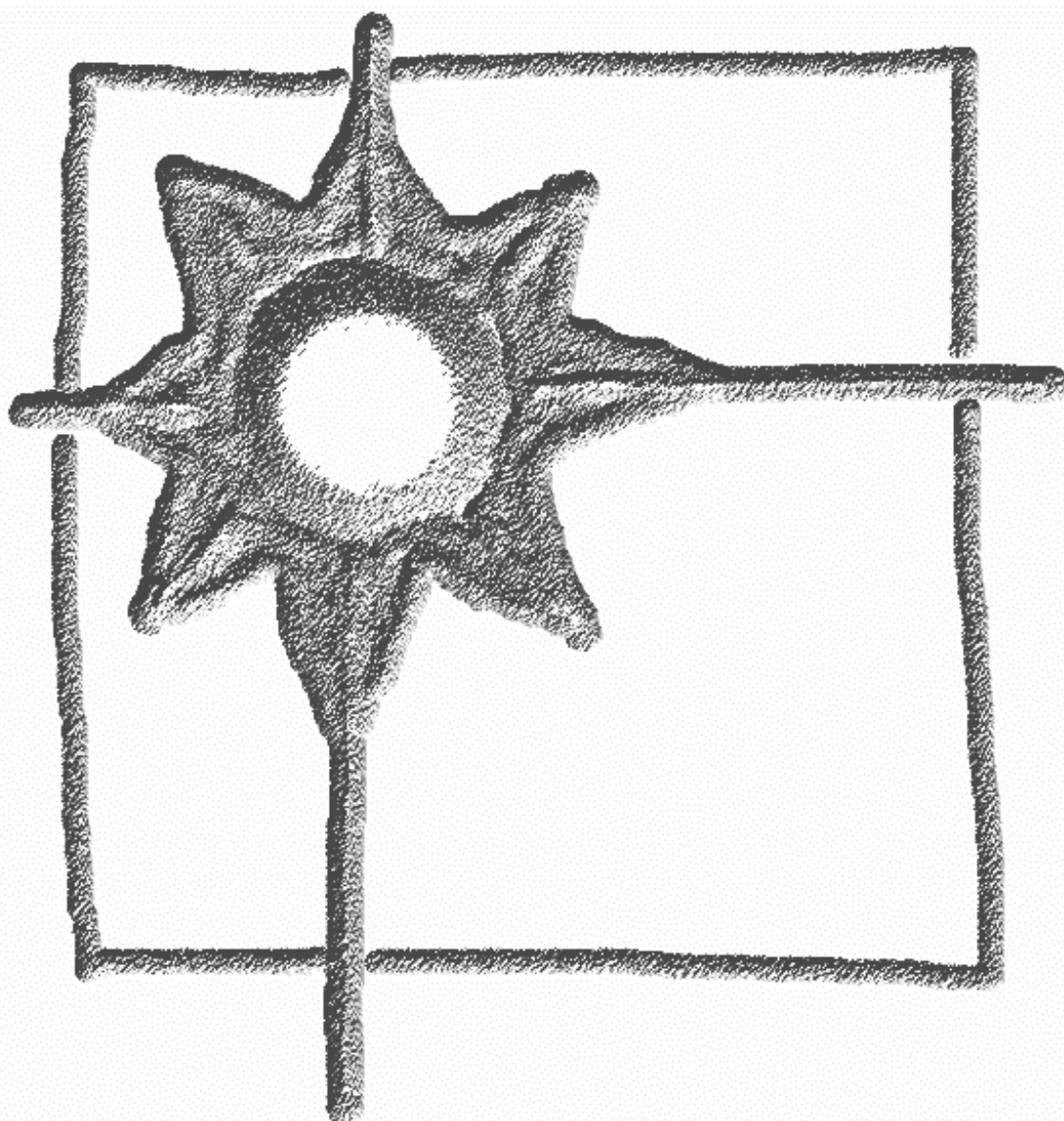




S c i e n c e f i c t i o n
r o l e - p l a y i n g
i n t h e w o r l d o f

P R I M E

A F u z i o n s e t t i n g
c r e a t e d b y
A n d r e a s T h ö r n e r

Contents

1. Preface	2
2. Prime system	3
3. Tech table	3
4. Planets of Prime	4
5. Races of Prime	7
6. Notable power blocks	12
7. History	14
8. Equipment	15
8.1. Common gear	15
8.2. Weapons & Armour	16
8.2.A. Armed close combat	16
8.2.B. Light firepower	17
8.2.C. Medium firepower	17
8.2.D. Heavy firepower	17
8.2.E. Assault firepower	18
8.2.F. Mines	18
8.2.G. Grenades	18
8.2.H. Armour	18
8.3. Things	19
9. Modified rules	19
9.1. Player characters	19
9.1.A. A little bit of what can be... ..	19
9.1.B. Character generation	19
9.1.C. Starting Money	20
9.2. Skills	20
9.2.A. WeaponSkills	20
9.2.B. TechSkills	20
9.2.C. MageSkills (as in AtomikMagick)	21
9.2.D. VehicleSkills	21
9.2.E. OtherSkills	21
9.3. Experience	22
9.4. Dials, switches, plug-ins, special rules	22
9.4.A. Plug-ins	22
9.4.B. Switches + dials	22
9.4.C. special rules	22
10. Space ships	22
11. GM only section	23

1. Preface

I started work on PRIME in November 1998. Ever since then I began working on it for about a few hours every few months. I don't know when I will finish this work, most probably never.

PRIME is my futuristic role-playing world. I was inspired by many sci-fi stories and you often can guess which parts are "stolen" from other sources. I do not hide this fact, because nothing in the world is perfectly new and everything is a modification or variation of an older idea, it sometimes just takes longer to identify the origins. Why then did I write a new role-playing background? I do own Battletlords of the 23rd Century, Battletech: Mechwarrior, Mutant Chronicles, Heavy Gear, Shadowrun, Bubblegum Crisis (and others..), I've seen movies like 5th Element, Star Wars, Star Trek and many more, and every world has its ideas, but none was absolutely what I was looking for.

So what am I looking for? In sci-fi I enjoy aliens, a lot of playable alien races, space pirates hiding in asteroid belts, multilateral politics and diplomacy, giant space battles, heroism and adventure. It's LowTech Sci-Fi and Space Opera, not as dark as Fading Suns, not as specialised as Space Gothic. What's LowTech and Space Opera in my eyes: I want a crew right from a curiosity show. I want the

ship to be as old as methusalem and as reliable as Winxxxxx5. I want the ship's engineer to take a hammer, slam it against the 'proton-pulse drive', and, whoarr..., it work's. He's the engineer, he knows his job. No tech-talk.

But my main problem was the scale of sci-fi worlds/universes. Did you ever imagine how a space vessel full of pirates should hide in space? By scaling down the gaming world to one star system I feel this problem partly solved. Spaceships do not have to travel light-years to their destiny and by setting several planets into the sun's orbits a ship may as well be intercepted from asteroid fields or nearby planets.

The gaming rules I choose are from the Fuzion system. I did not want to put extra energy in the creation of a new system if there is the perfect one for free. Fuzion is in my opinion the perfect choice for science fiction and action based role playing.

To conclude my preamble I finally have to thank several persons. They are Andreas Haustermann for scanning and play-testing, Kay Wähnert for reading and correcting me, Sanni, Timo and Maffel for additional play-testing. I have to thank the Fuzion and other RPG sources on the internet, they were inspiration and resource.

Andreas Thörner, author, November 2001.

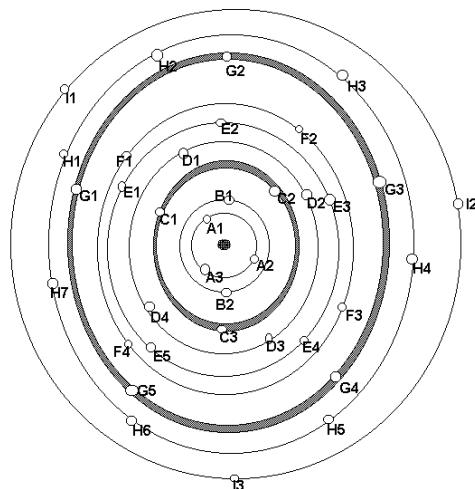
2. Prime system

Welcome in the system of Prime, named after the golden sun in its centre.

