

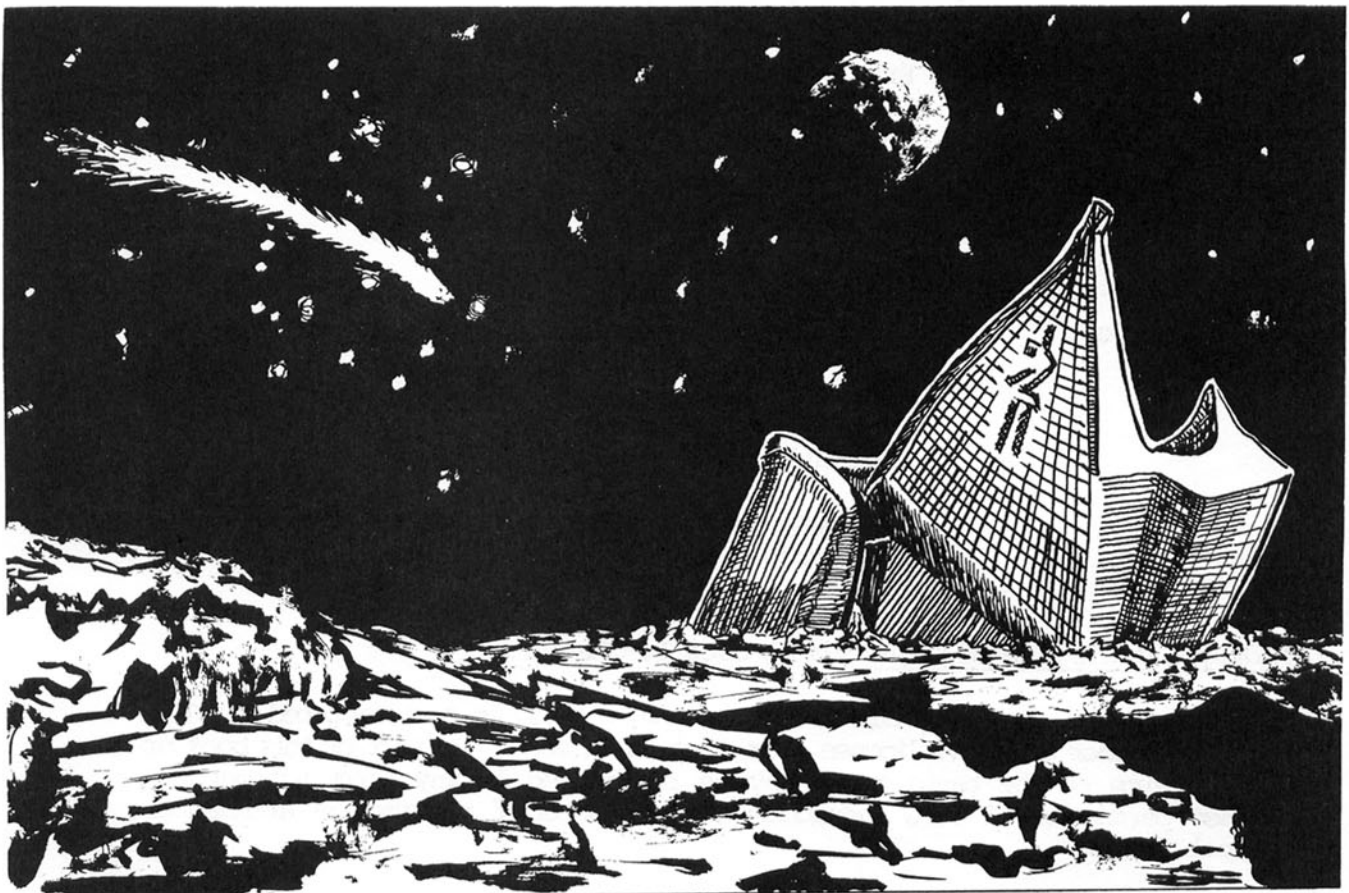


MIDNIGHT AT THE WELL OF SOULS™

ROLE-PLAYING SYSTEM

Based on the books by Jack L. Chalker

Game System Written By
Timothy A. Green



CREDITS

Game Design: Timothy A. Green

Editing: Timothy A. Green
Cynthia Lee Carte Green
Kenneth R. Miller
Jane W. Green

Interior Artwork: Eric Macki
Timothy A. Green

Cover Painting: Artwork by H.R. Van Dongen for Midnight at the Well of Souls, a DelRey book, published by Ballantine Books, a division of Random House, Inc. Reproduced by permission.

Technical Advice: Richard Tucholka

Race descriptions: Jack L. Chalker
Steven Lierly
Steven Lenker
Timothy A. Green

Invaluable Assistance: Cynthia Lee Carte Green
Kenneth R. Miller
Gretchen A. Miller
Patrick E. Green
Jane W. Green
Eric Repasy
Steve Evans
DelRey Books
Fasa, Inc.
TriTac, Inc.
Fantasy and Wargaming Society, BGSU
The crew of the Winged Victory

Special Thanks: Jack L. Chalker, without whose ideas, none of this would have been possible.

Richard Tucholka, for the use of his Stellar Generation System from FTL:2448 ©1982 TriTac, Inc.

Dr. James E. Green, without whose assistance and support, this project would have been nothing but an idea in my mind.

Midnight at the Well of Souls, ©1977, Jack L. Chalker

Midnight at the Well of Souls Game System, ©1985, is manufactured by TAG Industries under exclusive license from Jack L. Chalker. No part of this book or the contents of the basic game may be reproduced in any form without the express permission of TAG Industries except for brief passages in articles or critical reviews.

MIDNIGHT AT THE WELL OF SOULS - DESIGNER'S NOTES

What you hold in your hands is the product of many hours, days, weeks, and months of work. When I started this project, I had spent many hours playing role-playing games, but I really didn't have any real idea of the sheer size of the task I was involved in. I found out, much to my dismay, that playing a game and writing a new one are quite different.

I have attempted to create a set of guidelines that are firm enough to use easily, and flexible enough to allow the individual Game Master to tailor game to his or her wishes. There are few things as annoying to a Game Master as having a set of rules that just don't work. I hope that you will find this game to your liking.

There are a number of skills that I have found in other games that I feel come under the heading of role-playing. These include diplomacy, bargaining, streetwise, and others. I have purposely left these out of the game. I feel that they come under the heading of interaction of the character with many and sundry non-player characters. To reduce this interaction to a die roll would remove some of the flavor of some encounters.

In many situations you will want to do things that are not covered directly by the rules. Although this may seem like a drawback, in many cases it was done to allow the Game Master greater freedom in running his or her game. I feel that the true test of any role-playing system is it's ability to manage the unexpected. I have tried my best to allow as much elbow room for the Game Master as possible.

I would like to thank all the people who helped with this project and suffered through it's many changes with me. Not just the people named in the credits, but the many people who helped with playtesting at many conventions across the country. There are two people who I would like especially thank. The first is Richard Tucholka of Tri Tac Inc. for allowing me to use his Stellar Generation System. In my humble opinion, this system is the finest in any role-playing game in print. For me to attempt to reproduce the effort that went into it's making would have taken me many months of work. The second person I would like to thank is Jack L. Chalker, whose brilliant imagination this system was built on.

Last, but not least, I would like to thank my wife for helping me over the rough spots in this project, and putting up with the many hours it has taken up.

To all of you, enjoy!

THE MIDNIGHT AT THE WELL OF SOULS ROLE-PLAYING GAME

AN INTRODUCTION TO ROLE-PLAYING

Role playing games are a new concept and a great departure from the board and family games of the past. A role playing game is one in which we use our acting skills to take the part of a character in an ongoing story. Rather than moving game pieces around a board, the action and situations take place within our own minds.

One player takes the role of the Game Master. This role is much like the story tellers of old. The Game Master spins a tale in which the players each have a character. Unlike a set story, the players determine their character's actions in the story. The Game Master provides the situation and settings, and plays the parts of any people or creatures that the characters may meet. In this way players can become, at least in the game, the epic heroes and heroines they have always dreamed of being.

For those of us who have dreamed of being the Lone Ranger, Superman, or any of the other great heroes of books and movies, role playing games give us the chance to live out our fantasies in the confines of the game.

HOW DO I START

To play **MIDNIGHT AT THE WELL OF SOULS**, you will need 2 to 10 or more players, some dice, pencil and paper, and a large amount of imagination!

In the following sections you will find the steps you need to follow to create your own character for the game. Read on in this, your passport to adventure!

SOME TERMS YOU WILL NEED TO KNOW

DICE

Dice are available in a multitude of shapes and colors. The dice you will need to play this game are included in the set.

Throughout the game booklet, you will see notations describing what dice to roll in a given situation, such as 4d6. This means to roll 4 six-sided dice and to total the numbers shown on their faces. The number before the "d" is the number of dice to roll, and the number after the "d" is the type of dice to use. You will also see the following form of notation, d100. This means to roll 2 ten or twenty-sided dice to generate a number from 1 to 100. To do this, choose one die to be the tens digit and one die to be the ones digit. If the roll is 00, the number is equal to 100. When a d20 roll is called for, roll one twenty-sided die. If you have ten-sided dice, you can roll a six-sided die at the same time, and if the six-sided die shows 4-6, add ten to the number shown on the ten-sided die.

STATISTICS AND WHAT THEY MEAN

To build your character, you will need to know some things about his physical and mental abilities. In terms of the game, these attributes are called statistics. Each statistic you will need is fully explained in the sections that follow.

STRENGTH {STR}

This is your character's Strength. It is a measure of the character's physical strength, size, and lifting ability. It is also used in the determination of Endurance.

A character can lift 4 times his strength, in kilograms, above his head, carry 5 times his strength for a short

time without becoming overly fatigued, and drag 8 times his strength for very short periods.

This statistic is determined by rolling 4d6

CONSTITUTION {CON}

Constitution is a measure of your character's overall bodily health and resistance to disease, fatigue, and some poisons. It is also a measure of a character's ability to withstand physical shocks. Constitution is also used in the determination of Fatigue and Endurance.

This statistic is determined by rolling 4d6.

DEXTERITY {DEX}

Dexterity is a measure of your character's muscle coordination, manual dexterity, and agility. It is also a measure of how well a character can control his body in stress situations. Dexterity can give bonuses to skill checks in certain situations. It also can give modifiers to combat initiative rolls.

This statistic is determined by rolling 4d6.

INTELLIGENCE {INT}

Intelligence is a measure of a character's mental processes and reasoning ability. It determines how easily a character can learn new concepts and skills. Intelligence is also used in the determination of initial skill points.

This statistic is determined by rolling 4d6.

WILLPOWER {WPR}

Willpower is a measure of your character's sheer strength of will. It affects how fatigued a character can be and still keep going. It is also used in the determination of a character's resistance to psionics and certain types of magic, and the determination of Fatigue.

This statistic is determined by rolling 4d6.

RESISTANCE {WPR x 4}

Your character's Resistance to psionics and magic is determined by multiplying your Willpower by 4. The attempt to resist a psionic or magical attack is called a resistance check. The resistance check is made by rolling d100. If the roll is less than your character's Resistance, you will be less affected by the attack.

FATIGUE {FTG}

Fatigue is a measure of how much physical labor and exertion your character can withstand. When a character's Fatigue score reaches zero, his Strength and Dexterity scores are reduced by six until the character has rested and/or received medical attention. If either Strength or Dexterity scores are reduced below zero by Fatigue being reduced to zero, the score becomes zero. In addition, any physical damage that a character receives when his Fatigue has been reduced to zero, is doubled.

This statistic is determined by indexing your Constitution and Willpower and consulting the FATIGUE TABLE.

ENDURANCE {END}

Endurance is a measure of how much physical damage and abuse your character can withstand without being killed. When a character's Endurance score is reduced to zero, that character has his Willpower score in minutes to receive medical aid or the character will die. If both Fatigue and Endurance are reduced to zero, the character has his Willpower divided by 2 minutes to receive medical aid or the character will die.

This statistic is determined by indexing your Strength and Constitution and consulting the **ENDURANCE TABLE**.

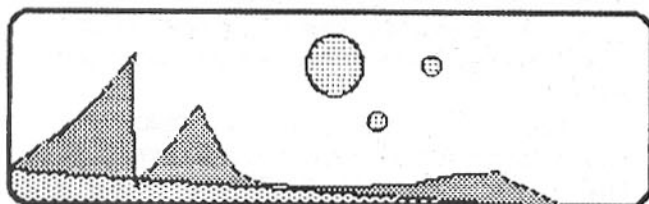
AGE

This statistic represents your character's starting age in standard years. A character's age is used in the determination of his starting number of skill points.

This statistic is determined by rolling 2d10 and adding 20 to the roll.

IMPROVING STATISTICS

Over the course of time, a character can attempt to improve his statistics. Certain statistics can be improved by special exercise routines and/or diet programs. Other statistics cannot be improved. In any case, no statistic can be improved by these methods to a level above 18. Changes in Strength or Constitution will cause corresponding increases in Fatigue and Endurance. Willpower, Intelligence, and Age can only be changed by magic or psionics.



IMPROVING STRENGTH

Strength can be improved in the following manner:

The character must spend 2 hours per game day performing a special body building exercise program.

At the end of 4 game months, a d20 is rolled. If the roll is greater than the character's present Strength, 1 point is gained. If the roll is less than or equal to the character's Strength, an additional game month must be spent continuing the program. At the end of that time, the roll is made again. This process continues until the roll succeeds, or the character chooses to give up the program.

IMPROVING DEXTERITY

The training program for improving Dexterity is the same as for Strength with the following exception:

The exercise program requires only 1 hour per game day. All other procedures remain the same.

IMPROVING CONSTITUTION

The training program for improving Constitution is the same as the programs for improving Strength and Dexterity with the following exceptions:

The program requires a special diet. The diet must be determined for the character by a doctor {Medical Skill Level 65+}. The exercise portion of the program requires 1 hour per game day. All other procedures remain the same.

SKILLS: WHAT DOES YOUR CHARACTER KNOW HOW TO DO

The next thing you need to do is to choose what skills your character will have. During the game, what a character can or cannot do is based on

what skills the character knows. Skills represent the knowledge and abilities a character has acquired by prior training and experience. Each skill represents a specific area of knowledge that the character has.

The general level of knowledge that a character has attained in a given skill is represented by a number from 1 to 100. This number is called the character's skill level in that skill. When a character wishes to use a skill, the player rolls a d100. If the number rolled is less than the character's skill level, the attempt succeeds. This roll is called the skill check. The Game Master can modify the skill check roll depending on the conditions under which the skill is being attempted, so as to make success easier or more difficult. It is suggested that a skill check roll of an unmodified 01 always succeed and that a skill check roll of an unmodified 100 always fail.

ACQUISITION OF SKILLS

To determine the initial number of skill points a character has, add your character's Intelligence score to his Age score and consult the SKILL POINT TABLE.

After determining your character's initial number of skill points, you may distribute the points among any skills in the following skill lists. Certain skills start at a predetermined level. The level in these skills may be added to by the expenditure of initial skill points. Please note that some skills may or may not be available based on the Game Master's wishes. Also note that certain skills may be prohibited by the Game Master. No skill may be raised to a level above 100. The character cannot use skills in which his skill level is 0.

After the initial skill points have been allocated, the player may choose 3 skills as his character's personal areas of expertise and add 10 points to each.

