep yer head on right, and don't screw up, you get by. It's the cocky kids, the ones who think they're ready for anything, who get plugged most often.

This'll probably be my last term as a Marine. After this, I'll go home, start a family, get a yuppie house with a white picket fence ... then again, I said that last time, too. Probably still be saying it right up to the day my luck runs out and I finally meet a bullet face to face. I'm a fighter. This is where I belong."

If you like being up to your eyebrows in gunfire, the Marines are for you. You're going to get training, state-of-the-art equipment, and in return, you are going to be expected to lay down your life if need be for the good of the Alliance. A speech given by every Marine sergeant to the troops under him goes as follows: "Take a good look at the guys on the ten bunks nearest yours tonight. One of them is gonna be dead within six months. If you're not careful, it's gonna be you." This is no exaggeration! As a Marine, you're going to be sent up against entrenchments, fortifications, armor units, and forces vastly superior to yours, and you will be expected to win. There's a good reason why so many Ram Pythons are in the Marines.

Equipment: The standard Marine Battle Dress Uniform (BDU) consists of Bear armor with a Camouflage Unit, QSU, Auto-Injector, Environmental Containment, and 5 points of Ablative Liner in each location. The standard helmet is a Survivor with built-in Infrared imaging.



**GALACTIC
MARINES**

JOIN TODAY!
 יאג זלרנבר

The character is assigned a Savage-B as a sidearm (unless he or she is a Ram, Python Lizard, or Cizerack, in which case the sidearm is a Core static pistol), and a choice of a primary weapon worth 20,000cr or less. The character also receives a 5,000cr allowance for survival gear. Additional equipment will be assigned to the unit based on need. Note that many Marines already have gear superior to that with which they are provided. They are allowed to use personal equipment, provided they get it registered with their Commanding Officer. The same applies to all Galactic Forces.

GALACTIC STORMTROOPERS

The Official Line: "When just the best won't do the job, the Alliance sends in the best of the best. The Galactic Stormtroopers are the Marine elite, the cream of the crop. Hand-picked by General Gar of Pythos, commander of the Marine forces, they are the spearhead of the military's ground forces. Carrying the state of the art in modern firepower, these boys are ready for anything! You've seen them in action in exclusive footage against the Arachnids, the Rebels, ARM, and anyone else who would menace Alliance citizens. Armed to the teeth, trained for anything, and ready to lay down their lives for the security of the Alliance—these are the Galactic Stormtroopers."

The Stormtroopers are the elite Marine units whose responsibility is primary engagement of enemy forces. Naturally, this is dangerous. That's why the Stormtroopers receive intensive training above and beyond that normally given to a Marine and the best of modern equipment. It's a challenging goal—out of two hundred Marines who apply to the Stormtrooper corps, only one will make it on average. But for

those who want to serve the Alliance to the fullest of their ability—for those who think they are the stuff that heroes are made of—the Galactic Stormtroopers are the place to be.

The Real Story: "At ease, gentlemen! Welcome to the front lines. You're probably all still patting yourselves on the back for making it this far. You're the best damn soldiers the Alliance has, and you know it, right? Well, you can belay that crap right now, because I'm here to give you the ugly truth. You're Stormtroopers now. That means you get sent in first. You get to find out what the enemy is packing for our beloved commanders, 'cause they're gonna be firing it at you. Remember the firefights you went through back in the regular corps? That was just the cleanup, ladies. Welcome to the big leagues."

Now, I see some long faces out there, and that ain't gonna do it either. Make no mistake—you're here for one reason. Some C.O. saw the makings of a real soldier in you, so he sent you to me. We're gonna be real cozy over the next five months, and by the time I get done with you, you're gonna be walking, talking, breathing fighting machines. You're gonna be the best. You're gonna be Stormtroopers! And when death is raining down all around, and the Arachnids are trotting out their newest engine of destruction, you're gonna argue amongst yourselves as to whether to put ketchup or mustard on it before you have it for breakfast."

"The Stormtroopers are like the Marines, only more so." Truer words were never spoken. A lot of Stormtroopers joke about how their official uniform should include a bullseye on the chest. This isn't too far from the truth! You're going to get sent into the most dangerous situations the Alliance has to send you into. Fame, fortune, and glory all



• The Tola is a favorite practice weapon of the Eridani. It's shaft is made of ... Hey! Wait a minute!?! Practice my ass, that blade's sharp! Get away from me! Help! ... gurgle ... thud.

await a Galactic Stormtrooper—but only if he or she survives. Take a look at the attrition numbers, and figure out your odds. But there is an up side. The Alliance invests a lot of time and money into training these men, and they want to keep them around if they can. Unlike mercenaries, or even normal Marines, Galactic Stormtroopers aren't sent in lightly, and when they are, they have the best intelligence and gear available. This might just be enough to keep you from getting large holes blown in you by that plasma cannon in the fortification up the hill. Then again, it might not.

Equipment: Galactic Stormtroopers wear Kodiak armor with a Deshard helmet. Standard options include Camouflage Unit, 10 point ablative liner in all locations, 10 extra points of absorption in each location (including helmet), Environmental Containment, Corrosive Protection, Auto Doc with a variety of medicines, QSU, Rad-Liner, Skalers, Oxygen Supply, and Internal Food Processor. The standard sidearm is a Savage-C, and the weapon of choice can cost up to 50,000cr. Popular choices are the Arrow LOSN, the Alpha 2, the Hussein, the Mentar, the RP-4 Masher, and the PT-1. 7,500cr of miscellaneous gear is also provided. For heavy engagements, Stormtrooper officers are sometimes outfitted with Humpty Dumpties, but remember that only characters with training in such vehicles are ever going to see one of these monstrosities! Again, most Stormtroopers supplement their weaponry with personal gear of some sort or another.

GALACTIC RECONNAISSANCE FORCE

The Official Line: “For those of you who don't like the idea of being in the trenches getting shot at, the life of a Scout may be more appealing. As a Galactic Ranger, you will explore new worlds, interact with new life forms, and locate enemy forces, while leaving the heavy fighting to the Marines. Join today! Be an individual. Be an independent. Be a Scout!”

The Galactic Reconnaissance Force relies on stealth and mobility to patrol unknown terrain and locate potential hazards, including enemy encampments and the like. It is the Scouts who provide the intelligence information which forms the basis for attacks. They are highly trained and adaptable, able to survive for weeks in almost any terrain, but they are also more than capable of taking care of themselves in a fight!

The Real Story: “You wanna know about us Scouts? Sorry about the smell. Out here in the sticks, we don't get a chance to take a shower 'less it rains. On a planet where the rain is concentrated sulfuric acid, that can be a bit of a problem.

“Yeah, we get survival training, and we need every damn bit of it, too, plus all the tricks most of us managed to pick up on our own. If there's a planet they don't know much about, they drop us in. Doesn't matter if it's desert, or icepack, or swamp. Hell, once they dropped us in on an all-water world! Fastest intensive training in SCUBA you've ever seen. The cats didn't like that much, let me tell ya! And we got a lot of cats in this unit. They like this work, and they aren't usually too bad to work with, if ya can get past the Amazon mentality. But every so often, one of 'em goes into heat, and then you want to be far away from camp for a couple days. I could tell you stories you wouldn't believe, but I don't think your boss'd let you print 'em.

“That 'non-combat' crap is bull, too. I don't care how good you are,

eventually you're gonna get spotted by a sentry, or run into a long-range patrol, and they usually don't respond too well to, 'Oh, we're just the scouts. Please don't start shooting until the Marines get here.' I been in just as many firefights as a lot of Marines, and we don't get the fancy-schmancy equipment they all seem to have! No mortars, no armor, no air support—just our personal weapons, some recon bikes, maybe a 'crawler or two. Out in the sticks, you get real good, real fast, or you get buried. All there is to it. And some of the worst enemies don't pack guns. A buddy of mine once took his helmet off for a minute out in the jungle to cool off. A snake dropped on him from a tree limb and bit him. He was dead before he took two steps. You gotta watch yourself.

“So what am I doing out here, you ask? I'm a loner. Never been much of one for military discipline. Out here, they don't care so much about the spit and polish, long as you get results. I do my job, and I do a good job, and the Sarge doesn't give me any grief about beard stubble or dirty boots. And that suits me just fine.”

The Galactic Reconnaissance Force is made up of a motley crew of loners, rednecks, and survivalists who surprisingly manage to work well together. If the brass tells them, “Do this,” they'll do it—but the way they do it will probably bear little or no resemblance to the recommended procedure in the Alliance Military Survival Manual! There is some friction between the Cizeracks and the Gen-Humans who make up the vast majority of the unit, but not as much as you'd expect—the harsh conditions these fighters have to endure gives them at the very least a grudging respect for each other. The rest of the Scout Corps is made up of a motley assortment which includes Humans, a few Aedronians, a couple of Zen Rigelns (every scout unit is always happy to see a Zen sign up because medical supplies are few and far between out in the brush), and a surprising number of Fotts, whose redneck mentality seems perfectly suited to the rough and tumble life of this service.

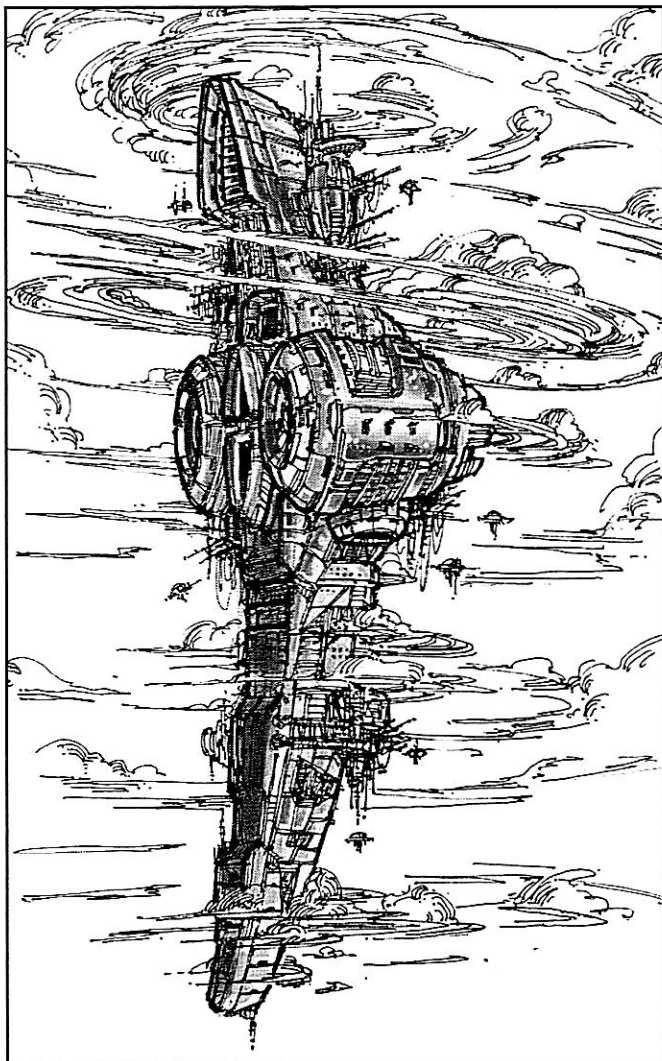
The Scouts are used to getting the job done with a minimum of support. They make do with what they have, and they usually do a better job than could be expected, and they still get the short end of the stick when the awards are passed out. The Galactic News Service likes shots of the Stormtroopers storming Ramburger Hill, not scouts sneaking around out in the woods. And this suits most of the scouts just fine, since the last thing they want is a crew of noisy reporters tagging along and bringing every nasty within a hundred miles down on their heads.

Equipment: Unlike the Marines, the GRF does not usually receive the best of equipment (they aren't as much in the public eye, and theoretically, they aren't supposed to engage in heavy combat). The standard BDU for a Scout is Bear armor with a DH-2 helmet, 3 points of ablative liner in all locations, a Camouflage Unit, Corrosive Protection, Environmental Containment, Gills, a Grappling Hoist, IR Dampener, QSU, Rad-Liner, and Oxygen Supply. A BS-2 is the standard sidearm, and primary weapons choices available include the following: silenced TK-7A rifle, AUG 56 rifle, silenced Barrett-82 sniper rifle, HS Series D combat shotgun, MG3 machine gun, M18-L laser rifle, Arrow LOSN laser sniper rifle, or M-20 Blaster pulse cannon. A basic BMH is included for the Cizerack members of the force. 6,000cr worth of miscellaneous gear (mainly survival and medical gear) is also provided. While the standard equipment allotment is comparable to that of the Marines, the GRF has a much harder time getting support (“What do you need an automatic pulse weapon for? You're scouts, not shock troopers!”). This helps to account for the fairly high attrition rate.

GALACTIC NAVY

The Official Line: "There's something magical about a sailing ship, whether it be one of the tall masts of centuries gone by or a gleaming titanium-alloy space vessel. To see a brand-new battlecruiser pulling out of spacedock, ready to defend the Alliance, is something that sends chills of excitement up the spines of more than a few people. But a ship, no matter how advanced, is only as good as the men and women who pilot her. That's where you come in. At the Galactic Naval Academy, you will receive intensive training in shipboard operations of all sorts. When you graduate, you will be qualified to serve on the most advanced vessel in the fleet. Adventure and excitement await you out beyond the stars. Be a part of it. Contact your local Navy recruitment officer today."

The Galactic Navy is the bulwark of Alliance defense. If they do their jobs properly, then the Marines aren't going to have much to do, because the enemy will be destroyed before it ever makes planetside. The Navy boasts vessels of all types and sizes, from one-man fighters up to Destroyers the size of small cities. The crew of such a vessel is more than a team; they're a family, working together in harmony to assure that things go smoothly aboard ship. This is the force that turned back the Arachnid invasion fleets! And now they stand ready to do it again, the brave men and women of the frontier—the Navy.



• An Ashanti Yelsheri class cruiser dips into an atmosphere to launch search drones

The Real Story: "Well, sure, you're qualified to serve on the big battlecruisers after graduating, but what do you think the odds are that you'll be assigned there? Fat chance. The 'cruisers are where the admirals' sons go, and the people with clout. Chances are, you're gonna get stuck out here on the fringe of the fleet, in a dinky little frigate like this—if you're lucky. Some of my buddies are pulling garbage scow duty. Fun job, lemme tell you. As for excitement and adventure, well most of the time it's duller than hell out here! Nothing to do except stare at the instrument panels. Then you get sent to intercept a pirate vessel or something and all hell breaks loose. That's when you just try to hold your ship together 'till you can get in close enough to board. Maybe garbage scow duty isn't so bad after all ... at least nobody shoots at the garbageman! Usually, after we board, it's not too bad. We flood the other ship with Halon-7 gas, and that usually makes our work a lot easier. But there have been the one or two times when the enemy has managed to suit up before we could gas 'em, and it gets nasty then. Vacuum maneuvers are the worst. You duck down, and pray you don't get shot, because even if the wound doesn't finish you, the decompression probably will, and there's no guarantee that your QSU will be able to patch the hole in time. So that's the Navy. Not all it's cracked up to be, but then again, at least I'm not planetside getting shelled with mortar fire all day!"

The Navy is a place of extremes. It's usually very, very routine and boring, and about as "spit and polish" as you can get. Then, when an attack actually comes, you'll wonder why you ever complained about the boring part! Fortunately, most of the time the Alliance can afford to send in a vastly superior force against the pirates or whoever they're going after. Most casualties on this type of mission are in the boarding party, and even there, casualties aren't as high as you'd expect. But come the next Arachnid invasion, "superior force" is going to be a thing of the past. The Navy's gonna be a very unhealthy place to be right about then.

Equipment: Standard Navy gear consists of a Battle Environment Suit with auxiliary Oxygen Supply, DH-2 Helmet, Auto-injector, Internal Food Processor, QSU (designed to seal rents in the suit), Rad-liner, and Skalers. A Savage-B is the standard sidearm. Navy personnel generally don't have a standard heavy weapon, but a wide variety of armaments are available for boarding assaults. These are primarily lasers and hand weapons; most weapons have too much of a kick for weightless environments. The Navy character also receives 5,000cr worth of miscellaneous gear, plus tools and equipment appropriate to his or her job aboard ship. It is up to the Battle Master to determine the nature of the PC's assignment.

GALACTIC FIGHTER CORPS

The Official Line: "When you were a kid, what was it you dreamed of? If you were like me or millions of other children around the Alliance, it was strapping yourself into the cockpit of a sleek, state-of-the-art fighter, hearing the roar of the engines as you powered up ... and then, the surge of adrenaline as you screamed off into space to do battle with the Arachnids or pirates up close and personal.

Well, now that dream can be a reality. The Galactic Fighter Corp isn't for everybody. It takes a quick mind, quicker reflexes, and nerves like steel to pilot the new, state-of-the-art F-94 Phoenix, the most advanced fighter ever created. But if you were one of those children who dared to dream ... maybe it's time to take your fate in your hands.

The Galactic Fighter Corp. We are the reality."

You've probably heard the stories about how it was the Navy which repelled the Arachnid invasions. That's true, as far as it goes ... but it was the tactical advantage of superior fighters which turned the tide. Who hasn't heard of Colonel Ronald Trackey and the Flight of the Valkyries? There are plenty of opportunities for fame and glory in the fighter corp.

But for most of us here, the real reward is the opportunity to work with the ships. There's something magical about a fighter, and each one has its own personality. That's why we do what we do. And there's always room for one more daredevil hotshot who wants to see how well he can do the next time the Arachnids come to town.

The Real Story: "Dagnabberwhatchamacallit stabilizers! Git back in there, 'fore I get me my hammer and make you git! Oh, howdy. Haven't seen you around here before. Name's Jabrovax Glagravunt, but you c'n call me Zippy. Whatsamatter, boy, ain't never seen a Goola-Goola afore? We're the best blamed mechanics in space, and don't you never forget it.

Speaking of mechanics, there's plenty for us to do here in the Fighter Corps. Ships coming in all the time, banged up after running into pirate corvettes or uncharted asteroid belts or whatever. And these little ships, they don't have the shielding of the big cruisers, so they can't take much punishment ... and if you run into a radiation field or something, it's all over. Lot of 'em don't make it back at all, and that's the real shame ... waste of perfectly good metal and parts! I tell ya, they should just keep these ships right here and let me give 'em all a good overhaul, strip 'em down to the pieces and then put 'em back together again! I might even have some pieces left over for spare parts afterwards.

Anyway, the rec room's down the corridor over there, you c'n usually find most of the pilots there. They've mostly got stories to tell, too, and every one of 'em has a buddy who didn't make it back for one reason or another. Me, I got to git back to work. Frazzemfrazzit stabilizers! Say, you wouldn't happen to have any gum on you, would ya?"

What the Stormtroopers are to the Marines, the Fighter Corps are to the Navy. While the big ships rely on shields and size to absorb punishment, one good hit on a fighter usually means it's all over. As a result, most fighter pilots are very, very good at avoiding enemy fire. The ones that weren't aren't around anymore, it's as simple as that. The typical pilot's day is a routine of practice, practice, and more practice, because according to an old military adage, "There's such a thing as good enough. The enemy's good enough. You're not. Better make sure you're better than he is."

While out in space, the fighters are vulnerable to natural phenomena which the larger ships would shrug off. As a result, the Navy doesn't send out the fighters until it's sure there's going to be combat. Most pilots take scramble signals very seriously ... and the ones that don't are in the same boat as the ones who weren't good at avoiding enemy fire.

The one plus to being in a fighter as opposed to a big ship is the superior maneuverability. During the last Arachnid Incursion, the fighters were simply too small and too fast to be hit by anything other than a lucky shot. Of course, that discounts the rumors that the Arachnids have developed a space superiority fighter which is faster and more maneuverable than what the Alliance can field. Take your chances.

Equipment: Fighter pilots receive the same standard equipment as a typical Navy recruit, plus an emergency homing beacon capable of broadcasting their signal up to .4 light years on a secure frequency. This

is so that the Alliance can come pick them up if they have to bail out of a badly damaged ship. Not many of these ever see any use.

The main piece of equipment a fighter pilot works with, though, is his fighter. Every pilot has a specific ship assignment, and most of them know their "babies" inside and out. More often than not, a fighter pilot with free time can be found down in the hangar, going over trouble areas with the repair crew. Pilots take good care of their ships because that's the only way to be sure that their ships will take good care of them. In tech level 5-6 ships, pilots sometimes form a strange bond with the pAI computer that runs the more mundane and complex systems aboard their fighter.

GALACTIC CONTROL AND GALACTIC X

The Official Line: "I'm sorry, citizen, all information on those service branches is classified for reasons of Alliance security. May I please see some ID?"

It's not healthy to ask questions about the two covert branches of the Forces. Very little is known about either of them, and security is extremely tight. All that is known is that Galactic Control is responsible for maintaining Alliance security, something like the 21st century FBI, but on a much larger scale. As for Galactic X, well ... nobody seems to know. And people who ask tend to vanish. The last person who asked was an Orion named Jeck Fremdar, and his theory that Galactic X is primarily involved in covert operations within Arachnid territory is still bouncing around ... in very hushed tones. According to Jeck, Galactic X isn't primarily watching the Arachnids ... in fact, they're working *with* the Arachnids inside their own space. What it is they're doing, he didn't even venture a guess ... and then, like so many other people who have asked the wrong questions, he vanished.

Note: The Section Below is for Battle Masters ONLY! Alliance Secrets! Warning! Do Not Read!

The Real Story: These two government agencies exist in the gray areas of Alliance law. Both are offered by the Rebels as prime examples of the secretive and dictatorial nature of the Alliance government. Galactic Control is the better known of the two, while Galactic X has never been officially recognized as even existing by the government.

Galactic Control

Galactic Control is an arm of the judicial branch of the Council of Timar. They are tasked with investigating crimes of a galactic or extraplanetary nature. Galactic Control agents generally have jurisdiction over any local (city, planetary, station) police units, and maintain a constant contact with their sector headquarters through cybernetic implants. One of Galactic Control's major missions is the investigation and prosecution of the Alliance's Most Wanted list. These are the agents on the trail of Uncle Ernie, Jaquassarious Phentari, and other high profile criminals. There are rumors that factions have sprung up within Galactic Control as some agents seem to have a greater allegiance to their race than the Alliance, but these rumors have remained unsubstantiated.

Equipment: Generally, Galactic Control equipment is of a law enforcement nature, but of a higher quality and sophistication. A field agent's most important piece of equipment is his cybernetic implant which



• Markuss during his third meeting with the entity known as the Instructor. Markuss has refused to discuss the nature of the encounters with this being that exists in the Greater Megallanic Cloud

allows him to stay in contact with the rest of Galactic Control and call in the cavalry if need be. The standard sidearm for GalCon agents is a Savage-B, though after a few years in service agents are allowed to upgrade to whatever they feel comfortable with. Most agents carry a backup weapon, usually a small laser pistol or neuro cannon. GalCon agents rarely wear battle armor, usually adopting a Street Clothes armor skinsuit and a PDS. Standard issue is the Cover PDS and a dark, stylish, business type Street Clothes skinsuit. 75% of field agents also carry a Psychic Shield Generator. Additional equipment will be issued depending on the specific job; Forensic Kit, Sonic Amplifier, Bug finder/killer, and a Cracker computer are common items. GalCon agents always have a pair of handcuffs too.

Galactic X

Councilbeing, we have proof that nearly 400 Billion credits have been earmarked by the Alliance government for the General Council of Galactic Safety. We have never heard of this branch of government ever completing any projects or employing anyone. Isn't it true that this Council of Galactic Safety is merely a front for the secret organization known as Galactic X?

I cannot confirm nor deny the existence of a government agency known as Galactic X. Next question ...

Galactic X ... a name spoken in whispers. Who are they, where are they, and what are they doing? Some say they are the secret sword arm of the Alliance, going where the law and common sense do not allow, fighting the enemies of the Alliance from without and from within. The government has never acknowledged the existence of this force, though numerous reports exist of special operatives who seem to operate above the law with the direct blessing of the Council of Timar. What secrets do they hold, and who or what are they protecting us from? This author has uncovered some facts and rumors that seem to raise as many questions as they answer.

Galactic X (sometimes referred to as "Gal X") seems to have come into existence around the same time as the First Archnid Invasion. The unexpected power and ferocity of the Archnid assault shook the Council to its core. It was determined that a special branch of government was needed whose sole task was to keep tabs on the Archnids and be the first line of warning and defense against another invasion.

At this point, Galactic X had not become the invisible organization it is today. They performed their surveillance duties well, and were often used by Markuss for special operations which became more and more secret (and often more strange). Two events changed their role forever. The first was when the Dane began to appear, warning of the Alliance's doom. The second was Galactic X's greatest intelligence coup: penetrating the Archnid command structure.

The Dane's initial warnings were not fully understood or heeded. Having just beaten the Archnids for the second time, the Alliance was very high on itself and could not believe there was anything left in the known universe to fear. Reports from Gal X's Archnid agent changed that. Posing as a long trusted Doltharian, the Gal X agent had been gathering info on the Archnids for 15 years. The crucial piece of information he discovered and immediately relayed to his superiors was that the Archnids were not an expansionist species; they were fleeing from

something. What exactly they were fleeing from was unknown. The Arachnids referred to their tormentors as the "Ones Who Came Before" or, more commonly, the "Dark Overlords."

It is believed that the race known to the Alliance as the Arachnid Lords and Arachnid Warriors fled their homeworld nearly 16,000 years ago, and have been on the run since. The Dark Overlords appear to have first shown themselves in a portion of the Motaran Rift that exists nearly 4 billion light-years from the Core Worlds. Races more ancient than the Mutzachans or Arachnids were consumed in their outward expansion. All expeditions by various Alliance races to penetrate space believed to have been conquered by the them have failed. "Them" is a subjective term, since it has never been determined by the Arachnids if this force is a collection of corporeal beings, a single entity of energy or intellect, or something thoroughly alien to this universe. No more information was ever received from this agent.

Markuss acted on this information immediately. He sent Galactic X underground and tasked them with learning all they could about this new threat and everything tied together with it. They were still to deal with government matters too sensitive for Galactic Control, but the defense of the Alliance was to be their primary mission.

Nearly 100 years later it became apparent to Galactic X that the civilization of Atlantis had existed, discovered the Dark Overlord menace, and had hidden itself to prepare for what it felt was an inevitable battle between them. It is believed by Markuss and Galactic X that the Atlanteans must be found and contacted if the Alliance is to survive.

The Dane's second visit threw Galactic X in a different direction. The Dane implied that the Alliance would be betrayed by one of its own—one that no one would suspect. The signs that Gal X collected seemed to point to the [REDACTED]. But no concrete proof ever surfaced. Old [REDACTED] legends spoke of the "Warriors of Before" that appeared about the same time that the Arachnids first encountered the Dark Overlords. The legends said they joined with some of the [REDACTED] and were never seen again. This may explain the distrust the [REDACTED] have towards the [REDACTED]. Perhaps, being from the Rift, they sense in the [REDACTED] a part of the enemy that also arose from the Rift.

Galactic X agents have been identified over the years involved in some very strange activities. They have been seen aiding Jaquassarious Phentari, or using weapons and armor that could best be described as Tech Level 8, more advanced than anything in the Alliance. Their actions appear to help the Alliance one minute and harm it the next.

Galactic X agents are currently involved in confronting some of the biggest and enduring mysteries of the Alliance: Why are the Mutzachans saying that time travel into the future is impossible when it's been proven that they have accomplished it; what are they trying to hide? Who are the Dane and why are they warning the Alliance? What is Jaquassarious Phentari doing and what are his reasons? Why does it appear that Markuss is helping him? What is the nature of the 4th dimensional beings seen when an Eridani Soul Flights; could they be the advance forces of the Dark Overlords? What is the Rift and what is its purpose?

Note: The above section has been determined by the editors to be a complete fabrication by the overly dramatic and imaginative author. Please do not interpret it in any way other than as a complete piece of fiction. The author was taking great liberties with common subversive rumors most likely being spread by seditious Rebel agents. The publisher of this guide in no way sanctions these ideas and has cooperated

completely with the government in the lawful investigation and removal of the author. —Editor

Equipment: Unknown. If the Battle Master wants player characters in Galactic X, he or she is strongly encouraged to assign gear and skills on a case-by-case basis. Galactic X equipment is up to the BM; generally it is very high end. Common items carried are a Savage-D, Haven PDS, cybertronic version of a Psychic Shield Generator, and a Computer Interface Joint. Like GalCon agents, Gal X agents maintain contact with their team members and superiors through cybernetic implants.

Note: Characters can only enter training for Galactic X after they have attained Mastery status in two non-weapon skill areas and at least Expert level in Weapons or another skill field. Starting characters can NEVER be in Galactic X. Characters cannot go out and visit the local Galactic X recruiter. The government will learn of their deeds and ask them to join. Usually what happens then is you say yes, or you're disappeared. Simple, huh?

INCORPORATING GALACTIC FORCES PERSONNEL INTO AN EXISTING CAMPAIGN

Okay, so Joe Ram Python rolled really well on the Warrior's table and got admitted to the Galactic Stormtroopers. Now what? There are several ways to incorporate a member of the Forces into your campaign. The first, and perhaps easiest of these, would be to simply make the entire group members of the same Force ... but the spit-and-polish of the services may not be for every player, and it's unfair to force it on them (not to mention unrealistic that everyone from a mercenary unit would be accepted into such an exclusive body). The second possibility is that the Forces character has been assigned to "Active Reserve." This controversial new program is designed to keep soldiers combat-ready in a way that training exercises can't. The soldier is assigned to a mercenary unit for a set rotation of time, usually six months ... although he or she can be recalled to full duty at any time. This can be pretty inconvenient if the character is the group's pilot, and gets called back just when they need to get somewhere!

A third possibility is that the character is undercover, on a covert mission to gather intelligence on some topic or another relevant to the group's mission. If this is the case, he or she may very well be under orders not to reveal details to the rest of the group, which could make some of his or her activities surprising. ("No, trust me, it's vital that we bury 500 pounds of Di-tritium at these coordinates in the Shokar Wastelands!") In general, though, the Battle Master is advised to shape the campaign to accommodate all the characters ... not just the ones in the Galactic Forces.



PlayerTip:

- Buy armor first
- Don't accept open-face helmets
- Environmental Containment and QSU are NOT options
- Lasers are great for campaigns with low-line armor

Nothing says I love you like an Omegaton in their shorts, except maybe a Saylor of two.

Everyone stop shooting!

I'm trying to talk to this bug thing.

Did you hear about the
drunk Orion who counted to 29?
Arrested for indecent exposure

I TP'ed Granny's House + Survived!

↳ I'll be along for you
soon dear.
P.F.

Stay away from that /Bot's area,
he's got nanites. Yuck!

Writing
Good!
- Bob

- A night with your friends playing
Dattlelords : Free
- Pizza, Dew, and Wings for 7 : \$30
- Having an annoying Mitzachan
in the group : Common
- Watching the Ram punch through the
Meloah-head's skull looking for his
petCudda : Priceless!
- Watching the Chatilian smile at the
results of his Ventriloquism
matrix : 10,000 xp.

IF YOU'RE NOT EXCESSIVE
THEN YOU'RE NEVER REALLY SURE.

- warmonger's rule

WE ARE NOT OUTNUMBERED...
WE ARE OPERATING IN A TARGET RICH ENVIRONMENT.
- Korash-idan

I think a house cat walking up and
dropping a grenade would be a distraction...

To BM:
 "I whip out my Johnson and Viator!"

→ I don't think that's legal here!

BOWLING FOR PASCIAANS
 WORLD TOUR 2280

ARACHNIDS, SCHMAKNIDS!
 I HAVE MBA!

Not Louis
 Yes it is



BLUERAZOR
 wuz here
 again

"You're opinion has been noted,
 and IGNORED"

ORION SKIMMER BOMB

1/2 Pint of Taos Stout
 1/2 shot of Armageddon's Whiskey
 1/2 shot of Mega Glue

They don't have
 Mustard Gas?
 What is this, Mal-Mart?

→ i have one too
 but they aren't
 interested in
 Microeconomics.

I heard from Salomar
 that the Atlanteans really
 live on Eric's Place; have
 been for the last hundred
 years. He says they are
 in disguise.

↓
 No such people!

the chair
 is against
 the wall.

it is very cold in space...
 So cold your phent
 morsels keep forever!

Yum



"Gee, think we should go help the Captain?"
 "I dunno... that looks like it hurts."

- Seamus MacAngus speaking to Angus
 Mac Seamus.

(Orions. No Relation)

↑
 all Orions are
 related.

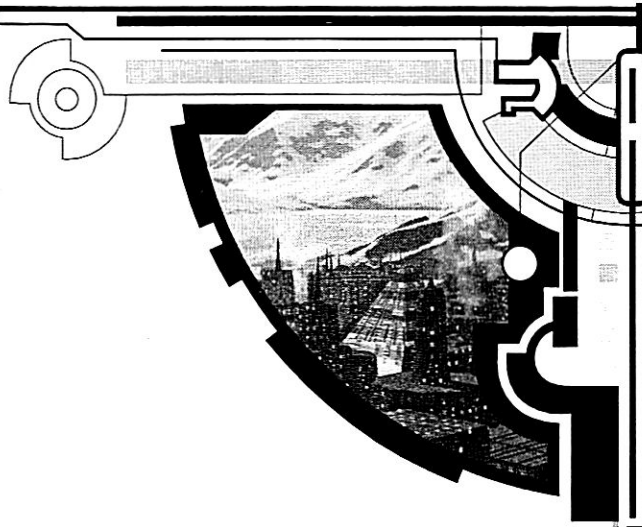
Certain death in front,
 Certain death behind
 and to both sides.
 I love it!

- Morton Gregor, Cyborg
 (deceased)



CHAPTER 3

The Media • 3



IN THIS CHAPTER...

Freedom of the Press
The Networks

◀ "This is Shanlee Mills coming to you live from the insurrection on Karmana. The killing continues for the seventeenth day, as the Citizens Protective Brigade and the Sulmanists vie for power in the largest industrial city. I was just speaking to a local Sulmanist cell leader, when a lurking Brigade sniper silenced him forever—and you saw it live on News 740, the Gyrans Republic's fastest growing NewsNet. And now, a word from Swale's Twails, they sizzle when you crunch 'em! ... "

e don't report the news. We create the news. That's what real power is all about, ladies and gentlemen ... the ability to control the way other people think. Each and every one of you here has a little of that power. By the time we get through with you, you'll be masters of it ... assuming you survive. Power, after all, is a dangerous thing...

—Jackson Macrey

Instructor, the New Aberdeen School of Media

Combat types get all the glory in the future. Holovids, interviews, magazine articles, the works. But what about the people who put together those holovids and magazines? What are they like?

The media is a very real and powerful force in the twenty-third century, even more so than it is today. In the future, it's only the major newscasts which keep the citizens of different worlds in touch with what's going on in the rest of the galaxy. The media is the eyes and ears of the people ... even if sometimes those eyes and ears tend to show what the people want to see rather than the literal truth.

Yes, dishonesty and yellow journalism still exist in the media. Being a media personality, or one of the movers and shakers behind the scenes, puts you in a position of great power ... and as we all know, power corrupts. The vast majority of networks aren't interested in truth, they're interested in making money. That means showing what people will watch, and that, in turn, means that sometimes the truth has to be sacrificed for the sake of ratings. Add in the presence of government censorship (every war story undergoes careful scrutiny before being officially approved, and many are pulled in the name of Alliance security) and the net result is that what the public sees often bears very little resemblance to the actual incident.

FREEDOM OF THE PRESS

In the past forty years, a powerful movement known as the Committee for the Advancement of Journalistic Excellence (CAJE) has successfully lobbied for numerous new freedoms for journalists. CAJE's stated policy is that "Journalists in the Alliance put their lives on the line on a regular basis in order to bring the news home. As such, they have a right to defend themselves in the course of their duties." Under pressure from a media-backed CAJE, the Alliance has enacted the Journalist's Bill of Rights, which grants all licensed reporters the following rights:

1. Freedom of Information

All journalists have the right to request an interview at any time, from anyone. Those who refuse may find themselves up on charges of obstructing the flow of information, a crime punishable by up to a year in prison and 200,000cr in fines. The way this actually works is that powerful people have the right to refuse an interview because the reporter wouldn't dare press charges against them. The common man, though, has little recourse but to stop what he's doing and smile for the camera.



• Tekarrin Tuk followed by his ubiquitous TR-12 NewzDrones. Get Tuk in your pocket and you'll go far—get on his bad side and you'll face the wrath of a media-driven career assassination.

2. Right of Confidentiality

A reporter never has to reveal his sources, except in cases where Alliance security is threatened. However, there is the risk of being sued for slander or libel, so reporters do still have to be somewhat careful about what they print.

3. Right to Defense of the Truth

What this high-sounding catchphrase means is that all Journalists qualify as Class 1 Bounty Hunters during their training, and have the right to carry guns, make arrests, and do all those other nasty Bounty Hunter things.

Some journalists have actually done quite well as bounty hunters. Some have earned their gold capes, and a very few, such as PVQ's Marsha Lewell, are full-fledged Marshals. Anyone who kills a journalist will be prosecuted (and persecuted) to the full extent of the law.

THE NETWORKS

There are literally tens of thousands of broadcast channels in the Alliance. Most of these are local or planetary, though, or systemwide at best. Anything else is simply too expensive. Only the very largest and most powerful media networks can afford to send their broadcasts out to multiple systems, via subspace relay. Most of these are owned by huge conglomerates such as SSDC. Not surprisingly, a company-owned media network tends to showcase the operatives and activities of that company over those of other corporations.

It's important not to confuse "media network" with "TV station." Most networks in the Battlelords universe are extremely versatile and well-rounded, with fingers in dozens of different pots. The same network might encompass three different holostations, five magazines, a movie company, and several smaller companies specializing in different fields, such as advertising, or hypernet media.

Below are brief descriptions of some of the most powerful and widely watched media networks.

1. PVQ Communications

The giant of the entertainment world, PVQ has a powerful hold on the minds of Alliance citizens. Eighteen major Alliance-wide Tri-V channels operate under the aegis of PVQ, and rumors suggest that they're looking to assimilate two more (The Orionus Culinary Academy's Cuisine Channel and the wildly popular Carnage Channel). Their news network is second to none, with live broadcasts from virtually everywhere in the Alliance. In fact, it was Reno Drake, ace reporter for PVQ's Alliance-wide News Network, who earned the distinction of being the first person ever to broadcast footage from inside the Motaran Rift. Though full of static and difficult to make out, the images clearly showed the huge dark shape which swooped down out of nowhere to devour Reno. Drake was posthumously awarded the Alliance Medal of Excellence in journalism.

2. TC3K

Telydyne Communications 3000, a subsidiary of Telydyne, is the second largest and most influential media network in the Alliance. Not only do they control a full dozen channels' worth of programming on the subspace relay circuit, their sizeable holdings also include a dozen magazines and one of the finest advertising firms ever to come out of Taos

(this is part of the reason Telydyne has such a squeaky-clean rep...they have the very best image makers that money can buy!)

3. XTC

Holding the third place in the ratings war is Xenon Technologies Communications, which broadcasts under the aegis of SSDC. While their range of subspace programming isn't quite as impressive as that of TC3K (they have 9 channels to TC3K's 12), they own Galactic Underground Publishing, which publishes some of the most popular periodicals in the Alliance (including both Madd Mike's Mercenary Brochure and the Galactic Gazette.) Further, XTC is always looking for new blood, aiming for a young, vigorous image in opposition to TC3K's somewhat conservative viewpoint. Like the parent corporation, SSDC, XTC is a great place to make a start ... assuming you don't wind up getting killed in the process!