The sun is circled by 36 planets, countless moons and cold and dead stones, which are moving on seven normal and three asteroid orbits.

The inner orbits A and B contain the planets of zone 1, orbits D to F are zone 2, and orbits H and I are the outer zone 3. The zones are divided by the asteroid orbits C + G.

The climate of the planets is mainly based on its distance to the sun. Zone 1 is the hot-spot, zone 2 is of moderate climate, in zone 3 you should not forget your winter overcoat.



3. Tech table

Techlevel 1	barbarians	clubs and fire
Techlevel 2	dark ages	sword, bow and carriage
Techlevel 3	antique	abacus, pyramid and legions
Techlevel 4	industrialisation	steam engine, canon and factory
Techlevel 5	nowadays, see the moon	rockets and sonic flight
Techlevel 6	anyone out there?	space stations and laser
Techlevel 7	cruise the system	mechas and gravity generator
Techlevel 8	terraforming	force fields
Techlevel 9	interstellar	
Techlevel 10	beep - whatever	

Development of space travel

Tech 4-5: Development of space travel starts with simple rockets, which reach planetary orbit.

Tech 5: After the construction of space platforms orbital space travel becomes routine. The moons of the planets are in reach as well.

Tech 6: The next stage of space travel is the colonization of habitable moons by settlers or the construction of outposts on uninhabitable moons. Probes are fired to other planets, but travel takes month. Spaceships grow in size, new techniques are invented, but refuelling is required quite often.

Tech 7: Artificial colonies are raised on uninhabitable planets. Journeys to the next planet take only a few days. Giant spaceships are build with big reactors, which enabled the spaceships to work as autonomous units.

Tech 8: The environment of inhospitable planets is altered step by step to make them inhabitable. Energy shields protect spaceships.

4. Planets of Prime

A1 Idos

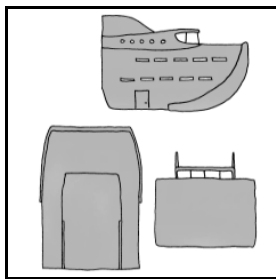
Idos is rich of mud. Swamps cover the ground of the primeval jungles. Even the greater cities are agglomerations of wooden shacks.

tropical
Resht homeworld
Moons: Fees, Inrin, Lasse

A2 Kahmell

The perfect place to die. Welcome nowhere. Primitive life forms inhabit this planet.

stone
Moons: Kahcos, Kahsan, Kahtam



"Garmon" freighter

A3 Lod

Is there a place on Lod, where the sun does not shine? Usually the desert is yellow and brown, but there are small special areas with glowing green, red and blue sand. This sand is a valued trade item, and Alven nomads try to stay longer at these dry places.

desert
Alven homeworld
Moons: Astrien

B1 Prein

Prein is the ideal place to go deer hunting. The forests are green and deep. Giant trees, the size of skyscrapers, are the home of the Ferions.

tropical
Ferion homeworld
Moons: Grus, Hade, Jave

B2 Nog'Shedda

The planet of the Shedda is still geological active and features many volcanoes.

tropical
Shedda homeworld
Moons: Do'Cheh, Do'Nog, Do'Sed, Do'Tellas

C1 Auron

The vegetation of Auron is very dense and it is nearly impossible to build cities on the ground. This is why the Aurien started their villages in the top of the higher trees and on the floating islands.

tropical
Aurien homeworld
Moons: 0*

C2 Jerzen

Mineral rich but with areas full of radiation the home of the Palen does not look very hospitable to strangers.

stone
Palen homeworld
Moons: 0*

C3 Baldur

When you approach the black planet, you will feel fear. It's not natural.
see GM section for detail

stone
RED ZONE
Moons: 0*

D1 Uzrot

The hives of the Zentroids are build deep into the lower mountains and the grounds of the jungles.

tropical
Zentroid homeworld, Vailen colony
Moons: Cheks, Hekcha, Ichik, Kaxa, Xechek

D2 Vinnet

The streets of the capital are made of gold. On sunny days one is a fool, who walks the streets of prosperity without sunglasses.

medium
Vailen homeworld
Moons: Lorimir

D3 Rebbe

In his hands a draught beer the Rasco craftsman sits in front of his framework house. Proudly he can look upon his work, made by his own hands. This testimony of craftsmanship will never fail his owner. It is made out of the wood of the old forests, that cover great parts of the land.

medium
Rasco homeworld, Vailen colony
Moons: Dag, Fleis, Klad, Res

D4 Deren

medium
Naist homeworld
Moons: Apel, Bern, Janker, Nond, Sense

E1 Gandalor

medium
Rotaren homeworld
Moons: Ayaron, Grindel, Fellwell, Fürth, Eredan, Neberg

E2 Quinit

The planet is covered by a single ocean. Sporadic islands are the only landmarks above the seashore, Rotaren cities are build upon them. The Quinis live in underwater-cities. Some of them are converted for air-breathing life forms.

water
Quinis homeworld, Rotaren colony
Moons: Dastor, Huzze, Kasimer, Lans, Recke, Won

E3 Oplan

Build by the blood of the warriors, standing high on the top of the crimson mountain are the halls of honour, were the Khan resides and were the clans assamble.

medium
Klizan homeworld
Moons: Geger, Juger

E4 Sand

The planet is covered by huge deserts, dangerous regions, where acid rain burns your skin, but the desert has rich resources for the fearless. The Morden live in the mountain-ranges, where large caverns hold cities and factories.

desert
Morden homeworld
Moons: Fing, Fuwel, Onta, Segen, Trunt, Twer

E5 Yxs

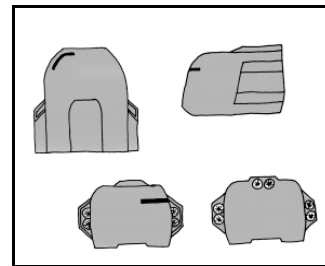
medium
Lyxen homeworld
Moons: Cyxus, Yinx

F1 Dublak

medium
Trog's homeworld
Moons: Dissen, Druff, Gerg, Keul, Mainer, Potom, Roc, Ürg

F2 Chova

medium
Dell homeworld
Moons: Befen, Durin



"Express" freighter

F3 Tarn

Under the forests of Tarn lay the old cities of forgotten tech. Many adventurers expect to find items of lost high technology in the underground caverns.

tropical
Drun homeworld
Moons: Eden, Hefen, Isfried, Ladus, Nawen, Plunis, Tanz, Sanur, Vonos

F4 Esgard

The biological constructions of the Esloon are legendary. Cities of living plants and domes of magical glass are the pride of the nature loving Esloon.

medium
Esloon homeworld
Moons: Leven(Lorck homeworld)

G1 Leif

This is a place for big game hunters. From mammoth-like to saber-toothed carnivores, every animal is bigger than you. All have very thick fur, to withstand the arctic storms. The furs are valuable item on the markets of many planets.

stone
Moons: 0*

G2 Huutan

Huutan has two continents, both are giant swamplands. The Hruut founded their first cities at the coastline for both air and water

breathing creatures, newer cities often miss the necessary installations for the latter.

water
Hruut homeworld
Moons: 0*

G3 Ka'Ragor

ice
Ragor homeworld
Moons: 0*

G4 Metron

This is the most hostile place for life in all Prime. The atmosphere is poisonous and corrosive. No outpost could yet be erected on the planet. Although the abundance of valuable minerals would make it worthwhile.

ice
Moons: 0*

G5 Borock

stone
Ferock homeworld
Moons: 0*

H1 Zuse

On the surface of Zuse frozen oceans dominate the view. Deep under the surface thermal activities have formed few huge caverns of tropical climate. Sunlight shines through the ice and illuminate the rare jungle paradises.

ice
Moons: Allas, Fender, Kono

H2 Semai

This was the home of the Semaide race. Today it is dead. Few dare to stay for long and it is rumoured that Bugs are hiding deep inside the core. The Naist maintain some mines on this rocklike planet.