INITIAL SKILL POINTS

<u>AGE+INT</u>	<u>POINTS</u>
26	229
27	234
28	239
29	244
30	249
31	253
32	258
33	263
34	268
35	272
36	277
37	282
38	287
39	292
40	296
41	301
42	306
43	311
44	316
45	320
46	325
47	330
48	335
49	340
50	344
51	349
52	354
53	358
54	363
55	368
56	373
57	378
58	383
59	387
60	392
61	398
62	404
63	410
64	417

HOW DO I IMPROVE MY CHARACTER'S SKILLS

During the course of an adventure, a character may use a few, some, or all of his skills. At the end of the adventure the character has a chance to improve the skills that were used successfully.

For each skill that the character used successfully during the adventure, the player rolls a d100. If the roll is

greater than or equal to the character's skill level, the player rolls a d4 and adds that number of points to the level in that skill.

Note that only one roll is made for each skill successfully used, no matter how many times that skill was successfully used during the adventure. Also note again that the skill level in a skill cannot be raised above 100.

This system represents the fact that a person who is not overly expert at a skill has a good chance to improve when he manages to use it successfully. On the other hand, a person who is very good at a skill will have a very easy time successfully using a skill, but will find it harder to improve.

HOW WILL MY CHARACTER ACQUIRE MORE SKILLS?

Over a period of time a person has many chances to learn new things. This learning process is represented by the following methods for a character to learn new skills.

A character can learn new skills by using one of the following 2 methods:

1. FORMAL INSTRUCTION

The character must find someone who is fairly expert (Skill Level 65+) and is willing to teach him the desired skill.

This will require at least 2 hours per game day over a period of 2 game months for the training period. At the end of this time, the player rolls a d20. If this roll is less than or equal to the character's INT score, the character immediately gains 2d4 points in the new skill.

If the roll exceeds the character's INT score, an additional game week must be spent in further training. At the end of this time the roll is made again. For each additional week spent in training, 2 points are subtracted from the die roll. This modifier is cumulative.

2. SELF INSTRUCTION

This method does not require the character to find an instructor. The character must first acquire complete textbooks on the subject to be learned.

The character must then spend at least 4 hours per game day studying the new skill. At the end of 4 game months, a roll is made as in method #1. If the roll succeeds, the character gains a d4 points in the new skill immediately. If the roll does not succeed, the character must spend an additional game month studying before another roll can be attempted. For each additional game month spent in study, 1 point is subtracted from the die roll. This modifier is cumulative.

DETAILED SKILL DESCRIPTIONS

On the following pages you will find detailed descriptions of the standard skills that are available in the game. Additional skills may be created, but must be approved by the Game Master after he carefully considers their effect on the balance of the game.

Skills are divided into the following categories for easy reference:

1. GENERAL SKILLS
2. PHYSICAL SKILLS
3. COMBAT SKILLS
4. KNOWLEDGE SKILLS
5. SPECIAL SKILLS

At the beginning of each skill section you will find a listing of the skills contained in that section. You will also find each skill listed with its corresponding page number in the index of this book.

GENERAL SKILLS

1. ADMINISTRATION
2. BRAWLING
3. FIRST AID
4. FORGERY
5. GAMBLING
6. GENERAL REPAIR
7. MUSIC {INSTRUMENTAL}
8. MUSIC {VOCAL}
9. READ LANGUAGE
10. SPEAK LANGUAGE
11. TREAT POISON
12. VAC SUIT TRAINING

ADMINISTRATION

This skill represents a character's skill in dealing with the "necessary" paperwork and "proper channels" in any bureaucracy. A successful skill check can be used to expedite processing of forms, and possibly prevent forged credentials from being checked. On the other hand, a failed skill check could cause time consuming delays.

BRAWLING

This skill is the fine art of bar fighting. A character who makes a successful skill check does 1 FTG point of damage to his opponent. If the skill check is less than $\frac{1}{2}$ of the character's skill level, the character's opponent is rendered unconscious for a number of minutes equal to that person's WPR score. This skill is intended for nonlethal combat only. A character starts with a skill level of 05 in this skill.

FIRST AID

First aid is a character's skill in applying immediate lifesaving measures to an injured person. A successful skill check will return 20% (round up) of a person's lost FTG, and restore one END point to an injured person. First aid will not help a person whose END score is at zero. A character starts with a skill level of 15 in this skill.

FORGERY

This represents a character's skill in producing false documents. This can be helpful in situations where registration papers are needed and a character has none. If a character's skill level is 15 greater than the

person's who is checking the character's documents, the documents will be accepted as genuine. If the character's skill level is 30 greater than the person's checking the character's documents, the documents will not even be closely inspected. Note that the skill check in this skill is made when the document is prepared, and the roll is made by the Game Master.

This skill can also be used to detect false documents. In this case, 10 is added to the skill check roll.

A character starts with a skill level equal to his INT score in this skill.

GAMBLING

This skill represents a character's familiarity and proficiency at games of chance. It is also a measure of a character's awareness of cheating.

A character with this skill has a chance of detecting cheating equal to one third (round down) of his skill level.

A character starts with a skill level of 05 in this skill.

GENERAL REPAIR

This skill is a measure of a character's ability to act as a jack-of-all-trades. When a character does not have a necessary skill, This one can be used, although the chances of success are not as great as if a normal skill were being used. The following table shows the chances of success for the use of General Repair.

<u>SKILL LEVEL</u>	<u>REQUIRED ROLL</u>
01-19	5 or Less
20-59	10 or Less
60-79	15 or Less
80-100	20 or Less

In addition to the above table. A character with a skill level of 80 or above subtracts 5 from any skill check made for any skill the character has with the exception of those listed below. In this case, a roll of 100 still indicates failure.

The use of General Repair is limited to the following areas. Combat skills with the exception of Unarmed Combat, Tactics/Strategy, Knowledge Skills, and Special Skills with the exception of Medicine, Locksmith, and the special Pilot skills.

MUSIC {INSTRUMENTAL}

This is a character's ability to play a musical instrument in a pleasing manner. Each instrument learned is listed as, and kept track of as a separate skill.

MUSIC {VOCAL}

This is a character's ability to sing in a pleasing manner.

READ LANGUAGE

This skill is a character's ability to understand a written language. This skill can be taken for more than one language, but each language must be kept track of as a separate skill. A character starts with a skill level of 90 in his native language.

SPEAK LANGUAGE

This skill represents a character's ability to understand, and be understood, while speaking a given language. The character's relative ability in a given language is given in the following table:

<u>SKILL</u>	<u>ABILITY</u>
<u>LEVEL</u>	
01-19	Totally unintelligible
20-44	Somewhat intelligible
45-69	60% understandable
70-89	Understandable
90-96	Fluent
97-100	Fluent/Can translate exactly

This skill can be taken for more than one language. Each language must be kept track of as a separate skill.

A character starts with a skill level of 90 in his native language.

TREAT POISON

This skill represents a character's ability to recognize and treat poisoning in members of his own race. At skill level 05 a character can recognize poisonous plants. At skill level 25 the character can treat a victim so as to slow the poison's action for 2 hours. At skill level 50 the character can recognize plants and minerals that can be used to treat poison victims. The character can also treat a poison victim to prevent any further damage from a poison in the victim's system. At skill level 75 or greater, the character can treat a poison victim and restore 2 END points lost due to the action of the poison.

VAC SUIT TRAINING

This skill represents a character's skill and training in the use of an environmental suit {Space Suit}. It is used as the chance for the character performing complex maneuvers and operations while wearing a vac suit. It is also used as a character's chance of being able to make emergency repairs to a vac suit. Note that a failed skill check when attempting to perform a complex maneuver could result in damage to the vac suit.

PHYSICAL SKILLS

1. CLIMB
2. DODGE
3. FIND HIDDEN
4. HIDE
5. JUMP
6. LISTEN
7. RIDE SMALL ANIMAL
8. RIDE LARGE ANIMAL
9. SWIM
10. ZERO GRAVITY

CLIMB

This is a character's ability to climb a vertical surface. The failure of a skill check in this skill will result in a fall from the surface being climbed. A character with a skill level of 01 to 24 can climb for short distances on a 60 degree pitch if there is something to hold on to. At skill level 25 to 49 the same pitch with no apparent handholds can be climbed. At skill level 50 to 74 a character can climb vertical surfaces with obvious handholds and vegetation. At skill level 75 or greater, the character can climb a vertical surface with no obvious handholds. A character with a skill level of 85 or greater can attempt to climb surfaces with overhangs.

Damage from a fall is subtracted first from FTG and any remaining damage is subtracted from END. Damage from falling is 1 point per meter of falling distance with a maximum damage of 100 points.

A character starts with a skill level of 10 in this skill.

DODGE

This is a character's ability to dodge falling and/or thrown objects. This skill may also be used in combat when being attacked by an opponent who is using a hand weapon. When using this skill in combat, a character may not Dodge and attack in the same combat turn. If the character is using this skill in combat and is hit by an attack, the character then makes a Dodge skill check. If the skill check succeeds, the character sustains no damage from the attack. Dodge will not protect a character who is attacked by a person using Unarmed Combat skill.

The continuous use of this skill requires the character to expend a rather large amount of energy. Therefore, the use of this skill in combat causes the expenditure 2 FTG points per combat turn that it is used.

A character starts with a skill level equal to 2 times his DEX score in this skill.

FIND HIDDEN

This skill represents a character's ability to find hidden objects or items. The character must be actively searching to use this skill. A successful skill check in this skill indicates the possibility that something might be found. The skill check for this skill is rolled by the Game Master. Note that even if a successful skill check is made, there may be nothing to be found.

A character starts with a skill level equal to his INT score in this skill.

HIDE

This is a character's skill in getting out of sight in a minimal amount of time, using whatever terrain features there are in the immediate area as cover. Note that this skill can be negated by the skill, Find Hidden. This skill in no way makes the character invisible.

A character starts with a skill level of 10 in this skill.

JUMP

This skill represents a character's ability to make vertical and horizontal jumps safely. The following table lists the skill levels needed to safely jump the distances listed.

<u>SKILL</u> <u>LEVEL</u>	<u>VERTICAL</u> <u>DISTANCE</u>	<u>HORIZONTAL</u> <u>DISTANCE</u>
01-05	1.0 meters	2 meters
06-25	1.5 meters	3 meters
26-50	1.5 meters	4 meters
51-70	2.0 meters	4 meters
71-100	2.5 meters	5 meters

Note that this skill can be affected by environmental conditions.

A character starts with a skill level equal to the character's DEX score in this skill.

LISTEN

This is a character's chance to hear a noise while in a scouting position. This can be while on watch, listening at a door, outside a window. etc. This skill can only be used when the character is not moving. A successful skill check will allow the character to hear any noise in the area being listened to. Note that a character can make a successful skill check in this skill and still hear nothing.

A character starts with a skill level equal to his INT score in this skill.

RIDE SMALL ANIMAL

This skill is a character's ability to ride small animals, up to the size of a small burro. The skill is also used if the character is thrown off the animal. In this case, a successful skill check will negate any damage from the fall.

A character starts with a skill level of 05 in this skill.

RIDE LARGE ANIMAL

This skill is a character's ability to ride all animals larger than a burro, and all flying animals. As in Ride Small Animal, a successful skill check will negate damage if the character is thrown from the animal. Note that a successful skill check made when a person is thrown from a flying animal does not prevent damage from the fall if the animal is flying at the time.

A character starts with a skill level of 05 in this skill.

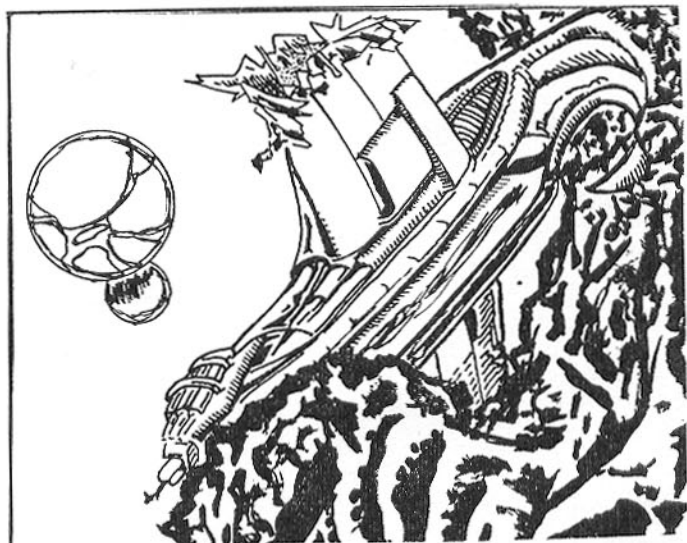
SWIM

This skill is a measure of a character's ability to stay afloat and alive in the water. At a skill level of 10 a character can keep himself afloat, while not encumbered, for 1 hour. At skill level 20 a character can stay afloat for 2 hours and swim distances of up to $\frac{1}{2}$ a kilometer in calm water conditions. At skill level 65 a character can swim distances of up to 4 kilometers under normal conditions. At skill level 80 or higher, a character is assumed to have been raised near a body of water, and can swim distances of up to 18 kilometers under normal conditions, and up to 11 kilometers during rough conditions or while carrying up to 20 kilograms of dead weight. A skill check is made for each 10 minute period spent in the water.

A character starts with a skill level of 10 in this skill.

ZERO GRAVITY

This skill is a character's ability to move about and control his actions in conditions of zero gravity. A failure to make a skill check indicates that the action attempted was not completed. In the case of attempted movement, the character is out of control. To regain control, a second skill check is required with 20 added to the skill check roll.



COMBAT SKILLS

1. UNARMED COMBAT
2. HAND WEAPONS
3. THROWN WEAPONS
4. PROJECTILE WEAPONS
5. BEAM WEAPONS
6. HEAVY WEAPONS
7. STARSHIP WEAPONS
8. CAMOUFLAGE
9. TACTICS/STRATEGY
10. EXPLOSIVES

UNARMED COMBAT

This skill is a character's ability to fight unarmed. Both street fighting and the martial arts are included in this skill. Proficiency in Unarmed Combat allows a character to do damage in combat with his bare hands, gives the character an increased chance to Dodge falling and thrown objects, and a chance to stun opponents in melee combat. A successful stun roll reduces an opponents FTG to zero for 3 combat turns, and allows that opponent no offensive combat actions during that period. The following tables list the damage, Dodge adjustments, and required stun rolls by skill level.

SKILL LEVEL	DAMAGE BONUS
01-09	NONE
10-24	1 FTG
25-49	1 FTG, 1 END
50-69	2 FTG, 1 END
70-89	3 FTG, 1 END
90-95	4 FTG, 2 END
96-99	6 FTG, 2 END
100	7 FTG, 3 END

SKILL LEVEL	STUN	DODGE†
01-09	NONE	NONE
10-24	1	+2
25-49	1-2	+2
50-69	1-4	+2
70-89	1-5	+4
90-95	1-6	+4
96-99	1-7	+4
100	1-8	+6

† - These are additions to the character's Dodge skill and are cumulative.

Note that the damage bonus adds to the base damage a character can do with his fist. The base damage is 1 point {FTG} plus any bonus for strength.

A successful skill check indicates that the character has hit his opponent. When a successful skill check has been made, a stun check must be made. To do this, roll a d20. If the number is within the range shown in the table, the character's opponent has been stunned.

A character must have a STR score of at least 10 and a DEX score of at least 18 to choose this skill.

HAND WEAPONS

This is a character's ability to fight with a hand held weapon, such as a knife or sword. Each weapon must be kept track of as a separate skill. A character with a skill level of 60 or higher may choose to parry an attack made against him by an opponent using hand held weapons or bare hands. To parry, the character makes a skill check. If the skill check roll is less than $\frac{1}{2}$ of the character's skill level, the character takes no damage from his opponent's attack. If the skill check roll is 01 or 02, the character does normal weapon damage to his opponent.