4. Imagica

While smaller than the big 3 by quite a bit, Imagica Incorporated is the largest independent network currently on the market. (In other words, not owned by a corporation.) They control 5 channels on the subspace relay network, and are the Alliance's largest publisher of ... comic books! That's right, people in the 23rd century still read comic books, while other people continue to claim they have no literary merit whatsoever. Imagica puts out over 200 different titles, some of them quite popular. All comics are printed on biodegradable paper which will naturally decompose at an accelerated rate—people got sick of “investors” near the end of the twentieth century.

5. Channel 0

Channel 0 isn't a network, per se, but the largest pirate station in existence, and the only station ever to find a way to broadcast illegally over the subspace relay network. Headed by an enigmatic figure named “Zed,” Channel 0 claims to be dedicated to “the truth, the whole truth, and nothing but the truth ... even if it kills us.” They broadcast news of various combats and incidents which is markedly different from the official Alliance releases. Whether all of their broadcasts are true, or some are deliberately created to shock their audience, nobody knows. The Alliance has made watching Channel 0 a crime punishable by up to a year in jail ... which has only increased the allure for the young. To date, nobody has been able to track Channel 0's broadcasts to the source.

The people who work at media networks can be broken down into a couple of basic categories:

Gofers

These are the entry-level people. They get paid dirt-poor wages, do all the dirty work, and never get any credit; chances are, nobody outside of their immediate co-workers even knows who they are. Still, it's a foot in the door, and many people are more than eager for these jobs. Gofers get paid in the neighborhood of 15,000cr per year, and become experts in the fine art of fetching coffee!

Rovers

There's a different way into the company for adventurous souls. Violence always makes the news, but the networks are reluctant to send their valuable media stars out into the field. As such, they often hire Battlelords as roving reporters, or “rovers” for short. Rovers are given some basic media training and sent back out to do their normal job. They're given a small, portable hovercam (which is usually armored a lot better than the reporter) and operating instructions, and told to film as much as they can. By being a Rover, a character can supplement his income by 8,000-20,000cr per year, depending on how much good footage he gets. On the other hand, he's expected to look after his equipment, which can be a real pain if the enemy starts shooting at the camera as it zooms in for a closeup! Most Battlelords with media aspirations will begin as Rovers.

Techs

These are the people who make the magic work: the camera crews, the computer programmers, the film editors, and so forth. They get paid very good money, don't get shot at, and in general, lead a satisfying, if somewhat sedentary, life. Techs make anywhere from 35,000-65,000cr a year.

Suits

Yep, they're here too. Every big company has paperwork, and where there's paperwork, you'll find suits who seem to have nothing better to do than shuffle it and hit on the secretaries. The bureaucrats of the networks, they make between 30,000 and 70,000cr a year. The Techs hate them, and vice versa, but both groups realize that there's not much they can do about the situation, so they put their differences aside for the most part.

Faces

The big guns. These are the faces you see on your holo vid every night, the larger than life personalities who bring you the news. The average news celebrity of the 23rd century has a charisma of 90 or above, and Acting skill at level 10 or higher. These people know their business! Faces make between 80,000 and 200,000cr a year, depending on how well known and liked they are. A charismatic Battlelord could hope to become a Face after only, say, a dozen years of faithful service as a Rover. (He can hope, but there's not much chance of it ever happening!)

Movers

The Movers are the people who run the whole shebang. They hire the Faces, they read the Suits' paperwork, they approve the Techs' requests for new equipment, and they reap the big rewards. No network has more than a handful of Movers, and their salaries can only be guessed at.

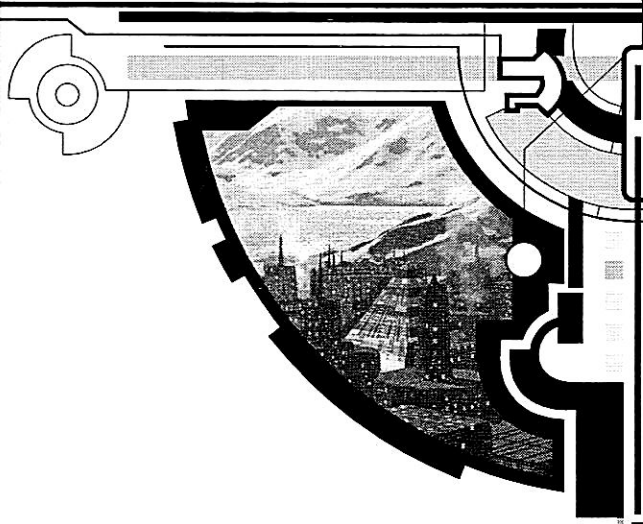
Weatherman

Every channel has one. Don't ask why, I have no idea, and chances are, neither do they. And, yes, they're just as annoying and inaccurate as they were in the twentieth century!



CHAPTER 4

I Was Just Growing Up • 4



IN THIS CHAPTER...

I Was Just Growing Up Tables

◀ "No this ain't no hammer. It's my great-grandpa's kelligan roller. Notice the detail near the gret, and the fine workmanship of the Hessmano Field generator. My father told me Aarakor the Sheustron Master himself built this for great-grandpa. It never leaves my side. What does it do? Well, naturally it uh ... well you turn it like this and uh ... you know, I forgot to ask."

When creating a character, perhaps the most fun, or dreaded, part of the process is the random fate tables: the Fickle Finger of Fate, Fortune Tables, and the I Was Just Growing Up tables. After taking a roll through these tables, your character can be improved greatly or become, as we euphemistically put it, a "roleplay challenge."

Either way, your character gains some personality and you have a better idea of how to approach roleplaying it.

Below we provide individual I Was Just Growing Up tables for each of the Battlelords' player character races. These tables replace I Was Just Growing Up, Table 1 in the *Battlelords* rulebook or *Galactic Underground*. Just like the previous Table 1, you must roll on these before you can roll on Table 2 (still in the rulebook and *GU*). You may roll on the tables below up to 3 times. Again, these tables are optional and the Battle Master can determine if a particular roll is appropriate for your character.

Note: There are no Human or Gen-Human tables in this book. These two races may use the I Was Just Growing Up tables in either the rulebook or *Galactic Underground*.

AEODRONIAN

- 01 Your dear old ma used to say you were thick-headed. Well, she was wrong—you're thick everything. Begin the game with a two point body threshold rather than the normal one. Reduce IQ by ten points, however. Maybe ma was right.
- 02-05 You never left the eft stage. Due to this, you are able to stay out of contact with water twice as long as normal, with half the effects.
- 06-07 Why can't everybody be friends? You have had enough of your race's xenophobic attitude and extend yourself at every chance to help those around you. +20 Charisma from laying on a smooth line of charm. You're everyone's pal.
- 08-10 Raided an Alliance health clinic. Take 750cr worth of medical equipment.
- 11 While on a particularly successful raiding run, you come across a cache of high-tech weaponry. Choose up to 25,000 credits worth of equipment from the Beam Weapons, Pulse Cannons, or Metal Guns lists (see *Battlelords of the Twenty-Third Century* rulebook).
- 12-14 Ancestral memory flashback—you have a tremendous fear of all manner of flying creatures, especially birds of prey. While in their presence you feel naked and vulnerable, as if you were about to be plucked out of your pond and eaten for dinner. Occasionally (10%), you act out your fear through violence against your tormentor.
- 15-17 You style your Oelph after the ancient-Earth appearance of punk rocker. Vibrant colors, safety pins, and antisocial sayings are what it's all about.
- 18 You should play the lottery because you're one lucky sonofapup. Once per mission (BM's discretion) you are allowed to reroll the dice on any failure, simply by stating that your character is "invoking the happy dance of the Athyan." The catch is that the actual player must make up the happy dance of the Athyan and perform it in front of the rest of the group.

- 19-21 Mind over matter. If you don't mind, it doesn't matter—
increase Mental SMR by 10.
- 22-23 Unbeknownst to everyone else, you are a wanted galactic
criminal for crimes against the Alliance, due to your guerrilla
raids on several Alliance outposts. Your true identity is a
closely-guarded secret, and you function under an assumed
persona. During your time with the company, when pertinent
information arises you relay it to Aeodronian sympathizers. If
you are caught you will most likely face the death penalty.
- 24-25 Who needs this ecologist crap? You detest nature and go out
of your way to show it, defacing trees, stomping on ants, etc.
Needless to say other Aeodronians loathe you (-50 Charisma
with Aeodronians).
- 26-28 Nature's beauty is so overpowering that you often have to stop
just to admire the view. Whenever outdoors there is a 10%
chance when entering a new area to stop and gawk like an
invalid at the trees, the stars, etc. for d10 minutes. This means
if something important happens (i.e. you are attacked) you
will be caught totally unawares.
- 29-30 Strange patterns on your skin give your face and head a devilish
appearance. Gain +10 to Persuasion due to your fear-
some visage and people's uncomfortable response to it.
- 31-32 Intense concentration. Add 05% base to every skill check due
to your keen sense of focus.
- 33 As a protest to the enormous resource waste of the modern
cyball arena, you run out onto the court during a game at the
Naxtar stadium. The Phentari Hangman shows you his appre-
ciation by hurling the ball at you as hard as he possibly can.
The resulting union is far from pretty (-15 Agility, -25 Manual
Dexterity, develop a pronounced phobia of cyball arenas).
- 34-36 You carry a small distiller with you at all times, in order to
prepare fresh brews for yourself. Large insects are the main
ingredient, and the resulting aroma from your process will
often clear the area. Anyone unfortunate enough to actually
watch you brew and then imbibe your concoction must make
a Biological SMR or become violently ill.
- 37-38 Must have grown up in the wrong sort of pond—your skin is
constantly itchy and dry, and requires constant moisture for
you to function at a normal level. This means that within only
minutes out of your Oelph you will start to feel the effects of
dehydration.
- 39-40 Once saluted your officer in the field. The sniper missed him
and got you instead! Serves you right. Roll once on the crit
table (ignoring fatalities) with the stat reduction (if any)
being permanent!
- 41-43 You are really, really, really racist. You are unable to interact
or receive orders from any non-Aeodronian without making
crude comments, snide remarks, or other insubordinate
behavior. This has effectively halted your career, and most
party members will go out of their way to make your life hard-
er. -25 Charisma when dealing with other races. You are scum.
- 44-45 The foreign tongue has never come easily to you. When you
attempt to communicate it sounds more like someone gar-
gling with yogurt. It takes you twice as long to make yourself
understood when speaking with others.
- 46-48 Pansy. -25 Aggression.
- 49-50 You have knowledge of what truly befell your race before you
moved to Aedro. Certain factions in the Alliance are aware of this
and may try to contact you, while others are out to silence you.
- 51 It really wasn't your fault, honest. While speaking with the
commanding officer, you noticed how angry he was and made
what you thought was a helpful comment. However, telling the
CO to go soak his head in the river to cool down did not go
over well. You receive a black mark and a six month stay in
the hole. -10 Constitution due to poor living conditions, star-
vation, and all that other good stuff.
- 52-53 It must be an overdose of machismo from all those Dirty
Harry the Environmentalist movies you grew up with. You love
to be in danger, and enjoy taking risks. An ideal day for you
would be a trip through the desert during a sand storm. Other
party members find your mentality a trifle disturbing.
- 54-56 Treehugger, literally. While in the wild you will often cozy up
to a majestic oak, or a young sapling, and embrace it warm-
ly. Occasionally you emit soft cooing noises while you run
your hands over its bark.
- 57-59 Ate your Queaties as a kid. Add +10 to Strength and increase
size class by one.
- 60-62 You spent so much time as a young salamander traveling with
your old man that you picked up a few of his tricks. Add +10
to your Bargaining skill from hanging with the traders all day.
- 63-66 You and your mates used to play a modified version of water
polo in the pools of your home. Take 3 levels of Hand to
Hand.
- 67-70 You are fairly well known in literary circles for your published
work "A Treatise On The Autocracy Of The Modern Alliance".
You receive an additional income of 1,500 credits per month
from your royalty checks.
- 71-74 An Orion foolishly hands you a bottle of champagne to cele-
brate surviving your last mission. Clueless, you pop the
cork—right into your eye. Reduce Vision Modifier by -30.
Reduce Charisma by 05, as the eye never regenerated.
- 75-76 It's not that you can hit harder, you just know the best place
to sock somebody. Increase Damage per Attack to 2 points.
- 77-79 Five is right out - you were a little slow tossing that grenade,
and as a result lost most of your right hand. It grew back but
it was never quite the same. -15 Manual Dexterity.
- 80-82 Some @\$\$hole in the party decided it would be funny to line
your spare skinsuit with some rock salt. The resulting burns
have caused permanent damage (reduce Constitution by 05).
- 83-85 Your use of the "improper tactics of battle" has earned you
the enmity of several Koordine. They are looking to teach you
the ways of honor the next time they meet you (that means
they want a Duel).
- 86-87 You have a family member on the Inbaltho (Aeodronian gov-
ernmental body). This gives you considerable pull if ever
interplanetary affairs come up involving Aedro (like if you're
arrested for galactic piracy!).
- 88-90 You have come to grips with your own limitations. While you
still avoid dry environments, if necessary you are able to func-
tion in them without the usual -25 penalty to all skill checks.
- 91-93 Pop taught you the finer aspects of wild Gramett hunting. Take
3 levels of Archaic Hand Weapon (Short Bow).

- 94-95 The glamorous life of raiding and trading definitely has its advantages. The myriad skills one must possess in the field lead you to have a more diversified skill base. Increase beginning proficiency points to 55.
- 96-98 I don't have a problem, I'm just on an unlucky streak—yeah, right. Adjust starting money to $d3 \times 1000$ to account for your non-existent gambling problem.
- 99 You laugh at your foe even as he chops off half your leg. Two months later, you still haven't grown it back. It occurs to you that great grandpa Jarlymar never grew back that arm he lost, and you realize that you have no regenerative powers. On top of this, you still have no left leg!
- 100 You laugh at your foe even as he chops off half your leg. You know that since childhood, any time you've had to regenerate anything it's come back better and stronger! Each time a limb is regenerated you gain 1 point of Strength and Constitution. Start with 1 point each now, for that finger you lost as a kid.

ANDROMENI

- 01 Your energy form seems to associate particularly well with Mutzachans. Anytime you enter their body, their physical stats rise by 10 points
- 02-04 Traveled around extensively inside Pascians. You found out where they are REALLY from, but you're not telling.
- 05-08 No matter how you try, you can only make your possessed corpses talk in a horrible raspy voice (additional -15 Charisma).
- 09-10 You burn out all your corpses 25% faster.
- 11-13 Absorbed the properties of a Kizmetor. There is a 50% chance that they will surface in any combat situation. See *No Man's Land* for the effects.
- 14 Affinity with carbon based life. You do not burn out any such lifeform, and can reside in them as long as desired.
- 15-18 When joining with another being you have a 20% chance of acquiring d4 levels of a single skill the host has. Ignore host's I.Q. modifier.
- 19 Phebe. You only have a 75% chance to inhabit a dead body.
- 20-22 Extra sparky. Chance you set flammables ablaze when you are in energy form is doubled.
- 23-25 For some as yet unexplained reason you are nearly 400 years old. Andromeni scientists are calling on you constantly to conduct experiments on you. +20 Terrestrial Knowledge.
- 26-28 You have a Mazian contact who is allied with the Rebels.
- 29-31 When you are in energy form, the area around you is always chilly.
- 32-35 You have trouble controlling your magnetic flux (malfunction number of all energy weapons you use is reduced by 3).
- 36-38 Take 3 levels of Matrix Manipulation to help you in annoying Mutzachans.
- 39 Able to control your energy fluctuations better than normal. Penetration Factor for all materials is doubled.
- 40-42 You can reside in a Pascian for an unusually long time; it takes ten times as long to burn it out. You have not figured out why this is possible.
- 43-45 A Tecreasean warrior has sworn vengeance upon you for dishonoring his dead ancestors' bodies.
- 46-48 You may remain in your energy form for 90 hours instead of the usual 60.
- 49-50 Receive 3 levels of Body Equilibrium. The effects are conferred on whatever host you inhabit.
- 51-53 At 50,000xp, you will have learned how to pass through flux shields.
- 54-56 Inhabited a Xarian for quite awhile. When it finally died, you had absorbed 3 levels of Xarian language.
- 57 Afflicted with the plague that is destroying your race. You don't know how much longer you have.
- 58-60 You possess amazing powers, equal to a level 2 Jezzadeic Priest (4 power points plus IQ bonus).
- 61-63 You learned about computer hacking while behind Aeodronian lines. Start with 2 levels of Computer Operation and 2 levels of Defeat Security.
- 64-66 Especially skilled at possessing Mazians. Start game with 4 levels of Mazian Shape Change.
- 67-69 You may remain in your energy form for only 30 hours instead of the usual 60.
- 70-73 Host's SMRs decrease by 10 each while you inhabit their body.
- 74 Once possessed a Vissu Sage. He did it willingly in the hopes that he could learn more about your race. He did, but you also absorbed an immense amount from him. Increase Terrestrial Knowledge by +35 (on top of normal modifier).
- 75-76 Begin the game residing in a Demonant (see *Uncle Ernie's*).
- 77-79 Absorbed the ability to Displace from a Kizanti. Can never learn more than 5 levels of Displacement (base 20% chance of success).
- 80-81 Each time you have possessed a victim, you have hoarded their cash ... start the game with an extra 7,500cr.
- 82-84 Half your essence was drained by a 4th-dimensional entity, -10 Con for any host.
- 85-86 Every time a Mutzachan generates a power within 15m of you, there is a 5% chance that you suffer a side effect: 1-4 points of damage.
- 87-89 Susceptible to electromagnetic disturbances. Whenever you are possessing a victim who is hit by an EMP attack, you must make an aggression check (subject to the EMP SMR modifier) to retain control of the body or else be expelled.
- 90-91 You gain 1 level in the native language of any being you inhabit (if you already have 1 level in a particular language you cannot gain more this way).
- 92-93 Once inhabited an Arachnid Warrior. Learned some interesting things. Take 2 levels of Alien Technology.
- 94-95 For some reason, you have difficulty controlling the right side of any body you inhabit (-30 Manual Dexterity, -50 Agility).
- 96 When you inhabit a host body, its body points are raised 2-8 points while you reside there.
- 97 Host's SMRs increase by 10 each while you inhabit its body.
- 98-99 You are wanted in the Xarian Confederacy for piracy.
- 100 Unable to inhabit matrix controllers' bodies. Entering one will do 1-2 points of damage to yourself per round.

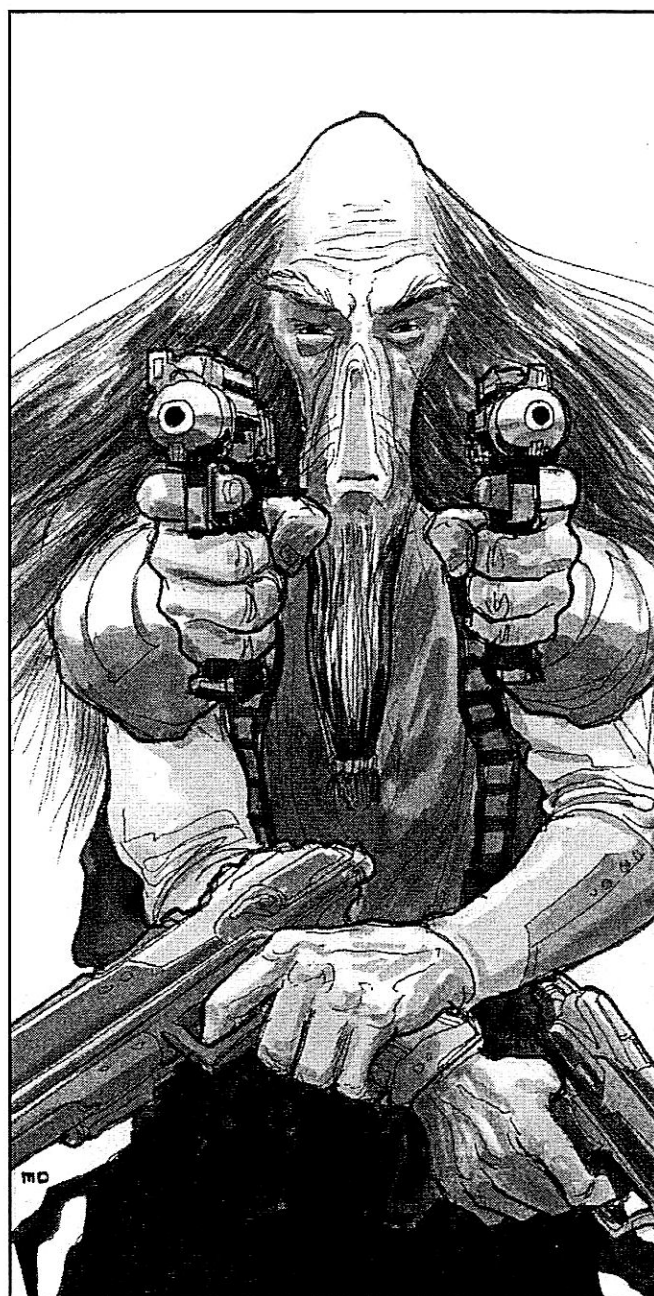
ASHANTI

- 01 You have a mental disorder which doesn't allow you to tune out your spatial awareness ability during periods of rest. Any movement within the range of your spatial awareness will wake you from sleep. As a result, you suffer from insomnia and must medicate yourself to sleep. Failure to take your medication results in little or no sleep, depending on the environment. For every day you don't get any sleep, all skill and attribute checks that involve IQ and/or INT are reduced by 10%. Similarly, all attacks are reduced by 04% per day without rest. Once your INT or IQ reaches zero you are reduced to a catatonic state until you sleep. Once catatonic you will begin to die from dehydration unless you receive medical attention.
- 02-04 An Orion has threatened to coat the inside of your armor in mega glue when you least expect it.
- 05-07 Your uncle died. He left you his extensive collection of historical battle simulation exercises. Gain 5 levels of History.
- 08-09 You have the Ashanti-equivalent of Tourettes syndrome. You spout obscenities without control whenever you are under stress. Other Ashanti avoid you as if you had some communicable disease.
- 10 You were hired and trained by Warmonger Industries for one of their high risk exploration teams headed for the Zenax galaxy. You have an additional 20 skill points to spend in the categories of Deep Space Operations, Military, Vehicles and Weapons. However, you ship out in 2d4 months to fly through the rift.
- 11-12 One of your arms is a bit shorter than the others. While this doesn't affect you physically, it has caused some trouble psychologically. -05 Charisma.
- 13 You have matrix abilities! Use the latent extraction rules (ignoring the attribute and skill point requirements) for determining the character's limitations when using his or her matrix abilities. Good luck finding a mentor.
- 14-15 You have obsessive compulsive disorder. You constantly check your equipment and spend 30 minutes each morning checking to see if you locked the door.
- 16-17 Someone sealed you inside your OSA (overnight sleeping accommodation) tube. You were stuck in there for three days before you were discovered. You are now highly claustrophobic.
- 18-19 If someone behaves impolitely you have a 05% chance to shoot them. However you always send the family flowers.
- 20-21 Bones in both of your legs were shattered in a battle. They were replaced with faulty regrown bones. Any hard impact to the legs has a 50% chance of rebreaking those bones.
- 22 You have multiple personality disorder. During any crisis situation you have a 50% chance to change identities. You don't have any of the skills to back up your identities, but you don't know that. Choose 1d6 identities from the following list: Human race car driver, Eridani sword saint, Orion thief, Phentari bounty hunter, Gen Human senator, alcoholic Fott, Mazian shape shifter, Cizerack scout, or Ram Python professional arm wrestler.
- 23-25 You spatial awareness extends farther than most Ashanti. Spatial awareness has a range of 10 meters.
- 26-27 A friend played a practical joke on you. He called the local bounty hunter from your comm and hurled insults at him, hung up, and then promptly excused himself. The bounty hunter has been looking for you ever since, and refuses to believe that it wasn't you that called her.
- 28 You used to work for Avron corporation in their R&D department. During a test you were run over by an experimental battle tank. You collect 100,000cr a year for life from the company after filing a successful workmen's compensation lawsuit. However, the accident caused scarring and physical trauma resulting in a 40 point loss to Charisma, a 20 point loss to Agility and Constitution, and the elimination of your spatial awareness sense. The attribute losses can be repaired using cybernetics and plastic surgeries (costing 3d6 x 100,000), but the loss of your spatial awareness ability cannot be fixed with current medical technology.
- 29-31 You reported a crime in progress to the police. They caught the crook, and you got a 500cr reward.
- 32-34 A Kizanti accidentally left his gold plated, ceremonial sword stuck in your chest. How rude! The sword is worth approximately 10,000cr. You can sell it if you want or keep it for yourself. Either way, the Kizanti is going to want it back.
- 35-37 An Orion robbed you at gun point. No starting cash.
- 38-39 You have a sexually transmitted disease (non-lethal but still gross). You feel morally obligated to tell everyone who comes into physical contact with you about your condition for their safety. However, you are not sure what the polite way is to tell them.
- 40 You are the mastermind behind an Ashanti organized crime syndicate. You have a reputation for being totally ruthless, but you always keep your word and you're very polite. You can call on the services of unsavory criminal types at a moment's notice. You still have to pay them for services rendered.
- 41-44 Because of a computer mistake you received a Class 4 Weapons permit. You've got 2d4 weeks before Galactic Control realizes the mistake has occurred, cancels the permit, and comes looking for you to find out how your name got on the list.
- 45 When you found that CD-2 armor in an alley you did the polite thing and turned it into the authorities. They said if no one claimed it in two weeks that you could keep it. It's been 13 days.
- 46-48 You're 3-dimensional awareness is so well honed that you sometimes forget to pay attention to where your walking. In other words, you're a klutz. -10 to Agility.
- 49-51 Any bone critical revives an irrational fear that you will lose that limb. If you make your System Shock roll, all skill checks and attack rolls are at a -20 penalty until the wound is treated.
- 52-53 You were an expert computer hacker. Unfortunately, you got caught after you felt compelled to send an apology to your victim. You were incarcerated for 4 years. You now have a felony record to go with your 20 extra points of computer skills. You are not limited to a maximum of 3 levels when spending these skill points.

- 54-56 You have a twisted sense of what it means to be polite. You apologize AFTER making a surprise attack. You give warning shots to unsuspecting targets using a beam weapon you know they can not see. Other Ashanti may chastise you if they find out about your behavior.
- 57-59 No good deed goes unpunished. Every time you go out of your way to help someone it comes back to haunt you.
- 60-61 You have a class 1 bounty hunters license. Unfortunately for you, you also obtained half a dozen enemies with the license. Maybe it was your habit of sending apologies to the families of all the people you've shot.
- 62-63 You inherited your commanding officer's GAUSS Rifle, which like all Ashanti, you can shoot without having to aim. Start the game with a Linearity GAUSS Rifle.
- 64-66 After watching your buddy, Arlos Koradine, die in a horrible accident, you suffer traumatic flashbacks every time you see a finger laser.
- 67-68 You are a close quarters combat specialist. Start the game with 5 levels of Hand-to-Hand skill and 3 levels of Archaic Hand Weapon (Dagger).
- 69 Your former job was a police forensic scientist. Take 7 levels of Forensics and Basic Medical. Take 5 levels of Biology and Chemistry.
- 70-73 After a particularly bad day at the office, your wife phoned you to tell you that she was running away with your best friend. On the way home a Phentari insulted you, and unable to bring yourself to do the polite thing any more, you had a psychotic episode. You snapped, gunned down the Phentari with his own weapon and fled the scene. You have been living life on the run ever since. You've been earning money by hiring yourself and your skills out to people who don't care about your background.
- 74-76 An Eridani taught you to fight with a sword. You can fight with four blades simultaneously (normal penalties apply), and function similarly to a blender with legs. Take 5 levels of Archaic Hand Weapon (Long Sword).
- 77-79 You are universally recognized as a former XTC media network reporter. +20 to Charisma when you are dealing with someone who recognizes you.
- 80-82 You received a head injury which resulted in repetitive, short-term, memory loss. You're constantly repeating yourself. You're constantly repeating yourself.
- 83-85 Taught to swim by your Python Lizard buddy, Olintang. He did a good job (take 3 levels of Swimming) and because of how he taught you to use your four arms, your maximum swimming distance is raised by 25%.
- 86-88 Your friend was mortally injured in combat and cryo-frozen. You're holding his weapon for him until he recovers. Start out with two identical primary weapons. The second weapon is free.
- 89-92 Gymnast of great ability. Take 8 levels of Acrobatics.
- 93-94 You ran over a Misha dream merchant with your car. You were unable to see the transparent alien while driving at night. You were acquitted of any wrong doing by the authorities, but you feel terribly guilty. Maybe you're so depressed because you kept accidentally stepping on the alien's transparent and almost invisible entrails while trying to help him.

You think you may still have pieces of him stuck to your car, but it's so hard to tell.

- 95 You possess a Circlet of Sensing. It increases all sense checks by 40%. See *Galactic Underground* for more information.
- 96-99 Clinne (longbow) champ of your University. Take 7 levels of Archaic Hand Weapon (Bow, long).
- 100 You were hit with an Attractor-Repulsor. It shattered every bone in your body and nearly killed you. In order to save your life, the doctors transplanted your brain into a fully cybernetic body. You're still making payments on your medical bills, which are in excess of 10 million credits. (Note: No frills cybernetics. Str 100. Internal organs have been replaced.)



CHATILIAN

- 01-03 You're a whiner. Decrease Charisma by 15 points.
- 04-06 Worked in a Terrestrial Knowledge Center. Increase Terrestrial Knowledge by 10 points and take two levels of Administration.
- 07 Received excellent matrix generation schooling. Take 1 level of Duration Control and 1 level of Matrix Ranging.
- 08-10 Weak immune system. -10 Constitution, and you constantly have a cold.
- 11-12 Gifted Empath. Your natural mind-reading ability extends to 5m.
- 13-15 Know-it-all. +15 to Terrestrial Knowledge, but -10 to Charisma.
- 16-17 Difficulty in screening out others' thoughts. You have a profound dislike of crowds, and take a +2 initiative penalty whenever in a crowded area.
- 18-19 Mentally resistant. +20 to Mental SMRs.
- 20 Exceptionally gifted and ordered mind. Take 20 points of skills in the Mental Disciplines field.
- 21-23 Psycho Retard from Hell: +15 to aggression. When angered, your matrices have a -20 penalty to SMRs made against them. You also spew yellow foam all over the place while this is happening!
- 24-26 Experience in counter-espionage. Take 1 level of Intelligence and 1 level of Interrogation.
- 27-30 You have a passion for hats, bordering on obsession.
- 31 Focused mind: You do not need a crystal to generate matrices. You are still required by law to wear one, though.
- 32 You are a Normal, unable to generate matrices. You do, however, have 65 skill points, rather than the normal 35, and your experience is not halved. You can also still read minds at 2m, as can all Chatilians.
- 33-35 You acquired a Super-Deluxe Brain Scratcher, valued at 3,000 credits. While using this incredibly relaxing gizmo, you gain back power points in 3/4 the usual time.
- 36-38 You own a large library. Terrestrial Knowledge checks made using this library are at +20. Remember, though, that you need to be able to get home to the library to make use of this benefit!
- 39-41 You are a noble of Chatil, though not a member of the Royal Family. Social Status is at least Wealthy.
- 42-43 Abnormal generation: Helmets give you no penalty when generating matrices.
- 44-46 Racism: You believe that Pythons and Ram Pythons are inferior beings who should be enslaved or exterminated.
- 47-48 Racism: You hate Mazians because one got past you once and stole something you were guarding.
- 49-50 You once read the mind of a Rebel, and picked up some of their passwords and recognition signals. There is a 20% chance that these will be recognized.
- 51-53 You're a snob! You're better than anyone else and you know it. -15 Charisma for constant bragging.
- 54 Genetic throwback. +10 Strength, Constitution, and Aggression, -10 IQ. Size is increased by 33%. Your head is much smaller than usual. Other Chatilians will view you as a Neanderthal-equivalent.
- 55-56 You inherited a Harmonic Crystal, a family heirloom (see *The Galactic Underground*).
- 57-59 Weak mind. -15 to Mental SMR.
- 60-63 Excellent contacts. You automatically start with 3 more contacts than normal, all in your primary field of skill.
- 64-65 You are Sava ("Freakish") due to the bumps on your head. -30 Charisma when dealing with other Chatilians.
- 66 You are Mussac Irmiree. (You have blue eyes, and are considered a "demon.") -60 Charisma to other Chatilians. Furthermore, there is a 30% chance that you were badly beaten and mistreated for this as a child. -5 each to Strength, Constitution, and Agility.
- 67-69 You are the very model of a modern Chatilian Empath! +20 Charisma when dealing with other Chatilians. You can also serve as a Chatilian fashion model for magazines such as *Hats Illustrated*!
- 70-72 Your mother was a sonic weapons technician. Take 1 level of Energy Weapons skill and 2 levels of Repair Energy Weapons.
- 73-75 Your big bug eyes allow you an unusually wide field of vision. There is only a 20% base chance to surprise you. But other kids tended to call you "Gaxvash," as a child. (This is kinda like being called "Poindexter," for those of you who were wondering.) -10 Charisma.
- 76-77 Excelled in science in school. Take 3 levels of General Science.
- 78-80 Worked as a pencil pusher. 3 levels of Bureaucracy.
- 81-83 Studied in the art of stealth. Begin with 4 levels of Stealth.
- 84-85 Linguist. Begin the game with Linguistics skill at level 3 and 2 additional languages in which you are fluent.
- 86 You have Chandram's Blight, a muscular disease that only strikes Chatilians. You shake uncontrollably when under stress. There is a 20% chance that this will occur in any stressful situation; if it does, you are at -40 to all actions. A Biological SMR will cut these effects in half.
- 87-89 You are well versed in Etiquette. (2 levels of Etiquette skill.)
- 90-91 Your Mentor stressed mental discipline. Take 3 levels of Mental Defense skill.
- 92-94 You are unusually easygoing for a Chatilian. +10 to Charisma.
- 95-96 You liked to hang out in the woods in your youth. Take 3 levels of Survival (Deciduous).
- 97-99 You are either exceptionally tall (+4" to height) or exceptionally short (-4" to height)—50% chance for either.
- 100 Child prodigy. Begin the game with 4 additional power points.



PlayerTip:

While creating your character, it's a good idea to wait until you've rolled on all these tables before you fill out your Advanced Character Record Sheet. Some of the results can affect your Vital Statistics drastically. The same applies to your skill selections.

CIZERACK

- 01-03 You were the fastest cat in your litter. +4 to sprint number.
- 04-05 Exceptional endurance. +10 Constitution, and +10 to the number of kilometers you can travel in a day.
- 06-07 You were branded with a Mark of Shame for some early transgression. -10 Charisma to other Cizerack.
- 08-09 You are so repulsed by males that you will always kill your mate after completing the act.
- 10 You got in a fight with a Ram who made disparaging comments about your clan. You killed him, but he beat you to a pulp in the process. -10 Agility from lasting injuries. You were branded with a Mark of Honor for your deed. +10 Charisma to Cizerack.
- 11-13 Incredible leaping ability. You can leap vertically up to 4m and horizontally up to 7m.
- 14-15 You were given a Body Mount Harness as a birthday gift.
- 16-18 You are quick of eye and wit. +20 to sighting checks.
- 19-20 Your claws are razor-sharp, doing 1-4 points of damage rather than 1-2.
- 21-23 Unusually susceptible to sonics. Sonic attacks will have an additional 20% effectiveness on you.
- 24-26 Well adapted to biped movement. Agility penalty for walking on hind legs is only -30.
- 27-28 You are a member of the Fenib Maturt Clan.
- 29-30 Extreme sexism: You refuse to serve under any male, no matter what the circumstances.
- 31-33 Trained by an expert in reconnaissance. Take 4 levels of Scouting and 3 levels of Sighting.
- 34 You have gray fur. This is a mark of great honor for both male and female Cizerack, as it is considered a sign of genetic superiority. Your Charisma is increased by 50 while dealing with other Cizerack.
- 35 You are a male Cizerack, presumably escaped from slavery. Your charisma is -50 to female Cizerack; your Strength is +10. However, you have been declawed. Your claw attacks only do 1 point of temporary damage.
- 36-38 You trained in Crawler flight simulators. Take 3 levels of Crawler piloting and 2 levels of Beam Gunnery.
- 39-41 The hunting instinct is strong in you. Take 3 levels of Tracking. Your chance of frenzy at the sight of red blood is 10%, rather than 5%.
- 42-44 You were partially blinded by an ultraviolet strobe. -40 to sighting checks.
- 45-47 You received the ritual scars of a full Huntress from your Ratum Ala. You have the right to expect obedience from non-Huntress Cizerack of your clan.
- 48-50 Exceptional fortitude. All SMRs are increased by 5 points.
- 51-53 Unusually strong. +10 to strength.
- 54-56 You love to collect leather goods and trinkets.
- 57-58 Guerrilla warfare training. Begin the game with Level 2 Demolitions, Level 2 Concealment, and Level 2 Set Traps.
- 59 You were once captured and shaved bald by a trio of drunken Ram Pythons. You have been branded with a threefold Mark of Shame (-30 Charisma to Cizerack) and have vowed to avenge this indignity by slaying every Ram Python you meet.
- 60 Showed great promise with beam weapons. Begin the game with specialization in one laser weapon of your choice.
- 61-63 The microorganisms which give most Cizerack their luminous eyes and nightvision are not present in yours. You lack nightvision.
- 64-67 Colorblind. This can be a real problem when someone tells you to pull the red wire to disarm the bomb!
- 68-70 Your sister was a great hero of your clan. You are constantly being compared to her and found wanting.
- 71-72 You are constantly in tune with your surroundings. Take 2 levels of Alertness.
- 73-75 Nimble paws. Manual dexterity is only -5, rather than -15.
- 76-79 You are one with the night. Take 2 levels of Stealth and 4 of Concealment.
- 80-81 You have a passion for soft things, and will go out of your way to collect them.
- 82-84 You have a Mazian spy friend who can sometimes help you out with information. There is a 10% chance that it has some info on major happenings in the Alliance.
- 85 You were given a Look & Shoot Body Mount Harness for exceptional service to your clan.
- 86-89 Ice Bitch: You never lose your cool. +10 to Charisma and a -40% chance to lose control due to fear or anger.
- 90-91 Quick: -1 to all initiative rolls.
- 92-94 You lived on the Great Ice on Cashoulis for two years. Take 4 levels of Survival (Arctic).
- 95-97 Served honorably in the Galactic Services, earning two occupational ribbons. Charisma increase in uniform: +10
- 98-100 You go into "false heat" every three months. Your companions had best be careful...