stone
Moons: Feist, Per, Sorus, Si, Utar

H3 Baator

medium
Raup homeworld
Moons: Baantor

H4 Kein

For generations the Krondor had no idea, what they could do with all those gasoline lakes and the veins of ore, that run only close under the

surface. The sky is coloured red by gases in the upper layers of the atmosphere.

stone
Krondor homeworld
Moons: Lon'Gint, Vedett

H5 Wrote

Any ship coming near this planet is hit by suddenly appearing energy waves of unknown origin. The backside of the moon Lose seems to be the only save place around.

see GM section for detail

stone
RED ZONE
Moons: Lose

H6 Sharod

stone
Moons: Darosh, Kladosh

H7 Scorapi

This world is covered by myriads of colour. Every tree, every flower and every animal looks like a picture out of a child's paintbook.

medium
Sirren homeworld
Moons: Danus, Ecord, Grandek, Koprie, Vista

I1 Frozz

A vacation on Frozz ain't the most interesting thing. All your eyes will see is snow.

ice
Moons: Norr, Ra, Terst

I2 Wungun

The natural underground caves are connected by tunnels and rivers. Glowing fungus provides some light for the mushroom farms. The hunters prepare to go to the surface and hunt the giant Reora beasts.

ice
Wungon homeworld
Moons: Batalan, Pegon

I3 Isroo

The planet is covered by a layer of ice. Bizarre forms of frozen Bugs are like pictures out of a horror movie.

see GM section for detail

ice
RED ZONE Bug homeworld
Moons: 0

categories

- desert = hot, little water, limited vegetation (D)
- tropical = hot, much water, dense vegetation (T)
- medium = earth-like (M)
- water = more than 95% of planet covered by water (W)
- stone = little vegetation, rugged mountains, often mineral rich (S)
- ice = almost no vegetation because of low temperatures (I)
- number of moons 0* = asteroid belt C+G, varies

5. Races of Prime



Alven

The habitants of Lod live on a desert-like planet. The mystics of the Alven speak of the everlasting rain, which will come one day. Until then the Alven will stay a nomadic tribe always searching for water.

Alven are about 1.90 m in size, of slender stature and have only little hair on their head. Skin and hair is either very dark or almost albino, never in between.

Race costs -2 OP

Need less water, no swimming skills, light sleeper

Tech 3, may be psionics



Aurien

Auron is one of the most beautiful places in the system. Dense jungles cover most parts of the planet. Floating islands in the sky are inhabited by the flight-capable Aurien, who are divided into subspecies.

The most important subspecies are the Sung, little creatures with wings additional to their arms and with green-yellow feathers, and the Jahr, 2.20 m in size, brown feathers and hands at the end of their wings.

Race costs 5 OP

Jahr: Str+1, Dex-1, flight capable

Sung: Str-1, Dex+1, flight capable

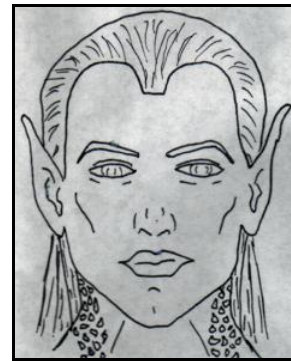
Tech 4



Dell

Because of the riches of their homeworld the Dell had to work little and were able use their time in more enjoyable ways. Why work, when you live in the fool's paradise? It is the easy way of the Dell and their anarchistic society

that made invasion so uncomplicated. There was no organized resistance. By now more than 95% of the Dell do not live on their homeworld.



The average size of the Dell is 1.80 m. Their skin is slightly red, their neck has a dark red dot pattern and their ears are long and pointed.

Race costs 5 OP

Dex+1, Pre+1, impulsive

Tech 6, few psionics



Drun

Many generations ago the Drun were a mega-industrial nation and they would almost have killed their planet. An united religion, development of psychic abilities and re-naturalisation made it possible to save their home and change it into a green world. Drun are about 1.60 m in size. Their skin is light and wrinkled and their hair is white.

Race costs 0 OP

Con-1, Body-1, Str-1, Will+1, vegetarian

Tech 3, may be psionics, few magicians



Esloon

The technology of the Esloon has not seen progress for a long time and since the first

contact with space travelling nations the society begins to divide into pro-Mage and pro-Tech factions.

The Esloon are 2.00 m in size, the ears are pointed, the skin is slightly green. Even in high age the Esloon still look very young.

Race costs 7 OP
Dex+1, Ref+1, Pre+1, Con-1, Body-1, don't age
Tech 4, may be magicians



Ferion

This is a nice little race, which has never developed beyond the evolutionary equivalent of childhood. That is why many parts of their homeworld are exploited by other races. There are a few Ferions fighting a desperate guerrilla war against the invaders.

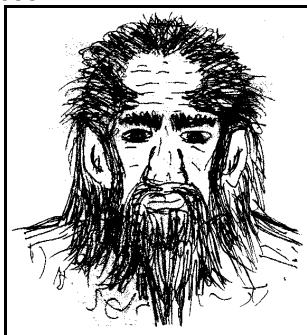
The Ferions are covered with a multicoloured fur all over their body, they have big black eyes and are quite cute. Their average size is 1.20 m.

Race costs -3 OP
Str-1, fur (2 PD)
Tech 2, few magicians



Ferock

The rough environment of their homeworld forced the Ferocks to become masters of heavy construction. They are the best architects of the system, their gothic style is seen on many worlds. Hard and heavy is not only their method of construction, but is seen in all part of Ferock life: Technology, food, manners, beer.



Ferocks are only 1.30 m in size, they are very sturdy and hairy.

Race costs 0 OP
Dex-1, Ref-1, Str+1, Con+1, Body+1
Tech 6



Hruut

The tentacles of the squid-like Hruut are capable of incredible fine-manipulation. Their combined breathing allows them to colonize even the islands of their homeworld. The Hruut are known as fierce and unscrupulous mercenaries.

The Hruut have a long head with a mini-tentacle surrounded mouth. They stand on six foot/hand tentacle and can reach a size of 1,50 m. Their colour may vary.

Race costs 4 OP
Ref+1, Str+1, Int-1, six fine manipulating tentacles
Tech 5



Klizan

The council of clans rule all Klizan, the Khan is the strongest of all Klizan. Every Klizan is by honour forced to protect the Lyxen race. The Klizan have lion-like features. They are covered with fur all over their body and have a long slender tail. Fur colour differs, may even have patterns, and they stand as high as 2.00 m.

Race costs 7 OP
Str+1, Con+1, Body+1, Int-1, protect Lyxen, fur (1 PD)
Tech 6 (7 by Lyxen)



Krondor

Big, good-natured creatures with irritable characteristic. The Krondor are just developing lunar flight. They are widely regarded as loyal mercenaries.

Krondor are about 2.80 m tall. They are very furry, skin and fur are brown to black. They have ram-like horns.

Race costs
Str+2, Con+1, Body+1, Ref-1, Dex-1, Pre-1, fur (2 PD)
Tech 4, few magicians



Lorck

The Lorck are coming from the moon Leven of planet Esgard. They have become the librarians of the system and they are the only absolute neutral faction of all Prime. Many humanitarian missions are done under their flag.



Lorck are about 1.70 m in size and have a greyhound-like face. They have a big armored hunchback.

Race costs 3 OP
Dex-1, Ref-2, Int+1, Will+1, photographic memory, time sense, absolute pacifism, fast reader
Tech 6, few psionics



Lyxen

Their democratic government is dominated by thinkers and artists. They are a sideline of the Klizan and have left their homes long ago in archaic ships. After they reached the planet Yxs they made it their new homeworld. They are a peace loving and friendly race. The Lyxen are catlike as their cousins, but their fur is shorter and the tail is shaggy. With 1.70 m size they are smaller than their cousins.

Race costs 5 OP
Tech+1, Dex+1, fur (1 PD), tail
Tech 7



Morden

The Morden (aka Kombinat) sell everything to everyone. Rumour says that they bribed the Ragor to assault the Lyxen. The Morden have an average size of 1.80 m. The head is slightly longer on the back side and on the chin. They have small slit eyes, their ears can not be seen. They do not grow

hair until a certain age, in which they grow a beard, their skin is black with a pearly shine.