THROWN WEAPONS

This skill is a character's ability to use hand thrown weapons. A character with a skill level of 80 or greater in this skill does an additional 1 point of damage to an opponent when using this skill. Each weapon must be kept track of as a separate skill.

PROJECTILE WEAPONS

This is a character's skill in the use of projectile weapons. Projectile weapons include bows, crossbows, hand guns, rifles, etc (see Weapons list for a complete listing of weapon types). Skill checks in this skill can be modified due

to terrain, relative movement, and visibility. A character with a skill level of 80 or greater in this skill does an additional 2 points of damage with his weapon. Each weapon must be kept track of as a separate skill.

BEAM WEAPONS

This represents a character's skill in the use of hand held beam weapons. Each weapon must be kept track of as a separate skill.

Due to the nature of beam weapons, heavy fog or smoke will cause the weapon to do only $\frac{1}{2}$ its rated damage.

A character with this skill has a chance equal to $\frac{1}{2}$ his skill level of being able to determine why a beam weapon that the character is trained in is non-functional. If the character has tools and parts on hand, there is a chance equal to $\frac{1}{4}$ of the character's skill level of being able to repair the weapon. In the above cases, all fractions are rounded up.

HEAVY WEAPONS

This skill represents the ability and training to use crew-served heavy weapons. Each weapon is kept track of as a separate skill.

For the purpose of firing, the skill levels of all crew members are added together and averaged. Any fractions are rounded up. This resulting average skill level is used for the firing skill check. If the highest crew member's skill level is 80 to 85, 5 is added. If the highest crew member's skill level is 90 or greater, 10 is added to the average skill level after rounding. Note that this bonus is not cumulative, and only one bonus is added regardless of the number of crew members with skill level 80 or greater. In addition, the average skill level can not be increased above 100.

STARSHIP WEAPONS

This skill represents a character's ability to operate the weapons of a starship, and the ability to adequately operate the computers that control them. When using this skill, a character's Computer Operation skill level, (see Knowledge Skills), is averaged with his Starship Weapons skill before making the skill check. Round fractions up in all cases.

It is noteworthy that the unauthorized use of any starship's weapons within the COMMUNITY OF WORLDS is highly regulated, and indiscriminate use of a starship's weapons will attract the attention of the COM POLICE.

CAMOUFLAGE

This skill is the art of making a person or persons, with or without equipment, undetectable. Cover of some kind must be available to allow the use of this skill.

A character starts with a skill level equal to $\frac{1}{2}$ his INT score in this skill.

TACTICS/STRATEGY

A character with this skill has had some amount of military training or experience. It is a measure of a character's ability to lead, set up minor fortifications, and set up guard areas where they are most effective.

As a character increases in skill levels in this skill, he gains bonuses to his combat initiative rolls. The following table lists the skill levels and their corresponding initiative bonuses:

SKILL	
LEVEL	INITIATIVE BONUS
01-25	NONE
26-50	+1
51-69	+2
70-89	+3
90-97	+4
98-99	+5
100	+6

At the beginning of a combat encounter, a skill check is made. If the skill check is successful, the initiative bonus shown in the above table is added to the character's initiative die roll each combat turn for the duration of

the combat encounter. This represents the character's ability to determine, at least in part, what his enemies are most likely to do during the combat turn.

EXPLOSIVES

This skill represents a character's training and experience in the use of explosives. A skill check is required when setting fuses, and when determining the placement of explosives to bring about the desired effect. The result of a failed skill check is left up to the Game Master, based on the conditions under which the action was performed.



KNOWLEDGE SKILLS

1. ASTRONOMY
2. BIOLOGY
3. CHEMISTRY
4. COMPUTER OPERATION
5. GEOLOGY
6. MAP MAKING
7. MATHEMATICS
8. PHYSICS
9. PILOT {GEV}
10. PILOT {LAND}

ASTRONOMY

A character with this skill is assumed to have a good background in general astronomy. The following table gives the general information which can be obtained through the use of this skill.

SKILL LEVEL	ABILITY
01-14	Identify constellations
15-25	Navigate using stars & moons (if any)
26-69	Predict seasonal weather patterns
70-100	Determine approximate Latitude and Longitude

Note that this skill is primarily designed to be used on a planetary surface.

BIOLOGY

This skill is a measure of a character's knowledge and understanding of the science of Biology. A character with a skill level 20 to 49 has the equivalent of a high school background. At skill level 50 to 74 the character has the equivalent of Biology at the college level. At skill level 75 or greater a character is the equivalent of a good research biologist.

CHEMISTRY

This skill represents a character's knowledge of the science of chemistry. A skill level of 20 to 49 is equivalent to a high school background. A skill level of 50 to 74 is equivalent to college level chemistry. At skill level 75 or greater, a character is the equivalent of a good research chemist. This skill can be used by a character to

manufacture explosives without blowing himself into small bits. Chemistry skill can also be used to determine what a substance is, although a detailed determination will require some lab equipment.

COMPUTER OPERATION

A character's skill in Computer Operations will allow varying success in dealing with computers. Operations that a character is familiar with, on familiar equipment, will not normally require a skill check.

Any attempt to use a computer which the character is not familiar with will require the use of this skill.

Examples of using this skill are using a computer of a type the character has not encountered before, or attempting to search the data banks of a computer the character does not normally have access to. This skill is also used in conjunction with the Starship Weapons skill.

GEOLOGY

This skill represents a character's knowledge of the science of Geology. At skill levels 1 to 24 a character can identify different types of rock. At skill level 25 to 49 a character can determine the origins and type of rock and soil formations. At skill level 50 to 74 a character can predict geological trouble areas, such as areas prone to earthquakes and volcanic action. At skill level 75 or greater, a character can estimate when an earthquake will occur in a given area. Note that this type of prediction is limited to a period of twelve hours prior to the occurrence.

MAP MAKING

This skill is a measurement of a character's skill and ability in the production of usable maps. At skill level 1 to 39, a character can judge short distances and make usable, but not to scale maps. At skill level 40 to 79 a character can make usable maps to scale with some geographic features. At skill level 80 or greater, a character can make usable maps with correct scale and geographic features. Note that the character must have traveled the area to be mapped, and must have the necessary supplies to produce the map. A successful skill check in this skill indicates that the character has produced a usable map.

MATHEMATICS

This skill represents a character's ability to use and understand the science of mathematics. At skill level 85 a character can begin to understand Markovian mathematics. A character with skill level 100 in this skill, who spends at least 20 game years studying Markovian mathematics, can with much practice, learn to influence The Well of Souls master computer. To do this, the character must have spent at least 10 years on the Well World. Note that this does not give the character the full powers of a Markovian. The character can only influence the Well in terms of his own personal self. Contacting the Well in this manner tends to cause the character to have monstrous headaches.

PHYSICS

This skill represents a character's knowledge of applied Physics. A skill level of 50 to 94 is equivalent to a college background in Physics. A skill level 95 or greater in this skill is

equivalent to a Nobel prizewinner's knowledge of physics. This skill is useful in the determination of the functions of unknown scientific artifacts. A successful skill check will allow the basic principles of an artifact to be known (if applicable).

PILOT {GEV}

This represents a character's ability to pilot a Ground Effect Vehicle {Hovercraft}. A skill level of 1 to 10 is sufficient to pilot a familiar vehicle under normal conditions. A skill check is required to start and drive an unfamiliar vehicle. The Game Master may also require skill checks for safe operations during high pressure or emergency situations.

PILOT {LAND VEHICLE}

This skill represents a character's ability to drive a wheeled or treaded vehicle. In all cases, this skill operates as Pilot {GEV}.



SPECIAL SKILLS

1. COMPUTER REPAIR
2. ENGINEERING {ATOMIC}
3. ENGINEERING {ELECTRONIC}
4. ENGINEERING {MECHANICAL}
5. ENGINEERING {MINING}
6. LOCKSMITHING
7. MEDICINE
8. MOUNTAIN CLIMBING
9. PILOT {SAILING}
10. PILOT {STARSHIP}
11. PILOT {SUBMERSIBLE}
12. VAC SUIT REPAIR

COMPUTER REPAIR

This is a measure of a character's ability to make repairs to damaged or otherwise inoperable computers. When a character reaches skill level 60 or greater in this skill, the character can also repair, change, or replace a computer's programming by making a successful skill check in this skill. Note that proper tools and parts are required for the use of this skill.

ENGINEERING {ATOMIC}

This represents a character's skill and knowledge of all phases of atomic technology. A character with this skill can make repairs to most atomic powered equipment. At skill level 80 or greater, a character can design, and with the help of electronic and mechanical engineers, build devices which use atomic power. Note that this assumes that tools and parts for the construction are available.

ENGINEERING {ELECTRONIC}

This skill is a measure of a character's ability and understanding of electronics. This skill can be used in the analyzation, repair, design, and the construction of electronic devices. Note that the use of this skill requires that proper tools and parts are available.

ENGINEERING {MECHANICAL}

This skill represents a character's ability to understand all things mechanical. This skill can be used to determine why a machine is inoperable, and what is required to repair it. If the proper tools and parts are available, a successful skill check will indicate that

the character has successfully repaired a machine that he was attempting to repair. At skill level 65 or greater, a character can design and build mechanical devices. Note that for construction, proper tools and equipment must be available.

ENGINEERING {MINING}

This skill represents a character's training and ability in the theory and practical applications of mining for minerals and metals. At skill level 1 to 19 a character can determine if a mine is safe to enter. At skill level 20 to 49 a character can determine what metals and/or minerals might be found at a given location, and what method would be best used to mine them. At skill level 50 to 79 a character can judge what safety measures will be required in any given mining situation. At skill level 80 or greater, a character is able to direct and manage all phases of mine construction.

LOCKSMITHING

This skill is a measure of a character's understanding of the theory, construction, and operation of mechanical and electrical/electronic locks. In terms of the game, locks are grouped into the following classes.

<u>CLASS</u>	<u>LOCK TYPE</u>
1	Simple Mechanical
2	Simple Electronic
3	Complex Mechanical
4	Complex Electronic
5	Security Mechanical
6	Security Electronic

As a character's ability in Locksmith skill increases, his ability to open or work on different classes of locks increases as shown in the following table.

<u>SKILL LEVEL</u>	<u>LOCK CLASS</u>
01-20	1
21-35	1-2
36-55	1-3, Can construct Class 1
56-80	1-4, Can construct Class 1-2
81-90	1-5, Can construct Class 1-3
91-100	All, Can construct Class 1-4

Construction of Class 5 locks requires a minimum skill level of 95, and the assistance of someone with Engineering {Mechanical} skill level 50 or greater.

Construction of Class 6 locks requires a minimum skill level of 95, and the assistance of someone with Engineering {Electronic} skill level 50 or greater.

Any attempt by a character to open a lock requires that the character have the proper tools. The construction of locks requires the character have access to a full workshop.

A character with Locksmith skill at any level and Engineering {Mechanical} at skill level 25 or greater gains a -10 modifier for skill checks on lock classes 1, 3, and 5.

A character with Locksmith skill at any level and Engineering {Electronic} at skill level 25 or greater gains a -10 modifier for skill checks on lock classes 2, 4, and 6.

MEDICINE

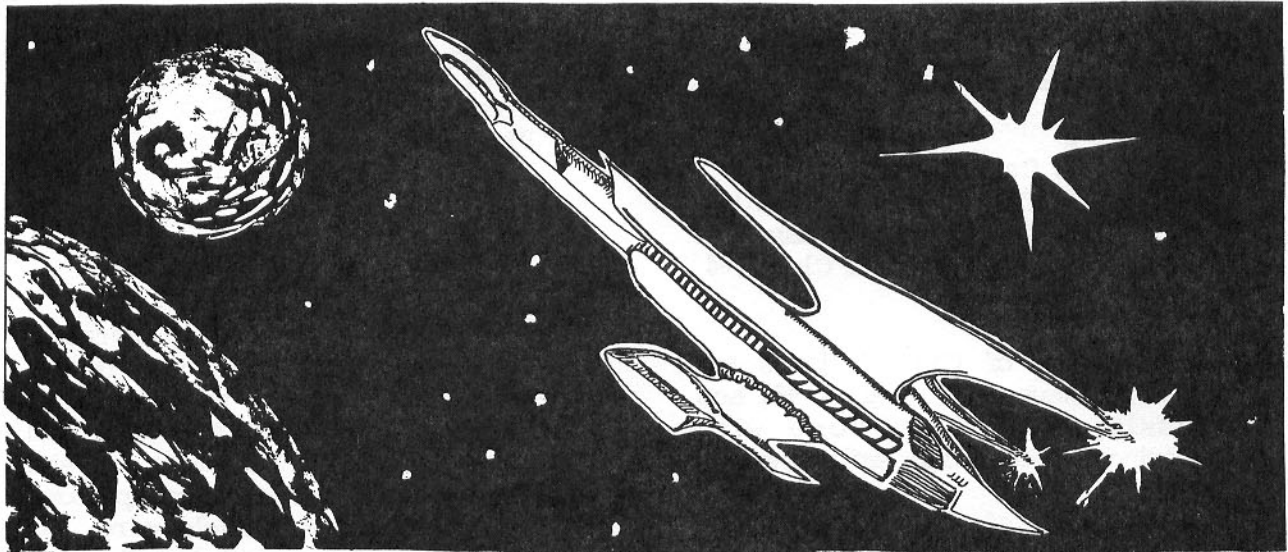
This skill represents the fact that the character has had formal medical training. Due to the schooling involved, a character that chooses this skill subtracts 150 skill points from his initial number of skill points, and gains the following skills at the skill levels listed in the following table.

<u>SKILL</u>	<u>SKILL LEVEL</u>
First Aid	100
Treat Poison	75
Find Hidden	40
Biology	50
Chemistry	50
Physics	35

At skill level 1 to 24 a character can treat small wounds, set broken bones, etc. In terms of the game, this means a successful skill check will heal $\frac{1}{2}$ a character's lost FTG points. At skill level 25 to 50 a character can perform the equivalent of battlefield care. At this skill level, a successful skill check will heal $\frac{1}{2}$ a character's lost FTG points, and double the time that character has to receive full medical aid before death. At skill level 51 to 75 a character is equal to a combat surgeon. At this skill level {with the proper equipment}, a successful skill check will restore $\frac{1}{2}$ a character's lost FTG points and raise a character's END score from 0 to 1. At skill level 76 or greater, a character is a full surgeon. A successful skill check at this skill level will restore $\frac{1}{2}$ of a character's lost FTG points, and raise that character's END score from 0 to 3. Note that proper equipment is required for the use of this skill.

MOUNTAIN CLIMBING

This skill represents a character's ability and experience in climbing mountains. With successful skill checks, a character can tell if equipment is reliable or faulty, what equipment is needed, or even save another character from a fall. The higher a character's skill level is in this skill, the better that character is at climbing and organizing a climb.



PILOT {SAILING}

This skill is a measure of a character's ability in the operation and piloting of a sailing vessel. At skill level 1 to 19 a character can safely pilot craft under 3 meters in length. At skill level 20 to 55 a character can handle craft up to 12 meters in length. A skill level 56 to 80 a character can handle ships up to 35 meters in length. At skill level 81 or greater, a character can pilot commercial sailing ships of any size.

PILOT {STARSHIP}

This is a character's ability to pilot a standard COM WORLD starship. At skill level 1 to 15 a character can pilot a shuttlecraft. At skill level 16 to 70 a character can pilot a sub-light speed ship. At skill level 71 or greater, a character can pilot as interstellar starship under normal conditions. Note that the Game Master may require a skill check in this skill any time that a pilot is working under less than normal conditions. Also note that a character with any skill level in this skill can

attempt to operate any spacecraft under emergency conditions.