ERIDANI

- 01-03 Trained in the ways of stealth. Take 2 levels of Stealth and 2 levels of Infiltration.
- 04 Graduated at the top of your class at the School of Swintash. Take 4 levels of Archaic Hand (Sword) and 2 levels of Body Equilibrium.
- 05-08 You were defeated in a Duel. You wear your Mohawk cropped short in shame until you can avenge this wrong. -20 Charisma.
- 09-10 Trained in the use of the Catir. Take 3 levels of Archaic Hand Weapon (Catir). In addition, you have an extra +10 to parry/feint ratings, due to your skill at distracting the opponent.
- 11 You are of one of the noble houses of Eridani; your skin is pale white, and you are treated with great honor. Your social class is at least Wealthy. You are expected to uphold the honor of your family.
- 12-13 The Buddon Priest who trained you was well pleased with your development. He gave you an excellently balanced two-handed sword. This sword has a +08% to attack and parry ratings, and is one of your most prized possessions.
- 14-15 You begin the game with a pack of 10 Death Cards (see *Galactic Underground*).
- 16 You attempted a Death Walk and survived. In atonement for your errors, you have cut off your sword arm. The 5 year atonement period has passed, and you can again wage battle, but all attacks are at -25% since you are using your "off" hand.
- 17-18 You were given a ceremonial suit of Bear armor upon passing the Rite of the Initiate. This armor costs twice the normal amount to repair, due to its ornateness, but increases your Charisma to Eridani by 5 while you wear it.
- 19-21 Frequent meditation has opened your mind to the possibilities of the universe. +10 Intuition.
- 22-23 You have been trained in the Eridani art of Doma-Kiam, "Sight Without Sight." All penalties for fighting in darkness or while blinded are halved. Furthermore, you gain a level of Alertness.
- 24-26 You served in the Eridani Navy as a Warblade pilot. Take 3 levels of Deep Space Fighter piloting and 2 levels of Beam Gunnery.
- 27-28 A duel cost you an eye. -30 to sighting checks, and you have no depth perception.
- 29-30 Your teacher taught you to survive in even the most inhospitable environments of your home world. Take 5 levels of Survival (Arctic).
- 31-32 Your parents were diplomats to an oxygen world, and you went along for the ride. You have a Methane Injection Port.
- 33 During training exercises, the sparring robot went berserk, badly injuring your teacher and two students before they realized it was malfunctioning. You leapt in front of it, unarmored, to defend your fallen comrades and took 3 direct blows from the 'bot's blades. You survived this, and were awarded the Mane of the Valiant Defender. The red of your hair is streaked with black, and you are permitted to let it grow long in a ponytail in the back. This is an honor, which few so young have ever achieved, and other Eridani will treat you with great respect for it.
- 34-37 Your father was slain in a Duel with a Phentari. You have vowed to avenge him. You have tattooed your head in the fashion of the Skull Mane (see *Galactic Underground*) as a symbol of your commitment.
- 38-39 Your genetic stock is inferior. -10 to Strength. You forever have to prove yourself to other Eridani, who treat you with scorn.
- 40-41 Great aptitude with the blade. You begin with specialization in the two-handed sword.
- 42-44 Racism: You believe that Humans are weakening the Alliance, and are fit only for expulsion and conquest.
- 45-47 Racism: You hate Orions almost as much as you hate Phentari (one played a really nasty joke on you once).
- 48-50 No sense of humor (You're a stick in the mud!) -10 Charisma.
- 51-52 Hotheaded. Your aggression is increased by 15 points.
- 53-55 A great warrior (a Koordine or higher, BM's discretion) has taken you under his wing as a pupil.
- 56-59 A Nog has developed a great fondness for you, and often requests your company. If you ever take a mate, it has requested of the government that it be the Nog to carry your children.
- 60-61 Perfectionist. You spend at least five hours a day in rigorous training with your weapons, preferably more. You gain 05% per level of Archaic Hand Weapon skill. You also have a -10 to Terrestrial Knowledge due to your single-mindedness.
- 62-64 Martial arts prowess. Take 3 levels of Hand to Hand and 1 level of Acrobatics.
- 65 A Phentari once saved your life. You are unsure of how to react to this.
- 66-68 You have disciplined your mind, turning it into an unassailable fortress. Take 3 levels of Mental Defense skill.
- 69-70 You like taking trophies. You will try to claim a trophy from each enemy you kill. This can be a problem in a big battle!
- 71-73 You were the product of a government eugenics program. It was successful. +10 to Strength, Agility, and Constitution.
- 74 You are entrusted with a great family heirloom, a weapon of legendary quality (of a type you are able to use). This weapon does an additional 2 points of damage and can penetrate heavy armor normally, due to its incredibly keen blade. Make up a history for this weapon with the help of your Battle Master. Should you ever lose this weapon, recovering it will take priority over anything else. If you are unable to recover it, you are disgraced and exiled from Eridani society (see *Galactic Underground* for details on this exile).
- 75-78 You were given 10 Quabal by an older sibling, visiting home after a battle against the Rebels.
- 79-80 Trained in the use of the Muadring (3 levels of throwing).
- 81-83 Trained in a grueling physical regimen. Take 3 levels each of Climbing and Swimming and a level of Body Points skill.
- 84-87 Badly scarred in a sparring accident. -10 Charisma.
- 88 You've killed 9 Phentari so far, and you're shooting for number 10! +10 Charisma to other Eridani for your zeal. Phentari will generally understand the hungry look you get when you eye them, though, and may react accordingly ...

- 89-90 You are skilled in reciting the Litanies of Heroes, the musical history of the Eridani nation. Take 8 levels of Bard skill. Chanters are held in great respect by the Eridani.
- 91-93 Took one too many blows to the head during training. -20 IQ.
- 94-96 You received a jeweled scabbard for your sword, worth 5,000cr, for great valor during your training.
- 97-99 Slow learner. You start with only 1 level of Archaic Hand skill, rather than 3.
- 100 You were captured and tortured by Arachnids. -10 to all vital stats. Somehow, you escaped and fought your way to freedom. For your heroism, you are elevated to the level of Budaish Temptal (Formidable Warrior), with all the rights and privileges of that rank.

FOTT

- 01-03 You caught an arm rocket right squar' in the groin. You are now neuter gender and incapable of having children.
- 04-05 Your father invented the exploding colored egg for eliminating enemies that your family is feudin'. He patented and marketed the design. You collect 3,000cr in royalties every month.
- 06-07 You feel a great urge to mark your territory and leave a scent trail for other Fotts.
- 08-10 You have 57 children by various mistresses. 4,000cr a month from your salary goes to child support.
- 11 You signed up as a test subject for a Biocyberdyne experiment. Take 50,000cr of cybernetics.
- 12-14 As a child you had an affinity for homemade explosives and blowing up small animals. You are missing a finger and an eye (-15 Man Dex, -15 Sighting). Shame on you; you got what you deserved. You do get 2 levels of Demolitions out of the deal though.
- 15-17 You love chewin' tobacco. -10 Charisma. 50% chance of developing cancer.
- 18-19 You accidentally ran over an Ashanti while testing an experimental battle tank for your employer Avron Corporation. 50% of your pay is docked to help pay for the Ashanti's medical bills.
- 20-22 You can yodel. Take 3 levels of Singing.
- 23-25 Your family is feudin' with the Shofalesters. You'll shoot any member of that family on sight. Unfortunately, they feel the same way about you.
- 26-27 You love to play new age twangy county-western style acoustic guitar. Take 5 levels of Musician.
- 28-30 You are a crack shooter with your sling shot. +06% per level, rather than the usual +04%.
- 31-32 A flaw in your genetic make-up reduces your life span dramatically. You will die in the next 3d10 years.
- 33 Through deception, bribes, lies, extortion, and a campaign of misinformation, you became a high ranking politician within Fott government. You are currently on a "roving ambassadorship," which is really a fancy word for a vacation where tax payers send you money. Double starting salary. Diplomats that are not Orion or Phentari are likely to avoid you, lest they have your bad reputation taint their political career. Take 5 levels of Diplomacy, Bribery, and Etiquette. You enemies are constantly trying to have you "removed from office" via whatever means necessary.
- 34-35 Mother took fertility drugs. You have 178 brothers and sisters, which you must help support. You send half of your income back home, or your family will disown you and your kin will hunt you down.
- 36-37 You are a great mechanic. You can "supe up" just about any vehicle you lay hands on. Unfortunately, you have very little patience and most vehicles you work on end up with their thrusters removed and supported by concrete blocks in your front yard. Take 2 levels of any three mechanic skills.
- 38-40 You were mortally injured in battle and had to be cryo-frozen and taken back to the Evac unit. While you were frozen, one of your comrades stole all of your equipment. You only have the cash in your pockets (what is left after purchasing weapons and equipment). To add insult to injury, the cryo caused all your hair to fall out. It is slowly growing back.
- 41-43 You insist on wearing a pair of archaic animal riding gear called spurs everywhere you go. Very noisy; -40 to Stealth checks.
- 44-46 You have no teeth and poor personal hygiene. -20 Charisma.
- 47-49 You studied under the Fott general, Bubba Joe Jim Bob. Take 3 levels of Military Leadership Skill.
- 50-52 You have a tendency to get wild and unruly when drunk, which is most of the time. Increase Aggression by 20 points when sloshed. I.Q. and Intuition are reduced by 20 points when under the influence of alcohol.
- 53-54 One day you got the urge to dye your fur pink while painting eggs. You don't know why, you just did it. It's been 6 months and you still can't get the pink dye out of your fur.



- 55 Due to a genetic mutation you are invulnerable to injury; have the ability to fly, shoot beams of force from your eyes, and extend unbreakable metal claws between your toes. No wait ... scratch that. You DO have the ability to generate the Power Port matrix once per day!
- 56-59 You are a racist.
- 60-61 You were dyed pink by an Orion. The effects are permanent.
- 62-64 You are unusually cute and fuzzy; +20 Charisma for non-Fott. However members of your own species find you fugly. -50 Charisma when dealing with other Fott.
- 65-67 You are fleet of foot. Your sprint rate is doubled!
- 68 A narrow family tree, resulting in a lack of genetic diversity, caused birth defects. Reduce every attribute except Aggression by 1d10 due to inbreeding.
- 69-70 Your Daddy was a bounty hunter. When he died you inherited his Johnson Omega weapon.
- 71-72 You cheated on your wife with her sister, and then revealed it to her on a holovid show. Her brother is hunting you down to kill you. His search is being recorded for broadcast on the same holovid show.
- 73-75 You had an ear blown off in a hunting accident. Reduce all hearing checks by 15.
- 76-77 Your family owns a space transport company. You can fly free on any of their ships, but it is usually with the cargo and they make you work.
- 78-80 Your father gave you his huntin' rifle and gun rack when you struck out on your own to seek adventure. You are obligated to hang the rifle and gun rack in the window of any vehicle you use. Failure to do so will break tradition and surely bring bad luck down upon head. Start the game with any archaic powder rifle under 3,000cr in price.
- 81-83 You were a tank driver in the military. For some strange reason you have a natural affinity for running over smaller vehicles. Take 5 levels of Tank skill.
- 84 A high level Tza Zen who was your field medic had his way with you while you were unconscious from battle injuries. You shouldn't have told him that you didn't like "his kind". You are now a hideously mutated and deformed creature. Reduce Charisma by 50! You also vomit once a day at a randomly determined time and will continue to do so until the Tza dies.
- 85-87 You lived most of your life as a hermit up in the mountains. Take 3 levels of Survival, Navigation (Land), Snow Skiing, Spelunking, Archaic Powder Weapons and Mountain Climbing. However, you cannot start the game with any Computer, Cybernetics, Deep Space Operations, Engineering, Robotics, or Security Systems skills. In addition, you have no concept of culture, manners, or proper behavior in civilized society.
- 88-90 You eat what you kill, stuff the left-overs, and hang it on your wall. You're good at it too! Take 10 levels of Taxidermy.
- 91-93 You are stone deaf from the near miss of a reflex missile. -90 to hearing checks.
- 94-96 You used to sell pelts to make a living. Take 5 levels of Set Traps.
- 97-99 You are skilled with shotguns of all kinds. You receive +06% per level rather than +04 when using shotguns.

- 100 You were abducted by men in white coats. You have no memory of what happened, but you are able to advance in Zen matrices up to 3rd level. You also have a phobia of men in white coats.

FURBL

- 01 You were an assistant for a Goola-Goola and were injured when an experiment exploded. Take 3 levels of Weapons Repair, 3 levels of Cybernetic Repair and 5 levels of Repair Auto. You have extensive scar tissue that will not grow hair. -30 Charisma.
- 02-04 You are one of the biggest Furbles anyone has ever seen. Add +10 to Strength and Constitution. Increase height by 2d4 inches, and weight by 4d10 lbs.
- 05 You exhibit symptoms of a rare rabies-like disease that causes you to go insane and become carnivorous. It's in remission now, but every 1d4 weeks you have an urge to chew on somebody. Duration 1d8 days. If you exhibit these symptoms on an Orion world, you will be "put down" as a diseased animal.
- 06-08 You learned gardening from an Ikrini. Take 5 levels of Botany.
- 09-10 You are unusually cute and fuzzy. +10 to Charisma. Your very presence makes most Phentari want to kill you.
- 11-13 You are allergic to your own fur dander. You sneeze constantly if you haven't showered in the last 24 hours.
- 14-15 You are deaf (-80 hearing modifier). You are adept at sign language and take only half damage from sonic-based attacks.
- 16-17 You have a skin disorder that causes patches of fur to fall out unless you purchase medication that costs 200cr a month.
- 18-20 You are an expert ventriloquist. Level 10.
- 21 You possess limited matrix abilities! Choose one 1st level empath matrix which you can cast once per day.
- 22-23 You don't like change. New skills cost an additional point to learn (for first level only).
- 24-25 You are terribly afraid of the dark. 20% chance to become paralyzed with fear.
- 26 You are an I-Bot furbul built for infiltration and espionage; the perfect spy. Who would expect the family pet? You possess the standard I-Bot espionage skill package. You report to a man named Mr. Larry once a week to receive your orders.
- 27-28 You grew up as a pet for a rich kid. The family has posted a one million credit reward for your return.
- 29-32 You are very insecure and are always picking fights. +10 to Aggression.
- 33-35 You are the supermodel of Furbles. +20 to Charisma.
- 36-39 You lived as a street urchin. Gain 3 levels of Pick Pocket and 3 levels of Street Smarts.
- 40-41 You are unusually small and very sensitive about it. Reduce Strength and Constitution by 10.
- 42-44 You were good friends with a Ram. His favorite game was to throw you as high into the air as he could and then catch you. You have a lot of scars. -10 Charisma. Take an additional 2 levels of Acrobatics.
- 45-47 You are a feeble runt. Reduce both starting height and weight by 25%.

- 48-50 You are very fashionable and will do anything to be with the latest craze.
- 51-53 Your owner was killed by the Arachnids. You managed to escape, but now you're looking for revenge. In the scuffle you managed to grab an Arachnid particle weapon. Now if you can only figure out how to use it ...
- 54-55 You possess an unusually acute sense of smell. +50 to smell.
- 56-59 Life is a big party. You take nothing seriously.
- 60-62 You were trained by Furbl organized crime as an assassin. Take 2 levels Stealth, 3 levels Archaic Hand Weapon. They can call on you for a favor.
- 63-65 You are really good at the happy dance. +05 Charisma to opposite sex Furbls.
- 66-67 Your Orion owner trained you as a guard Furbl for his family. You gain level 3 Beam Weapons, and level 3 Hand-to-Hand skill, but you are constantly depressed because being a guard Furbl goes against your nature.
- 68-69 Your brother killed an Eridani in a freak accident. His brother has vowed to kill you in retribution.
- 70-73 An Eridani Koordine owes you a favor for saving his kid from running into traffic. He is honor bound to repay you whenever you ask.
- 74 You were partially eaten by a Furbl Muncher. -10 Strength and Constitution. -20 Charisma. VERY BAD
- 75-77 You are an excellent singer. Take 7 levels of Singing. You love to sing - constantly.
- 78-80 A Goola Goola made a pretty collar for you. You still don't know what it does, but you're afraid to take it off.
- 81-84 You worked as a diplomatic aid for an Orion. Take 7 levels of Diplomacy.
- 85-86 You worked as a getaway driver for the Furbl mob. 10 levels of Auto. 2 levels of Street Smarts.
- 87 You became separated from your family as a child and were mugged and beaten nearly to death by a gang. You were found by a Technknight who adopted you and rebuilt you. Take 50,000cr worth of cybernetics. You now travel the universe helping others and living by the technknight code of honor.
- 88-91 You were the beloved pet of a cute little Orion girl, who used to dress you in play clothes and have tea parties with you. Somehow the pictures made it to your teammates.
- 92 You are a drug addict and a thief. If you don't get a fix every couple days, reduce Man Dex, Strength, and Constitution by 5 points a day until you get a fix, or go through therapy. When you are strung out, you will do whatever it takes to get a fix. Take 3 levels of Pick Pockets to help you support your habit.
- 93-95 You like to help people. You are a licensed cosmetologist. Take 10 levels of Cosmetology.
- 96 You were run over by the CEO of Biocyberdyne. Your legs were completely crushed. In winning the ensuing lawsuit, you have a voucher for 50,000cr in cybernetic enhancements. Your legs were regrown, but you still suffer some problems. -10 Agility.
- 97-98 Once mistaken for a furry treat, and swallowed whole by a large Gurletrover of Hillenboro. You managed to blast your way out, but have been traumatized ever since. You are now claustrophobic and dislike large animals.

- 99-100 Long-haired Furbl. +10 Charisma when groomed well (d4 hours per day), -10 Charisma when not (split ends, yuck).

GEMINI

- 01-03 Lithe piano fingers; +15 Manual Dexterity
- 04-05 Your best buddy is a stalactite. Take 2 levels of Spelunking.
- 06-07 Your mom kept the thermostat-equivalent low. +15 Cold SMR.
- 08-10 Your cooling spikes are more efficient than most. +10 to Constitution for the added endurance they lend.
- 11-13 The rock you are made of is a lighter alloy than most; -50lbs.
- 14-16 Cashed in a mutual fund; 2,000cr.
- 17-18 Took martial arts class as a teenager. You cannot remember much, but it's a good thing for muscle memory. Take 2 levels of Hand-to-Hand skill.
- 19-21 High concentration of metals in your StoneSkin; metal guns do half damage to your body, mag rounds stick to you, and you tend to rust when left in the rain.
- 22-23 While waiting for the skim-bus you were caught in the cross-fire of some incompetent Battlelords. When you covered your head you lost d2 fingers from your favorite hand. -10 Manual Dexterity. You also no longer trust people with weapons (as if you ever did).
- 24 Your matrix powers only work for 5 hours a day. You cannot tell which 5 hour period of each day it will be. When you try to generate a matrix, you have a 15% chance for it to be within the generating period. If successful, then roll a d5 to determine how many of the five hours you have left.
- 25-27 Got caught up in a Rebel terrorist attack while waiting at a spaceport. You were hailed as a hero and your quick thinking saved the day. SSDC offered you a signing bonus of 30,000cr instead of the usual 20,000.
- 28-30 Won the Elk's club raffle. Free smoke generator for your armor!
- 31-32 Very personable. Begin with two extra starting contacts of level 5.
- 33 You have a collection of Rent-A-Skill chips. Take 20 levels of skills in the form of Rent-A-Skill chips (minimum of two chips). You have also had the implant surgery.
- 34-36 Dad made you move large piles of dirt from the front yard to the back yard. Who knows why? It just rained, and turned the dirt to mud. In the end you are left with dirty hands and +20 Strength.
- 37-38 Fascinated with other cultures; +10 Terrestrial Knowledge.
- 39-41 Found a motion detector in the lost and found; you shameful bastard, I knew you'd keep it for yourself! What would your mother say!
- 42-44 You have an affinity for Alliance computer systems. Take 3 levels of Computer Operation.
- 45-49 The energy of the universe flows through you. +1 Power Point.
- 50-51 You have an inferior crystal structure; -10 to Constitution. They call you Brittle Britches.
- 52-54 Your cousin is publicly known as a member of the Brethren of the Eternal Blood. Even though you are not a member, you are constantly under suspicion. -20 Charisma when around other Gemini.



- 55 Dad is a Buado Ilack Canpu. This allows you to call in a considerable favor on occasion (Battle Master's discretion). Do not abuse this, or papa will get mad. Patience may be a virtue, but not when you are head Gemini for an entire planet. This also means you are in line for the position some day.
- 56-58 Your stonesskin is a little more skin than stone; body threshold is only 2.
- 59-61 You are cool; you already know the Chill matrix.
- 62-64 A slight problem occurs if you generate Elemental Sheath. Instead of a faintly shimmering aura, the aura is quite bright. It can be seen up to 100m away and gives a -60 to Concealment and Stealth checks.
- 65-68 Mr. Fancypants! You have flecks of gold in your skin. The effect in bright light is quite stunning. Those damn Orions keep looking at you with a knowing grin on their faces though.
- 69 You were a slow learner that never got the attention you needed. As a result, you start with one 1st level power, and no 2nd level powers.
- 70-73 Issued a citation by the police due to an "overexuberant" environmental protest. You now have a police record.
- 74-76 You love to sing (the louder the better), and often pick inappropriate times to sing. The worst part is that you are a terrible singer. However you are blissfully unaware of your total lack of talent. You are constantly annoying those around you.
- 77-79 You can grow hair on your body (strange crystalline hair, but hair nonetheless). This is extremely rare, highly prestigious among Gemini, and makes you appear more "normal" to the rest of us. +15 Charisma.
- 80-82 Start with an Outback PDA, you lucky devil.

- 83-85 You klutz! You dropped your wallet, and now you've lost all your starting credit cards.
- 86-87 You are a terrible liar; -10 Persuasion.
- 88 Spent a lot of extra time hitting the books. You start with two extra 1st, and an extra 2nd level power.
- 89-90 Your tower of iron will is more like an igloo; -10 mental SMR.
- 91-92 You have an overactive left side of the brain. Take 2 levels of Matrix Manipulation.
- 93-94 Chess champion of the entire Gemini race. +2 starting contacts, +10 Charisma, and +05 I.Q.
- 95-96 Your Stonesskin contains millions of small crystals that catch the light just so; you sparkle and shimmer. +20 Charisma, -20 to Camouflage checks.
- 97-98 You've been around the block a few times and are a little eroded. -10 Charisma, +50% of starting age, +15 Terrestrial Knowledge.
- 99 You are double jointed. +15 Agility.
- 100 Dyslexic; -15 starting skill points.

GOOLA-GOOLA

- 01 Stranded on a moon for 2 years with a Shuestron engineer. He taught you everything he knew. All engineering and repair checks are at 12% per level instead of the normal 10. Take 2 levels of Alien Technologies and increase starting age by 2 years.
- 02-04 Wear your hair and beard in the Manuli Mountain style. It is very long and braided, with tassels on the end. Note: this is WAY out of style and you are considered a geek by other Goola.
- 05-06 Spent many a summer on Gnoosie on your grandfather's rural ranch. Take 2 levels of Tracking and 2 levels of Animal Husbandry.
- 07-09 Spent the first 5 years of your life on a zero-G research station. Take 5 levels of EVM.
- 10-11 Worked as a prospector before signing on as a merc. Take 2 levels of Geology and 3 levels of Gemology. Increase starting age by 2 years.
- 12 Fusion powered Wimple Nurturing Cube experiment went horribly wrong. The explosion leveled your apartment building and got you sent to jail for 5 years (increase starting age by appropriate amount). Lost one eye (-50 Vision, -10 Charisma) and 3 fingers on your left hand (-25 Man Dex).
- 13-14 You are a shrimp. Decrease height and weight by 25%. Humans keep calling you Phrodo for some reason.
- 15-16 Found out the hard way that McGilbets Gullet-Buster Ale and power tools do not mix. Lose 15 points of Manual Dexterity from missing 3 fingers from your right hand.
- 17-19 Frightened to death of space travel. Mild sedatives do the trick, but make you loopy the whole voyage. -20 to any skill checks or to-hit rolls while loopy.
- 20-21 Obsessive Compulsive: a place for everything and everything in its place. You keep your tools and equipment carefully arranged and must put them back the same way. It takes you 20% longer to complete any tool related task.
- 22-24 Your thrice-actuated Buddle Hammer is really cool. You only wish you could remember what it was for. Value: 150cr.

- 25-26 Winner of the Golden Order of the Brothers of Cring (award given for the Goola with the cleanest tools in shop class). Cool gold lapel pin. Sorry, no Charisma increase.
- 27-28 Junk Artist. You find the beauty in other's trash. You've become a consummate garbage-picker as a result and have a 10% chance (+05% for each additional hour spent looking with a max of 50%) to find just the thing you were looking for (assuming appropriate tech level environment). Take 10 levels of Potter (treat as Sculptor skill), and 5 levels of Welding.
- 29 In tinkering around in your shop you managed to produce (by accident of course) a two part chemical explosive that's airborne and seemingly undetectable. When a small puff of part A interacts with a puff of part B, BLAMM (3d8 concussion damage per puff)! Now, how to market this? A one ounce bottle contains enough fluid for 50 uses. You're not sure how useful it will be, and need to purchase new equipment (20,000cr) as the "discovery" destroyed your workshop.
- 30-32 Enamored with human style. You currently wear your hair in the Mullet or "Hockey Hair" style: business on top, party in the back!
- 33-34 Lover of early Beguitin Provincial Opera. You have over 100 recordings and listen to them constantly. Other races think it sounds like the drawn-out lament of tenor walrus-equivalents.
- 35 Victim of Godolno's Syndrome, the most feared of male Goola-Goola diseases: you have NO body hair. You are currently equipped with a cheap false beard that falls off whenever you sweat. You've been ridiculed since early adolescence over this, and have loads of emotional scars. -40 Charisma around other Goola, -25 Charisma in general due to your poor attitude. Spend 500cr/month on hair pieces.
- 36-38 Cyball fan. You're never without your Heinock Heathens hat and other team memorabilia.
- 39-41 You love pasta so much you are convinced you have Italian ancestors. Rename your character appropriately. Take 1 level of Cooking.
- 42-43 Won a complete set of Master's Weaponsmith tools (800cr value). All weapon repair checks gain a +10 when using these tools. Enc: 6
- 44-46 Learned Shuestroni as a child. Fluency gives you a +20 in bargaining with any Shuestron.
- 47-49 Ancient weapons are a hobby of yours. Take 3 levels of History, and 2 levels of Archive/History Computers.
- 50-52 Grease Monkey. Take 5 levels of automobile repair.
- 53-55 Great tolerance for alcohol. It takes you twice as long as normal to get wrecked. Increase Bio SMR and Constitution by +05.
- 56-58 Love to hang around Mutzachans. So far you've gleaned 1 level of Ionization Engineering and 2 levels of Mutzachan language from them.
- 59 Winner of the "Best Beard on Gnoosie" award for the second year in a row. You've been given a 25,000cr award, a year's supply of Supplestroke's Beard Cream & Polish, and the use of a 2271 Averon Super Phaeton sedan-skimmer for the next year worth 80,000cr (you break it you bought it; cannot be sold. Holds up to 25 size class of passengers, 350kph max speed).
- 60-61 Have a knack for improvisation. Start the game with your improvisational chance at 10% instead of 5%.
- 62-64 Tree Hugger. Your fascination with nature has led you to the life of an environmental activist. You spend all your free time in forests with your activist friends. This has allowed you to gain 3 levels each in Survival (Deciduous) and Survival (Tropical) skills. You have been arrested twice for protests against various mega-corps.
- 65-68 Smoke like a coal furnace. You enjoy immense Ram Python Grut Cigars. They smell like burning feces and have ruined your lungs. -20 Constitution.
- 69-71 You cannot stop messing around with your own equipment. Reduce the Malfunction Number on any weapon(s) you own by 10.
- 72-74 Helped out a Jezzadeic Priest with fixing his Atohk once. He enchanted a screwdriver for you. It contains the Stun matrix and can be used once per day.
- 75-77 Livin' large! Increase starting height and weight by 25%. Strength and Constitution are +20.
- 78-81 Slob. No matter what you do, you are always a mess. Your tools are rusted, and your clothes are constantly grimy.
- 82-85 Loser. The Battle Master is given permission to screw with your character mercilessly.
- 86-89 You have swivel head: you cannot stop looking at the opposite sex (species doesn't matter much). Your leerings are never violent but have caused some problems.
- 90-93 Captured by the Xarians on your way to your first job. Spent 3 years inside an asteroid. When the Xarians fled under an Orion Navy attack they spaced all the prisoners. You were one of 3 survivors. -20 Constitution and -10 Strength for sucking vacuum. Learned 2 levels of Xarian.
- 94-96 Terrible driver; you never pay attention. -15 to all piloting checks.
- 97-99 Complete screwup. Instead of the normal 05% chance that things you fix never work again, the chance is 10%.
- 100 The neuro cannon you fixed for a shady Tza-Zen malfunctioned and blew his hand off. Once he found you, he tried out his new Lobotomizer on you. -30 I.Q., -30 Intuition.



PlayerTip:

If your starting character begins with 4 or fewer body points, the FIRST thing you should do is take however many levels of Body Point Skill so you can reach 5. That way 1 point of damage won't give you a crit.

I-Bot

Note: All skill packages listed below REPLACE the character's existing skill package. Like it says in the description, an I-Bot fresh off the production line does not have any skills other than the ones it was programmed with. To purchase additional skill packages for your I-Bot, you must do the following: calculate the cost total of the skills as if you had paid for the training up to the desired level according to the training cost listed on the skill chart, then use 300% of this total as the cost of the I-bot skill package.

- 01 You were damaged and a Goola "fixed" you while you were out. If you roll 100 on any skill check, one of three things may occur. 1) You short circuit causing 1d10 damage to yourself. 2) Your fusion reactor spikes, irradiating everything within 5 meters for 2d6 damage, or 3) you completely shut down. If you roll double zodd (100) twice in a row, you spontaneously explode: 5d10 damage to you and everything in a 10m area. All of the above may be changed at the BM's discretion.
- 02-03 You are an I-bot construction technician. You can repair yourself when damaged, assuming you can still function and spare parts are available. Take the Medical Skill Package, which replaces your starting skill package.
- 04-05 You were a state-of-the-art I-Bot Slayborg™ whose loyalty directives were damaged in a firefight. No longer obligated to serve your company, you decided that you've seen too much carnage and went rogue. You know too much about the company's black-ops, and they've hired a team of mercs to hunt you down. Your BM will design the Assassin skill package, which replaces your starting skill package.
- 06-08 You're a series XI-B-23 I-bot. The 23 series was released with a bug in its emotion simulation programming. You have a 25% chance to display the wrong emotion for any given situation.
- 09-11 You are a member of the now discontinued Servitor series of I-Bots. Spare parts are hard to find. Repairs on you cost twice as much and take twice as long as normal.
- 12 Your owner was a highly successful mercenary, whom you loyally served for years. When he made enough money, he bought you from the company. He just died, and in his will he declared that you are a free bot.
- 13-15 An Orion programmer hid an "Easter egg" in your core programming. Every time someone says the word "hypnotize," you must pretend like you're a chicken for 1d4 rounds.
- 16 Due to a manufacturing flaw during the Genet process your lifespan is reduced by half. As you age, you will begin to develop neurological problems resulting in neurosis and phobias. 50% chance of developing phobia or other neurological disorder, once per year. Your BM gets to choose your mental disorder.
- 17-18 You were illegally programmed by the Rebellion for terrorist activities. You will sabotage Alliance equipment, given the chance, and have no memory of the crime after the event. If you are ever caught, you will be dismantled by Alliance security personnel.
- 19-20 You are a Chameleon class I-Bot. You have a camo-unit (identical to armor option) built into your Bipolyrene skin. Chameleon units are generally equipped with the espionage skill package.
- 21-23 A Ram Python asked what you thought of him. After giving an accurate description of him using phrases like "unpleasant odor" and "IQ equivalent to a brain-damaged human" he pulled your arms off. The company replaced them for free, fired the Ram, and you got a Strength Enhancement. +10 to Strength.
- 24-25 You're a lemon. You are constantly breaking down. There is a 25% chance that something (BM's discretion) will malfunction every month.
- 26-27 During a standard history (memory) scan, a technician accidentally damaged your CIT module. -15 I.Q. You are unaware of the damage, and the tech isn't telling anyone.
- 28-30 Your memory stabilization system is malfunctioning. You have a 50% chance to lose one skill level in a randomly determined skill once per month until it is fixed. Repair cost: 27,000cr.
- 31 You're an I-Bot Killforcer™. Take the Combat skills package, and increase Strength, Manual Dexterity, Agility, and Aggression by an additional 1d10 points!
- 32-34 You were accidentally installed with a Ram Python behavior chipset. You act like a Ram Python regardless of the species you are made to mimic. If you are designed to mimic a Ram Python's appearance, then you were installed with the Mutzachan behavior chipset. Tech support says that they are looking into the problem.
- 35-36 Your actuators are malfunctioning. Reduce Agility by 10 points.
- 37-39 You accidentally offended a Phentari before you even made it off the production line. He has vowed vengeance.
- 40-41 You are a Type-68C logistics bot, which is usually built on the Phentari frame for the multiple limbs and 360 degree vision. Known as the Guile series of I-Bots, you were manufactured by Warmonger Inc. to serve as a military logistics and command officer. These bots are designed to man orbital observation platforms over battlesites. Your BM will design the Logistics Skill package, which replaces your starting skill package.
- 42-44 You're a brand new Stealth series I-Bot. You're so well built, that even a detailed bioscan only has a 25% chance to detect that you are an I-Bot. Only a serious wound or dissection will reveal your true nature.
- 45-46 You used to work in the toxic waste disposal and hazardous materials division. The radiation has caused you to develop a "nervous twitch."
- 47-48 You've been assigned an annoying, know-it-all, Mutzachan superior who threatens to "drain the energy out of you" every time you screw up. The Mutzachan only gets more angry when you tell him that your fusion reactor is shielded to prevent detection and he will be unable to drain it through the shielding.
- 49-50 In order to ensure that you pass for a living organism, and make friends with nearby Rams, your designers enabled you to "chunga" at will. You are capable of controlling how noxious the emitted fumes are. See *Battlelords* rulebook/Chunga table for effects..

- 51-53 Once off the assembly line, an Orion (who was about to be fired) finished your programming and moral restrictions. As a result, you think like an Orion Rogue. He was so thorough that you'll even fake being intoxicated after consuming massive amounts of alcohol. You don't know this is any different from the norm.
- 54-56 You have an improved observation and analysis subroutine. Increase Intuition by 10.
- 57-59 You were constructed out of a new, more resilient form of Bipolyrene. You have a 3 point threshold.
- 60 After a severe malfunction in your moral management core, you became homicidal and killed your wealthy owner. Not only did the police not catch you, but they don't even suspect that you are the murderer. You are now wandering free, and will kill again. To make matters worse, no one knows that you're an I-Bot.
- 61-63 You're a member of the Doppleganger Series I-Bots. You were designed to look and act exactly like a specific person (BM's discretion). You have similar skills to the person you're impersonating (BM's discretion). These skills replace your starting skill package. You also have 15 levels of Impersonation, which can only be used to impersonate the target you are designed to resemble. Doppleganger bots are typically designed to act in place of government officials or another important/rich individual when assassination attempts are likely. As a safety feature, you must reveal your true nature when given a secret command phrase.
- 64-66 You're plagued with bad luck. You've had three commanding officers, all of whom died right before they could afford to buy you from the company. Your new commanding officer better watch his back.
- 67-69 You're an I-Bot Slayborg™, Type III. Take 10,000cr in internal cybernetics (no body part replacement) and the Combat skill package.
- 70-72 You're infected with a pseudo-organic virus, which causes your moral subroutines to crash occasionally. You have a 10% chance to violate your loyalty directives if presented with the opportunity to do so. The virus can be passed to other I-Bot via physical contact, causing them to become potential rogues like you! Once discovered you will either be decontaminated or destroyed, depending on the amount of damage you've caused.
- 73-75 You come pre-equipped with the A/V option package. Take 5,000cr worth of internal cybernetics (no body part replacement) which enhance your sensory capabilities (BM's discretion).
- 76-77 You're a new Deep Vision model, which is designed to function as the Science Officer on deep space exploration ships. Your loyalty is to the company first, the ship and crew second. You are basically a way for the company to ensure that their interests are being taken care of on long range exploration cruises. Your BM will design your skill package, which is a combination of Deep Space skills and Science skills, with a healthy dose of Alien Technology skill added in. This skill package replaces your existing skill package.
- 78-80 You are an experimental I-Bot designed to serve as a body for the imprinted memories of a living host. You can download memory dumps originally designed for clones. The process is still experimental. There is a 25% chance that some information might be lost. Each day the memories are held they degrade. After 3 days, there is a 20% chance per day that all memories will be lost. There is 01% chance that the host's memories will permanently take over the bot once implanted.
- 81-83 You were installed with the new G23 Processor. Increase IQ by 15 points.
- 84-86 You are a Class A Zander-bot implanted with false memories of your past. You are unaware that you are an I-Bot.
- 87-89 A Techknight has decided that, despite your artificial origins, you are a good and loyal being. He will offer you assistance if you require help.
- 90-92 You were infected with the Melissa-3K virus. Whenever you try to remember what someone's address is, you uncontrollably spout the contact information of everyone you know to the closest bystander.
- 93 You are equipped with an experimental dermal regenerator. You can heal non-critical wounds at the rate of 1 point per day. There is a 35% chance that the regenerator will not be able to heal a particular non-critical wound. Your owners keep you on a tight leash.
- 94-96 You are a replacement for your owner's former I-Bot, who was destroyed. You get his gear. Choose 20,000 credits in weapons and armor.
- 97-99 Your owner works for a space cargo line. You may ride on his ships if he has available space.
- 100 You were one of the first I-Bots that came off the production line in 2261. You're obsolete. Reduce all Vital Statistics by 2d6. +10 Terrestrial Knowledge.