Race costs 3 OP
Dex+1
Tech 7



Naist

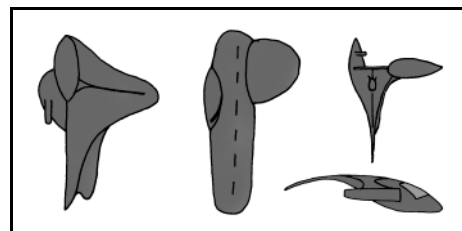
The society of the Naist is organized into functional occupation groups. Every occupation group has a chosen council, whose prior councilman is part of the council of councils. If a Naist reaches the age of 15, he has to choose an occupation for lifetime. Naist look like humans.

Race costs 0 OP
no modification
Tech 7



Palen

The Palen are the oldest intelligent race in the system. They tried not to get involved in the big war. The Palen skull is round and slightly oversized. They have no hair, no ears and a short nose. The skin is light brown and the Palen are about 1.70 m tall.



Palen carrier and fighter

Race costs 2 OP
Int+1, Con-1, Body-1, no taste and smell, photographic memory, lightning calculator
Tech 8, few psionics



Quinis

The Quinis are an aquatic race, which can only exist outside the sea by technical support. Quinit had a liberal federal democracy before the Rotaren invaded. The Quinis are about 1.80 m in size. They have no hair and dark brown skin Their

oversized eyes are located at the outer sides of their head. They have gills and webs.

Race costs 2 OP
excellent swimmer, gills, no lungs
Tech 4



Ragor

The Steel Guard military high command is the ruler of Ka'Ragor. Spiritual fulfilment is found through the 21 war gods.



Ragor are about 1.90 m in size. Their skeleton is stronger than average, their skull double in thickness

Race costs 4 OP
Str+1, Con+1, Body+1, Dex-1, Ref-1
Tech 6, few magicians



Rasco

They are a race of honest traders and gifted craftsmen. They travel the system by old ships they buy from other races. Rascos are only 1.40 m short. The lobes of the ears are longer and often decorated with ornaments.

Race costs -3 OP
Str-1, Tech+1
Tech 4, few magicians



Raup

The Raup have a life expectation of mere 20 years, but a high reproduction rate. They are scattered over the system as slaves and servants. The Raup are commonly seen as minor life form by almost any culture in Prime and even very few Raup do see this as a problem.

The Raup are 1.70 m in average. The nose bone runs over the forehead to the top of the head, which is bald. The hair at the side is dark blue, the skin is light blue.

Race costs -15 OP
short lived, slave race
Tech ?



Resht

The predatory Resht are divided into two subspecies, the not-this-dumb Resht-Shin and the giant Resht-Turok.

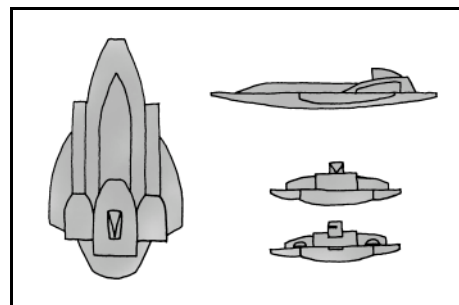
The Resht-Shin are 1.80 m tall reptile creatures. They have a slender head with horn-like outgrowth and one metre of tail. The Resht-Turok are 2.60 m high reptiles with two metres of tail. Their head is as stubborn as hard. The skin of both races is green or sometimes brown, red and yellow even in patterns.

Race costs -8 OP
Shin: Str+1, Con+1, Body+1, Ref+1, Int-1, tail
Turok: Str+3, Con+2, Body+2, Ref-1, Dex-1, Int-3, war tail
Tech 3(Shin) / 2(Turok)



Rotaren

The Reich fulfills the emperor with pride. The people hail him, the colonies grow and prosper. Time to give some donations. The Rotaren are 1.80 m in size. The individuals differ mainly by the patterns, that run from hands to neck. These patterns are genetic and resemble another within families.



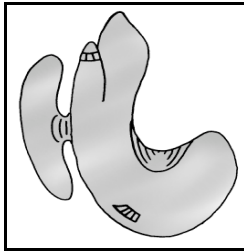
Rotaren carrier

Race costs 0 OP
no modifications
Tech 7



Shedda

The Shedda live and die for their god. Temples are the highest instance in any matter. The Shedda are reptile-like creatures of 1.70 m in size. Above the flesh is a dark brown thin bone chest, which protects the Shedda.



Shedda cruiser

Race costs 3 OP
natural armour (3 PD)
Tech 6



Sirren

The planet of the Sirren shines in every possible colour and the Sirren adapted to their environment by developing colour changing skins. A small number of Sirren may even change form. The Sirren society was always dominated by egoism, dissension and overreaching, so the Sirren got the reputation of being gangsters and liars.

The Sirren are quite different individuals. Their size is between 1.60 m and 2.10 m. They are humanoid and of any colour they wish. Sirren of Genotype 2 may resemble any humanoid life form they want.

Race costs 15 (25)
chameleon (shape shifter)
Tech 4, few psionics



Trogs

When the Rotaren tried to invade Dublak the Trogs thrashed them out of their space ships and occupied half of the invading fleet (by surprise). Ever since then the Trogs are the pirates of Prime.

The average Trog is about 1.90 m tall, their skin is wrinkled and of earthy colour. The ears are big and the mouth is wide, they are strong, but not the brightest.

Race costs -10 OP
Int-2, Str+1, Body+1, Con+1
Tech 2



Vailen

After the colonization of the moons of Vinnet the Vailen started assaults on their neighbours, the Rascos and the Zentroids. Being one of the biggest nations the Vailen think themselves to be of a better origin. Their society is ruled by the rich.

The Vailen are 1.80 m in size. Their skin is bronze, the hair is often long, open and smooth. Ears and chin are slightly pointed.

Race costs 0 OP
Int+1, Will+1, Con-1, Body-1
Tech 7



Wungon

The surface of the Wungons homeworld is too cold for a comfortable life, so the Wungons developed in huge underground caverns. They have become hunters and farmers.

They are 2.20 m in size and fur covered. Their body is strong and resistant, their eyes are used to darkness.

Race costs -1 OP
Int-2, Str+1, Body+1, infrared vision, fur (2 PD)
Tech 2, few magicians



Zentroid

The Zentroids fought a civil war when the Vailen came. The Vailen captured the Zentroid queens and made them their puppets.

The Zentroid consist of countless tribes with countless subspecies. The smallest are 0.25 m, the biggest are 25 m (yes!) in size. One subspecies separated from the hive mentality and developed individualism. These creatures are about 2.00 m tall and have a black armour. The skull is quite long, they walk on four legs and have a razor sharp tail.

Race costs 6 OP
war tail, razor claws, armour (3 PD)
Tech 3, may be psionics

6. Notable power blocks

EXTER means no national status or alignment

italic written names are contested or only partial controlled areas

moons are marked with a single line (-), planets are marked with a double line (=)



Astrien pact

The moon Astrien is ruled by an alliance of Alven, Aurien and some few Ferions.

Territory: Astrien-A3



GorexMetall

GorexMetall is a independent corporation since 4 AP. They have the biggest dockyards and made billions in the Bug crisis.

Territory: EXTER



Beussen

General Beussen of the Rotaren army deserted with some followers and a few ships. Some Trogs and Hruut joined them.

Territory: Fellwell-E1, Kasimer-E2, Won-E2



Hüter (Keepers)

Some Drun and Esloons and a few Ferions have united as the keepers of the natural ways. They occupied the moon Eden.

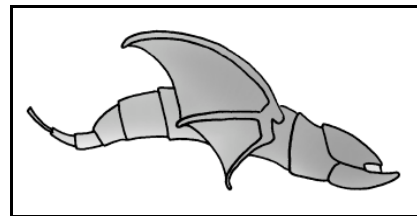
Territory: Eden-F3



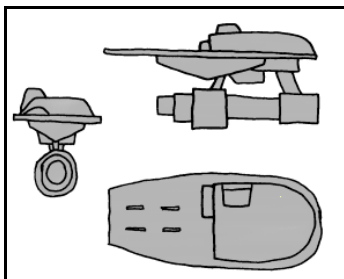
Caven

Alliance of the free. Free traders, freelancers, free thinkers are united on the moon Befen. Many Dell are active Cavens.