PILOT {SUBMERSIBLE}

This skill represents a character's ability to operate an underwater sailing craft. At skill level 1 to 49, a character can operate a small one or two person submarine. At skill level 50 to 74 a character can pilot submarines with a crew of 15 or less. At skill level 75 or greater, a character is able to pilot any type of submersible craft he is familiar with.

VAC SUIT REPAIR

This is a measure of a character's ability in overhauling and repairing vac suits. Note that this skill is not used for emergency repair to a vac suit, but for making major repairs and overhauling breathing and radio systems. A character with this skill may subtract $\frac{1}{4}$ of his skill level, (round all fractions up), from any skill check for emergency repairs to a vac suit.

THE COMBAT SYSTEM

Although physical combat is a thing to be avoided whenever possible, sometimes a character has no choice but to fight or be killed. The following sections explain the combat system and procedures used in the game.

THE COMBAT SEQUENCE: WHAT DO I DO AND WHEN

The following table shows the sequence for person to person combat in the game. The sections that follow describe that sequence in detail.

1. Declaration of Intentions
2. Initiative Determination
3. Movement
4. Ranged Attack Resolution
5. Melee Attack Resolution

THE COMBAT TURN

Combat is broken up into a number of turns. Each of these turns represents six seconds of time. In a combat turn a character can throw a rock, fire a weapon, hide, or take some other action. Combat movement takes place on the combat grid provided with the game, or on any other hexagonal grid you care to use. The scale of the combat grid is 2 meters per hex. Using this scale and the movement distance table given in the movement section, you can determine how far your character can move in any given combat turn.

DECLARATION OF INTENTIONS

At the beginning of each combat turn, each player declares what actions his character is going to take during the combat turn. This includes what target a character is going to attack, or if the character is going to run away. A character with a ranged weapon, (see Ranged Attack Resolution), can declare Opportunity fire (see Movement).

INITIATIVE

Initiative is the representation of the fact that different people have varying reaction times in conditions of stress (i.e. combat). Each combat turn, each player rolls a d6. This roll is modified by weapon type (see Weapon Table), DEX (see Dexterity Table), and Tactics/Strategy skill (if any). Record the final number on a piece of paper. This number is your character's initiative number. When combat is resolved, the order of attacks is determined by initiative number from highest to lowest. The only time this is not followed is in the case of Opportunity Fire.

<u>DEXTERITY</u>	<u>INITIATIVE MODIFIER</u>
4	-3
5-6	-2
7-8	-1
9-19	0
20-21	+1
22-23	+2
24	+3

The character with the highest modified initiative number decides if he and his friends (if any) will move first during the movement phase, or if he will allow his enemies to move first.

MOVEMENT

Movement in the combat sequence is based on a hexagonal grid. The scale of the grid is 2 meters per hex. The following table gives the number of hexes a character can move during a combat turn, based on how fast that character wants to move.

<u>SPEED OF MOVEMENT</u>	<u># OF HEXES</u>
All Out Run	5
Normal Run	4
Fast Jog	3
Fast Walk	2.5
Normal Walk	2
Slow Walk or Silent Movement	1

Movement effects the use of ranged weapons. A character can move up to $\frac{1}{2}$ of his movement {round down} during a combat turn and fire a ranged weapon. The only exception to this is in the case of Opportunity Fire. A character that has declared Opportunity Fire cannot move during the combat turn. Vehicle movement rates are covered in the section on Vehicles.

OPPORTUNITY FIRE

Opportunity fire is the only type of attack which takes place during movement. Opportunity fire is where the character does not move, and covers an area with his weapon. During movement, if an enemy passes through his field of fire, the character can fire at that point, and the attack is resolved immediately rather than during ranged attack resolution.

An example of Opportunity Fire:

Bill's camp is under attack by a number of men. Rather than running out and attacking them, Bill hides behind a large rock and declares that if anyone passes in front of him, he will fire. During the movement portion of the turn, one of the attackers, looking for a victim, walks past the rock where Bill is hiding. Bill fires his rifle at the attacker as he walks into view and the shot knocks the man down.

ATTACKS

To make an attack, a character makes a skill check in the skill for the weapon he is using. The skill check is modified by the conditions under which the attack is made. Modifiers to the skill check are found in the following table.

ATTACK MODIFIER TABLE

<u>CONDITION</u>	<u>MODIFIER</u>
Defender Moving Fast†	+20
Defender Moving Slow†	+05
Defender Prone†	+10
Light Rain†	+05
Heavy Rain†	+15
Heavy Rain\$	+05
Light Snow†	+10
Heavy Snow†	+20
Light Fog†	+15
Heavy Fog†	+25
Heavy Fog\$	+10
50% Cover	+20
90% Cover	+40
Attacker Moving Fast	+30
Attacker Moving Slow	+15
Defender Surprised	-20
Attacker Surprised	+20
Poor Light	+30
Heavy Smoke	+25
Scope Assist(Proj & Beam)†	-10
Radar Assist(Proj & Beam)†	-20
Computer Assist(Proj & Beam)†	-30

† - Modifier for Ranged Weapons Only

\$ - Modifier for Hand Weapons Only

Note that the modifiers in the Attack Modifier Table are cumulative. After totaling all applicable condition modifiers, the total is used to modify the combat skill check.

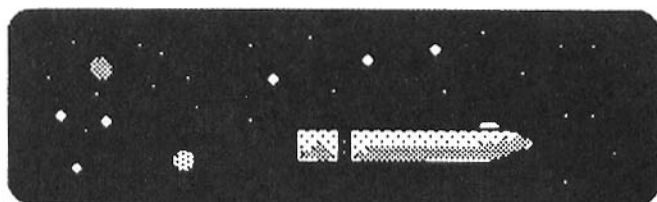
DAMAGE

Each weapon in the game has a rated amount of damage that it does when a hit is scored with it (see Weapon Table). This damage is subtracted first from the defender's FTG score. When an attack hit a defender, and that person does not have enough FTG remaining to absorb the entire amount of damage, the remainder is subtracted from the defender's END score. When a defender's FTG score is at zero, all damage sustained from that point on is doubled. When a character's END score is brought to zero, that character is unconscious and in immediate danger of dying (see FTG & END).

The damage a character does with a weapon can be modified by the character's strength. The modifiers for a character's strength are found in the following table.

<u>STRENGTH</u>	<u>DAMAGE MODIFIER</u>
4	-3
5-6	-2
7-8	-1
9-19	0
20-21	+1
22-23	+2
24	+3

The weapons that allow a strength modifier to the damage they do, are listed in the Weapon Table under Strength Modifier.



RECOVERY OF FATIGUE AND ENDURANCE DAMAGE

A character's rate of healing from injuries is based on his Constitution. The following sections explain the method for recovering lost Fatigue and Endurance.

RECOVERY OF FATIGUE

To determine your character's rate of Fatigue recovery, consult the following table.

<u>CON</u>	<u>RECOVERY RATE</u>
4	1 Point / 4 Hours Rest
5-6	1 Point / 3 Hours Rest
7-8	1 Point / 2 Hours Rest
9-19	1 Point / 1 Hour Rest
20-21	2 Points / 1 Hour Rest
22-23	3 Points / 1 Hour Rest
24	4 Points / 1 Hour Rest

RECOVERY OF ENDURANCE

To determine your character's rate of Endurance recovery, consult the following table.

<u>CON</u>	<u>RECOVERY RATE</u>
4	1 Point per Day
5-8	2 Points per Day
9-19	3 Points per Day
20-23	4 Points per Day
24	5 Points per Day

ARMOR

Armor protects its wearer from damage sustained. In the following table, the various types of armor are listed. Each type of armor has a protection rating versus the various classes of weapons. This protection rating is subtracted from the damage done by a weapon of that class. Each type of

armor also has a total amount of damage that it can absorb before it becomes useless. This is listed under the Total Damage column of the table. The damage that the armor absorbs is calculated after the protection is subtracted. An example of this is as follows. A character wearing Padded

Cloth is struck by a thrown hand axe. The hand axe does 4 points of damage. Two points of this damage is absorbed by the Padded cloth and 2 points of damage are scored on the character. For the purposes of damage to the armor, 2 points are scored against the armor's total damage.



CRITICAL HITS

There is always a chance that an attack can be perfectly executed and do more critical damage than a normal blow. This is represented in the following manner.

1. SPLIT CRITICAL

If a successful attack skill check is 20 less than the required score, after being modified, the attack is called a Split Critical. The damage done by a Split Critical is resolved as follows. One half of the damage done (round down) is subtracted from the defender's FTG score. The other half of the damage is subtracted from the defender's END score.

2. CRITICAL

If a successful attack skill check is 40 less than the required score, after being modified, the attack is called a Critical. The damage done by a Critical is subtracted entirely from the defender's END score.

An example of a Critical hit:

Bill has Heavy Rifle skill level 65. When his opponent walks into view, Bill jumps up surprising his opponent, gaining a bonus of -20 to his attack skill check. Bill rolls a 40 on his attack skill check and subtracts 20 for a modified roll of 20. This is 40 less than Bill needs to hit with his rifle, and due to the Critical, does 20 END points of damage to his opponent. As his opponent only has 12 END points, he is knocked to the ground unconscious and dying.

RANGED ATTACK RESOLUTION

Ranged weapons are weapons with a maximum range in excess of 2 meters. Ranged weapon fire is resolved in initiative number order from highest to

lowest. Note that weapons fire is not simultaneous. If a character with an initiative number of 4 is shot and knocked down by the fire from someone with an initiative number of 6, that character is not allowed to fire.

With ranged weapons with a rate of fire greater than one, one attack is made per initiative number starting with the character's initiative number.

An example of multiple attacks:

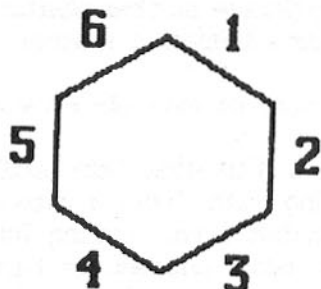
Dave has Throwing Star skill level 55. Throwing stars have a rate of fire of 3 per combat turn. During Intention declaration, Dave chooses to throw his stars at a person running toward him with a knife. Dave rolls a 2 on his initiative die. Throwing stars have an initiative modifier of +3 which gives Dave an adjusted initiative number of 5 ($2 + 3 = 5$). Dave has the highest initiative number for the combat turn. The Game Master calls for attacks on 5 and Dave throws his first star. He rolls a 75 and misses. The Game Master then calls for attacks on 4, and Dave throws his second star. He rolls a 50 and hits his target for 3 points of damage. When the Game Master calls for attacks on 3, Dave throws his last star of the combat turn and rolls a attack skill check of 11 for a Critical of 3 END points of damage to his opponent.

Certain ranged weapons are not direct fire weapons. This means that the attacker may or may not be able to see his intended target. Indirect fire weapons are marked on the Weapon Table with a pound sign { "#" }. If the attack skill check for an indirect fire weapon is missed, the projectile fired still lands somewhere, and still may hit something, although it may not hit the intended target. To determine where the projectile lands, use the following procedure.

1. Roll a d20. This is the number of hexes the impact point is displaced from the intended target hex.

2. Roll a d6 and consult the following diagram to find the direction the impact point is displaced from the intended target hex

SCATTER DIAGRAM



MELEE ATTACK RESOLUTION

Melee combat is combat with weapons that have a range of 2 meters or less (Hand Weapon skills). At the beginning of melee attack resolution each combat turn, those characters involved in melee combat declare if they will make an attack, attempt to dodge, or attempt to parry. If a character chooses to attack, the order of attacks proceeds in initiative number order from highest to lowest. Note that as in Ranged combat, attacks are not simultaneous. If either the Dodge or Parry options are chosen, the Dodge or Parry check is made after an attack is made against the character.

OTHER THINGS THAT CAN CAUSE DAMAGE

POISON

Poisons are substances which will cause physical damage to a character. Once a character is affected by a poisonous substance, the skill Treat Poison, or the proper antidote, is the only way to delay or stop the poisons action. Poisons fall into of the following three types.

1. INGESTIVE POISONS

Ingestive poisons must be taken in food or drink to affect a character. Ingestive poisons will generally have a distinctive color or odor which will allow detection if a character recognizes the telltale signs.

2. INSINUATIVE POISONS

Insinulative poisons must enter a character's body through some kind of wound to have any effect. Insect and reptile venoms are insinulative poisons.

3. CONTACT POISONS

Contact poisons act upon touch. If a character touches or is touched by an object which has a contact poison on it's surface, the character will be affected by the poison.

In game terms, poisons come in various strengths. The higher the strength number the more dangerous the poison. These strengths are shown in the Poison Table. Damage done by a poison is subtracted directly from a character's END score. If a character's END score is brought to zero by the action of a poison, the character dies.

Each character has a chance, based on his Constitution, to be somewhat resistant to any given poison. When a character is affected by a poison, index the character's Constitution score on the following table to find the roll needed to avoid some of the poison's damage.

<u>CONSTITUTION</u>	<u>ROLL REQUIRED</u>
4	20 or Less
5-6	24 or Less
7-8	28 or Less
9-19	32 or Less
20-21	36 or Less
22-23	40 or Less
24	44 or Less

Each poison has a number of characteristics which are shown in the Poison Table. Onset time is the period of time before the poison takes effect. A poison's rated damage is done over a period of time rather than being applied all at once. The table lists the maximum damage the poison will do and the damage done by the poison in each 10 minute period until its maximum damage is reached.

POISON STRENGTH	ONSET TIME	PER MINUTES	10 TOTAL DAMAGE
1	1-10	1	6
2	10-20	2	10
3	10-30	4	20
4	10-30	5	35
5	10-40	7	40
6	5-60	10	50

DISEASE

The following section deals with disease and it's effect on characters. The section is primarily designed for use by the Game Master. Since the number of diseases and their effects are too great to detail in a game, the following system is suggested for use.

The Game Master must first determine the severity of the disease. Diseases are classified in the following manner:

- A Mild
- B Medium
- C Heavy
- D Serious
- E Dangerous

Next determine the type of organism that causes the infection by rolling a d6 and consulting the following table.

DIE ROLL	ORGANISM
1-2	Virus
3-4	Bacteria
5-6	Parasite

One of the more important aspects of a disease is how it is transmitted. This is called the transmission vector. To determine a disease's transmission vector, roll a d6 and consult the following table.

DIE ROLL	TRANSMISSION VECTOR
1	Animal
2	Insect
3	Airborne
4	Waterborne
5	Plant
6	Contaminated Food

Next, the incubation period of the disease must be determined. The incubation period is the period of time that passes before symptoms develop. To determine the incubation period, roll a d6 and consult the following table.

DIE ROLL	INCUBATION PERIOD
1	d6 Hours
2	d6 + d10 Hours
3	1 Day + d10 Hours
4	2 Days + d10 Hours
5	5 Days + d10 Hours
6	10 Days + d10 Hours

After the incubation period has been determined, the following tables will give the remaining information necessary to determine the symptoms of the disease and the damage the disease does to a character that contracts it.