IKRINI

- 01-03 Unlike every other member of your race, you like to wear jeans. You are currently equipped with 3 pairs.
- 04 You have some kind of nocturnal power bonus. Your matrices have double the range/area of effect at night.
- 05-08 Skin is pH 3 (+15 Acid SMR). Does 1-3 points of damage per 30 seconds of contact.
- 09-11 Quick! You can generate a matrix with a generation time of 1 second in the first half action instead of the second.
- 12-13 You wear your Battlelords shirt 24-7 (+15 Charisma).
- 14 Symbiotic relationship with irradiated, mutated, yellow moss that has affixed itself to your skull. It looks remarkably like your hair (good thing you are blond) and it somehow adds to your intellect (+20 I.Q.). You swear it talks to you too, but you are unable to understand it.
- 15-17 Well connected; start with two extra contacts.
- 18 Guinea pig. Received experimental Rent-A-Skill implant. It is powered by the electrical impulses in your nervous system and effectively adds 2 levels of ability to any skill chip used. One free chip rental of level 5 or less every month for 3 years.
- 19 You suck with computers (Computer skills cost 1 pt extra per level).
- 20-22 You maintain the curled and decorated fingernails of a devotee of Saint Salini (-10 Manual Dexterity and +10 Charisma).
- 23-25 Learned the basics of Ijec sculpting from your uncle (3 levels of Ijec sculpting - same skill stats as Painter, except Intuition based).
- 26-27 Inherited your grandfather's Ijec. You would NEVER sell it though ... (8,000cr value).
- 28 Mistaken identity. You look extremely similar to the most notorious Ikrini criminal, Shenoth Freet. He has committed all the most egregious environmental acts, especially against the Ikrini; the Ikrini Uncle Ernie. You are mistakenly despised by all Ikrini that see you. Some will sick the authorities on you, some will attack you. Nothing short of total facial reconstruction will fix this. That is, if you can find a surgeon to perform the operation, for this criminal is well known throughout the Alliance. The Ikrini government has made sure of that.
- 29-32 You have a little Misha in you (2 levels of Deep Sleep).
- 33-34 Your Spelunking skill (take 5 levels) has improved your ability to learn the Locate Cave matrix. The depth of cave you can locate is tripled to 30m.
- 35-37 Spent many an hour with your parents exploring the nearby forests. Take 3 levels of Survival (Deciduous).
- 38 You are very tuned in to nature. Any locale counts as if it were 1 higher on the Kinetic Strength Rating table.
- 39-41 Rocks on the brain (Gemology level 2).
- 42-44 Wily (+10 Agility).
- 45-47 You were a great student. Your mentor taught you a 3rd level matrix.
- 48-51 Creative and imaginative matrix controller (Matrix Manipulation level 2).
- 52-54 Webbed toes (+10 on all Swimming related checks).
- 55-57 You and your friends were experimenting with your powers unsupervised—bad idea. Your legs were crushed between

- 58-60 Poked in the eye with a sharp stick. What could be worse? -30 sighting.
- 61-63 Fell down a crevasse while spelunking. -05 Agility.
- 64-65 WHAT? Losing your hearing at an early age. -10 hearing.
- 66-68 You CAN eat meat and your favorite kind is liver.
- 69-71 You are completely bald. Those bastards at Sprouticle lied.
- 72-74 Claustrophobic. Space travel sucks for you.
- 75-77 Trick knee. 05% chance when you jump/land/run that it will lock up and the knee joint will not work. When that happens you have -40 to Agility and need d10 minutes of massage to fix it.
- 78-79 Literal two-can-sam. You are a real drinker, for an Ikrini.
- 80-82 Your ass is as wide as Bena 4 (-05 Charisma).
- 83-84 You have a pet rock named Ilgauskus.
- 85-87 Unusually tall and gaunt. Add 12 inches to your height. Height is a desirable trait amongst Ikrini though; +15 Charisma around Ikrini.
- 88-90 Shrimpo! (-6 inches - check your size class).
- 91-92 Won church raffle—your prize was some ancient religious idol known as a chia pet.
- 93-94 Instead of Ijec you prefer to work in metal. Take 10 levels of Sculptor and 5 levels of Welding.
- 95-97 Grew up with no friends and spent most of your time on the hypernet. Take 4 levels of Computer Operations, 2 levels of Encrypt/Decrypt, and 2 levels of Archive/History. -15 Charisma too, you pale computer nerd.
- 98-99 While admiring the great glaciers of the northern continent of your homeworld, you became lost and nearly froze to death. Frostbite took 4 toes and 2 fingers. -05 Agility and -15 Manual Dexterity.
- 100 Your mentor saw you more as a go-for than a student. Start with 1/2 the number of beginning matrices.

JEZZADEIC PRIEST

- 01 Your prowess for the sciences was detected early on. Trained at the prestigious Thalenn School for the Gifted. Take an additional 4 levels of Archaeology, 2 levels of Alien Technology, and 2 levels of Forensics.
- 02-04 Truly one with nature. Begin the game with 3 levels of Herd skill.
- 05-07 Due to a skin condition, your hair grows in unevenly. -10 Charisma.
- 08-10 You are a load. Increase starting height and weigh by 25%.
- 11-12 Grew up on the dig. Take an additional 2 levels of Archaeology.
- 13-15 You are outdoors constantly. Take 2 levels of Land Navigation, and 2 levels of Survival in an environ of your choice (except space).
- 16-17 Start the game with Delayed Shatter. However it got away from you once and your Versicard shattered in your wallet. Oops. Pay appropriate amount to get a new one.
- 18-20 Not only do you smell, but you're obnoxious too. -10 to Bargaining.
- 21-22 Managed to procure a strange artifact from a Xarian ruin. You

- are certain it contains some from of energy, but have no idea what it does or how it can be used.
- 23-25 A gifted student. You studied under Kyyth Tokkun and gained 3 levels Alien Technology.
- 26-28 You are a partial owner of a gemstone mine. You get 2,000cr a month.
- 29-31 Religious zealot. Your somber moods increase your body odor, which will cause unconsciousness (1-3 rounds) to those failing a Constitution check at a +20.
- 32-34 Fell down a well during a dig. You were stuck there for 2 days. You are now quite claustrophobic.
- 35-36 Your father left you his Scepter Atohk and the knowledge that it contains mysterious powers.
- 37-39 Book worm. +10 to IQ and you have a queer fascination with old hardcover books. You carry your collection everywhere.
- 40 Taught for a short while by a Gemini. You have empowered 3 Bi-athon objects each with a random Gemini 1st level matrix. They can each be used once per day.
- 41-43 You won a Tagert-6 shock gun at a state fair, but never took it out of its box because you can't find a use for it.
- 44 Very strange. Any item you enchant has a 01% chance of exploding when used. Treat explosion as a Plasma Grenade.
- 45-47 You're a red-neck. -10 to Intuition.
- 48-50 You have a terrible sense of humor and you constantly tell jokes you think are funny.
- 51-53 Your renewable Power Points are only available 80% of the time.
- 54-55 Expert on Atlantean lore. When dealing with this subject, you gain a +20 in skill or knowledge checks.
- 56-58 Equipped for the outdoors. You have a personal tent, portable stove, 2 days rations, a flashlight, compass, and IR goggles.
- 59-61 Still have the archaeology tools you collected during school. The tools have a 2 encumbrance and confer a +15 bonus to any Archaeology skill check.
- 62 Stumbled on a Mendirion Mage encampment while exploring some ruins. The ensuing one-sided battle left you missing a hand. -40 Manual Dexterity.
- 63-65 Extremely nervous when near small races. -10 to non-combat skill checks.
- 66-68 Extremely charismatic. Negate racial body odor liability.
- 69-70 Conduct most of your research on the hypernet. Take 4 levels of Computer Operation and 4 levels of Computer Archive/History.
- 71-73 Genetic perfection. Gain 2 power points at start.
- 74-76 You have a unique body chemistry. Alcohol and mind altering drugs have no effect on you. +50 to Poison SMR.
- 77-79 You volunteered for a medical experiment when you were young and were paid 20,000cr. Something was implanted in your body, but you don't know where or what.
- 80-82 You know a wealth of useless trivia. 05% chance you will just know something that can take the place of a knowledge skill check.
- 83 Freak powers. For every 4 power points you use, you gain 1 back.
- 84-86 Extremely bad body odor causes you to have to use twice as much deodorant twice as often or suffer double the penalties.
- 87-88 Innate ability to learn languages. Fluency (3 levels) can be learned by spending only 1 point in a language.
- 89-91 You inherited your father's Wand Atohk. You come from a poor family so it isn't much (-05 Charisma when wielded) but you are proud of it nonetheless.
- 92-93 Historical weapons buff. Weapon repair skills cost -1 per level.
- 94-95 Difficulty remembering what Bi-athon does what. 20% chance you will forget and randomly activate the wrong one.
- 96-97 Grew up on the bad side of town (3 levels of Street Smarts, 3 levels of Hand-to-Hand).
- 98-99 Your Atohk is an old family heirloom, purportedly created by Master Shalorin nearly 700 years ago. A piece of it is missing, and your goal is to find it. Legend has it that the enchanted fragment was broken off during a battle in the Rift. That's where you must go.
- 100 Attacked by a Voyd. It drained one of your Bi-athons. Lose 1 power point.

KIZANTI

- 01 You are exceptionally skilled at displacement. Each level of displacement skill costs 5 instead of 7.
- 02-04 You are a wierdo and prefer the light of day to night. While this is great for your association with non-Kizanti, Kizanti see you as a freak. -20 Charisma around other Kizanti.
- 05-06 Ran track in secondary school. Increase sprint by 2.
- 07-10 You were a master at hide and seek as a child. Take 2 levels of Infiltration.
- 11-12 You can displace d4 times per day. After the first displacement of the day roll a d4 to see how many times you can displace in total that day. This changes each day. This roll supercedes the rule of two displacements per day.
- 13-15 You never quite got the hang of Eridani, and are only functionally literate (level 1).
- 16-18 Trained in the secret ways of a Shanfarin Monk. You will never take up the blade, but instead use a staff, called a Dok, made of a special stone-hard wood grown only on the Kizanti homeworld. The Dok has an 85 attack number, 100 SS, and 65 parry, and does 2-9 points of damage. For every 5 levels of skill in this weapon, you gain an additional +1 damage and -1 I.M. on top of other bonuses. It will cost 20,000cr plus a trip to your Master to explain yourself if the Dok is lost or destroyed.
- 19-21 Wanted on Naxtar for chopping up a Phentari. Why this is a crime you haven't been able to figure out yet.
- 22-23 Studied Terrot, an intense form of meditation. The discipline has allowed you to reach new levels of awareness with the universe. +10 Intuition.
- 24-26 Smarty Pants. Skipped two grades in school, so you got to take some extra classes. Start with 10 additional skill points.
- 27-29 Cousin works at local branch of "Bullet Shack." You can get any kind of munitions at 20% off (except nukes of course).
- 30-31 Your parents made you take gymnastics as a child. Now you have Acrobatics level 3. Poor you.
- 32-34 You are sterile. Better adopt a child from a third-world planet.

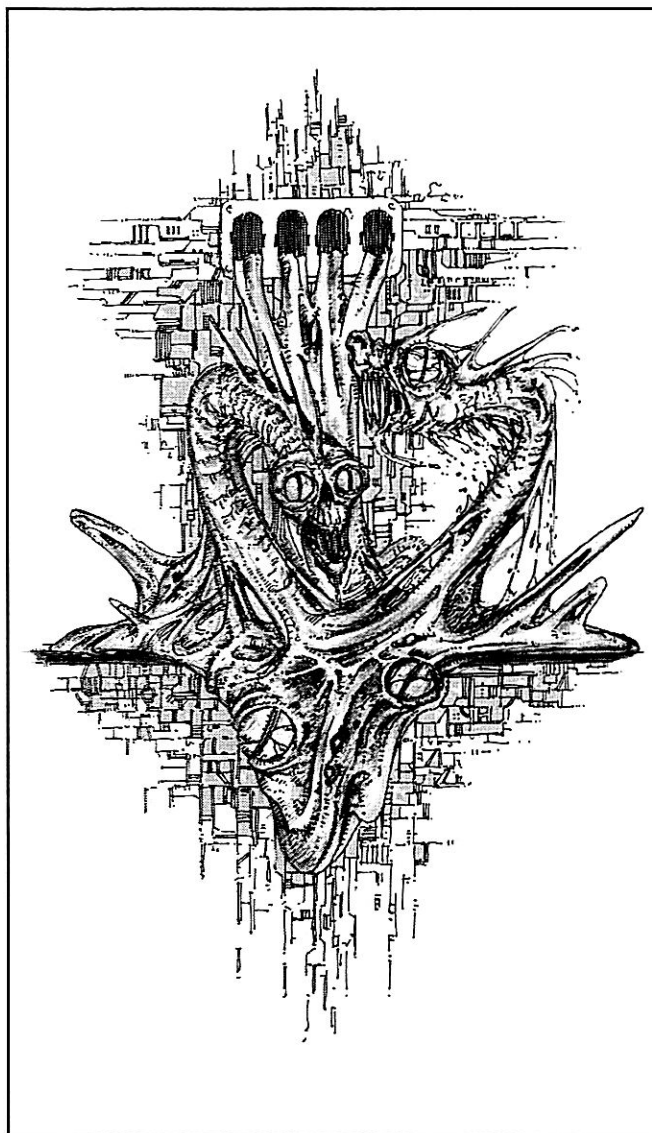
- 35-37 Suffering from severe over-aggressive tendencies as a child, you were given doses of slipstirin to even you out. It backfired; you are now quite sluggish and detached (-15 Aggression).
- 38-39 Local log toss champ. +10 Strength.
- 40-42 Angry Adonis-equivalent. +25 Charisma
- 43 During displacement, you are aware of yourself existing for a brief moment in the 4th dimension. At 9th level of displacement you gain the abilities of Soul Flight as in Body Equilibrium.
- 44-46 Not only were you born with ears, but they are huge! +10 hearing, -05 Charisma.
- 47-49 You have excellent taste and have a fine set of leather duds made from genuine Phent.
- 50-51 You sport a necklace with 3 Phentari fangs strung from it.
- 52-54 Worked on your uncle's farm as a wee lad. Take 1 level of Mount, and 2 levels of Herd.
- 55-56 Once when you displaced, you ended up nearly 100km from where you started! It's never happened again, but you worry about it everytime you displace (Battle Master: this aberation was caused by a Kizmetor in the area).
- 57-59 Congratulations, you've just won Ferronsteel's annual "Name That Sword" contest. You've been selected to receive free detailing of your sword and scabbard. A 1,000cr value!
- 60-61 Interrogated for 2 weeks by the Phena Ministry of State Security. You never broke, but your health has never fully recovered. +15 to Constitution for your staying power, but -05 to all other stats except Intuition.
- 62-63 You just reek of menace and pain. People will do what ever you say; +20 Persuasion.
- 64-65 One of your legs is shorter than the other. You need a lift in one shoe. -05 Agility.
- 66-68 Badass violencer. You are angry for breakfast, lunch, and dinner. +20 Aggression and 4 levels of Hand-to-Hand Combat.
- 69-71 You had the quibble pox as a child, and you did not listen to your mother. You popped one, and now you have a big scar on your face; -10 Charisma.
- 72-73 You did a lot of questionable inhaling in college. Never admit to it when you run for office! -10 IQ.
- 74-75 Respiratory infection as a kid; -10 Constitution.
- 76 In a fit of anger you put your hand in a chipper shredder. So far all attempts to regenerate the hand have failed; -40 Manual Dexterity. The good news is you get to pick which hand is gone!
- 77-78 In a duel with a Phentari, you said "let's settle this like men-equivalents." He said "Sure," then hosed you with a flamethrower. -30 Charisma, and -15 Agility from the extensive scarring.
- 79-80 The bank screwed up again, in your favor for a change. Take an additional 3,000cr starting money.
- 81-83 Horror! You are a gaming geek! During the day, a mild mannered mercenary, but at night you crawl into a friend's basement and geek with the latest in virtual world roleplaying simulations. Currently you are a 16th level Hegenthorp and if you can only grab the Ring of Truthful Words you'll be transported to the Lair of the Ikk! Needless to say your party members loathe hearing about any of this; -20 Charisma.

- 84 You have the warrior's Mojo and are the perfect assassin. +15 Agility, +10 Intuition, +10 Manual Dexterity, and can specialize in two weapons.
- 85-86 Jumped by street punks. The gang's Mazian almost suffocated you. You now have a severe fear of Mazians.
- 87-88 You wear the hollowed out skull of a Phentari as a hat. +20 Charisma around Kizanti and Eridani; -40 Charisma around Phentari.
- 89-90 Arthritis at an early age; -10 Manual Dexterity.
- 91-92 Clubbed in the head by a Phentari. This left you with a soft spot in your brain; -5 starting skill points.
- 93 Went into a killing rage when someone asked you for a hand-out. The result: 3 dead, 6 injured, and you with a 7 year prison sentence. You are high-strung! Increase starting age by 7 and Aggression by +35. Cannot have a credit card for 5 years.
- 94-95 Inherited dad's knife collection valued at 8,000cr. You'd never sell them as they're too much fun to use.
- 96-97 Tremendous clutz. You suffer a -10 Agility and there is a 05% chance, per attack, that you'll strike yourself during any archaic hand weapon combat you engage in.
- 98-99 Tried to kill a Phentari with his own Tenteclex laser. You couldn't tell how it worked but used it anyway and blew off two fingers on your sword hand. -15 Manual Dexterity.
- 100 Doofus. So far you've bombed out of Merc training school twice and have had trouble holding a job. You receive no bonus for Military Skills (they cost the regular amount), and your base chance to displace is 05%. -20 I.Q., -15 Intuition, and -15 Charisma.

MAZIAN

- 01 Super Mazian! You don't remember how, but it looks like you were the subject of some secret genetic manipulation test. You have a body threshold of 1 and gain a +30 to your Strength. You do not get a blue suit with a big M on the chest.
- 02-04 Being a foul little adolescent, you learned how to rumble and pphhtt just like a Ram. Chunga without the unsightly side effects (like asphyxiation).
- 05-07 You have a nervous tic. It causes your surface to ripple. Add a level of difficulty to any shape change check when you are trying to form a disguise to counteract this tic.
- 08-10 Huge! Double your size. +10 Strength and Constitution.
- 11-12 You have the uncanny ability to create a single pseudopod that can stretch for 8m! It only has an effective Strength of 10 though. Takes 2 full actions to create.
- 13-15 Learned early on how to undulate and puff in a zero-G environment. Take 5 levels of EVM.
- 16-18 Recently eaten by a Ram Python who mistook you for a muffin. You are now scared to death of Rams and have rows of bite marks on your body to prove it.
- 19-21 You are able to gain perfect chameleon-like ability at level 5 Shape Change.
- 22 Deprogrammed assassin. You were kidnapped and turned into a deep cover assassin by the Rebels. A trigger phrase would activate your programming, causing you to become

- solely obedient to your Rebel masters. Your Chatilian target was able to sniff this programming out and stopped you. He damaged your mind in doing so. -15 I.Q. Also, the authorities are not quite convinced they eliminated all of your programming ...
- 23-25 You have an unusually sticky skin surface. Unsightly to other Mazians (-10 Charisma), but very useful for climbing. +25 on all Climbing checks.
- 26-28 Portrait painter. Your work is very good, and you can make extra dough in a pinch by setting up shop on a busy street corner and sketching people's portraits. Take 8 levels of Painter.
- 29-30 Grew up on the mean streets of Taos 4. Take 4 levels of Pick Pocket, 2 levels of Survival (Urban), and 4 levels of Street Smarts.
- 31-33 Nearly froze to death in an avalanche. -15 Agility from the extensive frostbite scarring.
- 34-36 Busted by the vice squad for performing particularly lewd services. You have a police record and are known on the street as Drippy the Hopping Orifice. You're a "deviated prevert."
- 37-40 Extra sensitive neural-net. +20 to your vibration sense.
- 41-43 You have an Internal Flex Network.
- 44-45 Learned at an early age how to spew rocks out of your body. You use grenades now. Take 4 levels of Throwing.
- 46-48 Have an unusual resistance to radiation. +15 to your Radiation SMR.
- 49-51 You are a Speeding Blob. Your movement is 04/02/16.
- 52-53 You have yet to get the hang of your voice emitter. Your language is effectively at only level 1. Pythons can understand you completely, however.
- 54-56 Terrible shot. -10 to any ranged attack.
- 57-58 Enjoy oozing over a blob of clay and using your whole surface to create interesting forms. Take 4 levels of Sculpture (treat as Painting skill).
- 59 You are able to split yourself into two separate pieces. Each half's neural net continues to be linked so you can control both pieces simultaneously. Each piece has half the stats (body points, weight, etc.) that the "whole" you has. You can stay in your "dual" mode for no longer than 4 hours, otherwise a random one of the halves dies permanently, and you are just a half-Mazian permanently.
- 60-62 You've absorbed an Ear Transceiver and a Mini-camera.
- 63-65 Something is wrong with you. Your skin has a mottled pinkish appearance and it's very difficult to use any chameleon ability. Anytime you attempt to change color increase the Shape Change level check by 2.
- 66-68 Very sensitive vibration sense. Range extended to 150m.
- 69-71 Poor vibration sense. Range reduced to 50m.
- 72-74 Aargh! A vial of Mega-Glue burst inside you! You will be at -30 Agility for a month as it slowly wears off.
- 75-76 Extrasensitive sonar. You can distinguish shapes out to 300m.
- 77-78 Lame sonar. You can distinguish objects only out to 200m.
- 79 Once, when desperately hungry, you absorbed the wrong plant for nourishment. The doctors were baffled as you slowly wasted away from the plant's poisonous effects. It eventually ran itself out of your system, but not after ravaging your health. Lose -15 Constitution, -05 Strength, and -05 Agility.
- 80-82 Recently budded off some kids. They are constantly asking for money. Send them 500cr total per month for 4 years.
- 83-85 Whiz with the keyboards. You are an accomplished shimani artist (Orion version of the pipe organ). Take 10 levels of Music. It is also useful for using computer keyboards. +10 to checks when using such a computer interface.
- 86 Mimic par excellence. Start the game with 8 levels of Shape Change and 4 levels of Disguise.
- 87-89 For an unknown reason you and cybernetics don't work together. You are unable to use any cyber implants.
- 90-92 Exceptional light sensitivity. You can see things out to 10m.
- 93-95 You have a talent for replicating textures. All Camouflage and Disguise checks are at a +20.
- 96-97 Begin the game with 4 contacts instead of 2.
- 98-99 High metabolism. You eat constantly. You need double the normal amount of rations to stay healthy.
- 100 You do not remember any of your life prior to 2 years ago. On a routine physical, doctors discovered that your cells were extremely old, nearly 500 years, yet your body had all the stamina and health of a 20 year old. You also exhibit strange



mental abilities. Start with 5 power points and the Empath Stun and Mutzachan Finger Laser matrices (Finger Laser can be activated on up to 3 pseudopods simultaneously, each using an appropriate power point amount. Use multiple weapon modifiers for to-hit penalties). You seem to be unable to learn any more powers, but you swear there are Danes talking to you in your dreams.

MISHA

- 01 Your innate awareness of what is about to happen is especially strong. Begin the game with 3 levels of Alertness.
- 02-05 Picture of health. Begin the game with 1 level each of Strength and Agility.
- 06-08 You frequently dream of rain while sleeping. 35% chance to wet yourself (-30 Charisma till cleaned up).
- 09-10 You won a StrikeForce body computer in a Kwik Kake Kontest!
- 11-14 You have frequent nightmares while sleeping.
- 15-17 You were recently robbed at knife point by a Furbl. Lose 200cr from starting money.
- 18-19 Your late uncle, a pyromaniac, left you his cache of A2 disposable flamethrowers. After discarding those which you suspected were used in arsons, you have 7 flamethrowers left.
- 20-21 You used to run a fortune telling scam. Start the game with an extra 1,000cr.
- 22-25 Your dream powers are especially acute. Begin the game with 1 level of Scrying.
- 26 You were once an avid swimmer. However, while skinny-dipping on the pleasure planet of Ros 4, a Python Lizard in a personal watercraft ran into your near-invisible body. You were barely saved from drowning, but the accident cost you your left arm. Begin the game with only 1 arm, -50 Man Dex, -08 Agility, -05 Constitution, and 3 levels of Swimming.
- 27-30 You frequently dream of verses and songs. Begin the game with 3 levels of Poetry and 2 levels of Singing.
- 31-35 Two of your wives were killed in the war against the Krakeds.
- 36-40 The last 5 days of every standard month, your clear skin turns slightly pink and rosy. You get very irritable during this time (+05 Aggression, -05 Intuition while pink).
- 41-43 You possess the amazing ability to project your nightmares. This effectively allows you to generate a Fear matrix (Empath bracket 1) once per day.
- 44-45 Clubbed in the head during a mugging. Lose 3 points of I.Q. and 250cr.
- 46-48 You snore loudly while asleep.
- 49-50 Worked as an assistant holo installer. Take 3 levels of Holo Installer and 1 level of Electronics.
- 51-53 Avid target shooter. Start the game with 3 levels of Beam Weapons skill and an OLC-Pistol.
- 54-55 A laser pistol had a critical malfunction while you were target shooting. Your hand was "mangled." Start the game with 1 level of Beam Weapon skill and -05 Manual Dexterity.
- 56-58 You find animals fascinating and keep several pets at home.
- 59-60 When you were young, you were wading in the ocean when a rare Zecon jellyfish tried to mate with your little clear foot. The venomous jellyfish did a lot of damage (-03 Agility permanently).
- 61 You suffer from "The Vanishing." Whenever you use a Misha Dream power, roll percentile dice. On a 100, you are instantly transported to the nearest shade world (this is typically 50-100 parsecs away). There is a 75% chance you will return in d4 hours.
- 62-65 You have 10 wives. The constant "work" has kept you in top shape. Begin the game with 1 level of Agility skill and 1 level of Strength skill (+03 to each stat). However, you must spend at least an additional 1,000cr/month to support your large harem.
- 66-68 Fluent in Xarian (level 3 language skill).
- 69-70 You were once involved in a spaceship crash on a remote tropical planet controlled by the Krakeds. Amazingly, you survived the crash as well as 5 months in the hostile wilderness. Begin the game with the following set of skills: 2 levels of Archaic Hand Weapon (spear), 2 levels of Climbing, 3 levels of Stealth, 5 levels of Concealment, 2 levels of Cooking, 3 levels of Set Traps, and 5 levels of Survival (Tropical).
- 71 You were captured and tortured by Krakeds after your spaceship crashed. Lose 7 points of Constitution, 5 points of Agility, and 10 points of Aggression (they broke your spirit).
- 72-73 Skilled chemist. Take 5 levels of Chemistry skill.
- 74-75 Three of your wives divorced you. Lose 30% of your salary for the next five years.
- 76-78 Trained paramedic. Take 2 levels of Basic Medical and 2 levels of Paramedic.
- 79-80 You own a Mini Video Camera.
- 81-83 You only have 2 wives but you are looking for more.
- 84-85 Often, you dream that you are being stalked and killed by a Demon Morg. One day, you know it will come true.
- 86-87 You suffer from terrible itching problems every few days. The itching lasts for hours at a time.
- 88-90 Caught a sexually transmitted disease and gave it to all of your wives. Treatment cost you 1,500cr.
- 91-92 You have always carried a Taser for self-defense. Take 1 level of Direct Fire skill and begin the game with a Taser.
- 93-95 Skilled in Life Module Management. Begin with 5 levels of skill.
- 96-98 Victim of malicious ARM experimentation. You have scaly skin and you walk with a limp. -05 Charisma and -05 Agility.
- 99 ARM agents kidnapped you for experimentation. The experiments were successful. Somehow, you managed to escape before they could terminate you. You automatically start with 10 body points (before constitution modifiers) and you possess an innate 1 point body threshold. In addition, your Chemical and Poison SMRs are raised to 45. You also begin the game with 3 levels of Escape. Naturally, ARM is looking for you.
- 100 The Krakeds hit your home city with a massive chemical attack. Everyone in your family, including your wives, died in the attack. You survived ... barely. Lose 12 points from each vital statistic. Begin the game with a GM-4 gas mask.

MUTZACHAN

- 01-03 Excellent scholar. All Academic skills cost 1 point less.
- 04-05 You learned the Light matrix early in your education.
- 06-09 You have a specially insulated BS-2 laser pistol.
- 10 You are unable to generate matrices. Starting skill points are at +30, and your experience isn't halved as you advance. You may want to consider a career in the sciences.
- 11-13 You are the Mutzachan Headbutter From Hell! Take 4 levels of Hand-to-Hand skill. You always wear your white headband!
- 14-16 Naïve. You think the whole world must be like the laboratory. -10 to Intuition. Street Smart and Survival (Urban) cost 1 point more than usual.
- 17-19 You studied Alien Technologies in school. Take 2 levels of Alien Technology skill.
- 20-22 You come from a long line of Ionization Engineers and have a sense of the fundamentals. Take one level of Electronics, one level of Hydraulic Engineering, two levels of Nuclear Engineering, and one level of Ionization Engineering.
- 23-25 You're a Combat Mutzachan kinda guy. +10 to Aggression, and 7 points of physical skills.
- 26-29 Expert on the effects of radiation. Take 5 levels of Radiation treatment skill.
- 30-31 You babble so much it's annoying, even to other Mutzachans. -10 Charisma.
- 32-34 You were given your choice of an Amperon or an Electronic Tool Kit as a present by your Uncle Tymok.
- 35-38 Hardy constitution. +20 to SMR versus Disease.
- 39 A close relative of yours is a member of the Vision of Eight.
- 40-43 A wiseguy Ram Python decided your head would make a good drum. He beat on it so hard your head is still reeling. -10 Agility due to inner ear imbalances.
- 44-45 Unusually resistant to radiation. Even intense radiation only has half the normal effects on you.
- 46-49 Scholarship. Take 10 points of science skills.
- 50-52 One of your relatives works at an armor repair station. You have the chance to pick up any suit of armor for only half price (a steal!).
- 53-54 Wise beyond your years. +10 to Intuition.
- 55-57 Powerful personal energy field. Non-insulated electronic equipment tends to act weird around you (lights burn out, computers short circuit or start spitting out random data, etc.) There is a 10% chance of this whenever the Battle Master deems it would be entertaining.
- 58-59 You maintain contact with your old Engineering professor. He can get you science-related equipment for 25% off the list price.
- 60 You wield great power for one so young. Begin the game with 3 additional power points.
- 61-63 Absent-minded. You can remember the equation for acceleration of tachyons through a magnetic field, but tend to forget what day it is.
- 64-66 You're a Turpentine Junkie. You can't get enough of it! (Remember, kids ... just say "No" to paint remover!)
- 67-68 You have a Cracker body computer.
- 69-71 You have an unusually well developed brain and cranium. +10 to IQ, but helmet costs are doubled. Mutzachans of the opposite sex find this attractive.
- 72-73 Excellent focus. All matrix ranges are increased by 10%.
- 74-75 Your Mentor taught you a new matrix which he developed. (Consult your Battle Master for details of this matrix.)
- 76 Freakish power. Heavy armor does not interfere with your ability to generate. However, your armor does need to make an EMP SMR each time you generate, or any electronic armor options are fried by the intense energy signature.
- 77 You talked with a Dane once. The encounter left you with new insights into the workings of the universe. +15 Terrestrial Knowledge.
- 78-79 You are a human (Mutzachan) calculator. You can do equations with lightning quickness.
- 80-82 You loved to tinker as a child. Take 3 levels of any one Repair skill.
- 83-85 You're an energy glutton. Any time you are presented with the opportunity to drain an energy source, there is a 10% chance that you will do so, whether you should or not. (The exception to this is if you would definitely die as a result ... like draining the containment field on a spaceship's ion drive.)
- 86-87 Fat. +30 pounds to base weight. -10 Agility and -5 Constitution.
- 88-90 You love gadgets and tools with a passion. You spend at least 10% of your income on new widgets. However, the plus side of this is that you have enough tools and gizmos to give you a +10% to any engineering check. You love talking shop with Goola-Goolas!
- 91-93 Fast student. You learn an additional 1-2 first level matrices at the start of the game.
- 94-95 Trained by Markuss the Mutzachan. All SMRs against your matrices are at -15.
- 96-98 You have a Street Clothes robe (same stats as a Beleatox).
- 99-100 Faulty generation. You can't generate matrices in any armor!



ORION ROGUE

- 01-03 You were a die-hard boozier by the age of 14. You spend at least 200cr a week on drink.
- 04-05 Mom gave you a set of professional lockpicks for your birthday.
- 06-08 You developed great skill as a cook while still young. Take 10 levels of cooking.
- 09-11 Grew up in a bad part of Taos City. Take 3 levels of Hand-to-Hand skill and 2 levels of Street Smart.
- 12 You were a member of the Alliance-famous band Orion Blue. Take 9 levels of Musician skill and +05 Charisma.
- 13-15 You already have a long and varied police record. You may never hold high government office. Your initial credit rating is only 0.5.
- 16-17 You hotwired an Air Scooter that was left unattended.
- 18-20 You're a compulsive practical joker. If you see a chance to play some dumb prank, you should do it. (Battle masters are encouraged to award bonus experience for in-character play!)
- 21-22 You excelled at sneaking as a youth. Take three extra levels of Sneaking.
- 23-24 Your family has connections to the Kismet pirate clan. You have an extra contact with this clan.
- 25-27 Incredible fashion sense. +10 to Charisma.
- 28-30 Gee, somebody just left their wallet lying around. Funny ... hey, look, it has 5,000cr in it! Maybe I should turn it in? NOT!
- 31 You have an uncle in the Silk Lambs.
- 32-33 You have an access card to a Bohemian class starcruiser. Now if you could only figure out which one ...
- 34-36 You are incredibly well connected. All connections have a +1 to their strength.
- 37-39 You have a rival. The two of you always seem to wind up in the same places, and constantly try to outdo each other.
- 40 Well, you thought it was funny! But the Eridani ambassador whose personal warcruiser you painted pink wasn't so amused. He and his guards don't know who did it yet, but ...
- 41-42 You got roaring drunk at a party with an attractive member of the opposite sex. He/she turned out to be a cybernetics engineer, and took you on a tour of the lab. The next morning, you woke up with the worst hangover of your life, a lock of hair, and 20,000cr worth of cybernetic implants, determined by the Battle Master.
- 43-44 You're hooked on Blue Cocaine!
- 45-47 The captain of a starfreighter owes you a favor. He's promised to give you a lift the next time you need one.
- 48-49 You're missing three fingers on your right hand from the time you tried to pickpocket a Phentari in a good mood (he let you off easy.) -15 Manual Dexterity.
- 50-51 You lifted a mercenary's Night Stalker pistol from its holster while he was drunk.
- 52-54 You're a sneaky little weasel. Take 2 levels of Stealth and 2 of Concealment.
- 55-57 You have a reputation for outrageousness. You jump into situations first and think later. 10% chance to just act without stopping to think in a stressful situation.

- 58-60 Wiseass. -10 Charisma.
- 61-62 You've already been around the galaxy a couple times. +10 Terrestrial Knowledge and 2 levels of Identify Vessels.
- 63-64 You got hold of a Super Plas grenade from who knows where.
- 65-67 You have the gift of the gab. Take 4 levels of Persuasion.
- 68-70 Car thief. Take 2 levels of Pick Locks and 2 levels of Drive Automobile.
- 71-73 You're a walking hormone. You hit on anything that moves and is of the opposite sex.
- 74-75 You have a reputation as a narc. -10 Charisma to other Orions.
- 76-78 You mix killer drinks! You can get work as a bartender nearly anywhere.
- 79-80 When you pitch a tent, it is bigger than most. +10 Charisma with the ladies (if character is female, you simply have that certain something +10 Charisma).
- 81-82 Your parents were merchants, and you helped run the family business. Take 2 levels of Business Management and 2 levels of Bartering.
- 83-85 You idolized Zac MacBlaine, the main character of the "Zac MacBlaine, Laser For Hire" holoseries, as a child. You imitated his every action. Take a level of beam weapons skill to reflect all those hours spent playing with toy guns.
- 86-87 A bad trip left you prone to flashbacks. You have a 05% chance to have a flashback and freak out in stressful situations.
- 88-90 You love maps. Take 3 levels of Navigation (Land) and 1 level of Mapping.
- 91-93 You collect false IDs. Take 25,000Cr worth. (see *No Man's Land*)
- 94-95 A relationship with a tattoo artist left you with 4-9 distinctive tattoos on random parts of your body.
- 96 You were made an honorary Moig Dua for a great service you did one of them.
- 97-99 You drive like a bat out of hell! Take 8 points of piloting skills.
- 100 You're a wanted Galactic fugitive. Good going, slick!

PHENTARI

- 01-03 You take pride in your knowledge of the pressure points of sentient beings and ways to inflict pain. You start with two levels of Biology.
- 04-06 Training with the Doka. Take 3 levels of skill in this weapon.
- 07-08 You showed exceptional ruthlessness and cunning as a child. One of your elders predicted great things from you ... and then took a shot at you with his Colt Anaconda to prove his point. You survived, and he gave you the pistol he shot you with as a gift. -05 Agility from the damage.
- 09-11 You learned the Orion tongue as a child (3 levels).
- 12-14 You detest Gen-Humans (too stringy!) and think that they should be eradicated.
- 15 One of your tentacles was shot off. It regenerated as two smaller tentacles branching off from the main limb, a very rare mutation. Instead of being able to hold one item of up to encumbrance 6, this tentacle can hold 2 of up to encumbrance 3 each. Armor costs you 33% more for custom fitting.

- If this tentacle is shot off again, there is only a 02% chance that it will fork again.
- 16-19 You know how to be scary while asking questions. Take 2 levels of Interrogation skill.
- 20-22 You were given a Dward. It has hidden pockets in the lining (effectively level 5 concealment for small items).
- 23-24 You got a Methane Injection Port as part of the spoils of an extortion racket of which you were part.
- 25-26 Your eyes are unusually far apart. -1 bonus to initiative rolls for superior wide-angle vision.
- 27-29 The brother of an Eridani you killed has vowed to slay you or die trying. He is currently hunting you down.
- 30-31 You came up with a tasty new recipe for Phent Morsels. The company bought it from you for 2,000cr.
- 32-34 One of your relatives tried to kill you. You proved superior, and killed him instead. You took a box of mercuric rounds from his dead body.
- 35 You just received approval on your Class 1 Bounty Hunter's license application. You will get the license in 2-8 weeks. There is a processing fee of 1,000cr due.
- 36-38 Trained in the ways of creative chemistry. Take 3 levels of Poison skill.
- 39-40 Your Tza Zen buddy offers to try out his new version of Essence Transfer on you. If you agree, make a Biological SMR. If it succeeds, you gain 2-20 points of Strength and Constitution. If it fails, though, you die (... oops. Back to the drawing board!)
- 41-43 Wanted for a crime you didn't commit. (All the crimes you did commit were too well planned for you to get caught.)
- 44-46 You beat up another kid at school and took his lunch money ... for seven years running. It comes out to 1,500cr total.
- 47 You can't stand the taste of Human. It makes you violently ill.
- 48-50 You served as cabin boy on a Phentari frigate, and picked up a few tricks of the trade. Take 1 level of Emergency Damage Control, 1 level of Identify Vessels, and 1 level of Operate Transporter.
- 51-53 Conscripted into the Phentari military. You served well and effectively. Take 7 points of Military or Weapons skill.
- 54-55 You have a large skull collection, and carry your Skull Polisher with you everywhere you go.
- 56-59 Shot by one of your schoolmates with whom you had a rivalry. The wound had some lasting effects. -8 points of Agility, -5 points of Constitution.
- 60 You once met Jaquassarious Phentari. The encounter left you permanently changed.
- 61-63 You hate stand-up fights, preferring to get the drop on your opponent. -10 Aggression.
- 64-65 You were apprenticed to an explosives expert. Take 3 levels of Demolition skill.
- 66-69 You do not fear death. +10 to Aggression. SMRs against fear are at +30.
- 70-73 Gourmet Chef. You know 1,001 ways to serve mankind. Take 5 levels of Cooking skill.
- 74-76 You are a member of a powerful clan. There is a 10% chance that they can get you out of trouble on any Alliance world other than an Eridani one.



- 77-78 You are part of an arranged marriage. Your spouse-to-be is a Class 3 Bounty Hunter.
- 79-81 You project an aura of malevolence. -20 Charisma.
- 82-83 An Orion friend has promised you he can get you "hooked up" on the Black Market for 5,000cr.
- 84-87 You receive 500cr a month from successful blackmail schemes.
- 88-89 Your favorite weapon is the Ptfang. You begin the game with Ptfang specialization.
- 90 You picked up an Adrenal Implant somewhere during your youth. Currently, it has 3 1-minute adrenal bursts left.
- 91-92 A Kizanti marked you for elimination. So far, he has made three failed attempts on your life, displacing away before you could catch him each time.
- 93-95 You enjoy torturing helpless beings, and will go out of your way to do so.
- 96-97 Your exceptional cruelty has made you many enemies. They tend to turn up at the worst times.
- 98-100 You have a Pocket laser pistol which you consider to be your lucky weapon. You will try to finish off opponents with this weapon whenever you can.