Territory: Befen-F2



Hüter "Lindwurm"



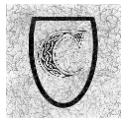
Dell freetrader



Inner-core alliance

Resht, Shedda, Alven and Ferions have taken control of five moons.

Territory: Fees-A1, Jave-B1, Kahsan-A2, Do'Tellas-B2, Kaxa-D1



Conopus

The oldest of the three megacorps. It has a extritorial status since 53 BP. Conopus is engaged in many businesses.

Territory: EXTER



Jolly clans

Pirates, mainly of Trog origin. There are rivalries among the pirate crews and they have many hidden outposts in the asteroid belts.

Territory: Druff-F1



Echse-Achse (Lizard connection)

Alliance of Shedda and Resht.

Territory: Lasse-A1, Do'Cheh-B2



Jünger (Followers)

Preacher Joshua has assembled the followers of the rise of the second sun. They control a single moon, but they have some hidden outposts.

Territory: Sanur-F3



Klizan empire

The mighty armada of the Klizan, the knowledge of the Lyxen and the rich planet of the Dell are the riches of the Klizan empire.
Territory: Oplan=E3, Juger-E3, Geger-E3, Chova=F2, Durin-F2, Yxs=E5, Cyxus-E5, Yinx-E5



Kombinat

You may trust The Guild, but not the Kombinat. It is a trading organisation, which is almost completely controlled by Morden.
Territory: EXTER



Naist republic

The Naist sphere of influence is like a patchwork. Eleven moons in different orbits belong to the republic, if they do not decide to start a little rebellion.
Territory: Deren=D4, Nond-D4, Apel-D4, Bern-D4, Sense-D4, Janker-D4, Fleis-D3, Semai=H2, Sorus-H2, Nawen-F3, Keul-F1, Gerg-F1, Ra-I1



Nexus

The crime syndicate. If Nexus wants something, they get it. The master of Nexus is one of the most wanted and feared individuals of all Prime. Rumour says he is a unbelievable fat Sirren.
Territory: EXTER



NovaTron

A sect, which believes in the necessity of technical upgrade of all life forms, whether they want or not.
Territory: EXTER



Order of the Dragon

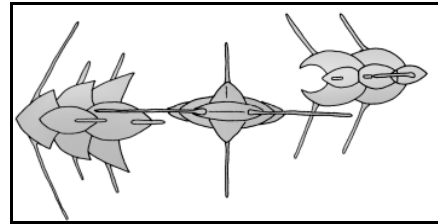
The Order of the Dragon is a traditional league of knights. They have sworn powerful oaths of

honour. Their headquarter is a castle on the moon Neberg.
Territory: Neberg-E1



Outworld league

A warlike alliance of Wungon, Feroch, Krondor and Ragor. Their capital is on the moon Per.
Territory: Per-H2, Utar-H2, Kono-H1



Ragor battleship



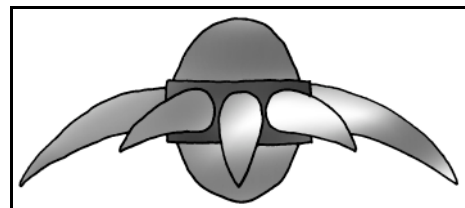
Palen

The Palen are the rulers of a empire of small size. They rule their homeworld and many colonies in the asteroid belt C.
Territory: Jerzen=C2



Prime Council

The Council was re-established by Lonvar Aignis. Most races and nations have sent representatives. In these times the peace-negotiations take place in the halls of Primus.
Territory: Primus space station



PRIMUS



Rotaren Reich

His royal majesty Sercon II. rules the planets Gandalar, parts of Quinit and Esgard and six moons.
Territory: Gandalar=E1, Ayaron-E1, Grindel-E1, Fürth-E1, Eredan-E1, Quinit=E2, Lans-E2, Recke-E2, Esgard=F4



SinnTek

One of the truly big cons. Exterritorial since 103 AP. SinnTek is the most advanced producer in high-tech.

Territory: EXTER



The Guild

This trading union is dominated by the Rascos. Other races are members as well as some Morden, who want to prove their trading honesty.

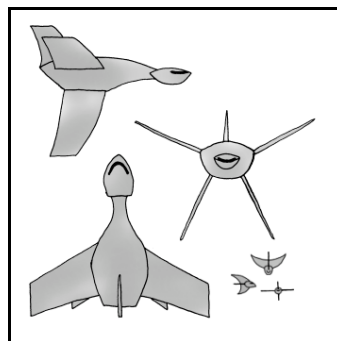
Territory: EXTER



Vailen empire

Vinnet, its moon, Rebbe, Uzrot, Auron, Prein and the Rest of the system tomorrow. Emperor Hovac is the ruler of the mightiest empire within Prime.

Territory: Vinnet=D2, Lorimir-D2, Rebbe-D3, Res-D3, Dag-D3, Klad-D3, Uzrot=D1, Ichik-D1, Cheks-D1, Hekcha-D1, Auron=C1, Prein=B1, Grus-B1



Vailen cruiser and fighter



Warrior

Klizan, Trog, Ragor, Kronдор, Hruut and Resht warriors. They brutally rule three moons. Please, don't let them get any heavy weapons. Territory: Long'Int-H4, Tanz-F3, Dissen-F1

7. History

about 2500 BP Palen start space travel.

about 2000 BP The Palen have colonized their system, watch other races, but stop their expansion.

about 1500 BP The historical records of the Palen speak of a war with a race from outside of Prime, proof is rare.

650 BP Other races start space travel. The Palen go into isolation.

310 BP Vailen conquer Uzrot.

309 BP The Lyxen leave Oplan in primitive ships.

308 BP Vailen conquer Rebbe.

301 BP Naist thwart an invasion of the Vailen.

289 BP Rotaren conquer Qunit.

166 BP Rotaren land on Dublak. Two weeks later the idea to conquer the planet is given up.

115 BP Klizan and Lyxen celebrate as the eternal friendship of both races is completed. The Klizan have apologized for the exiling of the Lyxen and the Lyxen have accepted the fierce nature of the Klizan.

53 BP Conopus declared itself an exterritorial power. The con, which has its origin on Deren moves the HQ to a space station in the C-orbit. The fleet is impressive enough to frighten the Naist government.

23 BP The planet Isroo, which came from outside the system, is caught by the gravity in orbit I.

22 BP The Bugs land on the planets Scorapi, Baator, Borock and Tarn and conquer great landmasses of these planets. The planet Semai takes the hardest hit. The entire Semaide race, which celebrates the day of Koen (which may only celebrated on Semai) is terminated by the Bugs. The Bugs try to conquer more planets over the next years.

8 BP The Bug invasion is stopped, but not ended. The construction of Primus begins.

0 P It is "ZERO PRIME": the creation of the Council of Prime on the space station Primus, standardized norms and the Prime standardized currency unit, also Prime credit (PC).

37 AP	The united space fleet under command of general Garras Ofrit of Shedda arrives at the planet Isroo. But Isroo has stopped thermal activities and all Bugs are frozen dead. The fleet is dismissed.
75 AP	Ragors invade Yxs and start a war with the Klizan.
77 AP	Rotaren attack the now weak Klizan.
83 AP	Vailen expel the Naist from Rebbe.
about 100 AP	Any race in Prime has by now noticed that it is war time.
174 AP	The Klaid empire is proclaimed. The empire is composed of different races. The Klaid empire collapses within six month, but it starts the era in which war-leading parties are no more defined by their race.
250 AP	All but the Palen, Rotaren, Vailen, Klizan and Naist empires have fallen, but even they don't have bigger armadas (Palen do) than the other 30 to 40 factions. Besides there are countless other (traders, mercenaries, pirates, etc.) with one or few ships.
383 AP	Lonvar Aignis of Quinit, commander of a midsize cruiser, conquers Primus. The way he did it is even today a mystery.
384 AP	All war-leading parties are invited to Primus by Lonvar Aignis. The Second Council of Prime is proclaimed and peace-negotiations begin. The Palen (defensive in war time) order their fleet to the protection of Primus and begin the repair and upgrade of the damaged and antiquated space station. Primus even gets force fields. No one dares to attack the station.
385 AP	Today.