	SYMPTOM TABLES				
SEVERITY	A	B	C	D	E
Mild	2	0	0	0	0
Medium	2	1	0	0	0
Heavy	2	2	1	0	0
Serious	2	2	1	1	0
Dangerous	2	2	1	1	1



<u>SEVERITY</u>	<u>CRITICAL PERIOD</u>
Mild	1d10 Hours
Medium	1d10+6 Hours
Heavy	2d10 Hours
Serious	3d10 Hours
Dangerous	3d10+6 Hours

<u>SEVERITY</u>	<u>CRITICAL PERIOD DAMAGE</u>
Mild	1 FTG per Hour
Medium	1 FTG, 1 END per 2 Hours
Heavy	2 FTG, 1 END per 2 Hours
Serious	1 FTG, 1 END per Hour
Dangerous	2 FTG, 1 END per Hour

The critical period of a disease is the period of time in which the disease does damage to a character. Each hour during the critical period, a character rolls 2d20. If this roll is less than the character's CON score, the character regains 1 FTG point and 1 END point. This is called a body resistance roll. This roll represents the character's body's resistance to the infection.

If a person with Medical Skill makes a successful skill check for the treatment of a character affected by a disease, 5 is subtracted from each body resistance roll.

If a character's END score is brought to zero by the action of a disease, that character dies.

Due to the strain that a Serious or Dangerous disease places on a character's body, any character who survives a Serious or Dangerous disease has a 50% chance of losing 1 point of Constitution. The roll to determine this is made immediately after the critical period ends.

SYMPTOMS

To determine the symptoms of a disease, consult the table above which lists the disease's severity and the symptom tables. The letters under the heading "Symptom Tables" represent the

tables which follow. The numbers under each letter indicate how many times to roll on each table. When 2 symptoms are required from one table and the same symptom is rolled twice, roll again or choose a second symptom that is different from the first.

SYMPTOM TABLES

To determine symptoms of diseases using these tables, roll a d6 and consult the proper table.

TABLE A

<u>DIE</u>	<u>ROLL</u>	<u>SYMPTOM</u>
	1	Fever +d4 Degrees
	2	Sore Throat
	3	High Thirst
	4	Short of Breath
	5	Mild Cramps
	6	Headache

TABLE B

<u>DIE</u>	<u>ROLL</u>	<u>SYMPTOM</u>
	1	Dizzy
	2	Heavy Sweating
	3	Depression
	4	Mild Rash
	5	Weakness
	6	Fainting

TABLE C

<u>DIE</u>	<u>ROLL</u>	<u>SYMPTOM</u>
	1	Congestion
	2	Fever +2d6 Degrees
	3	Blurred Vision
	4	Swelled Joints
	5	Uncoordinated
	6	Intense Cramps

TABLE D

DIE	
ROLL	SYMPTOM
1	Vomitting
2	Diarrhea
3	Convulsions
4	Mental Lapse
5	Tremors
6	Serious Coughing

TABLE E

DIE	
ROLL	SYMPTOMS
1	Loss of Sight
2	Loss of Hearing
3	Paralyzation
4	Hallucinations
5	Fever +4d4 Degrees
6	Internal Bleeding

STARVATION

Lack of food over a period of days can seriously weaken, or even kill a character. The effects of starvation are listed in the following table. The column titled "Days" is the number of days gone without food.

DAYS	EFFECTS
1-2	No Effect
3-4	-5 FTG per Day
5-6	-5 FTG, -1 END per Day
7	-1 END†
8	-2 END
9+	-3 END per Day

† — Beginning with day 7, FTG drops to zero and remains at zero until food is found or the character dies.

RECOVERY FROM STARVATION

Once a character regains a steady food supply, a recovery period is required to regain lost Fatigue and Endurance. During this period, the

character regains 5 FTG points and 2 END points per day until the character's full Fatigue and Endurance have been restored.

BURNS

Fire and other hot items can cause damage to characters. The amount of damage done is determined by the temperature and the length of time the character is in contact with the hot object. Fire can also cause a character's clothes and other belongings to catch fire.

The following table shows the damage a character will sustain from objects at various temperatures. Note that a flash exposure is contact of less than 10 seconds. Continuous exposure damage is listed per 10 seconds of exposure. All temperatures are given in degrees centigrade.

TEMP C	FLASH	CONTINUOUS
100	1	5
200	3	8
300	5	12
400	7	18
500	10	22
1000	14	35
1500	21	50
2000	30	65

DAMAGE FROM HOT AND COLD TEMPERATURE

Adverse conditions such as hot or cold weather can cause damage to a character. The amount of damage done by these conditions is determined by the kind of clothing a character is wearing. The general types of clothing are given in the following table.

CLOTHING TYPES

Light	Summer clothing.
Medium	Everyday clothing.
Heavy	Normal winter wear including coats, hats, and gloves.
Arctic	Heavy insulated clothing specially designed for use in extreme weather conditions.

The following tables give damage based on the clothing the character is wearing, and the temperature of the environment the character is in. Damage given is for each 10 minutes of exposure to the temperature listed. All temperatures are given in degrees Centigrade. To convert from Centigrade to Farenheit, use the following formula:

((Temperature+32) x 9) Divided by 5

Also remember that damage is subtracted from Fatigue first, then Endurance.

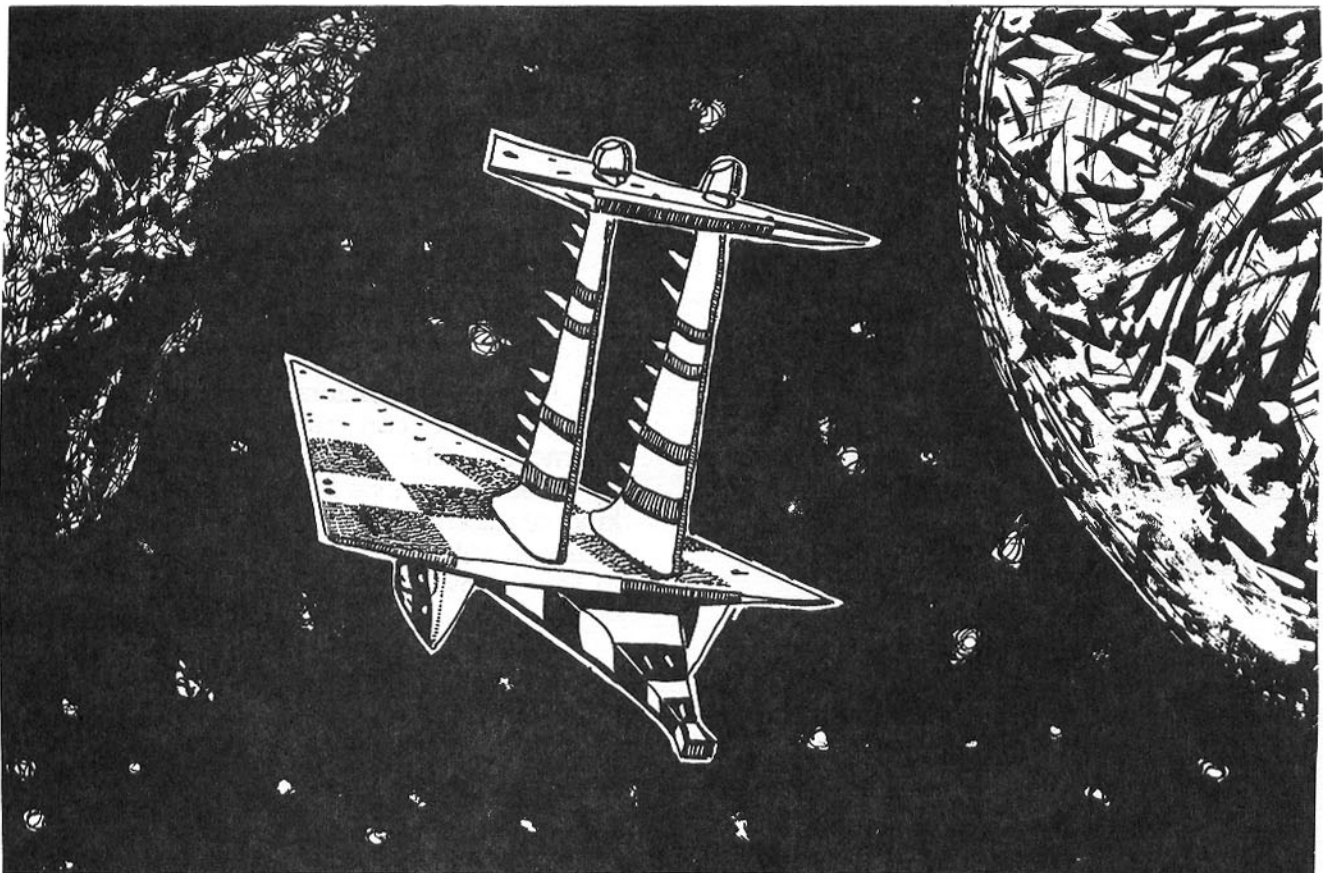
L = Light M = Medium
H = Heavy A = Arctic

DAMAGE FROM COLD WEATHER

TEMP C	L	M	H	A
+5 to 0	2	1	0	0
-1 to -10	3	2	0	0
-11 to -25	5	3	1	0
-26 to -50	7	5	3	1
-51 to -100	14	10	8	6
-101 to -200+	20	16	10	8

DAMAGE FROM HOT WEATHER

TEMP C	L	M	H	A
30 to 40	1	2	4	5
41 to 50	3	4	8	10
51 to 75	5	6	13	18
76 to 100	7	8	17	22
101 to 150	10	12	20	26
151 to 200+	12	15	23	32



THE COMMUNITY OF WORLDS

The Community of Worlds {Com} is a federation of some 2000 planets and 14 separate races. The regulation of trade between these planets is controlled by the Council of the Community of Worlds. This council is made up of one counselor from each member world, each having one vote.

THE HISTORY OF THE COMMUNITY OF WORLDS

The early history of the Com is, in many ways, the history of the human race. Humans love to break laws, even natural ones. Several hundred years before the founding of the Com, a way was found to permit a spaceship to move faster than the speed of light. Explorers found a number of habitable worlds, and colonization was promptly started.

Many of the groups of colonists were followers of ideologies that were not in favor on Earth. Rapidly, the colonies became experiments, with each attempting to show that their ideology was the superior system. Cloning, genetic engineering, and social engineering on a planetary scale were used to create the "perfect society".

Depleted of resources and dependent on the colonies for raw materials, Earth attempted to maintain control of the colonies by military dominance. As the colonies developed their own industries using their own resources, they created their own military forces in secret. Most of the colonies set their ideological differences aside in the cause of colonial freedom and attacked Earth's forces, and later Earth itself. When the battles ended, the damage was immense. Fourteen worlds, including Earth, had been destroyed. It appeared that the war would then be carried between the colonies due to their ideological differences. When fanatic leaders moved

to do just that, a number of wiser leaders prevailed, and the Council of the Community of Worlds was formed.

THE WEAPONS LOCKER

The great planet destroying weapons were placed in the Weapons Locker and the Council alone controlled the keys to it.

In actuality, the Weapons Locker is a rather small computer run world. It is protected by the most formidable defenses known. The Weapons Locker's location in space is not known. When it was created, it was towed and maneuvered to an unknown location by totally computer run ships controlled by a master computer which immediately erased all memory of the action from it's memory banks.

This computer world controls the firing interlocks on all major weapons. Any technology which might break the Weapons Locker's control was tied into the Weapons Locker through every Com world's patent registration computer complex, or suppressed and destroyed. Research applying to weapons controlled by the Weapons Locker was placed under a Council interdict so strong that 90% of the Council must agree to it's release before it can be attained.

In this way, each planet is permitted to develop its own form of government and culture, but could not export its ways by force.

THE COM POLICE

To insure the protection of the Weapons Locker and to aid each planet's control of trade, The Com Police were created. The Com Police operate under the direct mandate of the Com Council. They form the armed forces of the Com and perform any investigative tasks that the Council may require. Members of the Com Police

carry a special weapon, the Fuka Machine Pistol. This weapon is a pistol constructed of a clear material containing a glowing ruby colored power supply. Each of these pistols is keyed to it's owners mind and will fire at the target he thinks of, at the power level he requires. The possession of one of these pistols by a person who is not a member of the Com Police is a crime punishable by death or total mind wipe.

SPONGE AND THE SPONGE SYNDICATE

During the course of exploration, a world was found that had but one notable life form. This was a micro-organism which interacted with some of the synthetic foods in common use to form a devastating mutation. The mutated organism slowly destroyed the infected person's brain. The infected person slowly became less able to think until he could no longer care for himself. The organism also caused great pain. The only known method to combat the disease was a sponge-like organism. The sponge contained a substance which arrested the disease for a time. Daily doses of the sponge were required to keep the disease at bay.

The sponge world was interdicted and guarded by robot sentinels to prevent anyone from reaching it, and all cultures of the microorganism and the sponge were destroyed. Unfortunately, some of the cultures from the early research fell into the hands of the criminal elite on a number of Com worlds. By infecting a planets leadership with the disease, and having the only source of the arresting agent, the Syndicate came to control more and more of the Com worlds.

After several hundred years of increasing control by the Syndicate, a drug which caused total remission of the disease was found. This drug effectively broke the power of the Sponge Syndicate.

THE MONETARY SYSTEM

While each world in the Com has it's own monetary system and banking structure, a standard monetary unit has been set throughout the Com to facilitate import and export trade. The monetary unit is called the Trade Credit {TCr}. This unit is equal in value to approximately 1000 grams of refined platinum. This metal was chosen due to it's importance in the construction of starship drive cores {see Space Travel}. Although some TCr coins have been minted by the Com, the normal trade balances are recorded on a special balance card.

This is a small card, {approximately 5 by 9 centimeters}, which is imprinted with it's owners name and a hologram of the owner. It is encoded with the owner's TCr balance. Balance changes are recorded in the structure of the card by special computers.



To prevent counterfeiting, the card is constructed of a material that is composed of a single molecule. Any attempt to analyze or alter the encoded contents of the card causes its immediate destruction.

Although the Transaction cards are very useful in interstellar trade, they are of little usefulness in day to day transactions. To remedy this fact, each planet has an office where TCr can be exchanged for the common currency of the planet. Due to the varying economic conditions on each planet, the exchange rate can vary by large amounts from plane to planet. The exchange rate for a planet is set by the Game Master.

EQUIPMENT

In the following lists you will find a large selection of equipment and the suggested prices for each item. The prices given are by no means totally fixed, and may change based on the conditions set by the Game Master. These lists are by no means complete. If you feel that you need or should have an item that is not in the lists, ask the Game Master. Note that all prices are given in TCr, and all boxes of ammunition contain 20 rounds unless otherwise noted.

The equipment listed is broken down into a number of categories. Please note that items listed as Ship's Stores may be available in places other than aboard a starship.