PlayerTip:

While playing a Phentari it is difficult to remember that your character can see in 360°; turn your back while spying on a target; look up into the trees without moving as you lie prone; pick a door lock while you stand in front of it, facing out.

PYTHON LIZARD

- 01-03 Remarkable lung capacity. You can hold your breath for double the normal amount of time.
- 04-05 Your parents were in the military, and had to spend time away from the oceans. You were stuck going with them. Still, you did learn a thing or two. Take three levels of Survival in any one environment.
- 06-08 Thick-skinned. You have a Body Threshold of 3 rather than 2.
- 09-10 Your older brother showed you more than one way to skin a cat. You inflict two extra points of damage per attack when in hand-to-hand combat with Cizerack.
- 11-13 You have a Core static pistol, specially waterproofed and with an improved containment field. It fires at no penalty underwater.
- 14-15 Good vision. Your normal vision penalty is halved.
- 16-18 Your family stressed honor. As a result, you are highly honorable (+10 to charisma), but would sooner die than tell a lie—even a little white lie.
- 19-20 You're a fishing god! Take 3 levels of Survival (Aquatic) and 2 levels of Piloting (boat).
- 21-23 Your face is heavily scarred as a result of your battle with a Takmah (shark-equivalent). This gives you a -20 Charisma to most races; however, Python Lizards will recognize the scar and its significance. You have a +20 Charisma to other Python Lizards.
- 24-26 A couple of Ram Pythons jumped you. The break in your left leg never quite healed right (-10 Agility).
- 27-28 Dad believed in the TNT school of fishing (ka-BOOM!) Take 3 levels of Demolitions.
- 29-31 You're a clumsy swimmer (-2 levels of swimming). Any other Python Lizard who sees you swim is going to rag you for it!
- 32-34 Your grandfather was one of the finest coral sculptors of his time. You have a Toma he crafted, a masterpiece; it has a system shock of 99. You treasure this weapon above all others.
- 35-37 Racism: You can't stand those whiny little Chatilians. You don't trust 'em. And you're sure not going to let any of 'em get near you.
- 38-40 During the annual wrestling tournaments your clan holds in the shallows, you got lucky and pinned the local champion. After soundly thrashing you in the next two falls, he taught you a thing or three about wrestling. Take two levels of Hand-to-Hand skill.
- 41-42 Strict carnivore. Your daily intake of food must be in meat of some sort or another.
- 43-45 Throwback. You have webbed hands and feet. Your movement rates on land are all at -1; however, your swimming speed is 150% of normal. This carries no social stigma; you are just considered "close to the water."
- 46-47 The tribe shaman took you under his wing. He taught you a lot about Mother Sea. Take 5 levels of Theology.
- 48-49 Took a shot from a wandering Ram's Ioken. Your left shoulder still gives you twinges every so often. However, you beat your assailant to a pulp and took his weapon, plus 6 bolts.
- 50 You are a member of the famed Black Water clan; your hide is so dark as to be almost black. You are regarded with superstitious awe by Ram Pythons, who see you as "sea demons" with mystical powers.
- 51-53 Cliff diver. Take 2 levels of Mountaineering.
- 54-55 You have a fear of being out of hearing range of the water. When you can't hear the ocean, you are at -05% to all skill checks, due to extreme uneasiness.
- 56-58 Your older brother was a member of the Galactic Stormtroopers, and you used to listen to his stories with eager ears. You learned a few things about the galaxy. +10 Terrestrial Knowledge.
- 59-60 Sensitive to temperatures. -05 to SMRs against Fire and Cold.
- 61-63 You suffer from Kashtem-kal, a Python Lizard disease based on a susceptibility to the lower pressures above sea level. If you spend more than 24 hours entirely out of water, you are prone to paranoid delusions, and will begin to suspect that your friends are really out to get you.
- 64-66 Your mother and father were kelp farmers, and raised many strains with medical uses. You helped out around the farm. Take 2 levels of Basic Medical and 2 levels of Botany.
- 67-69 Light sensitive eyes. Sudden changes in illumination have a base 20% chance to blind you for 1-10 rounds.
- 70-71 Your claws are exceptionally keen. +1 point of damage in hand-to-hand combat.
- 72 Vestigial gills allow you to breathe water for up to 1 hour a day.
- 73-75 You love nothing better than to just find a nice, dark, still pool and float, exploring your inner self. Take 1 level of Body Equilibrium.
- 76-77 Did a tour of duty as part of the Clan Guard. You were assigned to man one of the stationary gun emplacements. Take 2 levels of Missile gunnery.
- 78-80 You have a tendency to snarl when you're thinking. This is pretty scary to those who don't know you! -10 Charisma.
- 81-82 Your skin is unusually delicate. You have no personal body threshold!
- 83-85 You used to spend a lot of time out in the deeps, exploring waters that nobody else dared swim into. Take 3 levels of Scouting.
- 86-87 A Cizerack with a sick sense of humor once filled your armor with Blood Salt. You still have the scars this little "joke" caused, and you intend to take it out of the hide of every cat you run into.
- 88-90 You spent several summers working at a harbor facility, helping direct ships. Take 1 level of Navigation and 2 of Traffic Control.
- 91-92 Deep sea assault commando. Take 2 levels each of SCUBA, Stealth, and Demolitions.
- 93-95 Your clan made its home near a huge, sprawling complex of sunken ruins which fascinated you. You spent endless hours exploring them. Take 3 levels of Archaeology.
- 96-98 You were apprentice to the clan storyteller. Take 3 levels of Bard and 2 of Singing. You can recount the entire history of your clan.
- 99-100 Good with your fingers. Your Manual Dexterity only suffers a -10 penalty, instead of -25.

RAM PYTHON

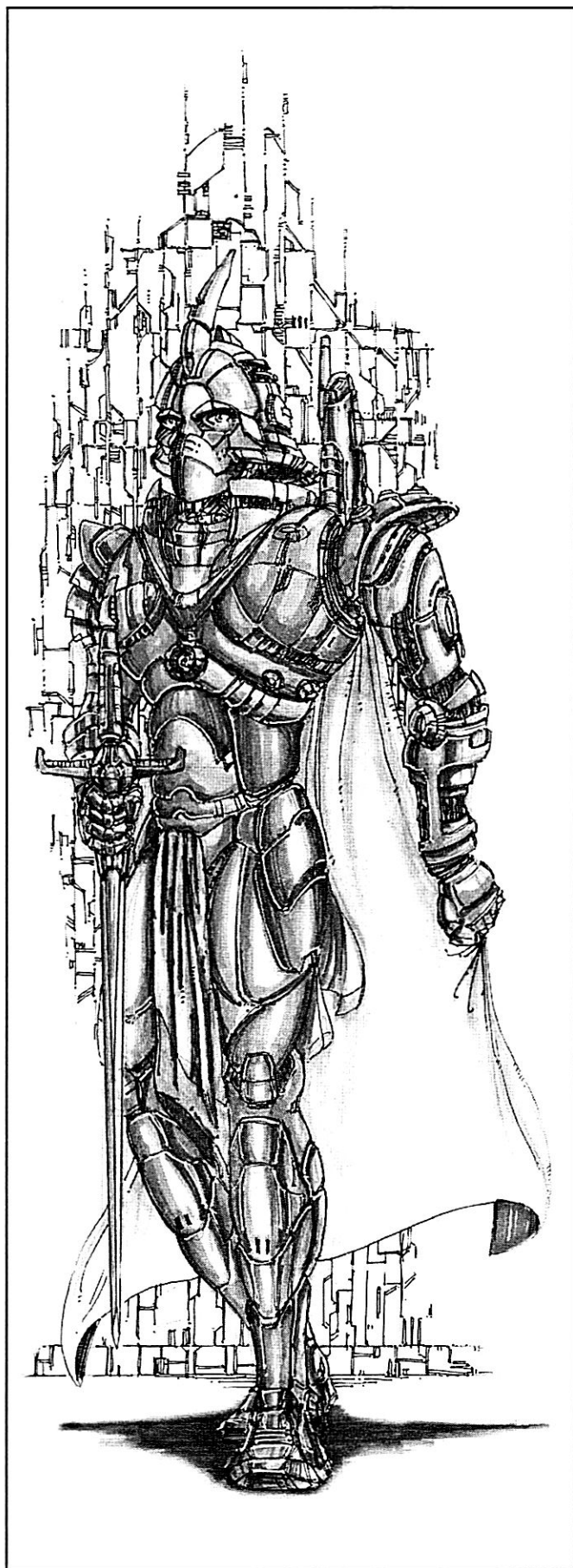
- 01-04 You loved playing Thok (sort of like baseball, only a lot more violent) as a child. You were a deadly shot with the ball, and could drop members of the opposing team with it. Take 5 levels of Throwing skill.
- 05-08 You love loud noises! 10% chance to cheer enthusiastically whenever a loud noise (such as an explosion) occurs near you.
- 09-10 Your adrenal system produces unusually large amounts of Danjuine. +10 Aggression.
- 11-12 Your father was a member of Mense, a peaceful, scholarly Ram movement. You are deeply shamed by this, and feel the need to prove yourself as a warrior.
- 13 Your father was a member of Mense, and brought you up to share his beliefs. See the *Battlelords* rulebook for details.
- 14-15 Your tribe dwelled near one of the great volcanoes, and all the young warriors would make a trip to the summit every year. You earned great distinction by always coming back unscathed. Take 3 levels of Mountaineering.
- 16-18 You have an M-60 machinegun, one of your favorite weapons. Little bits of the Cizerack body mount harness it was once attached to still dangle from the bottom...
- 19-21 Chunga master! +10 Charisma to Ram Pythons; -10 to the rest of the known universe because of the foul fumes you emit!
- 22-23 Schooled in the art of tail-fighting. You get one additional attack with your tail per round.
- 24-25 You displayed cowardice in the face of battle, and were cast out of your tribe as a result. You may be readmitted only when you have slain 50 opponents in honorable combat.
- 26-28 You show great promise, and the path to your treehouse already has four Bya To (blocks of marble) set in front of it. +3 starting contacts.
- 29-32 You're puny. -20% to your height and weight; -05 Strength. Other Rams make lots of "short" jokes around you.
- 31-33 Arm-wrestling champ of your tribe! +05 Strength.
- 34-35 You're a deadly shot with an Ioken. +10 to hit with this weapon.
- 36-38 Your older brothers used to beat you up a lot. The broken bones all healed right ... mostly. -05 Agility.
- 39-40 You tend to eat a little too much Agar between meals. You're fat! +100 pounds weight. Anyone who calls you "Fatso" gets sat on!
- 41-43 You love tattoos, and have dozens of them. This makes you look positively fearsome, not to mention drawing the women like flies but forget about ever blending into a crowd!
- 44-45 Nobody swings a Thwack'em Stick like you do. Take 3 levels of Archaic Hand Weapon (Club).
- 46-48 Your Mazian buddy taught you how to speak some of their language. It looks pretty strange, a 10-foot lizard sitting there grunting and pounding on the ground!
- 49-50 You're HUGE! Your height is automatically 10 feet; +1d10x10 pounds weight. Smaller creatures (just about everybody!) have a tendency to get out of the way when they see you coming.
- 51-53 You found out that grenades aren't for catching ... the hard way. You're missing your left hand; -50 Manual Dexterity.
- 54-56 The chief of your clan has appointed you a member of his personal guard. This is a great honor (+10 Charisma to other Rams) but you are on call at any time to serve your chief.
- 57-58 Long practice at chasing Pythons back into the water has made you a pretty decent swimmer. Take 3 levels of Swimming.
- 59-60 You have an impressive collection of Cizerack tails, which you like to hang from your armor as decoration. Most Cizerack who see this will attack you on sight. You think this is pretty stupid of them, seeing how many tails you already have ...
- 61-63 You collect grenades. Take 5, worth no more than 250cr each.
- 64-66 You're missing teeth. Maybe you shouldn't have tried to kill that robot by biting it. Your bite does 2 points less than normal.
- 67-68 Member of a Python Thrash band. Take 3 levels of Music and 1 level of Hand-to-Hand (the mosh pit gets downright nasty at Python concerts!)
- 69-71 Combat Chef. Take 5 levels of Cooking. You can find employment at Pitts, at a starting salary of 24,000 credits/year.
- 72-73 Impulsive. -1 bonus to initiative, but you must make an Intuition check to avoid rushing into questionable situations.
- 74-76 Trained with the clan shaman. You know most of the rites of daily life, and are a trained chanter. Take 1 level each of Theology and Bard.
- 77-78 A dispute with a Gen-Human got nasty, and you accidentally squished him. You know it wasn't your fault, but it left you with a criminal record. You may never hold government jobs.
- 79-81 Spent time as part of a tank crew. Take 3 levels of Pulse gunnery.
- 82-83 You sneak down to the library at night, when nobody else is around. +10 to IQ ... but if any of your buddies ever find out, you'll never live it down!
- 84-87 Impressive-looking scars cover your body, the result of many early battles.
- 88-90 You are a skilled stonemason, with a detailed understanding of the properties of different stones. Take 2 levels each of Sculpture (treat as Painting) and Geology.
- 91-92 Your crest glows unusually hot when you are angry ... so hot that you do additional damage with your tail (+1 point.) +10 Charisma to other Rams, who believe that the Volcano God has favored you with a bit of his own power.
- 93-95 A Goola-Goola let you talk him into giving you a cyber-eye. The quality is questionable. Half of the time, it works, giving you zoom telescopic vision and nullifying your sighting penalties ... the other half, it doesn't work at all (-50 Sighting modifier)!
- 96-97 Dad left you his Bear armor. However, it's still sorta banged up from the fight which resulted in the inheritance. 1-10 points of damage to each of 3 random locations.
- 98-100 You're loud! -10 to all stealth checks, but you can make your voice heard over almost any crowd.

SYE-MEN

- 01 You visit your homeworld just before the passing of your father. A man of no little renown, he asks you to carry on his work. To assist you, he gifts you with his Aaginato, worth over 150,000cr.
- 02-03 In following tradition, after mating with your lady friend you are slain and resurrected by her. She nearly loses you but manages to bring you back at the last instant. Sadly, complications arise from the botched resurrection and you lose 1d4 Constitution points.
- 04-05 It may be your approach, but for some reason whenever you generate Speak With Dead the corpse is decidedly unfriendly. Your base chance for successful communication is lowered to 25%.
- 06 While still young, you were beseeched by a group of people to help a young man who had just passed away. Calling upon your skills you resurrected him successfully. You later learn he was a member of ARM and was responsible for poisoning a planet's atmosphere, causing billions of deaths. You vow to never again use your power. Begin the game with all normal skills except Palm of Resurrection.
- 07-10 While stumbling around a battlefield you trip over a whole mess of BRIs (1d6).
- 11-12 Due to your wandering about on Taos 4 you have picked up some of the local flavor. +10 Bargaining.
- 13-15 You have managed to transcend the boundaries of race and maintain a close relationship with a Zen Rigel. You may consider him a viable mentor if you ever decide to learn Healing matrixes.
- 16-18 Due to your origins, you hold specific knowledge concerning the Motaran Rift. You learn that several Mutzachan are looking for you.
- 19-20 You've got the mojo working overtime! Not only are you irresistible to the opposite sex (your race only, pus-boy. Have you looked in the mirror?), you have extra potent sperm, virtually guaranteeing offspring. Due to these factors, any female Sye-Men in the area will not take no for an answer.
- 21-23 You sleep funny, even for a Sye-Man. You spend an extra 15 minutes before beddy-bye time arranging everything just right, so you can get a decent two hours.
- 24-25 You don't believe in fate, but someone is definitely messing with you. Reduce the Malfunction Number of any weapon you use by 10.
- 26-28 You like to eat facedown on the ground, with your meal underneath your head. While this makes no difference to you, other party members think it's gross.
- 29-31 Skeletons are supposed to be thin. But not you! You're a big fat slob. You must spend extra time and resources securing enough food to keep you happy, otherwise you grumble continuously.
- 32-34 Your ability to focus is uncanny. When invoking Palm of Resurrection, you gain a +15 modifier to your System Shock roll.
- 35-36 Begin the game nearly 1,000 years old. This affords you both the respect of all younger Sye-Men and an Elder contact (200,000xp NPC).
- 37-39 Your disquieting nature and naturally deep and soothing voice somehow convinces people to confide in you. Take 3 levels of Interrogation.
- 40-42 The elders in your society tutored you in the ways of harnessing your inner energy. Begin the game with an additional d4 power points.
- 43-44 Who needs all this healing crap? You live for battle. +20 Aggression and the mindset to go along with it.
- 45-47 You once brought Ortenza Orternichi-Effluenza, a Human pilot, back to life. He had nothing of importance to give to you, so in exchange for his life he will fly you anywhere in the Industrial Province. Just ask for him by name.
- 48 You come across a confused Ram with a thorn in his foot. You take pity of the poor guy and remove it. He goes on to obliterate the 26th most wanted galactic criminal, Szarsithous Phentari, and as a token of appreciation gives you the 100,000cr reward.
- 49-51 Roll for starting money as normal, but reduce the amount by 25%. Shouldn't have sunk so much into those low-yield bonds.
- 52-53 Your metabolism is all screwy—must have done too much experimenting as a youngster. Instead of the normal 2 hours of sleep per night, you require 12. Anything less and you function at a -20 penalty to all skill checks, due to grogginess.
- 54-55 Due to your nomadic lifestyle, you have adapted well to your environment. Take 3 levels of Survival in one of the following categories: desert, deciduous, tropical, or swamp.
- 56-58 Sometimes it's best to let them go—horribly wounded, the brave Human presses his Colt .357 into your hands before he breathes his last. There isn't enough of him left to bring back.



- 59-61 It's always best to be prepared, and your gear reflects this. Choose 500cr worth of supplies from the Personal Equipment section (*Battlelords* rulebook).
- 62-63 Fashion makes the man, everyone knows that. However, your particular taste in Newiles runs to the brightly-colored, concentric-circle kind of type. This makes you a natural target. All enemies add a +10 modifier when firing a weapon at you.
- 64-66 Your pet rock Schizer dies. Despite repeated attempts at resurrection, you cannot bring him back. Whenever you are in the wilderness you suffer from chronic depression.
- 67-68 Born afraid of the dark, you never really grew out of it. The only thing that puts you to sleep is your nightlight and some soothing music. Unfortunately for your party, your "nightlight" is an industrial-strength searchlight and your "soothing music" bears a close resemblance to the ancient-earth artist "Zamphyr." While you sleep, no one else can.
- 69 You are beset by a cruel group of Tza Zen. You lose 2d4 points of both Strength and Constitution due to the effects of their Essence Drain matrix. The only reason they let you live is that your existence displeases the Zen.
- 70-73 It's a fact. The more you're in the open, the better the chance of becoming a bloody smear. You avoid clear terrain and other open areas, effectively making you agoraphobic.
- 74-76 It's not your fault people are so touchy. For some real or imagined transgression, most of your race dislikes you. In fact, most of the elders won't have anything to do with you. Any dealing you have with other Sye-Men, especially elders, goes fantastically bad. You're just no good.
- 77-79 Who doesn't owe their life to the BRIs in some way or another? You, that's who. You are totally unaffected by BRIs, and even MBRI's only offer a paltry 1d4 of healing. You suspect the Zen of somehow singling you out. Dirty Zen.
- 80 You hitch a ride with an ill-fated vessel whose misjump carries it into the Motaran Rift. You reappear 16 hours later at Naxtar, with no idea what has happened. Every crewmember is gone, and you are strangely affected (raise all SMRs by 10).
- 81-84 You are in harmony with yourself, enabling you to generate Speak With Dead 3 times/day
- 85-87 A lifetime of involvement in life and death situations allows you to take 3 levels of Basic Medical.
- 88-90 A quick study, you pay attention in your travels. Take the equivalent of a 3 point proficiency (fluent) in any of the common languages.
- 91-93 An ill-tempered and thoroughly evil entity from the Rift is following you. You are unaware of this.
- 94-96 There's no nice way to say it—you're sickly. Reduce your Biological SMR to 30 and get used to people asking if you're from England.
- 97-99 When the pressure is on, you're off. Way off. Reduce all skill checks by 1 level when performing under stressful circumstances due to anxiety.
- 100 While attempting to preserve life on the planet Wellington 4 in the Plains of Desolation, you contract Tar Leprosy. You escape but are quite ill (-30 Constitution and Strength).
- TANNDAI**
- 01 You were in the right place at the right time. As the Queen's procession passed you foiled an assassination attempt. You are a hero to the Tann people (+10 Charisma). The Queen gave you her personal thanks. You can speak directly with the Queen whenever you want (proper protocol and security checks still apply) and she also gave you a boon of 200,000cr.
- 02-04 Took a writing class when you were younger in an attempt to impress the chicks. Take 2 levels of Calligraphy.
- 05-07 Mom left you her sword in her will (value of 20,000cr).
- 08-09 Surgeon slipped while implanting cybernetics (-05 Charisma).
- 10-12 Tentative in combat (-05 Aggression).
- 13-15 Lost your wallet on the way to the recruiting center (no starting money).
- 16-17 Wrestled a Punta Bear on a dare. You came through the challenge with valor and wits, but the Punta got a good shot in before the end. Your left shoulder was severely crushed (-10 Agility).
- 18-20 Respiratory infection cost you half a lung (-05 Constitution).
- 21-22 Your refusal to lie cost you your best friend since childhood.
- 23-25 Employee of the month. You get 500cr and a watch (SS of 45; cheap bastards).
- 26-28 Worked at dad's gizmo shop as a teenager. Take 3 levels of Electronics, and 2 levels of Cybernetic Repair.
- 29 Bone marrow deficiency. -15 Constitution and the inability to carry heavy weapons (anything above encumbrance of 15); they put too much of a strain on your feeble skeletal system.
- 30-32 You have an odd walk. Your arms stick out to each side, and your booty sticks way out. -10 Charisma.
- 33 Your parents started a college (cybernetics) savings fund when you were born. An obscure stock in the portfolio hit big. Start with 100,000cr of cybernetics instead of 50,000.
- 34-36 Spent two years studying at a Buddon temple. Take 2 levels of Body Equilibrium.
- 37 Horrible cloning accident. You should have been a ruined sample (-10 to all physical stats (Strength, Manual Dexterity, Agility, and Constitution)). The Tann authorities are looking to bring you in for "cleansing."
- 38-40 Served as a tour guide for the Underground Spring of Eril. Take 2 levels of Spelunking.
- 41-42 Won Yummies Galactic Challenge contest. You collected the most UPC-equivalents. Pick up your prize on Bena 4.
- 43-44 You have great natural endurance. Increase your movement hour number by 3 and your day number by 4.
- 45-47 Superstitious. Rabbit's foot, horseshoe, you've got every lucky charm there is, even mystic stones and lboomy ears.
- 48-50 Have an odd sense of style. You like to wear flowing robes of metallic colors.
- 51-53 Your hobby is juggling. Increase Manual Dexterity by 05.
- 54-56 Your uncle works for Bear Armor Systems. You get a 40% discount on any armor produced by BAS.
- 57-59 Class D sky diving license. 5 levels of Skydiving.
- 60-62 Uncanny combat reflexes. Level 1 Alertness.
- 63-65 Learned the drunken wombat flying fist combo at martial arts school. Take 3 levels of Hand-to-Hand combat skill.

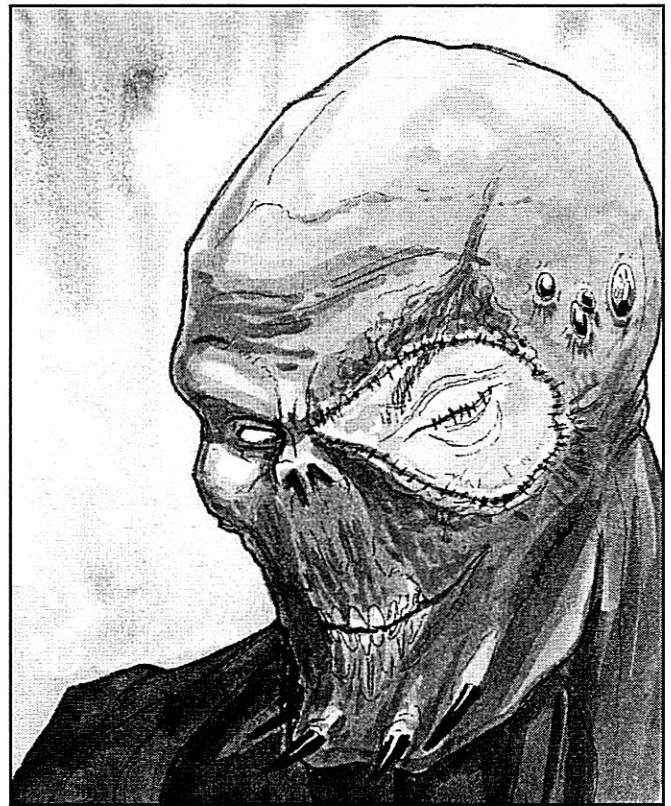


- 66-68 Worked at the local Transworld Hotels. Level 2 in LMM skill.
- 69-71 Genetic mutation. You have 4 fingers and a thumb, you freak! +10 manual Dexterity.
- 72-74 Office computer geek. All Computer skills cost 1 point less per level.
- 75-77 Instead of no nose you have a small nose stub. This turns off the ladies. -05 Charisma.
- 78-80 Poked in the eye while sword fighting as a kid. -05 to Vision Modifier.
- 81 Your uncle had a long and glorious career in the Queen's royal guard. However, he seemed to lose a limb every other mission. He became too cybered out to feel whole anymore. He warns you that losing too much of your flesh to metal, loses too much of your soul. Thus, he has been stockpiling regeneration serum. He has given you 3 of these.
- 82-84 Obsessed with your monarchy. You are fascinated with every aspect of the Queen's life, even the mundane. You have collector plates, replica dolls of the Queen's court, etc.
- 85-87 You blink a lot. Really quirky. Nervous?
- 88-90 You were making some brown when they were passing out cybernetics. Start with 20,000cr worth of cybernetics instead of 50,000.
- 91-93 You like to eat meat, especially a big, juicy steak.
- 94-96 You're shabby and so are your cybernetics. -15 Charisma and -05 to all cybernetic SMRs.
- 97-99 While in training you bested a snotty Eridani. He gave you his Ashaanari as a sign of respect.
- 100 Due to a rare biological condition, your body rejects any cybernetic implant. Start with 60 total skill points instead.

TZA ZEN RIGELN

- 01 Super Genius! Increase I.Q. to racial maximum (130). Your intellect exists on a plane few Alliance beings can understand. An early Mentor enrolled you in the Trishmag Energy Applications School (see *Galactic Underground 2*), from which you were able to graduate in 8 years (no small feat for a non-Mutzachan). You can utilize Energy Controller matrices with the same limitations as Latent Extraction (see main rulebook). Start with d4 random 1st level Energy Controller matrices, in addition to those normal (Tza) Zen matrices.
- 02-04 Strangely misshapen head. -10 Charisma and you must pay 10% more for helmets.
- 05-06 Mom and Dad were into various hallucinogenic compounds in a big way, and you took to it in a big way. Take 3 levels of Chemistry and addiction to Poke, a powerful mood altering drug. You must spend 500cr a week on your habit. If not, the withdrawal makes you psychotic. While on Poke, all skill checks suffer a -30 penalty.
- 07-08 Managed to raid the body of a bounty hunter you tried to "save." Scavenged an MC-6, BRI, and an M-95 grenade.
- 09-11 Winner of an empty Mini-Sphere k-sat from a Jum contest.
- 12 Violently insane. Five years earlier, a killing spree you began gave you the nickname of the Naxtar Disemboweler (sometimes called The Surgeon). You've managed to alter your features and DNA signature enough to avoid capture so far, but

- you're sure Galactic Control is on your tail. There are 98 victims to your credit strewn across the No Man's Land subsector. There is a 20% chance per day that you will fly into a violent paranoid rage that lasts d4 hours. Increase Aggression by +60.
- 13-14 While healing a Misha, you caught a glimpse of the future from his open, yet tortured mind. You saw the Alliance being crushed by some awful force, and the Zen were partly to blame! When you discussed this with your mentor, he immediately cast you aside as a Tza. You must learn what the vision meant, but now there seems to be people watching your every move. You've never seen that Misha again ...
- 15-17 You believe the brand of Tza has been unjustly placed on you. You try to act more kind than even Zen in an effort to prove yourself.
- 18 Served for 2 years in the Alliance Military. Your medical service record was spotless, but your decision to always carry a weapon got you branded a Tza by your mentor. You figured that keeping yourself alive at any cost was the best way to ensure you could help others; your mentor didn't see it that way. Take 3 levels of Paramedic, 3 levels of Basic Medical, 2 levels of Beam Weapon, and 2 levels of Identify Vessels.
- 19-21 You carry a small chrome plated saw with you wherever you go, and let it dangle obviously from your belt. Enc: 2
- 22-23 You wear the shrunk head of your first victim on a rope around your neck (it's a Pascian that died from old age, but we're not tellin').
- 24-25 Prefer the company of Sye-Men to all other forms of life. Go figure!
- 26-27 Closet Elvis impersonator. Have appropriate wig and two outfits. You can't explain it but the King's music just speaks to you.
- 28-30 You are a blabbermouth—even Mutzachans get annoyed by your prattling on.
- 31-33 Leather and stud fetish. You clothe yourself in expensive and odd studded leather goods. You are always on the lookout for something cool to add to your collection.
- 34-36 You are a sleaze. Act accordingly. -10 Charisma.
- 37-38 Bombed out of Zen school and decided to take up a trade. Went to Votech-equivalent and learned how to repair computers. Take 3 levels of Repair Systems.
- 39-40 Your body is your canvas. Tattoos and piercings cover your body. And, as a follower of the ancient Tza death cult of Delinkut, you have permanently stained your hands red. This freaks out Zen in a big way. Take 2 levels of Graphics for your tattooing prowess.
- 41-42 You like to cut things and make them scream and bleed. You are a sick @#%*! Take a pair of the Talons cybernetic implants.
- 43 Afflicted with Kalininin's Syndrome. This extremely rare Zen disease causes abnormalities in bone growth and glandular production. As your parents were branded Tza, the disease was not caught and treated in time. Increase or decrease starting height and weight by 50%. All bone structure is distorted causing -40 Charisma, -10 Manual Dexterity, and -30 Agility. The internal introspection that your deformity has caused allows you to gain back Power Points at twice the normal rate.



- 44-46 Very gregarious. You have two homeworld contacts instead of the normal one.
- 47-49 You have just discovered that you are a Kizmetor (see *No Man's Land* for details). The rest of your party has not found out yet, though they do suspect.
- 50-52 You swear you here strange voices. No one else seems to. They tell you to do bad things and they are quite convincing.
- 53-54 Caught the climbing bug at an early age. You've always found time to indulge your outdoors hobby. Take 5 levels of Mountaineering and 50m of flex rope.
- 55-57 Proud owner of a Zen Field Weapon Neuro Cannon.
- 58-59 Grew up with a bunch of Kizanti. Learned the ways of the blade and a distrust of Phentari. Take 5 levels of Archaic Hand Weapon (short sword) and a nice Short Sword.
- 60-62 Victim of an attempted lynching on a backwater colony world. You were saved, and managed to successfully sue your attackers. Blew most of the money on Zendarean Rub-rub girls (or guys) and booze. You have 12,000cr left.
- 63-64 Track and Field champion. You won a medal in the 1000m run at the 2268 games. Movement is now 12/10/80.
- 65-66 You own a suit of Street 1 armor.
- 67-69 Cyball player. You were never very good, but had a reputation as a brawler and enforcer. +20 Aggression and Strength. Increase weight by 25% (all muscle; you are a goon).
- 70-72 Played host to an Andromeni once. -30 Constitution.
- 73-75 Thin blooded; you get cold very easily. -10 to your Cold SMR.
- 76-78 Played Survival Warrior once when you needed some extra cash. You didn't win. You went home with a nice parting gift though: a leg crit! -15 Agility from incorrectly healed bone.

- 79 Now that you are old enough, your late mother's possessions have passed to you. The most valuable is a Ton Char containing the Strangulation matrix (see *Injection*). Mom was kind of a sicko.
- 80-82 You are a sick bastard! You wear a cape made of skins of various sentient races. One piece is from a Cizerack which another Cizerack can smell and identify at up to 10m. The kitties are not too happy about this.
- 83-85 Iron Constitution. You can drink like an Orion and try to prove it often. +15 Constitution and it takes you twice as long as normal to get hammered. Unfortunately you are a picky drinker and will imbibe only the best that is available.
- 86-88 Shot a Ram with a neuro cannon. Unfortunately he was too stupid to be affected by any mind-altering device. He stomped a mudhole into you. -10 Agility and -10 Constitution.
- 89-91 Closet coroner. Anytime you come across a corpse you must dissect it and preserve bits and pieces of it for further study. Add this to some rather odious personal habits (you rarely bathe and have halitosis), and you've got a recipe for Mr. Stinkypants, i.e. you reek. Your large, pocket covered labcoat is stained with various bodily fluids and its pockets are stuffed full of sample cases (full and empty) and tools (Enc: 2) for dissection. You have learned 4 levels of Biology out of the whole deal though.
- 92-94 Love to play the pony-equivalents. Take 4 levels of Gambling.
- 95-96 "I must have that, it's fabulous." You delight in all things fashionable. Change entire wardrobe each year (8,000cr annually), and you wouldn't be caught dead in that old rag. +15 Terrestrial Knowledge.
- 97-99 Innocent bystander in a Rebel terrorist attack. You and 30 others were hosed by a machine gun laser. They patched you up but did a poor job. -20 Agility from muscle damage.
- 100 Disdainful of all life. All beings in the universe are inferior to you and you know it. Your healing services are there to bring you wealth, and that's all. Bribery is the only way to secure your services. You have no friends because of your attitude. Contact maintenance costs are doubled, and you have no homeworld contact. -30 Charisma and -15 Bargaining and Persuasion.



PlayerTip:

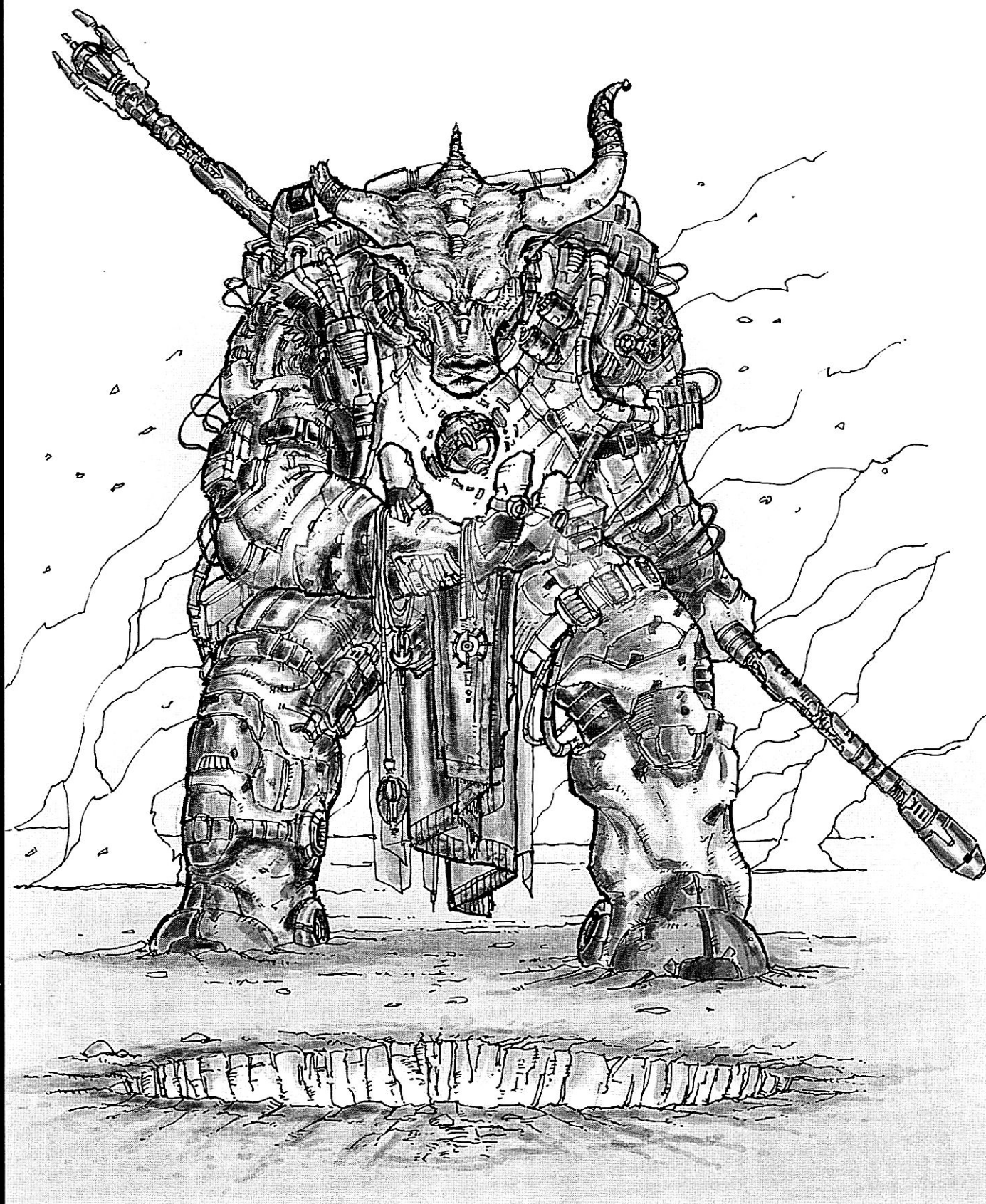
Make sure someone in the group has some piloting skill in at least Automobile and Skimmer. Learning to drive while being chased is a bad idea and not conducive to a character's longevity.