8. Equipment

8.1. Common gear

Item	Notes	Cost	TL
Army food	3 days	75	4
Belt bags		10	3
Binocular	10x	50	4
Binocular, improved	50x	200	6
Binocular, IR	25x, Night vision	400	6
Camera, still		50	5
camera, video		100	5
Camping Grill		50	4
CD Player		100	5
Cellular phone		150	5
Compass		10	4
Crowbar		10	2
Diving gear	3 hrs.	250	5
Geiger counter	10 m	90	5
Glasses, IR	Night vision	250	7
Glue pistol		100	5
Hand welding torch	10 min	70	5
Handcuffs		10	4
Holograph projector	not for recording	1000	7
Hotel room	Per night minimum	50	
Jammer	10m radius	100	5
Lamp	8 hrs., 40 m radius	50	3
Lighter		5	4
MedKit	+2 on first aid	50	4
Nylon rope	100m, 500 kg	100	5
Personal Computer		400	5
Personal WristComputer		700	6
Pocket knife		30	4
Pocket lamp	6 hrs.	30	4
Sleeping bag		25	3

Stereo		500	5
Survival tent	2 man	500	5
Television		600	5
Television, mobile		400	5
Toolkit		200	3
Toolkit, improved	+1 on repair	600	6
Toolkit, special	+2 on repair	1000	6
Walkie-talkie	50 km range	100	5
Wrist watch		40	4

8.2. Weapons & Armour

TYP:	Used weapon skill: SA=Smallarm; LA=Longarm; AF=Autofire; HW=HvyWeapon; TH=Throw.	SHOTS:	Ammunition.
WA:	Accuracy.	AE:	Area effect.
RANGE:	In metres.	EV:	Encumbrance value.
DC:	Damage code.	CAP:	Detonator colour.
MinSTR:	Minimum strength.	PD:	Physical Defence.
ROF:	Rate of fire. Some autofire weapons have additional single shot modi.	EKD:	Energy Kill Defence.
		COST:	The price.
		TL:	TechLevel of the weapon.

- A Armed close combat
- B Light firepower
- C Medium firepower
- D Heavy firepower
- E Assault firepower
- F Mines
- G Grenades
- H Armour

8.2.A. Armed close combat

Weapon	WA	DC	MinSTR	Note	Cost	TL
Club	0	1	1	1H	20	1
Klizan Broan-sword	+1	3	2	2H	450	3
Krondor battleaxe	-1	6	5	2H	500	2
Laser blade	+2	5	3	2H	1100	6
Ragor Battlestick	+1	4	3	2H, see below	6000	5
Resht-Turok long axe	-2	7	5	2H	900	3
Sabre	+2	3	2	1H	450	3
Shedda sword of pride	+2	4	2	2H	850	3
Short sword	+1	2	3	1H	250	2
Survival knife	0	1	1	1H	70	4
Sword	+1	3	4	1-2H	300	2

8.2.B. Light firepower

Weapon	Type	WA	Range	DC	ROF	Shots	EV	Cost	TL
Crossbow, light	SA	0	100	4	1	1	0	250	3
Conopus HV pistol	SA	+2	150	4	3	12	0	1 300	5
Conopus MD pistol	SA	+2	80	2	3	16	0	800	5
Ferock Kaliber8 revolver	SA	0	100	5	2	6	0	600	4
GM R10 pistol	SA	+1	120	4	2	16	0	1 000	4
GM R15 pistol	SA	+1	140	5	2	14	0	1 400	5
GM R5 pistol	SA	0	50	3	2	18	0	400	4
GM R8 pistol	SA	0	100	3	2	9	0	400	4
Morden Asina mini pistol	SA	-2	50	4	2	6	0	400	5
Naist Medina 10mm pistol	SA	+1	200	3	2	16	0	900	4
Palen Rula-1 plasma pistol	SA	+2	250	5	3	30	0	5 000	8
Shedda Interrupter laser pistol	SA	0	100	4	1	15	0	950	6
SinnTek laser pistol	SA	0	100	4	2	24	0	1 500	6
SinnTek plasma pistol	SA	0	150	5	3	30	0	2 500	7
Vailen plasma pistol	SA	+1	100	5	2	20	0	00	7

8.2.C. Medium firepower

Weapon	Type	WA	Range	DC	ROF	Shots	EV	Cost	TL
Conopus C96 sniper	LA	+3	2 500	6	2	12	-1	4 000	6
Conopus CGM-3 gatling	AF	-1	900	5	60	120	0	4 000	5
Conopus CR assault rifle	LA/AF	-2	500	6	50	300	-1	2 300	5
GM 21A shotgun	LA	-1	50AE	5	1	8	0	1 000	4
GM 31A machine pistol	SA/AF	0	200	3	20	30	0	1 200	5
GM 41A assault rifle	LA/AF	-1	900	6	45	95-100	0	2 000	5
GM 41AE2 assault rifle	LA/AF	0	900	6	30	95-300	0	3 500	5
GM 42A assault rifle	LA/AF	0	700	5	30	90	0	1 800	5
GM 42AS2 sniper	LA	+5	3 800	7	1	12	-1	5 300	6
GM 53 30mm grenade thrower	LA	-1	100	grenade	1	3	0	2 100	5
Ragor Battlestick	LA	+2	600	8	3	60	-1	6 000	5
SinnTek laser assault rifle	LA/AF	0	600	5	30	120	0	2 000	6
Crossbow	LA	0	250	6	1	1	0	500	3
Bow, short	LA	0	STRx20	4	1	1	-1	300	2
Bow, long	LA	0	STRx20	5	1	1	-1	400	2
Bow, Composit-X	LA	+1	STRx25	7	1	1	-1	800	5
Palen Rula-2 plasma rifle	LA	+3	3 000	9	1	1	-1	10 000	8
Palen Rula-3 plasma assault rifle	LA/AF	0	900	7	30	200	0	15 000	8
Ferock Kaliber33 shotgun	LA	-1	50AE	5	1	6	0	950	4

8.2.D. Heavy firepower

Weapon	Type	WA	Range	DC	ROF	Shots	EV	Cost	TL
Conopus CTM-Ultra Mk.2	AF	0	1 500	9	30	270	-3	10 000	7
Conopus G199 Mk2 gatling	AF	+2	1 500	7	60	500	-2	15 000	6
GM 23 30 mm grenade thrower	LA	-1	100	grenade	1	12	-1	3 000	5
GM 240A1 flame thrower	LA	0	3-50	6/6*	3	60	-2	4 000	5
GM 56A2 gatling	AF	+1	1 500	7	60	300	-1	10 000	5
SinnTek plasma rifle	LA/AF	0	1 000	8	30	500	-1	8 000	7
Palen Rula-4 plasma gatling	AF	+1	1 500	8	80	800	-2	25 000	8

*6 DC automatic burn damage in second round

8.2.E. Assault firepower

Weapon	Type	WA	Range	DC	ROF	Shots	EV	Cost	TL
Conopus CTS2 bolter	HW	-1	1 500	1k	1	20	-3	4 000	6
GM 105 grenade accelerator	HW	0	2 000	3k	1	1	-1	2 000	6
GM 112 rocket launcher	HW	+1	5 000	6k	1	3	0	8 000	6
GM 118 rocket launcher	HW	0	10 000	4k	1	1	-1	4 000	6
GM 78 Panzerknacker	HW	0	1000	1k	1	30	-1	7 000	7
GM 80 gauss cannon	HW	-2	3 000	3k	1	9	-2	5 000	7
GM 83A2 one way rocket launcher	HW	+1	1000	4k	1	1	-1	4 000	5
SinnTek plasma cannon	HW	-2	2 000	2k	1/2	20	-4	15 000	7
Palen Rula-5 plasma cannon	HW	0	6 000	5k	1	20	-4	50 000	8

8.2.F. Mines

Weapon	AE	DC	Shots	Cost	Special	TL
GM anti-personnel	2m	9	1	900	None	4
GM claymore	3m	10	1	1 000	Remote det.	5
GM armour piercing	3m	10	1	1 200	1/2 Armour	5
nuclear grenade	1km	40k	1	1.5K		6