WEAPONS

ITEM	PRICE
Throwing Knife	5
Throwing Stars {2}	2
Boomerang {2}	10
Short Sword	30
Long Sword	45
Light Pistol	100
Medium Pistol	125
Heavy Pistol	150
Dart Pistol	200
Magna Pistol	350
Light Rifle	250
Medium Rifle	350
Heavy Rifle	450
Magna Rifle	650
Dart Rifle	500
Short Bow	50
Long Bow	75
Crossbow	80
Blaster Pistol	500
Stun Pistol	300
Blaster Rifle	800
Stun Rifle	600
Lt. Pistol Ammo {Box}	20
Med. Pistol Ammo {Box}	25
Hvy. Pistol Ammo {Box}	30
Injector Darts {10}	50
Solid Darts {10}	15
Magna Pistol Slugs {20}	10

Lt. Rifle Ammo {Box}	35
Med. Rifle Ammo {Box}	40
Hvy. Rifle Ammo {Box}	45
Magna Rifle Slugs {20}	15
Injector Rifle Darts {10}	65
Solid Rifle Darts {10}	15
Arrows {20}	15
Crossbow Bolts {20}	15
Pistol Power Pack {20 shots}	75
Rifle Power Pack {20 shots}	100

ARMOR

ITEM	PRICE
Reflective Vest	10
Reflective Suit	20
Ballistic Vest	30
Ballistic Suit	50
Flak Jacket	25
Padded Suit	15
Leather Suit	20
Heavy Leather Vest	10
Plastic Shield	10
Plastic Chain Suit	35
Metal Shield	15
Metal Chain Suit	50
Metal Plate Armor	75
Wooden Shield	5

TOOLS

ITEM	PRICE
Hand Axe	10
Axe	20
Laser/Driller	400
Lock Repair Kit {w/ Picks}	1000
Electronics Repair Kit	1200
Mechanical Repair Kit	1200
Holo Developing Lab	1200
Field Medical Kit	1000
Field Surgical Kit	1500
Field Med Lab Kit	3000
Field Chemistry Lab	1200
Field Biology Lab	1200
Mountain Climbing Kit	500
Plastic Explosive {1 Kilo}	25
Detonators {6}	15

COMMUNICATIONS

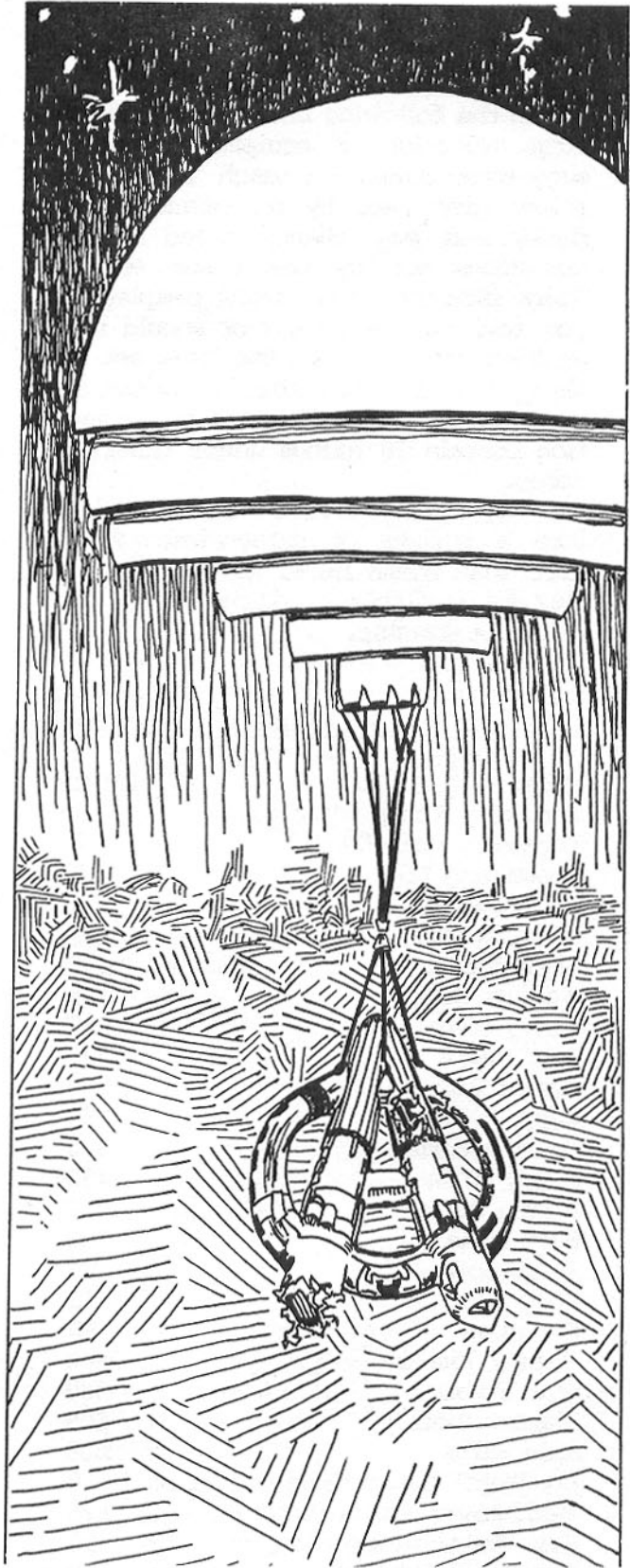
ITEM	PRICE
Personal Radio	50
Base Radio	1500
Pocket Computer	2000
Computer/Radio Interface	500
Portable Radar	1800

SHIP'S STORES

ITEM	PRICE
Vac Suit	7500
Armored Vac Suit	15000
Reflective Vac Suit	8500
Air Test Kit	25
Library Cube Reader	2200
Memory Cube	150

MISCELLANEOUS EQUIPMENT

ITEM	PRICE
Rope {50 meters}	5
Universal Power Pack	50
Rain Coat	10
Arctic Clothing	75
Rifle Scope {x30}	100
Starlight Scope	300
Scope Power Pack	25
Binoculars	75
IR Binoculars	150
IR Goggles	80
Filter Mask	5
Respirator Mask	15
2 Man Tent	100
4 Man Tent	200
8 Man Tent	350
First Aid Kit	50
Sleeping Bag	30
Hologram Camera	350
Backpack	15
Footlocker	20



VEHICLES

In this section you will find the basic land vehicles available in the game. All of the vehicles are powered by high efficiency fuel cells. In the listing for each vehicle you will find information on the type of vehicle, the number of passengers it can carry, its cargo capacity, its top operating speed, its range, and its armor rating (if any).

The armor rating of a vehicle is the total number of damage points its armor can absorb before the armor is breached.

COMBAT VEHICLE MOVEMENT

The number of hexes a vehicle can move in a combat turn is dependent on that vehicle's speed. The following table lists the number of hexes a vehicle can move in 1 combat turn based on its speed. All speeds are in kilometers per hour.

<u>SPEED</u>	<u>NUMBER OF HEXES</u>
0-10	15
11-20	20
21-30	35
31+	50

VEHICLE LIST

JEEP

Type: Wheeled
Top Speed: 60 Kph
Range: 400 Km
of Passengers: 2³
Cargo Capacity: 2 m³
Armor Rating: 0

LAND CAR

Type: Wheeled
Top Speed: 120 Kph
Range: 400 Km
of Passengers: 4³
Cargo Capacity: 1.5m³
Armor Rating: 25

LIGHT TRUCK

Type: Wheeled
Top Speed: 75 Kph
Range: 600 Km
of Passengers: 2³
Cargo Capacity: 20m³
Armor Rating: 40

HEAVY TRUCK

Type: Wheeled
Top Speed: 60 Kph
Range: 500 Km
of Passengers: 3³
Cargo Capacity: 50m³
Armor Rating: 60

SKIMMER

Type: GEV
Top Speed: 250 Kph
Range: 500 Km
of Passengers: 2³
Cargo Capacity: 2m³
Armor Rating: 20

AIR CAR

Type: GEV
Top Speed: 200 Kph
Range: 500 Km
of Passengers: 6³
Cargo Capacity: 5m³
Armor Rating: 40

HAULER

Type: GEV
Top Speed: 150 Kph
Range: 2000 Km
of Passengers: 4³
Cargo Capacity: 30m³
Armor Rating: 75

HEAVY HAULER

Type: GEV
Top Speed: 150 Kph
Range: 2000 Km
of Passengers: 4³
Cargo Capacity: 60m³
Armor Rating: 120

SPACE AND SPACE TRAVEL

In the Community of Worlds and beyond, space ships carrying cargo and passengers is the main stay of any worlds economy. In this section you will find information on space travel and star ships.

THE STAR DRIVE

Several hundred years before the founding of the Community of Worlds, an Earth scientist discovered a way to allow a space ship to travel faster than the speed of light. By passing monomic oxygen across a series of specially made platinum blocks, a field was generated which places the ship in an area which is neither in or out of the normal universe. It was found that the energy released by the process would allow a star ship to travel 2 light years in a single day! Travel at this speed allowed the exploration and colonization of distant worlds to become a reality.

Up to this point, space ships had been driven by a fusion drive which used the hydrogen from water as fuel. The fact that the faster than light drive required oxygen, which was produced as a byproduct by the fusion drive made the design of the first star ships a very easy task indeed.

As experience with the star drive was gained, it was found that the optimum time between overhauls on the star drive was 8 to 10 months. This period was well within the range of the closer planets.

Another aspect that was discovered about the star drive was that it was easily affected by the gravity of a stellar system. If the drive was turned on within one system diameter of the system's sun, the platinum drive cores would overheat, and if the drive was not turned off immediately, they would melt. The first ship to discover this was the ship 'Lost Star' owned by the Tag Interstellar Cartage Company. The ship was destroyed by a oxygen-hydrogen explosion caused by the heat produced by the drive core melt down.

Due to the speeds involved, piloting was handled by computer while the ship was operating under the star drive, with the pilot taking over when entering or leaving a system under the maneuver drive.

STELLAR NAVIGATION

When a star ship is travelling from one star system to another, the following information must be calculated.

1. The distance to the destination system.
2. The time it will take to get there {so that fuel and supply requirements can be calculated}.

These calculations are the most difficult in the game. Any pocket calculator with a square root function can be used to make the calculations.

CALCULATING DISTANCE

The diagram on the next page gives the coordinate system used in the stellar map. To determine the distance between your present position and your destination use the following system:

1. Determine the distance to your destination system along the X axis of the stellar map.

2. Determine the distance to your destination system along the Y axis of the stellar map.

3. The vertical level number of the star system is used as the Z coordinate of the calculation.

4. Compute the distance to the destination system by using the following formula:

$$D = \sqrt{X^2 + Y^2 + Z^2}$$

The distance is in Light Years

Now that you have determined the distance in light years to your destination, divide that number by 2 to determine the number of standard days the trip will take. If number of days is greater than 270, you will have to pick an intermediate destination due to the 10 month maintenance limitation on the star drive.

If a continuous trip in excess of 8 months is made, there is a 40% chance per day of the drive core overheating, and if the core overheats, there is a 15% chance of a drive explosion.

IN SYSTEM NAVIGATION

Travel time in a planetary system is based on the following two factors.

1. The number of planetary slots that have to be crossed.

2. The acceleration of the ship.

The following table lists the time required to cross one planetary slot at the listed acceleration. The acceleration is given in standard gravities (G's).

<u>ACCELERATION</u>	<u>CROSSING TIME</u>
1	5 Hours
2	4 Hours
3	3 Hours
4	2 Hours
5	1 Hours

While entering or exiting a stellar system, there are a number of dangers that a star ship could encounter. The greatest danger is the presence of undetected asteroids or other space junk. If such an obstacle is encountered, the ship's pilot must make a piloting skill check to avoid the obstacle. The skill check is modified based on the ship's acceleration at the time. For each level of acceleration above 1 add 10 to the skill check roll. A failed skill check indicates that a collision has occurred. the severity of the collision is determined by the Game Master based on the conditions of the incident.

FUEL USE

Fuel is taken aboard a starship in the form of water, and then split into its component molecules and stored in liquid form under pressure in holding tanks. The amount of fuel used is given based on the amount of fuel held by the standard fuel tanks in use in the Com.

Fuel use by the star drive is constant during operation of the drive. A standard fuel load will allow operation of the star drive for a period of 9 months (270 days).

The fuel used by the maneuver drive changes based on the acceleration level. The following table lists the percentage of the standard fuel load used to cross one planetary slot at the listed acceleration.

<u>ACCELERATION</u>	<u>% PER SLOT</u>
1	2%
2	3%
3	5%
4	7%
5	9%

STARSHIP WEAPONS

Due to the tight control of the Com Council and the Weapons Locker, the only offensive weapons permitted to a starship are light and medium laser cannon. Note that a starship's weapons have a special interlock which prevent them from being fired in a planetary atmosphere.

Light Laser Cannon

These cannon are designed for light point defense against large meteors. A hit by a Light Laser does 50 points of damage to its target.

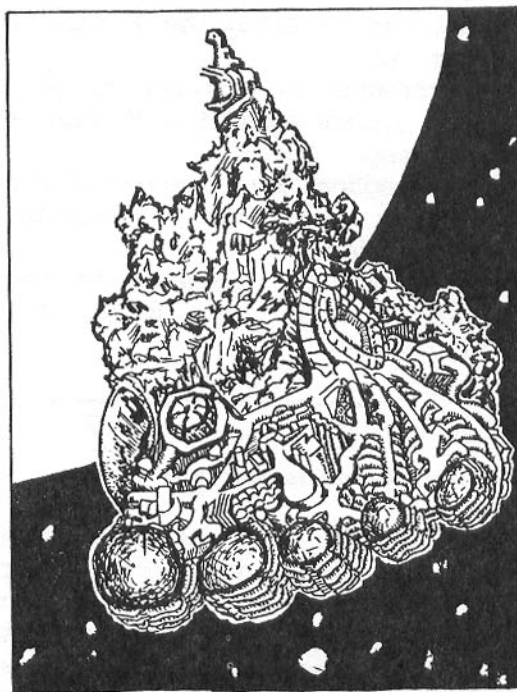
Medium Laser Cannon

These cannon are normally carried by deep space exploratory starships. They are designed provide a measure of security against small asteroids and the possibility of hostile starships. A hit by a Medium Laser does 100 points of damage to its target.

Note that the use of a starship's weapons in Com space is highly regulated and indiscriminate use will attract the attention of the Com Police.

STARSHIP ARMOR

To protect cargo and passengers, the hull of a starship is armored. This is one more for protection from meteors and other space junk than for defense against weapons. Each starship has a hull rating which represents the average amount of damage its hull can withstand at any point without being breached. Note that if a starship is hit in two different places, it will receive its full hull rating protection at each location.



BUILDING STELLAR SYSTEMS

{Astronomical Charts by Richard Tucholka reprinted from FTL:2448 ©1981 TriTac, Inc.}

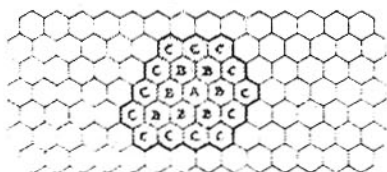
MAPPING SPACE

A hex system is used to represent space. There are three different scales of hexes used for mapping stars.

The first and largest scale of hex is called the prime hex. This represents an area 961 light years from side to side. These are used to show the Orion Arm of our local area of the galaxy.

PRIME HEX

This shaded area of the Prime hex is the location of the general area of COM space. If we single out the darkened hex in this representation, we find it is made of numerous smaller hexes. Each of these hexes represents an area 31 x 31 light years.



Notes to the Game Master:

Be patient. Your time will be rewarded with stellar systems of great detail for your players to explore.

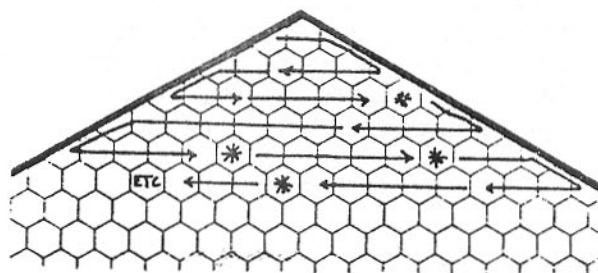
Don't try to map the entire galaxy.

PLACING STAR SYSTEMS

Placing star systems in a two dimensional plane is the first step in mapping a new hex.

Start at the top of an area hex and roll a d100. Take the result of this roll and count across the paper in the motion shown in the next illustration and place a star system in that hex. Roll a d100 again counting from the system you just positioned. Continue this until you have populated the hex

with star systems.