ZEN RIGELN

- 01 Your ability to feel the pain of others is incredibly pronounced, bordering on empathic. You can sense an individual in great pain (critical equivalent) at up to 5m. Anyone that receives a critical wound when you are within this distance can be sensed immediately, the side effect being that this sense interrupts, for a full action, any task you are engaged in.
- 02-04 Brilliant scientist (+25 I.Q.), but you are so devoted to your work that everything else gets neglected. Science, Computer, and Mental skills cost 1 point less, but all others cost 1 more per level. You also rarely bathe and are quite annoying (-20 Charisma); equipped with a stained lab coat.
- 05-07 Believe you harbor the spirit of Assizza. You occasionally hear voices urging you to complete various tasks or good deeds. You see visions in your sleep and while awake. You've spent a large portion of your life institutionalized (-10 starting skill points) because of this. Your teachers and doctors cannot explain though, how you came to know Ward of Assizza, a 4 PP matrix. Some even say you are beginning to look like Assizza...
- 08 Frightening powers. There is a 20% chance each time you generate a matrix that you can channel twice as many power points as you have. Each time this happens though, there is a 70% chance that the extra power will spike and cause massive damage to the target (d6 points each to 3 random locations). It is incredibly difficult for you to control your powers and equally difficult to find a mentor. Each level of matrix power you attain above 2 will lessen the chance of a spike by 01%.
- 09-11 You have a way with words. Receive 4 levels of Diplomacy.
- 12-13 Horribly burned in a skimmer accident. Saving the other six passengers ruined your body. -10 Man Dex, -30 Charisma, -15 Agility. For this selfless act, your mentor has taught you an additional 2nd level matrix.
- 14-16 Your brother has been branded a Tza and has fled the homeworld. His last message to you was "When you find me, the truth of the Zen will be revealed. It will not be a pleasant day for you, I'm afraid."
- 17-20 Nudist. You let it all hang out constantly and try and get others to do the same. Yuck.
- 21-22 Father was saved by a Sye-Men. You are trying to get over the distrust of that race you've been taught your whole life.
- 23-25 Given an ornate erme (incense pot) by your grandfather. It was rumored to have been touched by Assizza himself and is considered a priceless relic.
- 26-28 You are a Clothes Horse. You equate looking good with feeling good and try to make others believe it too.
- 29-30 Social radical. You've been arrested more than 20 times for various acts of civil disobedience and anti-government protesting. You are not a Rebel, however, as you feel their methods are too militant.
- 31-34 You love to wear large and elaborate hats. Your collection numbers well over 50.
- 35 Branded a Tza. Your beliefs in the survival of the fittest and general disdain for the weak have finally been revealed. You find this silly and wonder why it is a crime to only help those you feel are worthy of it. Your character is now a Tza Zen and is forbidden to return to Katrel.

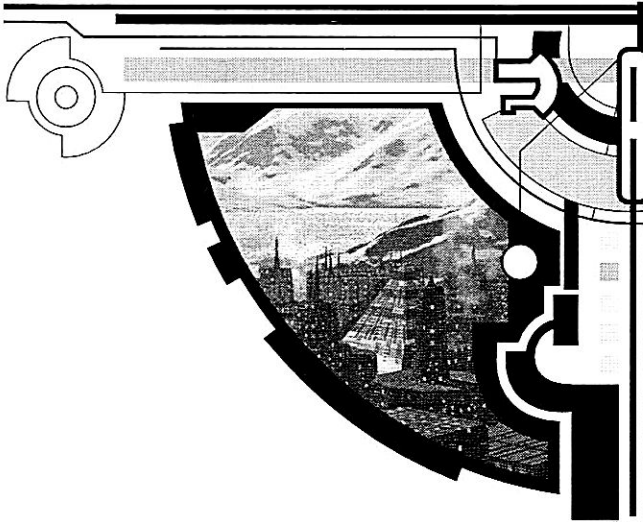
- 36-37 Your mentor has given you an ancient prayer rug. Increase Charisma around other Zen +20. He tells you a special matrix code is woven into its fabric, and when you reach Healer it will become apparent to you.
- 38-40 Grew up on Eridine, the child of a diplomat. Take 3 levels of Hand-to-Hand Combat and 1 level of Body Equilibrium. Also fluent in Eridani.
- 41-43 Wizard with a whisk. Take 4 levels of Cooking.
- 44-46 A strange aberration occurs when you use the Insta-Medic matrix. In addition to its normal effects, you are also able to transfer one of your skills at its full number of levels. This secondary ability only lasts for 15 hours. A side effect of this transference is that during the matrix's generation time, the Zen's and the target's minds are linked and thoughts become intermingled.
- 47-49 Instead of meditation you pursue painting for relaxation and communion with Assizza. Your work is quite well known on Katrel, where you were considered a prodigy. Take 8 levels of Painting and a portable easel, paints, and brushes (4 Enc.).
- 50-52 Awarded a 1 year scholarship to the Byrill Focus Center (see *Galactic Underground 2*).
- 53 Your quest for enlightenment is over. In your adolescence you decided your best way to learn about the good in the universe was to experience it, and have been traveling the galaxy for 50 years (increase starting age by that amount). You have gained one contact in each subsector of No Man's Land and Hell's Kitchen of d8 strength (see *No Man's Land*). Increase Terrestrial Knowledge by +30, and gain 8 levels of Street Smarts.
- 54-57 Believe in the healing power of nature; you collect wild herbs and roots. Take 5 levels of Botany and 2 levels of Biology.
- 58-60 You come from a family with a great tradition in the arts. Take 6 levels of Musician skill.
- 61-62 A glandular problem has made you excessively overweight. No cure has been found yet. Double your starting weight. -15 Constitution.
- 63-65 You're a nice Zen but your oddly misshapen head causes a lot of your patients to distrust you. -10 Persuasion and -20 Charisma.
- 66-67 Your bedside manner is unparalleled. +10 Persuasion and +05 Charisma.
- 68-71 Have a buddy that works for MedSupplies 2Go. He can get you medical goodies for 25% off list price. Takes 2 days to 3 weeks to get them, depending on where you are (BM discretion).
- 72-74 Interned in an ambulance crew on Taos 4. Fluent in Orion, and take 4 levels of Paramedic skill.
- 75-76 Currently doing penance for accidentally wounding 15 innocent bystanders on your very first mission (how were you supposed to know that half circle with a dot in the middle meant "reverse" in Beanese). Your mentor has forbidden you to carry any weapons for one year.
- 77 Medical genius. All skills in the Medical field cost 2 points less as opposed to the normal 1. You are well known on Katrel, but your unorthodox style and ease of learning have made many secretly jealous.
- 78-80 Addicted to Salomee leaf, a natural narcotic found on Katrel. You spend between 100-300cr a week on your fixes. -10 Constitution.
- 81-83 You learned the Pain matrix and are thoroughly ashamed of it, though it has come in useful a few times.
- 84-85 You have an unhealthy hatred of Tza Zen. Your conscience is at war with itself over the desire to exterminate the Tza and your Zen beliefs of forgiveness and healing. +40 Aggression towards Tza Zen.
- 86-87 Rebel agent. You've kept your belief in the Rebellion and its causes very well hidden. No one suspects. Your contact is your mentor.
- 88-90 As part of your healer belief system, you feel it is unethical to mislead or deceive anyone. You always tell the truth.
- 91-93 Hot tempered. You have very little patience and fly into an uncontrollable rage when things aren't working out. +40 Aggression, -20 Charisma.
- 94-95 Your mentor has disappeared under mysterious circumstances.
- 96-97 You are a slob. All of your medical gear is a mess and you always have trouble finding what you need. Anytime you use a piece of medical equipment or a drug, there is a 10% chance that it will malfunction, be broken, expired, or otherwise won't work.
- 98-99 You resemble a Sye-Men. This has caused you years of grief and rejection. -20 Charisma.
- 100 Born without matrix powers. A brain deformity at birth prevents you from ever being able to harness any power. You have instead devoted yourself to the sciences. Take 5 levels of Archaeology and 3 levels of Alien Technology.





CHAPTER 5

Fortune Tables • 5



IN THIS CHAPTER...

Company Man Fortune Table
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◀ After decades of searching, Professor Eliar Grenatuus unearths the long lost Farakürr Blue Lesser Element Sphere from a dig deep inside Xarian territory. Lost since 2088, the Sphere appears to have been modified by some technologically advanced society or individuals. Though functional, its strange behavior frightens many Gemini scholars who study it.

The Fortune tables in the main Battlegrounds rulebook provide for a good variety of life experiences prior to the start of adventuring, but let's face it: not everybody is a warrior, a matrix controller, or a spy. Corporations employ a wide variety of different types of personnel, and it's possible that players are going to want a character of one of these types. The tables below are designed as a supplement to the core tables. Instead of rolling on the Warrior, Matrix Controller, or Spy table, characters may opt to roll on one of the tables below, if appropriate. Common sense is the rule here. The Scientist table is appropriate for a Mutzachan with training in Ionization Engineering, but not for a Ram Python with a 23 IQ!

COMPANY MAN FORTUNE TABLE

- 01-05 You're a brown-noser and everybody knows it. Increase your starting salary by 10%, but subtract 10 from Charisma.
- 06-10 Your company has an excellent management training program. Take 3 levels of Business Management and 1 of Accounting.
- 11-13 You worked in the mailroom for three years, and picked up enough juicy info to blackmail some high-level corporate officials! You gain an extra 15,000cr a year above and beyond salary, unless you're one of those scrupulous types.
- 14-18 You constantly get passed over for promotion. All promotion points you gain are halved!
- 19-20 You joined the company Christmas Club. You have 50,000cr saved up, but can't touch it for a year after the start of play.
- 21-25 You're an ace with numbers. Take 4 levels of Accounting.
- 26-30 Member in good standing of the company Paintball team. Take 2 levels of any weapon skill.
- 31-35 You worked in the company PR department. Gain +10 to Persuasion and 3 levels of Etiquette.
- 36-38 You're a cog in the corporate machine, and you like it that way. You get very uncomfortable when there's nobody to tell you what to do. -10 Intuition.
- 39-40 A disgruntled former employee went on a rampage with a shotgun in your work area. Hiding underneath the Mazian mailbeing did you no good—you still got hit, but were healed quickly by the corporate Zen. Collect 10,000cr Injury insurance from the company.
- 41-45 You know how things *really* get done. Gain 2 levels each of Bureaucracy and Bribery.
- 46-50 Maybe getting caught in the sack with the boss' daughter (or son) wasn't such a good idea ... you start the game with 3 Black Marks!
- 51-54 You got sent to a branch office waaaay out in the sticks. The bugs were hell, but you did learn a thing or two. Take 1 level of Survival in any terrain type of your choice.
- 55-56 You were a corporate spy. Collect 40,000cr for your efforts on behalf of your company. However, you got found out, and have had to change your identity. The company you spied on is still searching for you.
- 57-60 Your company has a great credit program for employees. You automatically begin play with a company credit card. Starting credit limit is 20,000cr.

- 61-65 Promotion! You start the game one rank higher than you normally would, with an attendant increase in salary.
- 66-70 You are given the chance to take place in an embezzlement scheme. If you do, have the BM roll dice: 01-75: You get away with it. Collect from 10,000-40,000cr. 76-00: You got caught. You're sentenced to 15-25 years imprisonment. I suggest starting a new character in this case!
- 71-74 You received a company car as a signing bonus, a Rockwell Bayliner skimmer.
- 75-78 The Galactic Businesses Bureau is conducting an investigation of your company. You have been subpoenaed to appear before an investigative committee.
- 79-80 Your boss is of the opposite sex, and has been dropping hints that he/she is interested in you.
- 81-85 To make ends meet, you took a second job. Learn 7 points worth of skills from any area outside your primary skill group.
- 86-90 One of your co-workers has hit you with a harassment suit. Whether you did it or not, they think you did. Pay 50,000 credits damages, to be garnered from your wages at 50% of each paycheck.
- 91-93 The boss likes your work enough to give you a 5,000cr a year raise!
- 94-96 You won the company Cyball pool this year. Collect 10,000cr for being smart enough to pick the Death Knights to go all the way.
- 97-98 You got laid off and had to take a lower-paying job with another company. -5,000cr from starting salary, and the dental plan sucks!
- 99-100 Your exemplary service record has not gone unnoticed. You start the game with an Occupational Ribbon and Good Conduct medal.

JACK-OF-ALL-TRADES FORTUNE TABLE

- 01-03 You love to travel, and there's very few places you haven't been. +20 to Terrestrial Knowledge.
- 04-08 You stowed away on a freighter and got caught. They made you patch bulkheads to earn your keep. Take 2 levels of Welding and one of Emergency Damage Control.
- 09-10 You're a jet-setting playboy type. Take 4 levels of Etiquette.
- 11-13 No matter how hard you try, you just can't seem to hang on to money. Any money not spent on equipment before the start of play disappears. You begin with a big goose egg in your bank account!
- 14-15 A drunken night spent with the Moig Dua left you with some fond, if fuzzy, memories, and a number of very interesting tattoos in obvious places. It's nearly impossible for you to disguise yourself.
- 16-20 You managed to stay awake in school long enough to pick up 3 levels of General Science.
- 21-22 You somehow managed to acquire a Galactic Press pass for yourself. (Note that this also means you're a Class I Bounty Hunter.) Your friends all call you "Scoop."
- 23-26 The colony where you grew up was very religious. Take 3 levels of Theology.
- 27-30 Some bad investments have left you with 25,000cr worth of debts. Your "investment broker," a chap named Snake, has

been sending burly gentlemen around to watch your apartment. Sneaking out the bathroom window is getting really old really fast.

- 31-35 You acquired a used suit of Bear armor that's missing the left arm. It can be repaired for 3,000cr.
- 36-40 You have almost superhuman luck. You may modify any roll you make by plus or minus 5% in your favor. The only exception to this is damage rolls.
- 41-44 You're a wanted felon in thirteen star systems. There are at least three bounty hunters on your trail. Remember: jaywalking doesn't pay!
- 45-48 You were exposed to mind-altering substances when you were younger, and are prone to flashbacks. There is a 05% chance in any stressful situation that you will curl up and start hollering about purple nylon spiders.
- 49-50 You made friends with a Shuestron, who customized your favorite weapon especially for you. Add +05% to accuracy at all range brackets and +2 to damage.
- 51-54 You know just about everyone. Base 30% chance to find an old friend on any relatively populated planet you visit.
- 55-58 You're an expert at getting from one part of the universe to another without paying for it. Take three levels of Sneaking.
- 59-60 A rare alien virus has left you with infravision (if you already had infravision, all sighting checks while using it are at +50). The only problem is, it also made you extremely sensitive to bright light. All sighting checks during the day are at -50.
- 61-64 You were a cab driver. Take 4 levels of Pilot Skimmer and 2 levels of Urban Survival.
- 65-67 Uncle Fudd kicked the bucket, and he left everything to you! Your Social Status is automatically "rich," unless it was higher than that to begin with.
- 68-70 Your ship crashed, and the only survivors were you and a Chatilian. You spent two years living in a cave. During that time, he managed to teach you two random level 1 Empath powers.
- 71-75 You were supposed to be one of the participants in an arranged marriage, but he/she was ugly as sin! You caught the next ship offworld. Your jilted fiancée's family is still trying to find you for a Pulse Cannon wedding!
- 76-80 You're a professional translator. Begin the game with fluent proficiency in 5 languages. Furthermore, languages cost you 1 point less to learn.
- 81-84 You're a card shark. Begin the game with 5 levels of gambling.
- 85-88 You did a bit part in a Balshrom promotional video. They let you keep the gun you used. Pick any 1 pistol or rifle worth 25,000cr or less.
- 89-91 Now, how did that Omega cannon get in my luggage? You were busted for weapons smuggling. Under the terms of your probation, you are forbidden to own any weapon larger than a pistol or higher than tech level 3.
- 92-96 You're a clone. This sometimes gives you identity crises.
- 97-100 You have an almost superhuman ability to sense danger. There is a base 60% chance that you will know when you are personally in jeopardy.

SCIENTIST FORTUNE TABLE

- 01-03 Received training at the prestigious Trishmag Academy of Sciences. Take 15 skill points in any science or engineering related skills.
- 04-07 Your mentor was a brilliant mind in cybernetics, and he volunteered you for use as one of his guinea pigs. Take any one cybernetic implant worth 50,000 credits or less, free of charge. There is an 05% chance that this implant will malfunction at some point.
- 08-10 Extensive computer experience. Take 2 levels each of Operation and Basic/Coding.
- 11-15 Lab accident caused all your hair to fall out. Reduce Charisma by 02.
- 16-20 You served an internship at the Balshrom Advanced Weapons Research Division, under the supervision of Major Prunella Frump (Granny!) Take 2 levels of High-Tech Weapons Design.
- 21-25 You spent one too many nights cramming for finals in grad school. +10 to IQ, but -07 Constitution due to the damage it did to your health.
- 26-30 Research grant. You may purchase any piece of equipment relating directly to your field of study at a 25% discount. Weapons and armor don't count!
- 31-35 You have an extremely logical mind. +20 IQ. However, you have difficulty making guesses as a result. -15 Intuition.
- 36-40 You came up with a brilliant discovery, but your superior stole it from you.
- 41-45 The robots in your lab were always breaking down, and you had to fix them. Take 1 level each of Identify Robots, Function Alteration, and Robotics Engineering
- 46-48 You were part of the research team for the new improved Rent-A-Skill interface port. As a result, you have a free Rent-A-Skill implant. However, you must still pay to rent chips.
- 49-50 Gee, I guess goggles ARE a good idea while working with acid. AAARGH! -90 to sighting checks. Horrible burn-scarring on your face. Reduce Charisma by 25.
- 51-54 You and a buddy got drunk at the lab after hours. You don't know how you did it, but you somehow hacked into the Galactic Defense Network and downloaded the plans for the new Wyldcat superiority fighter. You have the plans on disk. Your buddy died mysteriously a week after the incident, and you think you're being followed.
- 55-60 You're an insomniac, and grouchy about it. Halve the normal amount of sleep needed for your race, but suffer a -15 loss to Charisma.
- 61-65 You're brilliant, but erratic in your studies. All science skills receive a +13% bonus per level (instead of the normal 10%), but you can't learn more than 2 levels of any skill in a game year.
- 66-70 Your publications have received critical acclaim. Your starting salary is 10% above base as a result.
- 71-73 You love gadgets! All engineering skills cost you one point less.
- 74-76 It was only a small radiation leak, but it still left you pretty unhappy! -06 to all vital stats. At least you've finally stopped glowing in the dark ...
- 77-80 Extensive correspondence with colleagues. Take 3 free level 2 scientific contacts. You do not have to pay to maintain these contacts.

- 81-85 Your private library would make a Chatilian drool. +20 to all research rolls when you have access to it.
- 86-88 You're a pencil-neck geek! -05 to Strength and Constitution, +15 to IQ, and -10 to Charisma. Egghead!
- 89-91 You're good at improvising. Given basic tools and parts, you have a base 20% chance to be able to kludge up some one-shot wonder to do the job at hand.
- 92-94 You're a packrat. You spend at least 20% of your salary on useless widgets, whatchamacallits, and doo-dads.
- 95-97 Mom was one of the leading minds in your field of study, and you're forever trying to get out from under her shadow. No matter what you do, people compare you to her.
- 98-99 Your brilliant paper on Rift Phenomena won you the Alliance Scientific Committee's Award for Excellence. +15 to Charisma, and you get your picture on lots of magazine covers.
- 100 You have "Nortonism": your guesses are better than most people's facts. This heightened guessing ability has left your body in a weakened state (too many fudge rounds!); -10 Constitution and +30 Intuition.

SCOUT FORTUNE TABLE

- 01-05 You have the eyes of an eagle. +50 to sighting checks.
- 06-08 Long periods alone in the wilderness have left you antisocial. -10 Charisma.
- 09-10 A friend left you her BMH (look-n-shoot).
- 11-15 Survival Expert. You begin with level 3 Survival skill in three different terrain types.
- 16-18 You spotted all the landmines ... except one. As a result, you're missing half of your left hand. -25 Manual Dexterity, and you can't fire a gun with that hand.
- 19-20 Rugged survivalist. +15 to Constitution.
- 21-23 You're a born sniper. Any ranged attack you make at bracket 6 or greater has a +20 bonus.
- 24-27 Naturally stealthy. You receive a +13% skill increase per level of Stealth, instead of the normal +10.
- 28-30 You're allergic to the airborne pollutants in most cities. -10% to all skill checks while in urban areas.
- 31-35 You got a crash-course in radio operation when your normal comm man came down with Rigellian Malaria. Begin the game with 3 levels of Base Station Communications.
- 36-38 Trained in guerrilla warfare. Take 1 level each of Demolitions, Stealth, and Infiltration.
- 39-41 While on patrol on the desert world of Cashalm, you were stung by a sand scorpion, resulting in the loss of all sensation in your left leg. Agility is reduced by 10, and all movement rates are lowered by 1.
- 42-46 You can fix anything with some chewing gum and a Swiss Army Knife. Take 7 points of any Repair skills. Mack Guyver, eat your heart out!
- 47-50 You are well-versed in hostile indigenous lifeforms. You have a base 50% chance to identify any alien species that isn't totally unknown to the Alliance.
- 51-54 You talk to yourself on a regular basis.
- 55-58 You love old ruins. Take 4 levels of Archaeology.

- 59-60 It just wasn't a good day. First, you didn't see the 50' cliff and fell off it. Most of your bones and all your BRIs except one were broken in the fall. Your bones now bend in new and interesting places! -20 each to Strength, Agility, and Manual Dexterity.
- 61-65 You won a spiffy pair of Camouflage Detector goggles in a poker game. Plus, they have the patented Amba-vizion technology, and block out harmful UV rays!
- 66-68 You suffer from claustrophobia.
- 69 Every so often, while you're out in the sticks alone, this funny-looking guy pops up to chat with you. He calls himself "Farkon," and has all sorts of weird ideas about how the universe works. Still, company's company ...
- 70-73 You move like greased lightning! +10 to Agility and +2 to sprint number.
- 74-77 They didn't like you spying on them, so they sent you a little present, in the form of three Horizon reflex missiles. You were okay, by some miracle, but your gear was trashed. All you've managed to scrape together by the start of play is 2,500cr worth of second-hand equipment.
- 78-80 You made friends with a non-sentient alien critter on one of your many recon missions. It's eight feet long, bright yellow and scaly, and as loyal as a puppy. Getting it through customs is hell, though ...
- 81-84 You inherited Mom's Ripple missile rack. Unfortunately, you have to supply the missiles.
- 85-90 You're downright feral in hand-to-hand combat. Gain 1 extra attack when fighting barehanded. All attacks with your natural weaponry do an additional point of damage.
- 91-93 Your actions were directly responsible for saving a major Marsson Optics manufacturing plant. In gratitude, they've given you a free lifetime supply of laser power packs.
- 94-97 You collect grenades. Begin play with 1 of every type of grenade except Plas Seduction and Omegaton. It'd have to be an emergency for you to spoil your collection by using one of them, though!
- 98-100 You're an exile from your homeworld.
- 29-30 You were taken by surprise during a burglary. They knocked you out, bound, and gagged you. Unfortunately, you had a cold, and nearly suffocated. Oxygen deprivation reduced your IQ by 10 points before you were rescued.
- 31-35 Extensive training in Neuro-stunner weaponry. +10 to hit with any weapon of this type.
- 36-39 Your home security system made heavy use of knockout gas. You acquired a Gas Filtration System to make it easier for you to operate in a crisis situation.
- 40-42 You thought you could defuse the bomb in time. You were wrong. You're still alive, sort of ... but at -15 to all physical stats, sighting, and hearing checks!
- 43-46 You have an almost superhuman ability to shut out distractions and concentrate on the problem at hand. Once per day, you may invoke the equivalent of a Concentration matrix. This ability is not an actual matrix, and costs no power points.
- 47-50 You can make anybody talk. Take 3 levels of Interrogation.
- 51-53 You were framed for espionage and spent 3 years in prison. You've been blacklisted from security work ... but you know who framed you.
- 54-57 You've been to a lot of crime scenes and picked up a few tips here and there. Take 2 levels of Forensics.
- 58 The Armstrong Crime Syndicate on Mars owes you a favor.
- 59-60 You weren't able to pay off Vlad "The Chin" McSween after continuously losing at the Kaluki track. Lose 10 points of agility after his boys break your legs. You're also a compulsive gambler.
- 61-63 CRACK! Someone else just took a shot at you. That's the third assassination attempt this week. Who's after you?
- 64-67 Spent your first 2 years in the force driving pursuit skimmers on Orionus. Take 4 levels of skimmer.
- 68-71 Used your experience to design some simple security systems for the neighbors. Collect 500cr.
- 72-74 Worked at the A-Mart Discount Store for one summer and now have a complete distrust of Orion Rogues. (reroll if your PC is Orion)
- 75-78 You're a terrible shot! Subtract 05 from all your Ranged Attack rolls.
- 79-81 Trained extensively with robotic sentries. Take 3 levels of Activate/Deactivate robots.
- 82-86 You're a filthy racist. You dislike and distrust anyone who doesn't fit your idea of the ideal being (like yourself). -20 Charisma. Editor's Note: Race is a reason to celebrate, not discriminate.
- 87-89 Big Lou Rosario is after you for ripping off some of his trademark security systems designs. Watch your back!
- 90-91 There's a price on your head on Mulligan's Rock. It was a frame-up, but the bounty hunters don't care.
- 92-96 You did a lot of plainclothes work. Start the game with 2 levels of Disguise and 1 level of Impersonation.
- 97-98 You've had a run of bad luck and have been fired from security work for Telydyne and Erectus in the same month! You can never work for these companies again.
- 99-100 You've worked as a bodyguard for the fashion designer Fota Weems of Mars. Take 10,000cr in originally designed skinsuits. (No you can't sell them.)

SECURITY FORTUNE TABLE

- 01-03 Others call it paranoia. You call it proper caution. Take two levels of Alertness. -20 Charisma because you don't trust anybody.
- 04-08 Computer Wiz. Take 3 levels of Operate Computer and 2 levels each of Basic/Coding and Defeat Security.
- 09-10 You were in the Galactic Police, but were thrown out for violating procedure. GalPol members will give you a hard time if they know who you are.
- 11-15 Nothing escapes your eagle eyes. +10 to all Sighting checks. Take 3 levels of Detect Concealment.
- 16-20 Reprimanded for being a lazy, fat, waste. You have two black marks and -10 to Agility and Constitution.
- 21-23 You were part of your corporation's Hypernet posse, guarding against data pirates. Take 5 levels each of Computer Ops, Computer Security Defend, Computer Security Trace.
- 24-28 You were shot during an assassination attempt on your SSDC superior. The abdomen wound blew away part of your liver and generally messed up your midsection. You've never been the same since. -5 Constitution and -10 to Poison SMR. They gave you a nice medal though.

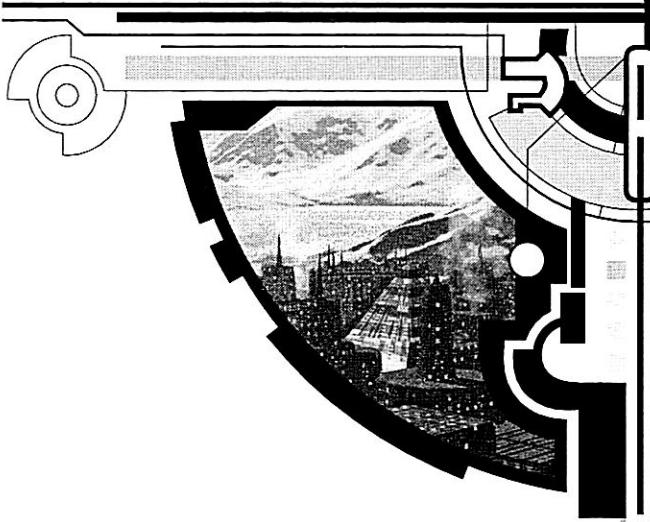
SPACEFARER FORTUNE TABLE

- 01-03 You grew up on a light gravity station. Take 2 levels of EVM and lose 15 points of Strength due to light muscle tone.
- 04-07 You've been around spaceships since you were little. Take 5 levels of Identify Vessel.
- 08-10 Spent 2 months adrift in a lifepod with a dead Arachnid. It's a long story! When they found you, you had gone quite mad. You're now violently claustrophobic, and have a 20% chance each night to lose all benefit of sleep due to the nightmares. They say you're getting better.
- 11-13 You were able to get a co-op job with the Asteroid Mining Consortium while in school. Take 2 level of Asteroid Mining and an EVM-1 spacesuit.
- 14-15 You're wanted for smuggling in Eridani controlled space. For Phentari and Orion PCs, the Eridani authorities will shoot first and ask very few questions later.
- 16-19 Blown up during an accident on a training flight. Nasty radiation burns all over your body. Reduce Charisma by 20 and Manual Dexterity by 5.
- 20-23 Weeb Kocktosten has offered you 100,000cr and a ship to use, to drop off a little package for him in Xarian space. It can't be that dangerous, can it?
- 24-26 Growing up on your parents' ship, your hobby was playing around with the comm system. Take 2 levels of Interplanetary Comm and 1 level of Interstellar Comm.
- 27-30 You know what the Dark Overlords are. Because of this knowledge you can trust no one.
- 31-32 You were a stupid kid on your first trip in space and stared at a sun. You now have really cool blank spots on your retinas. -30 to vision checks.
- 33-35 Hosed! You have picked up a group of six Pascians who are following you around for some reason. Uh-oh! Looks like they're multiplying again!
- 36-39 You know the location of a ship graveyard in the Thergon Cluster of No Man's Land. But how can you get there?
- 40-42 You have a Silk Lamb contact on Mulligan's Rock.
- 43-46 You have a terrible aversion to sleeptubes, commonly found on space stations and hotels on the frontier. Sure it's expensive to get a real room, but at least you're not sleeping in a coffin.
- 47-48 You've got a knack for the complexities of interstellar navigation. Make all Navigation checks with a +15 modifier.
- 49-50 While exploring a derelict ship in the Maze of Orion, you were briefly inhabited by an Andromeni who used you to escape. Lose 8 points of Constitution due to the Essence Drain.
- 51-54 You made somebody mad during this huge drunken brawl you were in on Hillenboro. There's this wild-eyed Goola-Goola following you everywhere. He keeps making this throat-cutting motion. Uh-oh.
- 55-57 Due to your extensive travels you've learned a lot about our small corner of the universe. Increase Terrestrial Knowledge by 15.
- 58-59 A great money making opportunity has arrived. You've been chosen out of thousands of Battlelords to promote the great new product "Red-n-Yellow™ Yummies®" on whatever vehicle you drive. You'll receive 5,000cr per month as long as Yummies® (A division of JumCo Ltd.) can paint your vehicle in red and yellow polka-dots and attach neo-neon tubing on all sides spelling out "Yummies. Eat Them."
- 60-62 Served as a gunner on a light cruiser earlier in your career. Take 5 levels of Beam Gunnery.
- 63-66 You had an idiot attack the last time you were on Madras and mouthed off to a Xarian Marine. You're not sure what his little pen shaped device was, but you sure found out what it did. Reduce your Agility by 20 points. You also have a pronounced limp.
- 67-69 You saved 13 passengers when the transport you were on was attacked by the Rebels. The Alliance awarded you the Medallion of Courage for your act of bravery. +05 Charisma when wearing it.
- 70-71 Barter has a mission for you and your crew. The great rewards will be commensurate with the great dangers. Saddle up for the unknown.
- 72-73 Busted for smuggling some Yontacha onto Eric's Place. They just threw you out into the methane atmosphere for a few minutes as punishment. Lose 10 points of Constitution due to lung damage. (Phentari re-roll, while Eridani lose the pinky finger on their sword hand. -05 Manual Dexterity.)
- 74-76 Victim of a Psychic Worm attack on your last voyage. Thank you ARM! You lose 03 points of IQ permanently. See the worm's description in *Uncle Ernie's Minions of Doom* for complete description and possible cures.
- 77-80 Stranded for 5 years with a group of Eridani after your transport crashed in No Man's Land. Increase your age by 5 years. To help you survive, they trained you in the ways of the Mokaba Datu. Take 3 levels of Body Equilibrium. If your Agility is above 80 take 3 levels of Hand-to-Hand combat. If you are a Phentari or Orion you receive no benefits other than being 5 years older.
- 81-83 Grew up on your dad's freighter. You got to help out a lot. Take 3 levels of Deep Space Piloting.
- 84-86 Member of the Celestial Watch Program (see *Hell's Kitchen*). Every month you must submit your Arachnid contact report to Gavan in the Ivory Coast sector. You are also privy to Arachnid activity before most people. +30 to Terrestrial Knowledge checks regarding the Arachnids or Xarians.
- 87-89 You have an uncanny resemblance to a well known pirate in Hell's Kitchen. You have a 50% chance of being detained unnecessarily at customs in that sector. DNA tests will prove your innocence ... if they have DNA tests.
- 90-91 Found some unusual artifacts on a dead world deep inside Xarian space. After selling them (sorry, you lost it all on Cyball matches), members of the team you were with began dying mysteriously. Kronk Splat just died in a skimmer accident last week. You're the last one left. What's going on?
- 92-95 An inner ear deformation makes you very susceptible to space sickness. You must make Constitution checks at a -50 penalty every round in zero-G or begin vomiting. Every level of EVM reduces the penalty by 05, up to +50.
- 96-98 You've been given a small cube made of incredibly dense material. When a face of it is pressed, a map of Mars and Katrel appear. What is the connection, and does someone want this back?
- 99-100 Uh-oh. The radiation alarms in your ship have been ringing for 5 minutes now. The Orbital Guard just rescued you and most of the crew but you know this is gonna be bad. You have severe radiation poisoning. Lose 15 points of Constitution and all of your body hair has fallen out.



CHAPTER 6

Matrix Expansion • 6



IN THIS CHAPTER...

Introduction from Bluerazor
Ikrini Geomancer Matrices
Jezzadeic Priest Matrices
Sye-Men Matrices

◀ An Ikrini Shaper surveys a collection of ruins on Sacarious Dva from a convenient altitude. Who said Mutzachans get to have all the fun?

I cannot stress enough this mantra every soldier should repeat before resting their heads to sleep: Possess your matrices. Such powerful words are felled on ears too small to recognize, or too deep in the skulls of soft-brained races—they wither away in the dust like so many others I've witnessed. Dying because of their own pride, lack of it, or plain stupidity imagined to be genius. I have attempted to aid them in many ways, yet before a problem can be solved, their impatience for my answer resulted only in unnecessary death and desert planets blown about by choking dust.

In my years of traveling among the races, exploring, understanding, and in whatever way I can, teaching, I have found that each race lacks the conviction to possess their matrices, if they possess them at all. Based on my recent research, however, I have formed a new theory that such matrices are available to those with the power, if only they can find the balance in their minds and match it with that of their bodies. Failure to do so leaves nothing but a wind which carries the dust of their extinct bodies. It is a sad state of affairs, but one I have grown used to. I have tried, very hard on many occasions, to grow weary of the world's upturned noses. Save your own race, indeed! Why then does your history lie in a heap at my feet?

For millenia, my race of people have collaborated on the world, the galaxy, the being of what is, was, and will be. We have watched as humans fought humans, as Phentari fought Eridani, as dogs sniffed cats, and children learned to ride a fun contraption once called a "bicycle"—their odd-looking, human bent legs, using their feet to push them off on two wheels. Human children, however, are clumsy in their youth and had to be forgiven, though difficult that could be, when the wheels of these strange contraptions crept over our lovely trains. I recall one such occasion. I gripped my pet rock Hubert so hard, I changed its composition and had to find another to take its place. The child had grown to be a great soldier, but in an act of mindlessness, was killed instantly in hand-to-hand combat. I was not too troubled by her death, but was, oddly enough, slightly justified, at long last, for her childhood disrespect of a Mutzachan's attire.

Yes, yes. Your matrix. At your core they are life preservers, serving to maintain a balance between earth and life. Without one, the other does not exist. Where there is no tread by these "feet," there is no ground. The sphere on which one survives is useless when survival is no longer necessary. Draw strength, inner pillars of robust energy, from what you stand upon. Use it! Possess it! When the time comes for learning your skills, and understanding where your weaknesses lie, release what you must ... and release wisely. I have dreamed during my nap that matrices will grow. I have understood through my travels and research that a matrix is not created, but discovered. The discovery is their birth, their use is their life. An extension of the universal energies of life. Benevolent or malevolent, who is to say? We are the keepers of this energy, this life, a parity of force of energy with force of physicality.

Following is a list of these recently discovered energetic phenomena. For good or bad, energy is energy; its use determines its legacy. It would serve you to listen to what I say.

(Editor's note: I apologize for the crassness and arrogance of this author. What a depressing individual. This Bluerazor fellow was a difficult interview and was so rude as to leave by flying through my window. I mean, really —Homolor Fi)

IKRINI MATRICES

1 POWER POINT	2 POWER POINTS	3 POWER POINTS
Atmospheric Composition	Atmospheric Sift	Breath Water
Buffet	Auto-Beacon	Defenders of Izura
Create Fire	Bring on the Rain	Flame Wall
Draw	Filter	Flight*
Flame Hammer	Geologist	Force Bolt, Intermediate*
Force Bolt, Rudimentary*	Lava Waltz	Force Shield, Intermediate*
Force Shield, Rudimentary*	Locomotion, Rudimentary*	Homing Beacon
Locate Cave	Map	Methane Trap
Minor Cave-in	Rad Liner	Motherlode
Terrain Sense, Rudimentary*	Terrain Sense, Intermediate*	Nullification, Rudimentary*
	Thermokinesis, Rudimentary*	Resonant Force
	Water Walk	Roman Candles
	Wind Shear	Rubber Mat
		Teekya's Bane
4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
Ash Storm	Force Bolt, Advanced*	Earthquake*
Hand of Xxlos	Force Shield, Advanced*	Fortress of Stone
Izura's Assailants	Hand of Obsidian	Kinetic Boost, Intermediate*
Kinetic Boost, Rudimentary*	Locate Celestial Body	Locomotion, Advanced*
Lava Sea	Nullification, Intermediate*	Tremor
Lava Shotgun	Prospect	Xxlos Craft
Locomotion, Intermediate*	Store Lightning	
Mine	Thermokinesis, Intermediate*	
Sulfur Cloud	Tidal Wave	
Terrain Sense, Advanced*	Touch of Granite	
Wind Shield		
7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
Disintegration*	Entropy Storm*	Sun Spots
Kinetic Boost, Advanced*	Gravitic Channel	
Nullification, Advanced*		
Vortex		

Note: Matrices followed by an asterisk (*) are detailed in the *Galactic Underground 2*.

IKRINI GEOMANCER MATRICES

1 Power Point

Atmospheric Composition

Generation Time: 1 min Range: Self
 Boost: None Duration: Instantaneous
 SMR: None Area of Affect: 50m radius

The Geomancer is instantly aware of the atmospheric composition around him.

Buffet

Generation Time: 1 sec Range: 50m
 Boost: None Duration: Instantaneous
 SMR: None Area of Affect: Target

The target is buffeted by sharp blast of wind which inflicts 1d4 points of damage (x 1/2 KSR). This matrix is ineffectual against personnel in armor and against all creatures size class 8 and above.

Create Fire

Generation Time: 1 sec Range: 10m
 Boost: None Duration: 2d6 sec
 SMR: None Area of Affect: Target

The most basic of matrices. The Geomancer is able to harness the surrounding energy to produce flame from the end of his finger. The fire will last for 2d6 seconds (x 1/2 KSR). Anyone coming in contact suffers d4 points of damage from being burned.

Draw

Generation Time: 1-5 hrs Range: Self
 Boost: None Duration: Instantaneous
 SMR: None Area of Affect: 1km radius

Similar to the Energy Controller Drain matrix, Draw allows the Ikrini to draw power points from her surrounding area. The Ikrini is able to gain 1 plus the KSR rating of the area in power points per hour of meditation (maximum of 5 hours). Generally this is one of the first matrices an Ikrini learns.

Flame Hammer

Generation Time: 1sec Range: 100m
 Boost: +1 dam/point Duration: Instantaneous
 SMR: Fire Area of Affect: Target

Everybody knows that a Geomancer standing near fire is a dangerous customer indeed. Flame Hammer is one of the first offensive matrices that a young geo-warrior is taught. As long as the controller is within 100m of a powerful fire source, i.e. a house or building fire, brush fire, or forest fire, he is able to harness the flames and hurl them at his adversary. The blast does 4d4 points of damage (x 1/2 KSR), plus 1 point per additional point of boost expended.