8.2.G. Grenades

Weapon	Type	Cap	DC	AE	Use	Special	Cost	TL
GM concussion	TH	Blue	10	1m	Small-Charge	Stun only	120	5
GM Canister (Buckshot)	TH	Black	9	0	Close-in Fighting		70	5
GM HE-AP	TH	Green	13 (1k)	1m	Anti-tank	1/2 Armour	250	5
GM HE-frag	TH	Red	9	3m	Anti-personnel		100	4
GM Phosphor	TH	White	0	15m	Smoke Screen		50	4
GM Starshell	TH	"S"	0	10m	Flare	45 seconds, 50.000 candles	70	5
GM White Phosphor	TH	Grey	6	2m	Fire		90	6

All grenades as 30mm thrower ammo available

8.2.H. Armour

Armour	PD	EKD	EV	Special	Cost	TL
Combat suit	4	2	0		400	5
GM PS3 suit	14	2	0		900	5
GM PSH10 Helmet	25	10	0	head only	200	5
SinnTek Ghillie suit	6	1	0	Camouflage +2	2 700	6
Conopus Polymer/Alloy combat suit	16	10	0		1 400	6
Conopus WY Shielded combat helmet	30	10	0	head only	500	6
Flak Jacket	12	2	0		800	4
Kevlar (Light)	10	1	0		500	5
Kevlar (Medium)	12	2	0		700	5
Kevlar (Heavy)	14	3	-1		900	5
GM K25 Pressure Suit	5	5	-1	Air Pressurized	1 000	5
GM K50 Compression Suit	10	7	-2	Air Pressurized	2 000	5
SinnTek ZCT-1 Armoured Spacesuit	16	10	-1	Air Pressurized	8 000	6
Palen Portable Force Field	40	50	0	cannot be moved when active	50 000	8
Ragor Armour	18	8	0		500	6

8.3. Things

Name	Type	Description
Primus	Space station	Primus, the biggest space station ever, is positioned above the north pole of the sun. It has an egg-like body with an radius of 300 metres and a height of 900 metres. At its equator is a rotating ring of 50 metres thickness and 300 metres height. Attached to the ring are four 700 metre long and four 250 metre long downward bend pylons with a beginning of 200 metres in diameter. Primus is the location of the council of Prime.
Muli Freighter	Space ship	The Muli is a small freighter. It nearly looks like a lemon. The Muli is 20 metres long and 10 metres high.
Express Freighter	Space ship	The Express is a sub-medium ship. Its main body is cubic, 20 metres high, 30 metres wide and 40 metres long with a sharp nose and small wings.
Garmon Freighter	Space ship	The Garmon is a medium freighter. It looks like a Mack truck and is 50 metres long, 30 metres high and 40 metres wide.
Ragor Battlestick	Weapon	The Ragor Battlestick is circa two metres long. On its top is a oval bowl, which can fire energy bolts. This weapon is very special, because it is powered by magic or mana crystals and mainly used by Ragor war priests.

9. Modified rules

9.1. Player characters

9.1.A. A little bit of what you can be...

Barbarian	Mercenary	Psionic	Thief
Criminal	Pirate	SpacePilot	Trader
Doctor	Priest	Spy	..anything
MechaPilot	Private Eye	TechnoMage	

9.1.B. Character generation

Starting characters begin with 50 CP, 50 OP and 25 PP. Up to 25 more OP may be gained by complications.

To become an active psionic or magician, the player has to purchase a user merit. If the race has a notation of "may be"-users, the merit costs 5 OP, if the race has "few"-users the merit costs 10 OP, and if there are no users at all it costs 20 OP.

Tech, psi, mage = tertiary attributes

The levels of the attributes tech, psi and mage must be purchased with powerpoints. Note that the player may purchase levels in psi and mage even if he is not active user. He just has a sleeping potential.

Rating	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

The tech rating is not the equivalent of the technique attribute and must have at least a rating of one. If the tech rating of a character is above the racial standard, the player should be able to explain the additional insight of his character.

9.1.C. Starting Money

The character's starting money is determined by the amount of OP spent on the following table. Equipment is purchased with starting money and not with OPs. More than eight OP can be spent, but the chart will not continue.

1 OP	500 PC
2 OP	3000 PC
4 OP	20000 PC
8 OP	100000 PC

Example: Spent 3 OP = 2 + 1 OP = 3500 PC
Spent 7 OP = 4 + 2 + 1 OP = 23500 PC
Spent 22 OP = 8 + 8 + 4 + 2 OP = 223000 PC

9.2. Skills

Skills, which are based upon technology have a TL-rating, which is equal to the characters tech rating. If someone tries to simply use an technological advanced item, treat the difference as negative modifier. TL-ratings may be improved as stated in the experience section.

9.2.A. WeaponSkills

Armed	REF	like swords, axes
Armed evade	DEX	like dodging
AutoFire(TL)	REF	weapons, firing in full auto
Gunnery(TL)	REF	mounted weapons
hand-to-hand	REF	like boxing
hand-to-hand evade	DEX	like dodging
HvyWeapons(TL)	REF	weapons, which need special methods when fired by one person (gyro mount, shoulder pads)
Longarm(TL)	REF	weapons, which can only be fired with both hands
MechaMount(TL)	REF	weapons mounted on exosuits
Smallarm(TL)	REF	weapons, which can be fired one-handed
Throw(TL)	REF	like grenades and rocks

9.2.B. TechSkills

Burglar(TL)	TECH	open locks, evade classic alarm bells, etc.
Computer programming(TL)	TECH	
Computer(TL)	INT	
Criminology(TL)	TECH	
Cryptography	INT	encoding and decoding
Demolitions(TL)	TECH	blowing things up
First aid(TL)	TECH	emergency room, may be used on all races
Forensic medicine(TL)	TECH	cause and moment of death
Forgery(TL)	TECH	
Hacking(TL)	TECH	invading computer systems
Improvisation(TL)	INT	like inventor
Medicine(TL)	INT	medicine of the characters race
Navigation/Space(TL)	INT	
Science/Special(TL)	INT	every science is one skill
Security systems(TL)	TECH	creation and elimination
Surveillance(TL)	TECH	bugs, noise generators, cameras
Sysop/Special(TL)	TECH	choose: sensor, shields, life support, communication
Tech/Electronics(TL)	TECH	repair and construction
Tech/Energy(TL)	TECH	engines and reactors
Tech/HvyWeapons(TL)	TECH	repair and construction

Tech/Mecha(TL)	TECH	gyros, sense-link and other specifics
Tech/Mechanics(TL)	TECH	repair and construction
Tech/SpaceShip(TL)	INT	knowledge of technical space ship operation
Tech/Special(TL)	TECH	other engineers
Tech/Weapon(TL)	TECH	repair and construction
Xeno medicine(TL)	INT	medicine of alien races, xeno medicine is based on medicine, so the rating in xeno may not be higher than medicine

9.2.C. MageSkills (as in AtomikMagick)

Alchemy	INT
Demonology/Ether beings	INT
Magic lore	INT
Occultism	INT
Relicology/Spiritualism	INT
Thaumaturgy	INT

9.2.D. VehicleSkills

Drive/Ground(TL)	REF	cars, trucks, tanks
Drive/Water(TL)	REF	ships, subs, sails
Pilot/Atmosphere(TL)	REF	fly in atmospheres
Pilot/Mecha(TL)	REF	hardsuits, battlesuits
Pilot/Space cruiser(TL)	INT	some-pilots-spaceship
Pilot/Space fighter(TL)	REF	one-man-spaceship
Pilot/Space ship(TL)	REF	one-pilot-spaceship

9.2.E. OtherSkills

Acrobatics	DEX	
Acting	PRE	
Animal ken	INT	training and handling
Athletics	DEX	
Bargain	PRE	Change the price
Bribing	PRE	
Bureaucracy	PRE	
Concealing	INT	hiding objects
Concentration	WILL	
Conversation	PRE	Smalltalk
Costumes	TECH	Halloween or military
Education	INT	
Expert/Special	INT	like profession (cook, barber, painter, craftsman) or hobbies (golf, stamps)
Gambling	TECH	
High Society	PRE	etiquette
Interrogation	PRE	May be the painful way
Investigation	INT	organisation of research
Language/Common	INT	common language, created by Palen and Lorck
Language/Special	INT	One skill, one language
Leadership	PRE	
Lip reading	INT	
Local expert/Special	INT	
Oratory	PRE	
Perception	INT	
Persuasion	INT	
Rating	INT	rate items in monetary units
Riding	DEX	transportation based on animals
Rope tricks	DEX	

Seduction	PRE	
Sleight of hand	REF	
Stealth	DEX	hiding, shadowing
Streetwise	PRE	etiquette
Survival	INT	
Teaching	PRE	
Trader	INT	Knowledge of business
Zero-G	DEX	getting used to zero-g and space suits

9.3. Experience

New skills, levels, and powers can be purchased by the following amount of experience points:

Skill	new level x 2	Attribute	new level x 4
Power	new level x 3	Tertiary attribute	new level x 5

The transformation into monetary units as mentioned in Fuzion is not possible, secondary attribute are recalculated. Every change has to be permitted by the GM, raise in tertiary attributes should have a serious background (technical studies, magical initiation, weeks of meditation).