Now that you have a two dimensional map of space, you must make it three dimensional.

Each System hex is 201 light years deep. If we can assume star systems are not less than one light year distant from each other, there are 201 possible positions for each system. To find the position, use the following method:

To find the vertical level, roll a d100 for the position of the star system. Then roll a d6 and consult the following table.

DIE	
ROLL	RESULT
01-03	System is on Positive plane
04-06	System is on Negative plane

If your system is in a vertical position of {+1} or {-1}, roll a d6 and consult the following table.

DIE	
ROLL	RESULT
01-03	System moves to Position 0
04-06	System stays as designated

STAR SYSTEMS

Each of the points on the star map created in the preceding section marks the location of a star system.

A star system will be defined as either a single star with planets or other matter orbiting around it, or a group of stars close or moderately close together, each with it's own system of orbiting masses.

The following information on "Stellar and Planetary Generation" is taken as accurately as possible from available sources. Some astronomical information if presented 100% factually, would make the game unplayable. For this reason, some of the ranges have been altered to more usable figures.

NUMBERS OF STARS

To determine the number of stars in a system hex, roll a d100 and consult the following table.

DIE ROLL	TYPE	# OF STARS
01-75	Single	1
76-95	Binary	2
96-98	Trinary	3
99	Cluster	3+d4
100	System Special	

The following are rare examples that can occur. They add a little spice to the average stellar groups. Roll a d100 and consult the following table.

DIE ROLL	SPECIAL STELLAR TYPE
01-20	Old Nova, stellar corpse, no planets
21-30	Old Nova, burnoff, W/planets
31-40	Old Nova, gas {debris} cloud nebula that extends d4 light years around the system
41-50	Very close binary with the stars exchanging gasses
51-60	Close binary, stars deformed by their mutual gravitation
61-70	Dead star, <u>Markovian Ruins</u>
71-80	Cepheid A, A variable star with a d10 year fluctuating period of intensity
81-90	Cepheid B, A variable star with a d10 day fluctuating period of intensity
91-95	Cepheid A, A variable star with a d20 hour fluctuating period of intensity
96-98	Semi-formed planets orbiting star
99	Proto-Star, Star in formation
100	Roll a d100 on SPECIAL B

SPECIAL B

DIE ROLL	SPECIAL TYPE
01-50	Large nebula, 2 to 12 light years across, from a past nova
51-75	Nova within d100 years +d12 months
76-90	An unstable Cepheid with a variable period of changing intensity
91-97	Unstable Proto-Star
98	Small Black Hole
99	Medium Black Hole
100	Large Black Hole

STAR SIZE

To determine the size of the star, roll a d100 and consult the following table.

DIE ROLL	SIZE OF THE STAR
01-10	Dwarf
11-40	Small
41-85	Medium
86-95	Large
96-98	Giant
99-100	Super Giant

SPECTRAL CLASS

To determine the spectral class of the star, roll a d100 and consult the following table.

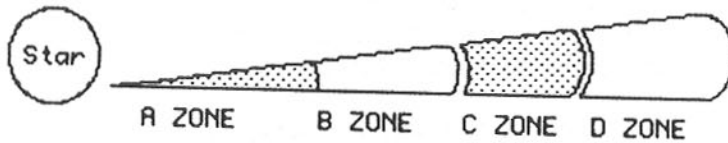
DIE ROLL	COLOR	CLASS	DEGREES K
01-02	Dark	N	2,000
03-45	Red	M	3,500
46-55	Orange	K	5,000
56-74	Yellow	G	6,000
75-89	Yellow-White	F	7,000
90-96	White	A	10,000
97-99	Blue-White	B	23,000
100	Blue	O	25,000

GRAVITY ZONES

Each star, because of mass, exerts a pull on any bodies orbiting or passing nearby. This pull is gravity. The larger the mass of a star, the larger the

gravitational pull and the star's ability to hold planets. This area of stellar pull is the star's zone of control. This zone is divided into four areas:

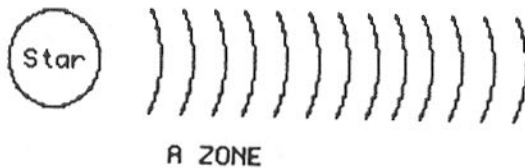
- A CLOSE ZONE
- B MEDIUM ZONE
- C FAR ZONE
- D EXTREME ZONE



The CLOSE ZONE is the area in close to the star and is very hot. The MEDIUM ZONE is the moderate zone where carbon based life is most likely to be found. The FAR ZONE is the start of the cold zones where carbon based life is not able to survive. The EXTREME ZONE is the very cold zone farthest from the sun.

PLANETARY SLOTS

These zones are divided into numbers of slots, whose numbers differ due to star mass. These slots hold planets and system debris. They are also reference points for system travel and time to entry/exit from the system.



SPECTRAL CLASS

The following tables are an index of system size and number of planetary slots determined by stellar type and mass.

SPECTRAL CLASS TABLES

DW = Dwarf SM = Small
MD = Medium LG = Large
GI = Giant SG = Super Giant

SPECTRAL

CLASS	DW	SM	MD	LG	GI	SG
O	c	d	e	f	g	h
B	c	d	e	f	g	f
A	b	c	d	e	f	g
F	a	b	c	d	e	f
G	a	b	c	d	e	f
K	a	b	c	d	e	f
M	a	a	b	c	d	e
N	a	a	a	b	c	d

SIZE RESULT	TOTAL SLOTS	TYPE				# OF PLANETS
		A	B	C	D	
a	06	01	01	02	02	d4 (-1)
b	12	02	02	04	04	d6 (-1)
c	20	04	04	06	06	d8 (-1)
d	24	04	04	08	08	d10 (-1)
e	32	06	06	10	10	d10 (-1)
f	40	08	08	12	12	d12 (-1)
g	60	10	10	20	20	d12 (-1)
h	64	12	12	20	20	d20 (-1)

All of these slots fall in to the range of a die roll. This will be handy for mapping and planetary placement. Whenever placing an object randomly, roll the die appropriate to the area.

You now have the general information for the beginnings of system generation. Many of these bits of information will be used at a later time in the text.

BINARY SYSTEMS

When placing Binaries and multiple stars, remember a few basic rules:

1. Generate stars separately
2. Determine the general location of the stars in relation to each other, with the less dense stars orbiting the more dense stars.
3. The more massive {dense} the star, the more slots it has.

4. Each star generates it's own zone of control and slots. These may cross causing areas of Gravitational Overlap and special problems.

MULTIPLE STARS

Roll a d100 for the placement of multiple stars. Roll the exact zone slot with the appropriate dice. Start with the highest density star as the center of binary star placement. More than two stars are handled in the same way. Stars within three slots of each other surrender the star of lesser mass to orbit the heavier one at close range. This will usually cause a condition of deformation of the shape and exchange of stellar gasses.

ZONE PLACEMENT

Roll a d100 for the second star's location in relation to the system. The more massive star is always the center of the positioning of multiple stars.

<u>DIE ROLL</u>	<u>STAR PLACEMENT</u>
01-50	d100 x 10 planetary slots from the farthest slot of the primary star's D ZONE. This distance effectively eliminates zone overlap and planet gravitational disturbances.
51-75	Placement is in D Zone.
76-88	Placement is in C Zone.
89-94	Placement is in B Zone.
95-100	Placement is in A Zone.

PLANET TYPE DETERMINATION

Roll a d10 to determine a planet's type.

<u>DIE ROLL</u>	<u>TYPE OF PLANET</u>
01-05	Planet
06-10	Gas Giant

ZONE PLACEMENT

<u>PLANET TYPE</u>	<u>ZONE POSITION</u>			
	A	B	C	D
Planet	01-02	03-04	05-07	08-10
Gas Giant	-	-	01-05	06-10

To place planets in zone slots, roll the matching die to the slot size. If you duplicate a roll, move the world over to the next available slot.

True Gas Giants can only exist in C and D Zones. Do not confuse Gas Giants with planets that have dense atmosphere.

SLOT OVERLAP

Roll a d100 and consult the following table for planets and Gas giants in overlapping slots due to multiple stars in the system.

<u>DIE ROLL</u>	<u>PLANET MODIFIER</u>
01-50	Planet never formed.
51-95	Planetary breakup gives this slot much large debris and asteroids.
96-100	Planet with a very high geological activity rating or a turbulent gas giant.

PLANETS

The following tables give planetary size, gravity compared to the standard {Earth} gravity, and the possible number of moons the planet may have. Roll a d10 for each planet or gas giant.

PLANETARY DATA DETERMINATION

Roll a d10 for Planet or Gas Giant data.

PLANET DATA

RESULT	PLANET DIAMETER	SURFACE GRAVITY	# OF MOONS
01	Asteroid or small planet, Roll a (d6-1) x 1000 for the diameter in Kilometers. Under 1000 Kilometers, roll a d100 x 10 for diameter in Kilometers.		
02	5,500(Sm)	.60	d4 (-1)
03	6,000(Sm)	.70	d4 (-1)
04	6,500(Sm)	.80	d4 (-1)
05	7,000(Md)	.85	d6 (-1)
06	7,500(Md)	.90	d6 (-1)
07	8,000(Md)	1.00	d6 (-1)
08	8,500(Lg)	1.25	d8 (-1)
09	9,000(Lg)	1.50	d8 (-1)
10	10,000(Lg)	2.00	d8 (-1)

GAS GIANT DATA

RESULT	GAS GIANT DIAMETER	SURFACE GRAVITY	# OF MOONS
01	20,000(Sm)	-	d10 (-1)
02	30,000(Sm)	-	d10 (-1)
03	40,000(Sm)	-	d10 (-1)
04	50,000(Md)	-	d10 (-1)
05	60,000(Md)	-	d20 (-1)
06	70,000(Md)	-	d20 (-1)
07	80,000(Md)	-	d20 (-1)
08	90,000(Lg)	-	d20 (-1)
09	100,000(Lg)	-	d20 (-1)
10	125,000(Lg)	-	d20 (-1)

MOONS

For moon size, index planet size and roll a d10. Moon size for planets in carbon-based life areas may change the outcome of climate generation. It is even possible to have a small habitable planet orbiting a dead or hellish world.

Sm = Small Moon
Md = Medium Moon
Lg = Large Moon
Gi = Giant Moon

MOON SIZE

PLANET

SIZE	Sm	Md	Lg	Gi
Small	01-04	05-10	-	-
Medium	01-04	05-09	10	-
Large	01-04	05-09	10	-
Sm Gas	01-04	05-07	08-09	10
Md Gas	01-04	05-07	08-09	10
Lg Gas	01-03	04-06	07-09	10

MOON DIAMETER

MOON SIZE			
SMALL	MEDIUM	LARGE	GIANT
d6	d6	d6	d6
x100	x100+	x100+	x100+
	(400)	(1400)	(3000)

All diameters are in Kilometers.

MOON COMPOSITION

A or B ZONE	C or D ZONE
01 Bombarded Rock	01 Water Ice
02 Mineralized Rock	02 Bombarded Rock
03 Minalbe Minerals	03 Ammonia Ice
04 Volcanic Rock	04 Sulfur
05 Minalbe Chemical	05 Methane
06 Diversified Mix	06 Chemicals

SYSTEM SPECIALS

System specials are optional debris and oddities you add to star systems. You may roll 6 times on the following table. Note that duplicate rolls are not repeated. Roll a d20 and consult the table.

<u>DIE ROLL</u>	<u>SPECIAL TYPE</u>
01	Gas giant with rings.
02	Planet with rings.
03	d4 planets with rings.
04	Asteroid belt in A zone.
05	Asteroid belt in B zone.
06	Asteroid belt in C zone.
07	Asteroid belt in D zone.
08	Dense asteroid belt if you have one.
09	Shattered planet, mostly intact.
10	Asteroids with erratic orbits.
11	d4 Gas giants with rings.
12	Geologically active moon orbiting a planet.
13	Geologically active moon orbiting a Gas giant.
14	High mineralization, asteroid belt.
15	Masses of cometary fragments.
16	Ejected stellar debris. Possible hot/radioactive clouds.
17	Very high sunspot activity increases radiation in system. Star drive inoperable within 4 stellar system diameters.
18	Two moons sharing the same orbit.
19	Moon with a high chemical composition.
20	Planet with a high or specific chemical composition.

SYSTEM NOTATION

S = Small planet
 M = Medium planet
 L = Large planet
 Sg = Small Gas giant
 Mg = Medium Gas giant
 Lg = Large Gas giant
 A = Asteroid belt
 dA = Dense asteroids
 M# = Moon number
 S# = System special number

PLANET HABITABILITY

By now you have a star system with planets orbiting a star and system debris. To determine each planet's

habitability, follow the following method.

1. Find your star system's size.
2. Index across to where your planets are set in the slots.
3. Index down to find if the planet is in an 'M' {life} area.
4. If the planet is not in an 'M' area, index the general type of climate. You can then add mineralization.

WORLD CLASSES

We now have a separate habitability band for worlds orbiting stars. This is where you will most often find life.

TYPE 'H'

H	Burned off world.
H2	Very hot, usually no atmosphere.
H3	Hot, usually dense, turbulent high pressure or no atmosphere.

TYPE 'M'

M1	Like Terrestrial with a {+1} modifier on atmosphere and temperature in the next section.
M2	Most Terrestrial
M3	Like Terrestrial with a {-1} modifier on atmosphere in the next section.

TYPE 'F'

F4	Usually cold, may seasonally warm to just below freezing temperatures.
F3	Usually cold, Frozen or semi-thin atmosphere.
F2	Cold, Frozen, may have atmosphere.
F	Frozen.

Most generation information on worlds ends here. From this point the 'M' type world becomes our primary concern. This is first dependent on having a world in the slot.

MOON MODIFIERS

With many modifiers, climate generation is the second to last step in world generation. To finish world generation follow the sequence listed below.

1. Generate Moon Modifiers.

2. Generate Atmospheric Density.

3. Generate Zone Modifier.

4. Generate Star Type Modifier.

5. Add all modifiers.

6. Roll the indicated dice and add all of the generated modifiers.

7. Index the result to temperature.

MOON SIZE

Use for Small, Medium, and Large planets.

MOON SIZE	NUMBER OF MOONS				
	0	1-2	3-4	5-9	10+
Small	+1	0	-1	-2	-3
Med	+1	-1	-2	-2	-4
Large	+1	-2	-3	-4	-5

Larger moons have the useful property of generating conditions where the atmospheric density of a planet is reduced by the moon's gravitational action over a long period of time.

ATMOSPHERE/SIZE MODIFIERS

SMALL WORLDS - Roll a d10.

DIE ROLL	ATMOSPHERE TYPE	MODIFIER
01-03	Very Thin	-3
04-06	Thin	-2
07-08	Normal	-1
09	Dense	0
10	Very Dense	+1

MEDIUM WORLDS - Roll a d10.

DIE ROLL	ATMOSPHERE TYPE	MODIFIER
01-02	Very Thin	-2
03-04	Thin	-1
05-06	Normal	0
07-08	Dense	+1
09-10	Very Dense	+2

LARGE WORLDS - Roll a d10.