Locate Cave

Generation Time: 1 min Range: Body Centered
 Boost: None Duration: Instantaneous
 SMR: None Area of Affect: 1 km radius

The Geomancer is able to locate the whereabouts of any cave or subterranean tunnel within a 1 km radius and to a depth of 10m.

Minor Cave-in

Generation Time: 5 sec	Range: 50m
Boost: None	Duration: 5 sec
SMR: None	Area of Affect: Special

The Ikrini can cause a cave in out to a range of 50m. The size of the cave-in is dependent on the type of bedrock involved, (determined by the BM) but is usually just a few rocks falling from the ceiling. Anyone within the area of effect suffers d4 hits for d6 points of concussive/translational damage each

2 Power Points

Atmospheric Sift

Generation Time: 5 min	Range: Body Centered
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Special

The controller is able to separate elements and compounds from the surrounding atmosphere, so long as there are appropriate receptacles available (2L x KSR in element scarce regions, 10L x KSR in element heavy regions; BM discretion). The effects are instantaneous.

Auto-Beacon

Generation Time: 5 min	Range: Body Centered
Boost: None	Duration: Permanent
SMR: None	Area of Affect: Special

The extremely useful matrix allows the Geomancer to memorize his exact physical location on a planet. He can automatically find his way back to the spot as long as he is within 200 km of the location. No map or other assistance is required.

Bring on the Rain

Generation Time: 10min	Range: Body Centered
Boost: 1 min/ point	Duration: 10 min
SMR: None	Area of Affect: 1km ²

The Geomancer affects atmospheric conditions, causing it to rain. It takes 10 minutes before the downpour begins which lasts for another 10 minutes (x KSR). The GM will adjudicate the overall time it takes to rain and how much comes down, based on climate conditions.

Filter

Generation Time: 1 sec	Range: 1km
Boost: 1 hr/point	Duration: 1 hr
SMR: None	Area of Affect: 1km radius

Often used in conjunction with the Atmospheric Composition matrix. Most harmful elements and compounds found in the atmosphere are filtered out and have no effect on any person standing within the area of effect. This power can be boosted 1 hour per point of energy expended. Radiation is not effected.

Geologist

Generation Time: 1 min	Range: Body Centered
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Special

The Geomancer is immediately aware of the general mineral composition of the earth in the surrounding area out to a range of 10km and to a depth of 20km. Cannot pinpoint specific deposits.

Lava Waltz

Generation Time: 2 sec	Range: Body Centered
Boost: 1 min/point	Duration: 30 sec
SMR: None	Area of Affect: Special

Allows 1d6 people to walk across lava without suffering any damage. The amount of people that can walk across the lava can be increased at a rate of 1 per additional point of energy expended. The matrix expiration time can be extended at a rate of 5 minutes per power point expended as well.

Map

Generation Time: 1 min	Range: Body Centered
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 5 km radius

The controller instantaneously knows his location within the area of effect, as well as the general layout of his surroundings, including pits, cliffs, upward sloping trails, etc. The matrix also functions well when employed in urban areas where the Ikrini will automatically know the street layout of the surrounding area.

Rad Liner

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 5 min
SMR: None	Area of Affect: Target

Blocks the effects of radiation by producing an ultra-thin trans-lead liner which surrounds the target individual. Can be generated in conjunction with Filter to boost the overall protection of a party or individual.

Water Walk

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 5 min
SMR: None	Area of Affect: Target

The Geomancer affects the tensile strength of the water's surface and can walk across without any problem. For each additional power point expended, the controller can carry an additional 25 more kilograms (x KSR). The Ikrini can generate this power on himself or on another person.

Wind Shear

Generation Time: 5 sec	Range: 10km
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Target

Produces violent turbulence that is capable of bringing down small aircraft such as skimmers and some hoppers. Pilots who pass through a sheer must make a level 4 (x KSR) Piloting check.

3 Power Points

Breath Water

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 3d6 min
SMR: None	Area of Affect: Target

Allows one to breath water as if one were breathing air. For each additional power point expended, the person can remain underwater for an additional minute. Note: Size 7 and higher creatures have the duration cut in half.

Defenders of Izura

Generation Time: 10 sec	Range: 100m
Boost: None	Duration: Special
SMR: None	Area of Affect: Special

The Legendary Izura lived before the second Time of Reckoning on the desert world of Chrome in the Greater Magellanic Clouds. The great tectonic shifts that once had formed Chrome had subsided several thousand years before his birth. Most of the Geomancers who lived on this once-prosperous world had abandoned the planet. Only a few tribes remained. Izura's lineage had learned to harness the wind. They were some of the first Geomancers to develop its powers.

Defenders of Izura creates 1d4 small tornadoes which can be mentally controlled by the Geomancer. They are only affected by wind reduction or dissipation matrices. Otherwise, each tornado will attack 8 times each with an attack bonus equal to the controller's IQ skill bonus, inflicting d6 points of damage (x KSR) to unarmored beings. The cyclones can be controlled out to 100 meters.

Flame Wall

Generation Time: 2 sec	Range: 5m x KSR
Boost: 1 min/2 points	Duration: 2 min
SMR: Fire	Area of Affect: Special

The Geomancer creates a wall 20m long, 5m high, and 3m thick (x KSR) with a threshold equal to the level of the Geomancer and integrity of 2 times the level of the controller. Once the integrity is destroyed the wall's threshold disappears but it can still do damage if touched. Those who contact the wall suffer 1d6 points of fire damage per round of contact. Unfortunately, there is no way to modify the effects of the matrix.

Homing Beacon

Generation Time: 1 day	Range: 10 parsecs
Boost: 1 day/15 points	Duration: 3 days
SMR: None	Area of Affect: Special

The Geomancer can utilize the radioactive isotopes on the planet's surface to act as a pulsing beacon in order to facilitate a rescue attempt. The Geomancer may perform no other activity during the matrix generation time.

Methane Trap

Generation Time: 10 sec	Range: 1km
Boost: None	Duration: 2d6 min
SMR: Bio	Area of Affect: 50m radius

The Ikrini projects an odorless cloud over the target area. Any person operating without appropriate environmental protection gear automatically suffers 1 point of damage per minute of exposure. Furthermore, for each minute, there is a 05% chance of explosion, assuming calm weather conditions and the presence of fire. Any person consumed in the conflagration suffers 1d8x10 points of damage. Fire SMRs reduce the effects by half.

Motherlode

Generation Time: 1 min	Range: Body Centered
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 1 km

Allows the Ikrini to locate veins of semi-precious metals and stones with the target area. There is a base 40% of success, plus an additional 04% per level of the controller above 7th.

Resonant Force

Generation Time: 10 sec	Range: 600m
Boost: None	Duration: 1 min
SMR: None	Area of Affect: Special

The Ikrini warrior generates a pulse which travels through the ground out to a range of 600m, at a rate of 10m per second. At any point along that straight path, the Geomancer can cause the shockwave to reach a harmonic. At the resonant frequency, anything within 5m of the designated point is struck by a massive shock wave which does d6x(10xKSR) points of damage to buildings, and d10+KSR to personnel. The resonant blast can be directed vertically down into the earth. Subterranean structures suffer double damage from the concussive blast plus additional fragment damage (determined by the BM).

Roman Candles

Generation Time: 5 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: Fire	Area of Affect: 1m radius at target

The controller must be within 10 km of a volcanic source in order to generate this matrix. An initial blast of molten lava erupts from the hand of the Geomancer plus one for every 2 additional PP inflicting 4d6 (x 1/2 KSR) points of damage to any target out to a range of 50m. The base targeting chance is 40% plus 04% per level of the Ikrini above 4th. Armor integrity is reduced by 8 points per hit.

Rubber Mat

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: 10 sec
SMR: None	Area of Affect: 10m radius

The Ikrini instantaneously changes the elastic properties of earthen ground so that someone falling suffers no damage. Functions on all planets with less than 3g.

Teekya's Bane

Generation Time: 10 sec	Range: 1km
Boost: None	Duration: 2d6 min
SMR: Radiation	Area of Affect: 500m radius

One of the most insidious attack forms. The Ikrini Geomancer causes a buildup of harmful radiation within the specified area. Any person who fails his SMR versus radioactive attack forms suffers 3 point of damage per minute of exposure. Those who survive suffer permanent radiation sickness effects and lose d6 points of Agility, Manual Dexterity Constitution, and Strength.

4 Power Points

Ash Storm

Generation Time: 1 min	Range: 500m
Boost: None	Duration: 5min x KSR
SMR: Biological	Area of Affect: 100m ²

The Ikrini must be within 10km of an active volcano to employ this matrix. He draws on his earth powers to create a storm of ash. All persons within the area of effect who are not protected are instantly blind, 10% chance of permanent damage. Furthermore, all persons without appropriate breathing protection must make a biological SMR or expire at a rate of 1 body point of suffocation damage per minute.

Hand of Xxlos

Generation Time: 1min	Range: 200m
Boost: None	Duration: 30 sec
SMR: None	Area of Affect: Special

Also known as Squid Water. The controller is able to manipulate the shape and flow of water. The Squid is able to sink small vessels, inflicting 3d6 points of damage (x KSR) per attack. Only a Dissipation matrix affects the Squid Water since it is in no way sentient. Requires a pond-sized body of water to function.

Izura's Assailants

Generation Time: 10 sec	Range: 200m
Boost: None	Duration: Special
SMR: None	Area of Affect: Special

A much more powerful form of the Defenders of Izura. Sustained wind gusts of more than 60 km per hour must exist for this matrix to be employed. D6 tornadoes are generated, each capable of moving at 30km per hour. They maintain cohesiveness for 10 attacks, once every 6 seconds inflicting 3d6 x KSR points of damage.

Izura's Assailants can be manipulated into one great tornado capable of attacking 6 times, with each attack inflicting 6d6 x KSR points of damage. Same attack bonus as Defenders of Izura.

Lava Sea

Generation Time: 10 sec	Range: Body Centered
Boost: 1 min/ point	Duration: 1 min x KSR
SMR: Fire	Area of Affect: 5m

A molten sea of lava is instantaneously generated around the controller out to a range of 5m and to a depth of 3m. The Geomancer is safe from the effects of this matrix. Anyone standing within the area of effects suffers 2d6 points of damage per second (heat translational) and lose 2 points of armor integrity to any submerged section of body armor. Double damage occurs if applied against skin.

Lava Shotgun

Generation Time: 5 sec	Range: 10m
Boost: None	Duration: Instantaneous
SMR Fire	Area of Affect: 10m cone

A devastating matrix which follows the same precepts as the Roman Candles, except that it is drastically more powerful and no to-hit roll is required. All persons within the cone of effect are struck by d6 globs of lava which cause 6d6 x KSR points of damage apiece and reduce armor integrity by 8 points.

Mine

Generation Time: 1hr	Range: 10km
Boost: 1hr/10 points	Duration: 4 hrs
SMR: None	Area of Affect: Special

From as far as 10km away, a Geomancer can extract raw ore and draw it to a ship in space at a rate of 1 metric ton per hour into a cargo bay. The Geomancer may perform no other activity during the matrix generation time

Sulfur Cloud

Generation Time: 10 sec	Range: 500m
Boost: None	Duration: 1 min x KSR
SMR: Bio	Area of Affect: 100m rad

Causes a cloud of noxious sulfur to descend over the target area. Any person trapped inside must make a Biological SMR or suffer 2 points of damage per minute of exposure. SMRs are permanently reduced by 2d6 points. A strong wind effectively dissipates this attack form. The Ikrini must be within 10km of a large sulfur source.



Wind Shield

Generation Time: 2 sec	Range: Body Centered
Boost: 1 min/ point	Duration: 5 min x KSR
SMR: None	Area of Affect: 20m rad

Dampens the effects of wind kinetics. The field extends out away from the controller in a spherical projection. Everything is calm inside the sphere itself. Reduces up to 10km/h per level of matrix controller.

5 Power Points

Hand of Obsidian

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: Instantaneous
SMR Bio	Area of Affect: Target

A small renegade band of Ikrini have been working with the Tza Zen Rigel to perfect this matrix. When employed, the target creature must make a biological SMR at a +20 or instantly be turned into obsidian (i.e. you're dead). For each level of the Geomancer above 13th, there is a 02% reduction in SMRs.

The Council of Timar has banned the learning of this power. Any mind probe that reveals its presence automatically brings the Death Penalty.

Locate Celestial Body

Generation Time: 10 min	Range: 100 light yrs
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Target

Given the general composition of a celestial body, the Geomancer can locate the object in space without the need of electronic surveillance devices out a range of 100 light years.

Prospect

Generation Time: 10 min	Range: 10 light yrs
Boost: None	Duration: Instantaneous
SMR None	Area of Affect: Target

The Geomancer is able to discern the overall composition of a celestial body out to a range of 10 light years without actually setting foot on the planet, or employing long-range scanners.

Store Lightning

Generation Time: 5 sec	Range: Body Centered
Boost: None	Duration: Special
SMR: Electrical	Area of Affect: 10m

This powerful matrix allows the Geomancer to act as a lightning rod. Lightning discharges from the atmosphere pass down through his body into the earth where they are stored. The matrix is designed such that an individual passing within the field containment area causes the stored energy to discharge and is instantaneously struck by d6 bolts of lightning, which each inflict 6d6 points of damage. The controller is able to preset the threshold minimum size class (1-12) which will trigger the release.

Tidal Wave

Generation Time: 5 min	Range: 1 km
Boost: None	Duration: 10 sec
SMR: None	Area of Affect: Special

When generated, the matrix controller unleashes a deadly wall of water, 20m (x 1/2 KSR) high and 200m (x 1/2 KSR) long. Anything in

the tidal wave's path suffers 4d6x10 points of damage. The Ikrini must be within 5km of a large body of water (lake or bigger).

Touch of Granite

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: Permanent
SMR: Bio	Area of Affect: Target

Outlaw Ikrini have been studying under the tutelage of the infamous Tza Zen Ignomice the Distorter. The Ikrini now showcase what has come to be known as the Touch of Granite. Any individual who fails his SMR vs Biological attacks at a +30 bonus is instantly turned to granite stone. All metabolic functions are placed in suspended animation. The individual is not dead. Reversing the matrix will bring the victim back to life. The reversal process is not without its problems. Restored persons lose 1d10 points of Agility and Manual Dexterity permanently.

While granite, the victim is vulnerable to sonic and crushing attacks which inflict double damage. Use of this matrix carries a Death sentence.

6 Power Points

Fortress of Stone

Generation Time: 10 sec	Range: Body Centered
Boost: None	Duration: 1 day x (2xKSR)
SMR: None	Area of Affect: 10m ³

When generated, a massive stone fortress is created surrounding the controller. The Geomancer is able to pass through the walls without any effort. All other objects are blocked. Each 10m³ wall has 2HP worth of structural integrity and a 10 threshold.

Tremor

Generation Time: 10 sec	Range: Body Centered
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 500m x KSR radius

Produces a shockwave that radiates outward from the Geomancer out to 400m. All buildings within the effected area suffer 4d4 x 10 points of damage. Vehicles suffer 1d4 x 10 points of damage. Personnel absorb 4d6 points of damage. Damage is translational.

Xxlos Craft

Generation Time: 1 min	Range: Special
Boost: 2 min/ point	Duration: 30 min x KSR
SMR: None	Area of Affect: Special

It's a bubble of air that travels at up to 40km per hour and can descend to a depth of 100m. The Xxlos Craft can hold up to 30 size class worth of creatures. It should be noted that the Xxlos Craft is vulnerable to stormy seas and there is a substantial chance that when operating in such a climate that the air bubble vessel will become compromised and fall apart. The overall chance will be determined by the BM.



PlayerTip:

The Mental Disciplines skill field is a matrix controller character's best friend. Spend a good portion of your skill points there.

IKRINI ADVANCEMENT

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

7 Power Points

Vortex

Generation Time: 1 min Range: 1km
 Boost: None Duration: 5 min x (2xKSR)
 SMR: None Area of Affect: 5km radius

Once a Geomancer has reached the 7th energy bracket, he becomes a fearsome force indeed. At this level of proficiency, he is able to generate a powerful vortex, or tornado, that the Geomancer has some degree of control over.

The Ikrini merely concentrates and a vortex of wind is created that is 10m in diameter and about 100m high. The Ikrini must make successful Intuition checks each round to maintain control of the tornado. If she fails she must make an Intuition check at a -25. Another failure indicates the tornado is wild and will move in a random direction for the duration of the matrix.

The vortex's 400km/hr winds will destroy small buildings and vehicles (4d12 x 10 concussive damage) and pick up small objects and debris. A person hit by the tornado takes the above damage and is immediately sucked into it and thrown d10 x 10 meters for d4 x number of meters thrown concussion damage. Nasty! The tornado moves at 40km/hr and has an IM of -6 for the purposes of people trying to run away from it. This power naturally only works in an atmosphere.

8 Power Points

Gravitic Channel

Generation Time: 1 min Range: 1 km
 Boost: 1hour/point Duration: 2 hrs
 SMR: None Area of Affect: 100m² x (2xKSR)

This powerful matrix affords the Geomancer control over local gravity fields. A Geomancer can reduce gravity in the area of effect to zero, or he can increase it to up to 10 times normal gravity. Tank stuck in the mud? Well, just let the Ikrini make it weightless and pull it out herself. A side effect of the use of this matrix is that it will destroy any anti-gravity devices that are turned on in the area of effect (be careful with those Heavy Belts!).

9 Power Points

Sun Spots

Generation Time: 1hr Range: 100,000,000 km
 Boost: None Duration: 30 hrs x KSR
 SMR: None Area of Affect: Target

The controller affects sun spot activities by increasing the discharge energy potential on the sun's surface, thus blocking communication transmissions for an entire solar system. The Geomancer may perform no other activity during the matrix generation time

JEZZADEIC PRIESTS

Bi-athons and Modules

The Atohk is the Jezzadeic Priest's most prized possession. It stores many of the Priest's enchanted items, or Bi-athons and is an amplifier of the Priest's own power. As detailed in *Galactic Underground 2*, Jezzadei imbue objects with a matrix, expending the power points permanently, yet storing that energy for use later. When wielding an Atohk, a Jezzadeic Priest is also able to harness one renewable (daily) Power Point per bracket of matrix experience. A Priest may opt to use these renewable points to boost a Bi-athon. Without the Atohk this power is unavailable to the Priest. These renewable points cannot be used to empower Bi-athons and are not increased by IQ bonuses. **Matrices which can be utilized only with the renewable Power Point are noted with a (®) in the Matrices Table and the descriptions.**

There are a variety of Atohks that a Jezzadeic Priest can employ when on the battlefield. The Atohk acts as a field stabilizer, thus ensuring the efficient propagation of outgoing matrices. The larger Atohks can hold more enchanted items allowing the Priest to utilize them quickly instead of digging around for that small wrench he enchanted with the Defeat Armor matrix when some slime in MBA is bearing down on him.

Each permanent matrix is stored in a shell, known as a Bi-athon, that is inserted into the Atohk's shaft at the bottom. Each Bi-athon takes up one point of space per Power Point. An Atohk can never store more Bi-athons than is given below, although I know a Goola-Goola named Grease Bal Shin-digger who might claim differently.

Note: Bi-athons can be only used by Jezzadeic Priests. The Atohk is the only item that can be enchanted with multiple matrices.

ATOHKS			
TYPE	SPACES	COST	
Wand	10	10,000	
Lance	20	30,000	
Scepter	50	80,000	
Bujay	100	200,000	
Staff	150	500,000	
Galant	250	1M	
Mage Staff	500	5M	

Modules

A variety of modules may be housed in the Atohk, in order to increase range, power, energy requirements, etc. Listed below are those which Priests can purchase to improve one's Atohk.

ATOHK MODULES		
MODULE	SPACES	COST
Corrosive Protection	-	5,000
Energy	20	150,000
Fire Retardant	-	3,000
Range	20	100,000
Resonant Hammer	50	250,000
Storage	2	25,000

Corrosive Protection: Reduces the effects of corrosive-based attack forms by applying a +40 bonus to SMRs.

Fire Retardant: Makes the device immune to the effects of normal fires (less than 2,000 degrees).

Power Module: Increases the damage yield on all offensive matrices by 50%.

Range Module: Doubles the effective range of all matrices.

Resonant Hammer: This module increases the potency of the Atohk as a melee weapon by inducing a concussive attack when a successful hit is made. The Resonant Hammer will do an additional d4 damage (concussive; ignores threshold) per attack.

Storage: The most basic of modules. It is attached to the base of the device and increases the staff's capacity by 10 spaces. A maximum of four Storage modules may be added to an Atohk.

JEZZADEIC MATRICES

1 POWER POINT	2 POWER POINTS	3 POWER POINTS
Activation Energy*	Electronic Shield	Cocoon
Arc ®	Empower 1*	Empower 2*
Arc Weld	Enhance Damage 1*	Energy Disruption
Atohk*	Fault ®	Fibril Creep
Delayed Shatter ®	Hands of the Atohk	Fibril Stretch
Detect Forcefield	Hollow	Lighten*
Drinnin Healing ®	Repair Miscellaneous Equipment	Magneto Disruption
Explosive ®	Repair Weapons Systems	Record
Haywire	Shimmy	Remote Control
Heat ®	Shock	Repair Armor Systems
Malfunction	Short-Circuit	Repair Computer Hardware
Measure	Strand	Shunt
Strengthen*	Trigger	Tangler Mesh
Sonic Clean		
4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
Age Reversal	Cloud of the Remmoray	Black Out
Defeat Armored Vehicle	Control Robot	Empower 4*
Electronic Tumbler	Empower 3*	Indestructibility*
Enhance Damage 2*	Reconstruct	Remove Friction
Power Mesh	Tarradarian's Box	
Repair Cybemetics		
Shatter Artifact*		
7 POWER POINTS	-	-
Empower 5*		
Propel		
Ultimate Empowerment*		

Note: Matrices followed by an asterisk (*) are detailed in the *Galactic Underground 2*.

JEZZADEIC PRIEST MATRICES

1 Power Point

® Arc

Generation Time: 1 sec	Range: 2m
Boost: 1min/point	Duration: 1 min
SMR: Biological	Area of Affect: 1m/level

Causes an electrical arc to form between two points up to a meter apart per level of the controller. Anyone looking in the direction of the arc must make a SMR vs Biological attack forms or be temporarily blinded (d4 rounds). Secondly, persons within the area of effect suffer 1d10 damage as they become the ground point for the arc. A successful Electrical SMR reduces the damage by half. Obviously, there must exist a nearby (less than 2m) electrical source for this matrix to function properly. Renewable Power Point only.

Arc Weld

Generation Time: 10 min	Range: Touch
Boost: 2 int/point	Duration: Instantaneous
SMR: None	Area of Affect: 2m ²

The controller attempts to patch up holes in damaged armor or other metals by arc welding with an enchanted item. There must be a supply of materials to facilitate the repair. The priest can restore 1d6 points of armor integrity when employing this matrix. The Bi-athon may be used a number of times per day equal to half the Priest's energy bracket (rounded up).

® Delayed Shatter

Generation Time: 2 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: Electrical	Area of Affect: 1m ²

This power causes a brittle or fragile object such as glass to shatter when triggered. The Priest defines the parameters which will cause the object to shatter, such as distance to object, etc. Renewable Power Point only.

Detect Forcefield

Generation Time: 1 sec	Range: 10m
Boost: 2m/point	Duration: Instantaneous
SMR: None	Area of Affect: 10m ²

Here, the Jezzadeic priest uses his enchanted Atohk to detect the presence of forcefields out to a range of 10m. Sophisticated defense systems are assigned a rating from 0-25 in increments of 10%. This is subtracted from the assumed 100% chance of success. For each matrix level above 1st, the controller gains a +04% to dice rolls when determining the effect of the matrix. This power may be used d4 times per day (roll during first use).

® Drinnin Healing

Generation Time: 2 sec	Range: Self
Boost: 1d6/5points	Duration: Special
SMR: None	Area of Affect: Special

An improvised power that allows a warrior to heal up to 3d6 points of damage through the use of space yoga (equivalent of course) and chemo-physiology. Due to the radical nature of these principles, there is only a 40% chance of success, plus 04% per level of the controller above 1st. Renewable Power Point only.

® Explosive

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 5 min
SMR: None	Area of Affect: 1kg of material

Originally used to create explosives to open cave-ins and tombs, this matrix makes wonderful impromptu grenades. The Priest merely picks up an object of less than 1kg, and enchants it with the Explosive matrix. The Priest can then invoke the triggering phrase and 3 seconds later ... BLAM! The Explosive matrix wears off after 5 minutes so the object must be activated in that time or the power is wasted. Once enchanted the object merely needs to be in shouting distance to be activated. The object explodes like a grenade for d10 concussion damage and d8 fragments for d4 points of damage each. If something soft is enchanted (like a pillow or dead Mazian) there will be no fragment damage. Renewable Power Point only.

Haywire

Generation Time: 2sec	Range: 10m
Boost: None	Duration: 1min
SMR: None	Area of Affect: 5m radius

A relatively innocuous power that can be quite useful. Haywire causes a piece of machinery to appear to break. Lights will randomly flicker, gauges will spike, and a grinding noise will emanate from the targeted object. However, in fact, the machine is unaffected and functions normally. The Bi-athon may be used a number of times per day equal to half the Priest's level (rounded up).

® Heat

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 5 min
SMR: None	Area of Affect: 1m ²

Allows the Priest to raise the temperature in the area of effect by 10-40° Celsius. Get ready to cook dinner in your helmet. Renewable Power Point only.

Malfunction

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: 5 min
SMR: None	Area of Affect: Special

The priest attempts to cause a weapon to malfunction. A 04% modifier is subtracted from the malfunction number of the weapon per level of the Jezzadeic warrior above 1st. The Bi-athon may be used a number of times per day equal to half the Priest's energy bracket (rounded up).

Measure

Generation Time: 1 sec	Range: Line of Sight
Boost: None	Duration: 1sec/100m
SMR: None	Area of Affect: Line of Sight

The Priest is able to measure distances with incredible accuracy. Buildings and smaller objects can be measured accurately to within a millimeter. Distances can be measured out to the horizon, with an accuracy of plus or minus a meter per kilometer distance. Great stuff to complement your new surveying job. A Bi-athon enchanted with Measure may be used 10 times per day.

Sonic Clean

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 1-4 min
SMR: None	Area of Affect: 1m ²

Super useful for the archeologist. The enchanted Bi-athon, when activated, can sonically clean a given object in d4 minutes. The object will be rendered completely dust and grime-free. This Bi-athon can be used 4 times per day.

2 Power Points

Electronic Shield

Generation Time: 1 sec	Range: Self
Boost: 2 min/point	Duration: 10 min
SMR: None	Area of Affect: Special

A crude flux shield, this Bi-athon stops up to 2d6 points of damage (rolled for each attack) from any non-kinetic energy attack form (i.e. great for stopping the bozo with the BS-2, but pretty useless against the odd enraged Python or chain gun). Also ineffective against Omega weapons and only stops d4 damage from Pulse weapons. This Bi-athon can be used twice per day. When active, no other field producing devices will function.

Ⓢ Fault

Generation Time: 1 sec	Range: 20m
Boost: None	Duration: 5 min
SMR: None	Area of Affect: Target

Be the life of the party with this nasty matrix. With Fault, the Priest can disrupt the functioning of a single piece of equipment or a single system in a vehicle. The device operates at only 25% of its normal capability for the duration of the matrix. Renewable Power Point only.



Hands of the Atohk

Generation Time: 1 sec	Range: 25m
Boost: 2m/point	Duration: 1 min
SMR: None	Area of Affect: Target

The controller uses his Atohk, generating an energy field that can be used to pick up and drop off objects out to a range of 25m. For each additional renewable power point expended, the range is increased by 2m. The energy field is strong enough to transport small objects with an encumbrance of 3 or less. The Bi-athon may be used a number of times per day equal to the Priest's level (rounded up).

Hollow

Generation Time: 1 sec	Range: Self
Boost: 25m/point	Duration: 10 min
SMR: None	Area of Affect: 50m radius

With this matrix, the Priest can use a Bi-athon up to 4 times per day to detect voids and passageways underground up to a depth of 50m. Will work through soil, rock, or ice.

Repair Miscellaneous Equipment

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Affect: 2m ²

Priests choose among the variety of equipment types as described in *Lock-N-Load* and/or *Battlelords*. Each equipment type represents its own matrix, i.e. medical equipment is different from repairing espionage equipment. There is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. The Bi-athon may be used twice per day.

Repair Weapons Systems

Generation Time: 2 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Affect: 2m ²

Specialization in repairing damaged weapons systems is vital to the survival of a controller when operating in the field. Characters must choose a basic field of weapons to repair such as laser, pulse technology, Omega weapons, etc. There is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. The Bi-athon may be used twice per day.

Shimmy

Generation Time: 2 sec	Range: Self
Boost: 3m/point	Duration: 1 min
SMR: None	Area of Affect: 10m vertical

A strand-like field of excited molecules is generated connecting two points, allowing individuals to grasp it like a rope and "shimmy" up or across it (300kg capacity). For each additional renewable point expended, the field is extended 3m. The strand cannot be cut or affected in any physical way. A Shunt matrix, or something similar defeats this

power. The Bi-athon may be used a number of times per day equal to half the Priest's level (rounded up).

Shock

Generation Time: 1 sec	Range: 75m
Boost: None	Duration: Instantaneous
SMR: Electrical	Area of Affect: Target

Functions similar to the Energy Controller matrix Electrical Discharge, except that the damage yield is 1d6 points of damage and the range is 75m. The Bi-athon may be used three times per day.

Short-Circuit

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: Electrical	Area of Affect: Special

This useful matrix allows the controller to short-circuit the wiring in machines and thereby render the equipment useless. He does not need to be in direct contact with the targeted object in order to render it inoperable. Note: An SMR versus electrical attacks negates the effects of the attack. Furthermore, the percentage chance of actually destroying or rendering the machinery inoperable depends on the tech level, to be determined by the BM. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

Strand

Generation Time: 1 sec	Range: 25m
Boost: 5m/point	Duration: 10 sec
SMR: None	Area of Affect: Self

Jezzadeic Priests are slow, cumbersome beings and often have difficulty evading the authorities or other Battlelords. Strand allows the Priest to generate an electrical field, extending from his Atohk to another point, such as the face of a brick wall. The Priest swings himself across to the wall, much like the ancient Earth comic book character. Strand can only be used by the priest on himself. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

Trigger

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Special

The Jezzadeic Priest causes the targeted weapon to prematurely fire. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

3 Power Points

Cocoon

Generation Time: 5 sec	Range: 1m
Boost: 1 day/point	Duration: 1 day
SMR: None	Area of Affect: Target

The priest generates an energy field around equipment he wants to keep safe. Anyone disturbing the field will be struck by a powerful discharge which does 4-40 points of damage. The field duration can be increased by one day per renewable power point expended. Equipment inside the field is not affected by its electrical properties. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

Energy Disruption

Generation Time: 1 sec	Range: 20m
Boost: None	Duration: 10 sec
SMR: None	Area of Affect: 10m ²

Disrupts the field propagation of certain energy based weapons. Disintegrators, Disruptors, EMP Cannons, Meson Cannons, Metal Guns, and Neuro Cannons are affected. The damage yield (or effect) from these weapons within the area of affect are halved (both incoming and outgoing). This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

Field Creep

Generation Time: 2 sec	Range: Self
Boost: None	Duration: 1 min.
SMR: None	Area of Affect: Within line of sight

An ultraviolet force field that extends outward from the center of the Priest, allowing the controller to detect the presence of all energy based traps and fields within the confines of the matrix. The Jezzadeic automatically knows the location and type of trap or field, but not necessarily the method to disarm it. Bi-athon based. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

Fibril Stretch

Generation Time: 1 sec	Range: 20m
Boost: 2m/point	Duration: 2 min
SMR: None	Area of Affect: Target

Appearing as a shiny blue-green energy field extending between two structures in a horizontal axis. Allows for a party to cross between two buildings (can hold size class 8 or less at one time), or as a net to catch falling victims (usable as a net for size class 8 being falling from 100m or less). This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

Magneto Disruption

Generation Time: 1 sec	Range: Self
Boost: None	Duration: 10 sec
SMR: None	Area of Affect: Special

This matrix allows the controller to reduce the effects of all attack forms that are directed inside a magnetic bottle: Plasma, Omega, Attractor Repressors, Implosion Torpedoes, and Static Pistols. When employed, these attacks are nullified for the duration of the matrix. In addition Beam Weapons have their damage reduced by half. Unfortunately, this matrix has no area of effect and can only be used by the Jezzadeic Priest on himself. This Bi-athon can be activated four times per day.

Record

Generation Time: 3 sec	Range: 10m
Boost: None	Duration: 100 years
SMR: None	Area of Affect: 5m ³ /level

Another useful matrix for the archeologically-inclined Jezzadei. A Bi-athon empowered with this matrix will be able to make a 99% accurate three-dimensional visual and audio recording of a particular object or place (30 hours max). The recording can be recalled from the Bi-athon via voice command and is viewed in an ionized space in the air above it. This Bi-athon can be activated a number of times per day equal to the Priest's level.

Remote Control

Generation Time: 5 sec	Range: 50 m
Boost: 1min/2points	Duration: 1 min
SMR: None	Area of Affect: Special

Many systems maintain a certain remote control capability. When this matrix is employed, the priest utilizes his Atohk to act as the transmitter/transponder for a particular system. He is able to control the object for as long as the matrix is activated. Some robotic devices employ a defense system to protect against external control. The BM will assign the appropriate rating in increments of 10% penalty modifier when determining whether the control was successful (base chance of 100% plus 02% per level of the Priest). This matrix will not affect any system using a pAI or true AI. This matrix can be activated once per day.

Repair Armor Systems

Generation Time: 2 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Affect: 1 suit of normal or heavy armor

Another Bi-athon that is integral to the success of Battelords operating in the field. This power allows a Jezzadeic Priest to repair damaged armor sub-systems twice per day. Again, there is a base 40% chance of success, plus 04% per level of the controller above 4th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful.

Repair Computer Hardware

Generation Time: 2 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Affect: 2m ²

Allows the matrix controller to attempt to repair damaged computer hardware. There is a base 40% chance of success, plus 04% per level of the controller above 7th, plus 02% per level of an appropriate Repair skill, if any. The Battle Master will assign a damage rating to the equipment of 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful. This Bi-athon can be activated three times per day.

Shunt

Generation Time: 1 sec	Range: 100m
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: Target

Allows the Jezzadei to shunt electrical fields to the ground from out to 100m rendering the field harmless. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

Tangler Mesh

Generation Time: 2 sec	Range: 25m
Boost: None	Duration: 2d6 min
SMR: Electrical	Area of Affect: 10m ²

The priest uses his Atohk to generate an electrical field between two structures. The field extends upward from the ground in the vertical plane only. Any person attempting to pass through the web is not shocked. Instead, they must pass a Strength check at a -40 or be caught in the field. The trapped character is allowed one Strength check (-40 penalty) each

round to break free. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

4 Power Points

Age Reversal

Generation Time: 1 sec	Range: 10 m
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 1m ³

Reverses the effects of corrosion and age on devices of many kinds, both electrical and mechanical. The Priest may remove a minimum of 10 years of corrosion and neglect from an object, with an additional 10 years of rot for each level of the Priest above 6. This Bi-athon can be activated a number of times per day equal to the Priest's energy bracket.

Defeat Armored Vehicle

Generation Time: 1 sec	Range: 50 m
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 10m ²

Affects many types of vehicles, including tank, skimmer, hopper, or fighter. Characters choose a specific field to specialize in. When attacking, the priest must specify which system he is targeting on the target vehicle, i.e. he is attempting to knock out the targeting computer on a particular a-grav tank. Again, he must be specific as to which system he is trying to defeat. There is a base 40% chance of success, plus 04% per level of the controller above 10th. The Battle Master will assign a defense rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the attempt was successful. This Bi-athon can be activated twice per day.

Electronic Tumbler

Generation Time: 5 sec	Range: Touch
Boost: None	Duration: Instantaneous
SMR: None	Area of Affect: 1m ²

An extremely useful matrix. The Jezzadeic Priest uses his Atohk to unlock sophisticated electronic locks up to four times per day. The base chance for success equals 40% plus 04% per level of skill above 10th, plus 02% per level of Pick Locks skill, if any. Again, defense systems employed are rated in difficulty of 0-25 (increments of 10%). The defense system rating is subtracted from the overall chance to succeed when determining whether the matrix was successful.

Power Mesh

Generation Time: 5 sec	Range: 100m
Boost: None	Duration: 2d6 min
SMR: Electrical	Area of Affect: 20m ²

A much more powerful form of the Tangler Mesh configuration, this Bi-athon matrix is able to stop vehicles and personnel. Any normal automobile, motorcycle or skimmer moving at a speed less than 50km per hour automatically comes to an abrupt halt and is trapped in the mesh for the duration of the matrix. Vehicles traveling at a high rate of speed, greater than 50kph, must make a vehicle control check after passing through to determine whether or not the driver lost control. Any individual attempting to pass through the barrier must make a Strength check at a -80 penalty or be caught in the mesh.

In addition, the priest can release the energy stored in the field at any point, inflicting 4d6 points of electrical damage to the target. The

JEZZADEIC PRIEST ADVANCEMENT

LEVEL	X.P.	ATOHK RUNE COVERAGE %	POWER POINTS	TITLE	COST
1	0-1,000	5	1	Clergy	1,000
2	1,001-3,000	10	1	Clergy	1,000
3	3,001-5,000	15	1	Clergy, Supplicant	1,000
4	5,001-8,000	20	2	Missionary	2,000
5	8,001-12,000	25	2	Missionary, 2nd Order	2,000
6	12,001-18,000	30	2	Missionary, 1st Order	2,000
7	18,001-28,000	35	3	Missionary, Turanth's Messenger	5,000
8	28,001-40,000	40	3	Shaper	5,000
9	40,001-60,000	45	3	Shaper, 2nd Order	5,000
10	60,001-90,000	50	4	Shaper, 1st Order	10,000
11	90,001-150,000	55	4	Shaper, Turanth's Hands	10,000
12	150,001-240,000	60	4	Speaker	10,000
13	240,001-420,000	65	5	Speaker, 2nd Order	25,000
14	420,001-700,000	70	5	Speaker, 1st Order	25,000
15	0.7M-1.1M	75	5	Speaker, Turanth's Voice	25,000
16	1.1M-2.0M	80	6	Crafter, 2nd Order	50,000
17	2.0M-3.5M	85	6	Crafter, 1st Order	50,000
18	3.5M-6.0M	90	6	Crafter, Keeper of the Bi-athon	50,000
19	6.0M-8.5M	95	7	Crafter, Master of the Bi-athon	100,000
20	8.5M-11.0M	95	7	Elder, Guard of Zygod	1M
21	11.0M-13.5M	100	7	Elder, Minister of Zygod	1M
22	13.5M-16.0M	100	8	Elder of the People	5M
23	16.0M-20.0M	100	8	Elder, Turanth's Guide	5M
24	20.0M-25.0M	100	8	Elder, Keeper of The Way	5M

field collapses immediately once the electrical discharge is released. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

Repair Cybernetics

Generation Time: 1 min Range: Touch
 Boost: None Duration: Permanent
 SMR: None Area of Affect: 2m²

Allows a powerful Jezzadeic Priest to repair defective or damaged cybernetic equipment with a Bi-athon up to twice per day. There is a base 40% chance of success, plus 04% per level of the controller above 10th, plus 02% per level of Repair Cybernetics skill, if any. The Battle Master will assign a damage rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the repair attempt was successful.