9.4. Dials, switches, plug-ins, special rules

9.4.A. Plug-ins

The author included magic and psionic in the knowledge of the Atomik series by Mark Chase.

9.4.B. Switches + dials

Switches of the Fuzion rules (ver4.4.3) are set for:

COMPLICATIONS - yes

PERKS - x 2

MARTIAL ARTS - x 2

STRENGTH - competent [-2]

AUOFIRE - competent [1]

The Magical Recovery Dial of AtomikMagick would be set to Low Magic World.

Switches, which are not mentioned, are OFF

9.4.C. special rules

Wear off armour: per 10 damage points (from one source) armour is reduced by one.

Tech vs. Mage: Some spells require, similar to some skills, a TL. To manipulate technical devices a magician has to understand it.

Tech vs. Psi: Psionic manipulation of technical devices may require the understanding of the device. It is easy to press the red button by force of will, but pressing the lever for the hydro-pump in the rear section can go tricky.

10. Space ships

PRIME will provide its own Spaceship battle system (don't know when I'll do this). These are the rudiments of this system.

Ship ratings

Size

- 1 Drones, missiles
- 2-3 Fighter, bomber
- 4-5 Trader, freighter
- 6-7 Cruiser
- 8-9 Battleship, carrier
- 10 "Primus"

Speed

- 1-3 Does it move?

4-6 Slow ship
7-9 Fast ship
10-12 Ultrafast

Acceleration

Ranging from 1-4

Deceleration

Ranging from 1-4

Manoeuvre points Number of direction changes per round

1-2 Sitting duck
3-4 Slow curves
5-6 Fast curves
7-8 Can't imagine

Manoeuvre rate Number of manoeuvre points per manoeuvre (1-3 hexes)

1-2 Wide curves
3-4 Close Curves
5-6 Change facing

Armour points

Armament

Signature Number of the registration possibility (ranging from -5 to +5)

Special

11. GM only section

Secrets of the greater universe

This is the key to the older mysteries and the RED ZONE areas.

There was a giant space empire in our galaxy long time before mankind even started thinking of recording time. They had the key to FTL(faster than light) travel, founding their colonies over thousands of light years. We would say they resemble the ancient human cultures of Mayan and Aztecs, and indeed it is true. The ancient empire suffered from a devastating civil war and fell from grace to ashes. Their technology was advanced in the research of mass destruction and biological warfare.

The few remaining families took their ships and left the centre of the galaxy to end in the far ends of the spiral arms. There they formed new colonies with their still advanced tech. They reached earth as well, but the alien colonists on earth vanished. Traces of them to be found even today.

The families of PRIME terraformed almost any planet, they set the spark of life on them and hoped to cultivate slave races for different purposes. One planet they reserved for themselves, it was the planet Wrote. But Wrote became their fate. They established a megacomputer with an artificial intelligence on it, but it went mad. It sealed the planet off and set an extreme security grid around Wrote. No one was possible to enter or leave ever since then and the ancients outside Wrote were forced to hide in other parts of PRIME. Small in number they weren't able to take control of the developing races, but some still exist.

The planet Baldur is a natural phenomenon and may be the source of magic and psionic in PRIME.

When coming close to Baldur one can see a planet wrapped in black clouds, radiation levels are irritating. Many ships have been sucked by the atmosphere, but no ship has ever returned. I will leave it up to you whether it is a strange temporal activity, a strange planet size life form or a strange fantasy magicians world hidden in a layer of anti magic, but anyway it is strange.

My original ideas of a campaign were:

The still existing Soviet Union first developed FTL fields for space travel in 2134 (385 AP), when earth cold war reached the outer planets of the solar system. They equipped two battleships with the new technology and set them for a test drive. The Soviet ships *Unity* and *Commrade Lenin* jumped straight to PRIME and collided. The ships remained intact, but the jump field generators were destroyed. Now they've made an emergency landing on a moon in the G-orbit near a Raup refugee camp. They soon ally and the Soviets start a Raup liberation rebellion. The *Unity* and the *Commrade Lenin* are soon feared ghost ships appearing out of nowhere (just because being technological advanced by PRIME standards). Some years later Soviet and United States fleets arrive in search for the prototype. They may shake the unstable political situation in PRIME...

END.

NAME PLAYER OCCUPATION	FUZION: PRIME
------------------------------	---------------

INTElligence [] WILLpower [] PREsence [] TECHnique [] MOVement []	REFlexes [] DEXterity [] CONStitution [] STRength [] BODY []
--	---

BOD1 □□□□ ○○○○○	BOD2 □□□□ ○○○○○	BOD3 □□□□ ○○○○○	BOD4 □□□□ ○○○○○	BOD5 □□□□ ○○○○○	Experience
BOD6 □□□□ ○○○○○	BOD7 □□□□ ○○○○○	BOD8 □□□□ ○○○○○	BOD9 □□□□ ○○○○○	BOD10 □□□□ ○○○○○	

Punch []	SD []	KD []	Endurance []
Kick []	ED []	SPD []	Recovery []
Humanity []			Resistance []
Max []	Lift []	Carry []	Throw []
Run []	Sprint []	Leap []	Swim []

INT	Survival []	Forgery []	Pilot: Atmosphere []
Animal ken []	Tech: Space ship []	Gambling []	Pilot: Mecha []
Computer []	Trader []	Hacker []	Pilot: Space fighter []
Cryptography []	Xeno medicine []	Programming []	Pilot: Space ship []
Concealing []	WILL	Security systems []	Sleight of hand []
Education []	Concentration []	Survival []	Smallarm []
Expert: []	PRE	SysOp: []	Throw []
Improvisation []	Acting []	Tech: []	DEX
Investigation []	Bargain []	Tech: Electronics []	Acrobatics []
Language: []	Bribing []	Tech: Energy []	Armed evade []
Language: Common []	Bureaucracy []	Tech: HvyWeapons []	Athletics []
Lip reading []	Conversation []	Tech: Mecha []	H-t-H evade []
Local expert: []	High society []	Tech: Mechanics []	Null-G []
M: Alchemy []	Interrogation []	Tech: Weapons []	Riding []
M: Demonology []	Leadership []	Thief []	Rope tricks []
M: Magic lore []	Oratory []	REF	Stealth []
M: Occultism []	Seduction []	Armed close combat []	OTHER
M: Relicology []	Streetwise []	AutoFire []	
Medicine []	Teacher []	Driver: Ground []	
Navigation: Space []	TECH	Driver: Water []	
Perception []	Costumes []	Gunnery []	
Persuasion []	Criminology []	Hand-to-hand []	
Pilot: Space cruiser []	Demolitions []	HvyWeapons []	
Rating []	First aid []	Longarm []	
Science: []	Forensic medicine []	MechaMount []	

TechLevel	□□□□□	□□□□□	PERKS - NOTES
MageLevel	□□□□□	□□□□□	
PsiLevel	□□□□□	□□□□□	

Weapon	Type	WA	DC	GEAR
Armour	EV	KD/SD	EKD	