5 Power Points

Cloud of the Remmoray

Generation Time: 10 sec Range: 1km
 Boost: 1sec/4points Duration: 10 sec
 SMR: Electrical Area of Affect: 10m²

Appears as a giant cloud of shimmering green energy. This conflagration moves at a speed of up to 40kph. Anyone caught in the area of effect is struck with 1d4 bolts of energy per second for as long as they remain in the cloud, which dissipates after 10 seconds. For each addi-

tional four points of renewable energy expended, the cloud lasts for another second. Victims suffer 2d6 points of damage per bolt. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

Control Robot

Generation Time: 2 sec Range: 50m
 Boost: 1 min/point Duration: 10 min
 SMR: None Area of Affect: 10m²

The Priest attempts to gain control over a robotics system utilizing a pAI or true AI. There is a base 40% chance of success, plus 04% per level of the controller above 13th. The Battle Master will assign a defense rating to the equipment of from 0-25, in increments of 10% which is subtracted from the overall dice roll when determining whether or not the control attempt was successful. This Bi-athon can be activated a number of times per day equal to half the Priest's energy bracket (rounded up).

Reconstruct

Generation Time: 1 sec Range: 10m
 Boost: None Duration: 3 hrs
 SMR: None Area of Affect: 1m³

This matrix is essentially the opposite of Shatter. Here the empowered Bi-athon is used to reassemble a broken or shattered object from its available pieces within its range. Reconstruct has a base 100% effectiveness, minus 10% per level of destruction of the object, plus 05% per

level of Priest above 6. A glass with a few shards broken off would be a level 2 check, while a vase run through a rock crusher would be a level 20 check. The reconstructed object will be held together by the matrix for its duration. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

Tarradarian's Box

Generation Time: 2 sec	Range: Touch
Boost: None	Duration: 30 days
SMR: None	Area of Affect: 1m ³ /2 levels

With this matrix a Jezzadei is able to envelop an object with a protective field that includes elements of its natural surroundings, effectively isolating the object and allowing it to be moved. The matrix was mainly designed for archaeology, for the purpose of transporting objects so fragile they would crumble if removed from their natural surroundings. The field can contain liquid, solid, atmosphere, or vacuum, and can withstand temperatures from -270°C to 2000°C and pressures of up to 2000kg/cm². The field can be handled and moved easily, depending on the size of the object. This Bi-athon can be activated three times per day.

6 Power Points

Black Out

Generation Time: 1min	Range: 1km
Boost: None	Duration: Special
SMR: None	Area of Affect: 1km ²

This extremely powerful matrix allows the priest to temporarily knock out all power grid-based electrical systems in a city up to 16 square blocks. The base chance for success equals 30% plus 04% for each level of skill above 15th, minus the security rating of the power transmission (rated at 1-10, in increments of 10%). This Bi-athon can be activated twice per day.

Remove Friction

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 1 hr
SMR: None	Area of Affect: Target

With this power, a Priest is able to reduce the friction an object has with what it is resting on, making it feel as though the object is 1/100th its real weight. The object may then be pushed or pulled, assuming the power needed to move 1/100th of the original's mass is available (e.g. a grounded a-grav tank that normally weighs 100 tons, now effectively weighs 1 ton. This is still too much for Henry the Mutzachan to budge). Since this matrix only affects friction, an object's mass does not change. Remove Friction can also play havoc with machines that require friction to function, like belt drives, tires, conveyer belts, etc. This matrix will only work in gravity of at least half Earth-normal and with objects of 5m³ or less per level of the Priest above 3. Remove Friction cannot be used in conjunction with the Lighten matrix. This Bi-athon can be activated a number of times per day equal to half the Priest's level (rounded up).

7 Power Points

Propel

Generation Time: 1 hr	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Affect: Special

Powerful Priests are able to use this matrix to permanently enchant an object to make it a viable vehicle for the Priest. The object must allow the Priest to either grasp it, or sit or stand upon it. Once enchanted the object can be controlled by the Priest only. He is assumed to have 5 levels of driving skill in this object (treat as Automobile skill for the purposes of advancement and skill modifiers). The object can maneuver in any direction in any gravity situation at up to 5kph per level of the Priest. Thus, a Priest of level 20 can zip along holding onto his enchanted umbrella at 100kph. The Propelled object can carry the Priest plus 10 times the level of the priest in kilograms of added weight and can function for 1hr/level/day of the Priest.

SYE-MEN MATRICES

1 POWER POINT	2 POWER POINTS	3 POWER POINTS
Clarity	Collect	Embers
Concentration	Need	Marionette
Find Grave	Utilize	Speak With Dead*
Palm of Resurrection*		
Resurrect Animal		
Resurrect Plant		
4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
Animate Dead	Essence Store	Mass Animate Dead
Shade	Privacy	Soul Connect
7 POWER POINTS	-	-
Brotherhood		

Note: Sye-Men powers with an asterisk require no power points to generate. No Sye-men matrices can be learned via latent extraction or cross-networking.

SYE-MEN MATRICES

1 Power Point

Clarity

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 1 sec
SMR: None	Area of Effect: Target

The Necromancer uses this matrix to know the immediate extent of the individual's injuries and understands which injuries are most life threatening. He can then take immediate corrective actions to aid the victim.

Concentration

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 2 min
SMR: None	Area of Effect: Target

The Sye-Men attempts to block out all extraneous noise and distractions in order to focus more clearly on the task at hand. The base percentage chance to perform any task is increased by 15%. The target

gains an additional 02% concentration bonus per level of the Sye-Men above 1st.

Find Grave

Generation Time: 1 min	Range: Self
Boost: None	Duration: 1 hr
SMR: None	Area of Effect: 25m

This power allows the Sye-Men to locate a place where a sentient being has been buried. It can detect a buried body at up to 10m deep in any soil, sand, mud, or snow; 3m if buried under rock.

Palm of Resurrection*

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

The Sye-Men possess the unnatural ability of bringing the dead back to life. At low levels, the use of this strange power is dangerous and can kill the Necromancer. He has a 10% base chance to bring someone back to life. His chance increases at 01% per 2,000 points of "matrix" experience. Individuals who are brought back are assumed to be 1 point above their Death Door number. However, the Sye-Men must make a System Shock every time that he invokes the Palm of Resurrection. Failure indicates that the Necromancer has caused himself bodily damage. He takes 2-12 points of damage. Furthermore, all Sye-Men who fail their System Shock roll must immediately make a Resurrection Ability roll to determine whether or not they brought the person back successfully. Any time that a Necromancer fails his resurrection check, he loses 1-4 points of Constitution permanently.

Resurrect Animal

Generation Time: 1 min	Range: 5m
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Using the Palm of Resurrection and this matrix, the Sye-Men can bring animals and other non-sentient creatures back to life. Same rules as the Palm of Resurrection, though the chances for success are doubled.

Resurrect Plant

Generation Time: 1 min	Range: 5m
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

The Sye-Men can twist the power of the Palm of Resurrection to bring to life a non-sentient dead plant. Same rules as the Palm of Resurrection, though the chances for success are tripled.

2 Power Points

Collector

Generation Time: 2 min	Range: Self
Boost: 5m/1pt	Duration: 8 hours
SMR: None	Area of Effect: 50m

This matrix allows the Sye-Men to collect all of the body parts of a particular being in a 50m radius. The Sye-Men must have a piece of the body to be assembled for this to work. The matrix can also be used to locate a body if only a part is found. Once generated the Sye-Men sees all of the parts as glowing objects that are easy for him to locate. Boosting this matrix yields an additional 5m of search radius for each point of boost.

Need

Generation Time: 5 sec	Range: Self
Boost: None	Duration: 10 sec
SMR: None	Area of Effect: 15m radius

Need enables the Sye-Men to scan an area covered with wounded personnel to determine who is the most injured and the extent of their injury.

Note: As the Sye-Men begin with this matrix, a first level Sye-Men may generate this 2PP matrix without a penalty.

Utilize

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Once a body is determined to be beyond hope, a Sye-Men can make use of the empty husk with this power. The Sye-Men is able to extract potable water from the corpse (assuming the body contains it), and a variety of pure minerals, like salts and calcium. Waste not, want not!

3 Power Points

Embers

Generation Time: 2 min	Range: Touch
Boost: 1 hr/point	Duration: 1 hour
SMR: None	Area of Effect: Target

Embers is an attempt by the Sye-Men to prevent a person at Death's Door from falling any lower. It refers to the Sye-Men "blowing on the embers of life to sustain them." After invoking the matrix, the Sye-Men merely touches the victim. Their body is immediately thrown into a kind of suspended animation that lasts for about an hour. Wounds do not bleed, disease does not spread, and poison fails to work. For each additional point spent the Sye-Men can gain the victim another hour of life. Medicines and healing matrices will work normally on someone who was touched by Embers, but once it runs out, the natural processes of the body and the wounds take over again.

Marionette

Generation Time: 5 min	Range: Touch
Boost: 1 min/point	Duration: 5 min
SMR: Mental	Area of Effect: Target

The Sye-Men can make temporary use of other living beings to communicate with the dead by allowing the dead spirit to animate a living being's body and voice. Somewhat less likely to succeed than Speak With Dead, it allows a host body to draw diagrams, activate machines, or produce other actions that simple voice communication could not convey. Like Speak With Dead, the soul and possessee are entitled to a Mental SMR to determine if they cooperate. If it does, Marionette has a 20% base chance of success plus 01% per 2,000 accrued experience points.

Speak With Dead*

Generation Time: 5 min	Range: Self
Boost: None	Duration: 1 min
SMR: Mental	Area of Effect: 100m radius

Even novice Sye-Men are able to sense the presence of souls. By generating this power, the Sye-Men calls the soul of a dead individual to him. The soul communicates via telepathic link. The Sye-Men can ask questions and the soul will answer. However, the Necromancer must first

locate the body of the soul to be summoned. Souls generally have a tendency to stay near the area where they died. A Sye-Men may only speak to a corpse that has been dead less than 30 hours. There is a base 40% chance for successful communication plus 01% per 2,000 accrued experience points. The souls gain the benefit of an SMR vs mental attack forms to determine if they wish to answer the summoning (though they need not speak truthfully).

Note: This power uses no power points but may be generated only twice per day. All beginning Sye-Men start with this power.

4 Power Points

Animate Dead

Generation Time: 3 sec	Range: Touch
Boost: 5 min/point	Duration: 10 min
SMR: None	Area of Effect: 1 Body

The Sye-men generates this power to manipulate dead bodies. He can animate or make them perform any mechanical task. The healer can control the body for up to 10 minutes. He can control the zombie for an additional 5 minutes per extra point of power that is poured into the matrix. The body is slow and clumsy, controlled much like a puppet. The zombie is totally unintelligent and will collapse if left uncontrolled.

Note: The Sye-Men gains this power automatically when reaching 50,000 experience points.

Shade

Generation Time: 1 sec	Range: Self
Boost: 5 min/1pt	Duration: 20 min
SMR: None	Area of Effect: 5m diameter

A Sye-Men may sometimes find himself unexpectedly in the middle of a battle, either while in the process of using Palm of Resurrection or other powers, or traveling. If caught in such a situation, the Sye-Men is able to "shade" himself using a power that could only come from the Rift. The Sye-Men can shift himself and the area of effect out of phase with this universe a miniscule amount which protects his person from any danger or detection. The shield is limited to a 5m diameter which will not move once created. The Sye-Men may work normally while inside the Shade. The Shade is undetectable and unaffected by any means save fourth-dimensional beings and attacks (e.g. an Eridani who is in Soul Flight can see the Shaded area and affect it normally).

5 Power Points

Essence Store

Generation Time: 1 min	Range: Touch
Boost: None	Duration: 1 month
SMR: None	Area of Effect: Target

At the moment of death, the life essence of a sentient being begins to dissipate. With this matrix, the Sye-Men is able to grab that essence and hold onto it, storing it in a part of their subconscious. The controller must be touching the victim when he dies in order to be able to grab the life essence. Later, the Sye-Men may invoke the matrix again, depositing the life force into the original, healed body, or some other suitable "container." A Sye-Men can hold the essence for a month; however, each day after the first, the essence loses 1 point from each vital statistic. Only one essence can be stored at a time.



Privacy

Generation Time: 1 sec	Range: Self
Boost: 1 sec/point	Duration: Special
SMR: None	Area of Effect: Target

Similar to Soul Flight, Privacy allows the Sye-Men to slip into the fourth dimension to be alone with his thoughts and energies while gaining guidance from his natural habitat or to converse with other fourth-dimensional beings. Unlike Soul Flight, the Sye-Men disappears from the normal universe while he is in the fourth dimension. No matter where the Sye-Men travels in the fourth dimension, he will always reappear where he began Privacy when desired. While in Privacy the Sye-Men can be affected by other fourth dimensional beings or attacks.

6 Power Points

Mass Animate Dead

Generation Time: 3 sec	Range: Touch
Boost: 5 min/point	Duration: 10 min
SMR: None	Area of Effect: 4d4 Bodies

Identical to Animate Dead except that the Sye-Men may manipulate from 4d4 corpses at one time.

Note: The Sye-Men gains this power automatically when reaching 150,000 experience points.

Soul Connect

Generation Time: 3 min	Range: Touch
Boost: 02%/1pt	Duration: Permanent
SMR: Mental	Area of Effect: Target

During some activities like Soul Flight or Death (oops), a person's soul can become disconnected from their body. This matrix allows a Sye-Men to subconsciously connect with the disconnected body and search in the fourth dimension for the wandering soul. There is a base 10% chance to find the soul, plus 02% per level of the controller, minus 10% per day

SYE-MEN ADVANCEMENT TABLE

LEVEL	X.P.	POWER POINTS	TITLE	COST
1	0-750	1	Griever	500
2	751-2,000	1	Healer	500
3	2,001-4,000	1	Maker	500
4	4,001-7,000	2	Docent	1,500
5	7,001-12,000	2	Apprentice	1,500
6	12,001-20,000	2	Apprentice of The Palm	1,500
7	20,001-34,000	3	Palm of Darkness	4,000
8	34,001-55,000	3	Palm of Light	4,000
9	55,001-85,000	3	Palm of Renewal	4,000
10	85,001-130,000	4	Rift Servant	8,000
11	130,001-200,000	4	Collector	8,000
12	200,001-310,000	4	Searcher	8,000
13	310,001-650,000	5	Guide	16,000
14	650,001-1.2M	5	Traveller	16,000
15	1.2M-2.2M	5	Soul Retriever	16,000
16	2.2M-4.0M	6	Giver of Conciousness	32,000
17	4.0M-7.0M	6	Giver of Breath	32,000
18	7.0M-9.5M	6	Giver of Life	32,000
19	9.5M-12.0M	7	Life Seeker	64,000
20	12.0M-14.5M	7	Life Keeper	64,000
21	14.5M-16.0M	7	Life Healer	64,000
22	16.0M-20.0M	8	Servant of Emotion	128,000
23	20.0M-25.0M	8	Servant of Soul	128,000
24	25.0M-30.0M	8	Servant of Breath	128,000
25	30.0M+	9	Servant of Life	250,000

the soul has been lost. A Sye-Men may boost the matrix, using a power point to gain an additional 02% chance of success. Once the soul is located, it must make a mental SMR at a +30 to follow the Sye-Men back to its body. Failure means the Sye-Men must simply try again if possible.

7 Power Points

Brotherhood

Generation Time: 1 hour Range: Self
 Boost: 01% chance/1 point Duration: Permanent
 SMR: None Area of Effect: 100m

This powerful yet strange matrix lends more credence to the theory that Sye-Men and Zen are more closely related than we had first thought. With it, a powerful Sye-Men and an equally powerful Zen can join forces and attempt to reincorporate a person or other living thing that has died after receiving catastrophic damage. The Zen and Sye-Men join hands and begin chanting near the spot where the target being has been blown to bits, burned up, dissolved, etc. The Zen must have the Heal matrix and must spend 10 power points to generate it for Brotherhood to work. Brotherhood's first function is to locate all of the bits of the person that are scattered around the area within 100m. Once located these pieces are then drawn toward the two matrix controllers. Then the Zen's Heal matrix, bolstered by Brotherhood, begins to assemble the various parts and knit them together. After the corpse is reassembled, the final part of Brotherhood takes place, where the Sye-Men attempts to raise the being to his Death's Door number. Once this

is accomplished, the being is at Death's Door and normal healing means can be applied. If the two matrix controllers are distracted at any time during this hour-long process the matrix fails. There is a base 50% chance for the Brotherhood matrix to work, plus 02% per level of each controller above 10 (cumulative). Each controller can also increase the percentage chance of success by adding power points on a point-for-point basis. The table below lists modifiers to the success of the matrix plus the vital statistics loss related to each method of catastrophic damage. If PCs try to hire Sye-Men and Zen for this job it can cost anywhere from 250,000 to 1 million credits depending on how smeared the victim is. BM's discretion.

BROTHERHOOD MODIFIERS

DAMAGE TYPE	SUCCESS MODIFIER	VITAL STAT LOSS (EACH)
Explosives, Projectile, Beam, Omega, Pulse, Blunt Force Trauma	0	3-12
Explosive Decompression	-10	4-16
Fire	-20	5-20
Disintegration, Acid	-30	6-24

AVAILABILITY OF ITEMS

These tables detail the availability of all items found in the *Battlelords* rulebook. All items are assigned a Tech Level (TL) and Availability (AV).

TL: The item is manufactured on a planet with this Tech Level. If PCs look for an item on a planet where the Tech Level is not within these limits, then the chance of finding this item is decreased by 15% per difference in TL.

AV: This denotes the base chance of finding the item within the appropriate tech level(s).

P: Prolific	95%
VC: Very Common	75%
C: Common	65%
UC: Uncommon	40%
R: Rare	20%
VR: Very Rare	05%
U: Unique (almost)	01%

Note: Each level of Street Smarts increases the chance of finding an item by 03%.

ITEM NAME	TL	AV
BODY ARMOR		
Leather	1	P
BP-1	2-3	P
Chain	1	UC
Plate	1	VR
BP-2	3	UC
AKM	3	P
AKMB	3-5	VC
Cub	3-4	VC
Street 1	3-5	R
Flex	4	P
Reflection	4-6	R
Bear	4-6	VC
Guisarme	3-4	R
D2	4-6	C
Street 3	4-6	VR
Kodiak	4-6	UC
Streetwise	4-6	VR
HEAVY ARMOR		
CD-2	5-6	UC
Gladiator	5-6	R
MX-4	5-6	R
Mesh	5-6	UC
Tri-Mesh	5-6	R
MECHANIZED BATTLE ARMOR		
Assault	6	R
Dreadnought	7	U
MBA	6-7	VR
SPECIALIZED ARMOR		
BES	4-6	VR
ES-3	4-6	R
EVM-1	3-5	C
Mazian Armor	5-7	VR
HELMETS		
AKMH	3-5	UC
AKMS	4-6	R
Defender	7	U
Deshard	5-6	R
Deshard S	5-6	VR
DH-1	3-4	P
DH-2	4-6	VC
Goliath	6-7	VR
Jousen 3	4-6	R
Kevlar 3	3	P
MBA	6-7	VR
Shalkon	4-5	R
Shalkon MS	4-6	R
TDA	3-5	R
Tri Mesh	6	VR

ITEM NAME	TL	AV
ARMOR OPTIONS		
Ablative Liner	4-6	UC
AMM	4-5	UC
Anti-Grav Belt	4-6	R
Anti-Magnetic Generator	4-5	R
Anti-Plas Generator	5-6	VR
Arm Rocket	4-5	R
Auto Injector	4-6	P
BMH (basic)	3-6	UC
BMH (look-n-shoot)	4-6	VR
Camouflage Unit	4-5	UC
Carrying Case	3-6	P
Corrosive Protection	3-6	VC
Cryo Option	5-6	R
Displacement Device	5-6	VR
Drop Bag	4-6	UC
ECM	4-6	R
Environmental Containment	4-6	P
Flotation Device	3-5	UC
Flux Shield	5-7	VR
Gills	3-4	R
Grappling Hoist	3-4	UC
Grenade Launcher	3-5	C
Gyro Stabilizers	5-6	VR
Heavy Belt	5-6	R
Hover Jets	4-6	R
Infrared Dampener	4-6	UC
Infrared Discriminator	4-6	R
Insulation (EMP)	4-6	R
Internal Food Processor	4-5	C
Jet Pack	3-5	UC
Jump Pads	4-5	R
Kinetic Energy Shield	4-6	UC
Magnetic Deflection Generator	4-6	R
Missile Rack	4-6	R
Oxygen Supply	3-6	C
Power Rack	4-6	R
Protection (absorption)	3-6	P
Protection (plating)	4-6	VC
QSU - Quick Sealant Unit	4-6	P
Radar	3-7	R
Rad-Liner	3-6	P
Reflex Missile	5-7	VR
Search Light	3-5	P
Skalers	3-4	UC
Smoke Generator	3-5	UC
Suicide Bomb	4-6	VR
Talons	3-5	VC
Thermal Generator	4-6	R

ITEM NAME	TL	AV
ARCHAIC HAND WEAPONS		
Axe (hand)	1-2	P
Axe (throwing)	2-3	UC
Bow (compound)	2-3	R
Bow (long)	1-3	UC
Bow (short)	1-3	P
Club	1-7	P
Crossbow (light)	1-3	R
Crossbow (heavy)	1-3	VR
Dagger	1-6	P
Dagger (thrown)	1-6	P
Doka	1	P
Dossien	5-6	R
Flail	1	P
Ioken	4-6	P
Muadirg	4-6	VC
Pifaang	4-6	P
Quabal	4-6	UC
Skil	4-6	R
Spear	1	P
Sword (broad)	1	P
Sword (long)	1	UC
Sword (short)	1	P
Sword (two-handed)	1	VR
Toma	4-6	R
PISTOLS		
Beretta 9mm	2-3	R
Colt .357 Magnum	2-3	UC
Colt Anaconda	3-4	R
Derringer .44 Caliber	2-3	R
IMI Eagle	3	R
Police .38 Caliber	2-3	P
S&W .22 Caliber	2-3	P
S&W .44 Magnum	2-3	R
RIFLES		
AK-57	3	P
Barrett 82	3-4	UC
Galil A.R.	3	VC
M-16A3	3	P
TK-7A	3-4	VR
SUBMACHINE GUNS		
IMI Uzi	2-3	VC
MP5	3	UC
Thompson	2	UC
SHOTGUNS		
Ithaca	2-3	P
Masral 12g	3	R
Pancor	3-4	VR
Remington M870	3	UC

ITEM NAME	TL	AV
MACHINE GUNS		
LTX-311	3-4	R
M-60	3	P
PK	2-3	P
AMMUNITION AND ACCESSORIES		
Arrow (normal)	1-3	P
Arrow (armor piercing)	2-3	UC
Arrow (explosive tipped)	3-4	R
Bolt (normal)	2-3	C
Bolt (armor piercing)	2-3	UC
Bolt (explosive tipped)	3-4	R
00 BuckShot	3-4	C
12 Gauge Slug	3	C
10 Gauge Slug	3	C
.22 Caliber	3	P
.38 Caliber	3	UC
.357 Magnum	3-4	UC
.44 Magnum	3-4	UC
.44 Caliber	3-4	UC
.45 Caliber	3-4	R
.48 Caliber	3-4	R
.50 Caliber	3-4	R
5.56 mm	3-4	P
7.62 mm	3-4	P
9mm Parabellum	2-3	UC
Bird Shot	2-3	P
Incendiary	2-4	R
Hollow Point	2-4	UC
Mercuric	4-5	VR
Tripod	2-4	UC
Silencer	2-4	UC
LASER PISTOLS		
BS-2	3-4	UC
Mirchaum SSLU	3	UC
OLC-Pistol	3	VC
Savage-B	4-6	R
LASER RIFLES AND CARBINES		
Alpha-2	4-6	P
Arrow LOSN	4-6	UC
Beta 3	5-6	UC
Calsham 4	5-6	R
Falcon XR-7	4-6	VR
M16-L	3-4	VC
M18-L	3-5	P
RKM	4-6	R
Shalkon	5-6	UC
Tagert-6	4-5	R

ITEM NAME	TL	AV
PULSE CANNONS		
BC-Terminator	7	U
M-20 Blaster	4-5	C
M-80	6-7	VR
Mentar	4-5	C
Mentar A3L	5	VR
PC-3	4	P
PC-6	4-5	VC
RP-4 Masher	5	R
Vector 1	4	VC
Vector 4	5-7	VC
OMEGA WEAPONS		
Able 3	6-7	VC
Balshrom FC	6	R
Cobra XM2	6	VR
Devastator	7+	U
OC-1	6	UC
Python XM3	6-7	VR
Valley Green OX	6	R
Viper XM1	6	R
METAL GUNS		
BC-Render	4-6	C
BC-Shredder	4-6	UC
Parabellum	4-6	VR
TR-9B	4-5	R
MAG GUNS		
Carousel	4-6	U
Deliverance	4-6	UC
Magnatron	4-6	R
Stick Gun	4-6	UC
MAG GUN MUNITIONS		
Absorption Destroyer	4-6	R
Acid	3	C
Audio/Visual Broadcast	5-6	VR
Dummy Round	3	C
Infrared Strobe	4-5	UC
Position Broadcast	4-6	UC
Radar Enhancement	4	R
Shaped Charge	3-4	C
Smoke Generator	3	C
Super Sonic Pulse	4-5	R
UV Strobe	3-4	R
DISRUPTORS		
K-4	5-6	R
Majestic	5-6	R
Majestic 2	5-6	R
Neutralizer	5	R

APPENDIX A • AVAILABILITY OF ITEMS

ITEM NAME	TL	AV
DISINTEGRATORS		
Americas	6	VR
Duster	5	R
Gashil	5-6	R
Rommel	6-7	U
FLAMETHROWERS		
A-2	4	C
Blazer	4	R
ME2E1-9	3	VC
ME2E1-9B	3	C
ANTI-TANK WEAPONS		
Bazooka	2	C
Bonair	6	VR
Figlini	4-5	R
HAW-4	6	R
LAW	2-3	C
RPG-7B	3	UC
TOW	3-4	R
SPECIALIZED WEAPONRY		
Energy Mace	5-6	VR
Light Sword	5-6	VR
Taser	3	UC
GRENADE LAUNCHERS		
M-203	2-3	VC
M-75	3-5	R
M-L50	4-6	R
Turbo Plus	3-4	VR
GRENADES		
CS-7	3-5	UC
M-202	3-5	UC
M-205	4-5	R
M-75 (fragmentation)	2	C
M-80	2-5	VC
M-85 (fragmentation)	3	C
M-90 (concussion)	3-4	C
M-95 (fragmentation)	3-4	UC
Omegaton	6-7	VR
P-4	3-4	UC
Plasma Grenade	4-5	VC
Plasma Seduction	5-6	R
Super Plasma Grenade	4-6	UC
T-3	3-5	R
MINES		
Bouncing Betty	2-3	UC
Claymore	3	C
Claymore 3	3-4	UC
E4	3-5	UC
Light Mine	4-5	R
Plasmore	4-6	UC
Sonic	4-6	R
Tangler	4-6	R

ITEM NAME	TL	AV
EXPLOSIVES		
C-4	3-4	UC
Dynamite	2-3	C
Jellnite	5-6	R
Nitro-7	4-5	R
Villanite	6-7	R
DETONATORS		
Electronic	3-6	UC
Fuse	2	UC
Multi-Step	3-6	UC
Plunger	2-3	C
Radio	3-6	UC
Sonic	3-6	R
Timer	2-6	C
DETECTION EQUIPMENT		
Binoculars	2-4	P
Binoculars (infrared)	3-5	R
Binoculars (long range)	2-4	C
Binoculars (night vision)	4-6	R
Bio Scanner	4-6	R
Bug Finder	3-4	UC
DD-48 Vaporizer	3-5	R
Goggles (IR)	3-5	R
Goggles (UV)	3-5	R
Infrared Spotlight	3-6	R
Metal Detector	2-5	P
Mood Discriminator	4-5	R
Motion Detector	4-6	R
Plastic Explosive Detector	3-5	UC
Pocket Jammer Detector	3-5	R
Radar Detector	3-5	UC
Sonic Amplifier	3-5	R
Sonic Discriminator	4-6	R
Transmission Jammer	4-6	R
UV Flare	4-6	R
Vibro Rod	4-6	R
ESPIONAGE EQUIPMENT		
Acidizer	4-6	R
Blow Torch	2-4	VC
Cam Flybot	5-6	VR
Camera, Digital	2-4	P
Contact Microphone	3-5	R
Electronic Tracer Device	3-5	R
Jump Pads	4-6	R
Lock Picks (basic)	2-3	UC
Lock Picks (electronic)	3-5	R
Lock Picks (professional)	3-4	R
Mini Scanner	3-5	R
Mini Video Camera	4-6	VR
Pocket Signal Detector	4-6	VR

ITEM NAME	TL	AV
ESPIONAGE EQUIPMENT (CONT)		
Wire Cutters (professional)	2-4	C
Wrist Torch	3-4	R
X-Ray Video Camera	5-6	VR
EMERGENCY MEDICAL GEAR		
Biological Redox Agent	3-5	R
Blood Transfusion	2-5	P
Body Cart	5-6	VR
Body Rehabilitation Injection (BRI)	4-6	P
BRI (massive)	4-6	C
Chemical Redox Agent	3-6	R
Cryo Injection	5-6	VR
First Aid Kit	2-4	P
Isolation Bag	4-6	R
Paramedic Kit	3-6	UC
Radiation Treatment Serum	3-6	R
Rage Injection	4-6	R
Reflex Tablet	3-5	R
Regeneration Serum	5-6	VR
Storage (medical)	3-6	VC
Surgical Kit (portable)	3-6	UC
TDX-Enzy	6	VR
Truth Serum	3-5	R
Viral Inoculation Computer	3-5	UC
PERSONAL EQUIPMENT		
Atmospheric Processor	4-6	R
Backpack	2-4	P
Bagpipes	2	R
Blood Salt	4-5	VR
Blue Cocaine	3-5	R
Brain Scratcher	4-6	R
Bwal	2-4	C
Case (magnetic proof)	3-6	R
Case (shock proof)	3-4	UC
Case (super)	4-6	R
Case (water proof)	2-6	VC
Chem Lab (portable)	3-6	UC
Compass	2-3	P
Compass (digital)	3-6	C
Compass (magnetic)	2-5	P
Corang	3-6	R
Dummy (practice)	ANY	P
Dward	2-6	UC
Emergency Transmitter	3-5	UC
Flare Gun	2-4	P
Flashlight (normal)	2-3	P
Flashlight (thead)	3-4	UC
Grapple Gun	2-5	VC
Grappling Hook	2-5	VC

ITEM NAME	TL	AV
PERSONAL EQUIPMENT (CONT)		
Chemical Alarm	5-6	R
IFN	4-5	UC
Korilium-312	5-7	VR
Krosh Fork	3-5	R
Mega Glue	4-6	UC
Mood Synthesizer	4-6	C
Nub	3-6	P
Parachute (military)	2-3	P
Parachute (professional)	3-4	VC
P-Cabin	6	R
Phent Morsels	2-5	R
Phio-Sodium Augurate	5-6	VR
Pitons (20 pack)	2-5	P
Pneumatic Saw	3-5	UC
Polymizer (portable)	5-6	R
Purification Tablets (food)	2-4	P
Purification Tablets (water)	2-4	P
Raft: 2-man	2-4	P
Raft: 4-man	2-4	C
Raft: 6-man	2-4	UC
Range Finder	3-5	UC
Refrigerator (portable)	3-4	UC
Repellant (bug)	2-6	P
Rope (flex) 20 meters	3-6	UC
Rope 20meters	1-6	P
Satchel	1-5	P
SCUBA Equipment	2-4	C
Skinsuit	3-5	C
Sleeping Bag	2-5	P
Sleeping Bag (arctic)	2-5	C
Sleeping Bag (methane)	4-6	R
Still (portable)	3-5	R
Stove (portable)	3-5	VC
Tablets (protien)	2-5	P
Tablets (salt)	2-5	P
Tent: 2-man	2-4	P
Tent: 4-man	2-4	VC
Tent: 8-man	2-4	UC
Tool Kit	2-4	VC
Tool Kit (electronic)	4-6	UC
Tool Kit (ionization engineer)	4-6	R
Twack'em Stick	1-4	UC
Voice Emitter	3-6	R
Web Gear	2-6	P

ITEM NAME	TL	AV
ENVIRONMENTAL HAZARD GEAR		
Chemical Alarm	2-5	VC
Chemical Goggles	3-5	UC
CS-4 Chemical Suit	3-5	UC
CS-7 Chemical Suit	4-6	R
Decon Kit	2-5	P
E-Tent	6	VR
Filter Mask	2-5	P
Geiger Counter	2-5	P
Gloves (protective)	2-6	P
GM-4 Gas Mask	3-5	UC
GM-7 Gas Mask	3-5	UC
Identification Tape	2-5	UC
COMMUNICATIONS EQUIPMENT		
Ear Transceiver	3-5	R
Radio (hand)	2-4	P
Radio (traveler)	3-4	VC
Radio (field)	3-4	UC
Radio (base)	3-5	UC
Radio (long range)	3-5	R
Radio (interplanetary)	4-6	VR
Radio (interstellar)	5-6	VR
Watch Phone	3-5	R
CYBERNETIC SYSTEM ENHANCEMENTS		
Cosmetic Surgery	4-6	P
Electrical Insulation	4-5	C
EMP Insulation	4-6	C
Increased Reflexes	4-6	UC
Increased Speed	4-6	UC
Increased Strength	4-6	C
Microwave Insulation	4-6	UC
CYBERNETIC EAR IMPLANTS		
Hearing Amplifier	3-5	P
Signal Detector	4-6	R
Transceiver	3-5	R
CYBERNETIC OPTICAL IMPLANTS		
Infrared Detection	4-6	UC
Night Vision	4-6	UC
Optical Laser Unit	4-6	VR
Target Acquisition Computer	5-6	VR
Ultraviolet Detection	4-6	R
Video Camera	4-6	UC
X-Ray Vision	5-6	VR
Zoom Telescopic Vision	4-6	UC
CYBERNETIC SENSORY UNITS		
Bio Scanner	5-6	VR
Bug Finder	4	UC
Chemical Alarm	4-5	UC
DD-48 Vaporizer	4-5	R
Electric Current Detector	4-5	UC

ITEM NAME	TL	AV
CYBERNETIC SENSORY UNITS (CONT)		
Electro-Magnetic Field Detector	4-6	C
Geiger Counter	4-5	UC
Jammer Detector	4-6	UC
Metal Detector	4-6	P
Mood Discriminator	5-6	VR
Motion Detector	4-6	R
Plastic Explosive Detector	4-6	UC
Radar Detector	4-6	C
Sonic Discriminator	4-6	R
Transmission Jammer	4-6	VR
UV Detector	4-6	UC
Vibration Detector	4-6	UC
CYBERNETIC FOOT IMPLANTS		
Climbing Claws	4-6	UC
Electromagnetic Boots	4-6	R
Hover Jets	5-6	VR
Metal Detector	4-6	C
Smoke Screen Generator	4-6	UC
CYBERNETIC HAND IMPLANTS		
Climbing Claws	4-6	UC
Computer Interface Joint (Atmospheric Flight Systems)	5-7	R
Computer Interface Joint (Galactic Bank Systems)	5-7	U
Computer Interface Joint (Galactic Police)	5-7	VR
Computer Interface Joint (Military)	5-6	R
Computer Interface Joint (Military Defense)	6-7	U
Computer Interface Joint (Space Flight Systems)	5-7	R
Glue Gun	4-6	UC
Laser Welding Torch	5-6	R
Power Drill	4-6	R
Power Saw	5-6	R
Talons	4-6	C
Web Caster Generator	4-6	VR
CYBERNETIC HAND AND ARM IMPLANTS		
Chemical Spray	4-6	UC
Electrical Discharge Unit	4-6	UC
Finger Gun	4-6	C
Finger Laser	4-6	R
Flamethrower	4-6	VR
Wrist Pulse Unit	5-6	VR
Wrist Launcher	4-6	R
Wrist Rocket	4-6	VR

APPENDIX A • AVAILABILITY OF ITEMS

ITEM NAME	TL	AV
CYBERNETIC BODY ENHANCEMENT UNITS		
Flux Shield Generator	6-7	VR
Gas Filtration System	4-6	UC
Language Analyzer/Modulator	5-6	R
Oxygen Supply	4-6	UC
Reinforced Rib Cage	4-6	P
Sound Amplifier	4-6	P
Spinal cage	4-6	C
Toxin Neutralizer	4-6	VR
CYBERNETIC SKULL ENHANCEMENT UNITS		
Bionic Skull	4-6	R
Mind Screen	5-6	VR
Neural-Toxin Neutralizer	5-6	VR
Oxygen Supply	5-6	R
Sonic Suppressor	4-6	UC
CYBERNETIC SYSTEM IMPLANTS		
Adrenal Implant	4-6	UC
Bio Implant	5-6	R
Electro Implant	4-6	UC
Needler Implant	4-6	R
Neural Implant	5-6	VR
Sonic Implant	4-6	R
PERSONAL COMPUTING DEVICES		
Executive	6-7	P
Outback	5-6	UC
Sport2	5-6	C
BODY COMPUTERS		
Cracker	6-7	UC
Genie	5-6	UC
StrikeForce	5-6	UC
COMPUTER EQUIPMENT		
CC Upgrade	5-6	C
Hyper-Net Uplink (TL 5)	5-6	P
Hyper-Net Uplink (TL 6)	6-7	C
Mrs. Fusion Adaptor	5-6	R
Multi-Port Reader	5-6	UC
Storage Module	6-7	C
Tech Adaptor	5-6	UC
HARDWARE MODULES		
Accounting	5-7	VC to VR
Alien Technology	5-7	R to U
Architectural Engineering	5-7	C to U
Astrocartography	5-7	C to U
Base Station Comm	5-7	C to U
Biology	5-7	C to U
Bypass Security	5-7	UC to U
Chemistry	5-7	C to U
Civil Engineering	5-7	C to U

ITEM NAME	TL	AV
HARDWARE MODULES (CONT)		
Cryptography	5-7	UC to U
Cybernetic Engineering	5-7	UC to U
Defeat Security	5-7	UC to U
Disease Diagnosis	5-7	C to U
Electrical Engineering	5-7	C to U
Graphics	5-7	C to U
Hydraulic Engineering	5-7	C to U
Identify Vessels	5-7	C to U
Identify Robots	5-7	C to U
Ionization Engineering	5-7	UC to U
Law	5-7	C to U
Linguistics	5-7	UC to U
Mechanical Engineering	5-7	C to U
Navigation/Land	5-7	VC to VR
Navigation/Space	5-7	VC to VR
Nuclear Engineering	5-7	UC to U
Physics	5-7	C to U
Robotics Engineering	5-7	C to U

Note: The availability of hardware modules is dependent on the level of skill. The highest availability listed is for skill level 1-6 modules; each additional 6 levels or fraction thereof is one availability category more rare (to a maximum of Unique).

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