DIE ROLL	ATMOSPHERE TYPE	MODIFIER
01	Very Thin	-1
02	Thin	0
03-05	Normal	+1
06-08	Dense	+2
09-10	Very Dense	+3

PLANETS ZONE MODIFIER

ZONE	MODIFIER
A	+3
B	0
C	-3

STAR INTENSITY MODIFIERS

STAR SIZE	SPECTRAL CLASS							
	O	B	A	F	G	K	M	N
Dwarf	+1	0	-1	-2	-3	-4	-5	-6
Small	+2	+1	0	-1	-2	-3	-4	-5
Medium	+3	+2	+1	0	-1	-2	-3	-4
Large	+4	+3	+2	+1	0	-1	-2	-3
Giant	+5	+4	+3	+2	+1	0	-1	-2
Sup Giant	+6	+5	+4	+3	+2	+1	0	-1

WORLD CLIMATE

Total all modifiers and add to then the total of one of the following die rolls based on planet size. For a Small world roll a d4. For a Medium world roll a d6. For a Large world roll 2d4. Index this total with the table below.

RESULT	CLIMATE	LIFE	TEMP C
<= -4	Frozen	0%	-129+
-3,-2	Very Cold	0%	-129 to -74
-1,0	Cold	05%	-73 to -32
01-02	Cold	40%	-46 to +10
03-04	Human	80%	-24 to +37
05-06	Warm	40%	+10 to +65
07-08	Very Warm	05%	+37 to +93
09-10	Hot	02%	+65 to +121
11-12	Very Hot	01%	+93 to +148
13-14+	Burning	0%	+121 to +204

ATMOSPHERIC CONTENT

Breathability is one of the primary requisites of worlds that are near human norm in temperature and atmospheric pressure. To determine atmospheric content, roll a d20 and consult the following table.

DIE ROLL	ATMOSPHERE
01-04	Toxic, Highly poisonous.
05-06	Wrong mixture, Toxic elements.
07-08	Wrong percentages. {Must be filtered and supplemented for human use.}
09-10	Mostly breathable.
11	Completely breathable.
12	Mostly breathable. {Rich}
13	Breathable. {with filters}
14-15	Mildly Toxic.
16-19	Toxic, Highly poisonous.
20	Toxic, Poisonous, Corrosive.

LIGHT INTENSITY

The light intensity from a star can have adverse effects on living optical sensors that are not used to higher or lower light intensity. Index the home star's spectrum by the star in question's spectrum to calculate the modifier. Then roll a d6 and add the modifier to it and consult the table below.

HOME STAR	ILLUM. STAR MODIFIER							
	O	B	A	F	G	K	M	N
O	0	0	-1	-1	-2	-2	-3	-3
B	0	0	0	-1	-1	-2	-3	-3
A	+1	0	0	0	-1	-1	-2	-2
F	+1	+1	0	0	0	-1	-1	-2
G	+2	+1	+1	0	0	0	-1	-1
K	+2	+2	+1	+1	0	0	0	-1
M	+3	+2	+2	+1	+1	0	0	0
N	+3	+3	+2	+2	+1	+1	0	0

<u>RESULT</u>	<u>ILLUMINATION</u>
-1 or less	Dark
0	Very dark
1	Dim
2	Dusk
3	Normal light
4	Normal / Bright
5	Bright
6	Very bright
7	Painfully bright
8+	Damagingly bright

COMPATABILITY OF RESOURCES

The compatibility of food resources can be a factor for colonization of otherwise human norm planets. Roll a d20 and consult the following table.

<u>DIE</u> <u>ROLL</u>	<u>COMPATABILITY</u>
01-04	Extremely Toxic.
05-06	Mostly Toxic.
07-08	Mixed Toxic and Edible with generally poor food values.
09-10	Variable forms with good nutritional values. Most are non-toxic.
11-12	Inert materials may become toxic if ingested for any length of time.
13-15	Toxic, Poisonous.
16-20	Extremely Toxic, Corrosive.

WORLD DESIGN

To determine the design of any given world is the Game Master's choice. The following sections aid in the generation of world description and geology.

WATER

To determine the amount of water on an 'M' world, roll a d100. This number represents the percent of the world's surface that is covered by water. The remainder of the surface is land mass. Remember that on frozen or cold worlds, a majority of this water

may be locked into ice or ice caps. In some cold cases only an equatorial band of free standing water may be seasonally unfrozen.

Also dry, arid conditions may hide water far underground or freeze it into ice caps.

WATER COMPATABILITY

To determine the compatibility of a world's water for use by humans, roll a d10 and consult the following table.

<u>DIE</u> <u>ROLL</u>	<u>COMPATABILITY</u>
01-05	Brackish, Salt or chemical laden
06-08	Usable with High Tech filtering
09	Usable with minimal filtering
10	Fresh Water

CONTINENTS

To determine the number of continents on a world's surface, roll a d100 and consult the following table.

<u>DIE</u> <u>ROLL</u>	<u>MASSES</u>	<u>NUMBER</u>
01-10	Unbroken masses	1
11-20	Super continents	d4+1
21-75	Large continents	d6+1
76-90	Med. continents	d10+1
91-95	Small continents	2d10+2
96-97	Island chains	d100+2
98-100	Roll 2 times on this table ignoring all rolls of 10 or less	

WORLD STABILITY

To determine the geological stability of a world, roll a d6 and consult the following table.

<u>DIE ROLL</u>	<u>CRUST STABILITY</u>
01	STABLE CRUST Stable likely with shallow oceans and very few mountains. Little to no serious volcanic activity or plate tectonics. Earthquakes are mostly unknown.
02	MOSTLY STABLE CRUST Like #1 with little activity, but not enough to notice over a long period of time.
03	ACTIVE GEOLOGY Minor geological effects. Worn mountain ranges from slow plate collision. Very minor volcanic activity.
04	VERY ACTIVE Common geological effects including mountain ranges pushed up in cycles of growth and decay, Plate tectonics, earthquake activity, and volcanic activity.
05	HIGHLY ACTIVE As #45 with a high rate of activity.
06	GEOLOGICAL HELL With major activity of all types, these unstable worlds are a nightmare of fast seismic activity and problems.

MOUNTAINS

To determine mountain type, roll a d10 and consult the following table.

<u>DIE ROLL</u>	<u>TYPE</u>
01	Flat
02	Rolling hills, Mostly flat.
03	Steep hills, Small valleys.
04	Very steep hills, Rock outcroppings, Small valleys.
05	Rocky hills, Steep valleys.
06	Deep valleys, Eroded mountains.
07	Mountains.
08	High mountains.
09	Volcanic mountains.
10	Active volcanic mountains.

UNUSUAL GEOLOGICAL FEATURES

Roll a d10 and consult the following table.

<u>DIE ROLL</u>	<u>UNUSUAL FEATURE</u>
01	Major scarring from meteorite impact.
02	Deep lakes.
03	Large shallow lakes.
04	Salt or chemical flats, Deserts.
05	Deep geological faults or canyons.
06	Scarring from climactic upheaval.
07	Outstanding highlands.
08	Geological sculpturing of rock in large areas.
09	Roll a d8 twice above.
10	Roll a d8 four times above.

MINERALIZATION

Roll a d20 4 times in each column to determine the major mineral deposits for the world. Duplicate rolls are not repeated.

<u>COLUMN A</u>	<u>COLUMN B</u>
01 Copper	Emerald
02 Lead	Thorium
03 Gold/Sliver	Samaraskite
04 Mercury	Titanium
05 Iron	Nickle
06 Antimony	Arsenic
07 Magnesium	Sulfur
08 Cobalt	Graphite
09 Tin	Calcite
10 Zinc	Gypsum
11 Aluminum	Salt
12 Chromium	Borax
13 Manganese	Flourite
14 Pitch Blend	Barite
15 Wolframite	Platinum
16 Scheelite	Talc
17 Molybdenite	Asbestos
18 Colombite	Quartz
19 Amethyst	Diamond
20 Sapphire	Ruby

PLANT TYPES

To determine the general types of plants present on the world, roll a d100 and consult the following table.

<u>DIE ROLL</u>	<u>DESCRIPTION</u>
01-30	VERY EARLY Simple mosses, slimes, molds, and some diversified sea plant life.
31-40	EARLY Simple land plants, abundant sea growth, fungi, liverwort and fern like plants.
41-75	MIDDLE Complex diversified land plants that include cycad {palm} type plants and coniferous {pine like} plants.
76-97	LATE Introduction of monocots and dicot flowering plants. Many plants have specialized to climate and geography.
98-99	VERY LATE Less diversified forms have high survival rates. Limited mobility and nervous system adaptations to promote survival.
100	CLIMAX Totally adapted and universal, these few forms leave little else in diversification. Some forms may develop limited hunting and survival instincts in sessil or mobile forms

ANIMAL TYPES

<u>DIE ROLL</u>	<u>ANIMAL TYPE</u>
01-02	VERY EARLY SEA Simple sea life and primitive fish.
03-25	EARLY SEA Sea life is developing and taking many forms. Early life is making an inroad to the land from the sea.
26-50	EARLY LAND Sea life has become complex and diversified. Land life is still primitive but spreading in early forms.
51-75	MIDDLE LAND Sea life is stabilizing into less diverse forms. Land life is developing specialized forms to aid survival. Hunting and browsing instincts, limited forms of survival intelligence, flying.
76-95	LATE LAND Forms in land and sea have reached the stage where they can learn, if minimally. A Proto-intelligence is possible.
96-98	VERY LATE LAND Many types of life have adapted to climate and geography in forms that insure survival. Less diversified types. Intelligence allows animal life to adapt behavior to changing conditions, and Predators.
100	CLIMAX Ancient forms with little or no competition. Highly adapted for survival in a variety of hostile conditions. Intelligent race is possible.

THE MARKOVIAN

"Jarid Markov discovered the first of these ruins centuries ago on a planet over a hundred light-years from this spot. It was our race's first experience with signs of intelligence in this galaxy of ours, and the discovery caused a tremendous amount of excitement. Those ruins were dated at over a quarter of a million standard years old, and they were the youngest discovered to date. It became obvious that, while our race grubbed on it's home world fiddling with the discovery of fire, someone else, these people, had a vast interstellar empire of still unknown dimensions. All we know is that as we have pressed inward in the galaxy these ruins get more numerous. And, as yet, we haven't a clue as to who they were."

A lecture to students on Dalgonia
by Elkinos Skander

MARKOVIAN HISTORY

The Markovians were a race that grew up alone in the universe. As they developed and evolved, they passed through the stages of technology that all evolving races pass through. After they reached past atomic power and space travel, their mathematicians and physicists discovered that the stability of all matter in the universe was strictly an imposed one, rather than an absolute one.

Once this was discovered, methods were created to take direct control of the universe. Great self-aware computers were built and linked to the Markovian minds. By giving these computers mathematical instructions, the Markovians could create virtually anything they wanted instantly.

THE GREAT EXPERIMENT

The Markovians, having reached the ultimate and maximum control of the physical universe, and immortality, found that they were stagnating as a race. They asked themselves again and again, is there nothing more than this? Their greatest minds felt that there was more to life, but they could not discover what they had missed.

Rather than watch their race slowly destroy itself through boredom, a great experiment was undertaken. The greatest artisans of the race were called together to design new races and the biospheres that would support them. It was hoped that if new races were created, one of them would find the turning that the Markovians missed. The Markovians, knowing that they could not change the equations that stabilized their own race, created a planet whose core was a giant computer. Using this computer, the Markovians recreated the universe on top of their old one. The computer planet was then used to test the viability of the newly designed races.

Volunteers were processed through the giant Well of Souls computer and converted to the math of the new universe, and then converted into the new races. These races were placed in force field enclosed hexagonal areas and left to build up a civilization using the raw materials available to them in that hex. The volunteers were told that if their descendants were able to build a stable culture in their hex, one midnight they would be taken to the Well of Souls and transferred to a new planet in the new universe to begin again.

THE WELL WORLD

The Well World is the computer planet created by the Markovians to stabilize the new universe, and to test the newly designed races. It was also designed to populate the newly developing planets as the new races were ready to be sent to them.

THE PHYSICAL LAYOUT OF THE WELL WORLD

The Well World is a moderately sized world with a surface area of approximately 5.1×10^8 kilometers. Several features of the Well World are quite unusual. The first is that the planet is a perfect sphere. The second is that the planet's orbit around its sun is perfectly circular.

The surface of the Well World is divided into 1560 hexagonal areas that are just under 355 kilometers on a side and 615 kilometers across. At the equator of the planet is a black smooth barrier which cannot be climbed or crossed.

The southern hemisphere hexes contain carbon based life and generally have a oxygen based atmosphere. The northern hemisphere contains non-carbon based life and exotic atmospheres.

Each hex is a self contained biosphere containing a single intelligent race. The hexes contain all plants and animals to form complete ecosystems with the intelligent race at the top. The population in each hex is artificially maintained by the Well of Souls computer to a range of 20,000 to just over 1 million based on the conditions in the hex.

IMPOSED HEX TECHNICAL LEVELS

To simulate the availability of resources on the planet which a hex's race was to ultimately inhabit, maximum technological levels were imposed by the Well of Souls computer. The technological levels limit the function of certain types of equipment from functioning in the hexes. The following table lists the three tech levels and their effects on technology.

HEX TECHNOLOGICAL LEVELS

Hightech:	All technology works here if you can invent it and can develop it.
Semitech:	Steam and internal combustion work, but not electrical, atomic, or more sophisticated systems.
Nontech:	No machine not directly powered by muscle works here. Oil and Gas still burn and can be used for light and heat, but they won't move a piston.

ZONE

At the north and south poles of the Well World are places called Zone by the inhabitants of the Well World. Zone is basically a place containing offices, one for each hex in the hemisphere, that are used as diplomatic legations for interhex contact. It is in Zone that all interhex trade is arranged and conducted.

Also in Zone are a number of gates. There is a gate which will transport any creature who steps through it to the opposite Zone. These gates are used to facilitate trade between the southern and northern hemispheres on the Well World. There is also a gate in zone which is strictly one-way from the outer universe. This gate is called the Zone input gate. This gate delivers creatures who have stumbled into active Markovian Gates in the universe. A third major gate in Zone is the Main Well Gate. This gate takes a creature to the Well World surface via the Well of Souls. If a creature is not a Well World inhabitant, the creature will be examined and classified by the Well of Souls computer, and converted to a new race and placed into that hex.

The last type of gate found in Zone is located in each office in Zone. This gate is paired with a gate found in the

center of each hex. The gate allows travel to and from Zone and a creature's home hex. These gates will send any creature to its home hex.

The multitude of racial languages does not cause a problem in Zone due to the fact that the Well of Souls computer acts as a translator in Zone.

Out of Zone, a special crystal can be implanted into a creature's vocal apparatus which allows that creature to speak and understand words spoken by another creature in another language. These crystals are produced in one northern hex and are therefore very expensive.

MARKOVIAN PLANETARY GATES

On each planet that the Markovians lived on, there was a gate that would bring any member of the race, who was tired of living, to the Well World. When the last Markovian left each planet, that person could not shut down his world's planetary computer, so many of these gates are still functional. If a starship passes one of the dead Markovian worlds, and has onboard a person who is tired of living and wants to die, the gate computer will find a way to attract the attention of the starship to lure it to the location of the gate. If this fails, the gate will activate and remove the person from the ship. The gate may or may not take more than just that person, depending on the situation.

The person or persons who are transported to the Well World in this manner will feel a massive dropping sensation, and find themselves at the Zone input gate. Persons who arrive on the Well World in this manner are called Entries by the races of the Well World. Entries are given a short orientation lecture and are processed through the Main Well gate. During processing, the Well of Souls computer decides what hex a person will best fit into, and the person wakes up in that hex, in that form, as a new member of that race.

Notes to a Game Master who wishes to run a game on the Well World:

It is suggested that you start your players as inhabitants of the Well World rather than have them processed by the Well of Souls computer. This is due to the fact that Well processing will tend to scatter the players over a rather large area of the Well World and make it hard for the party to reform.

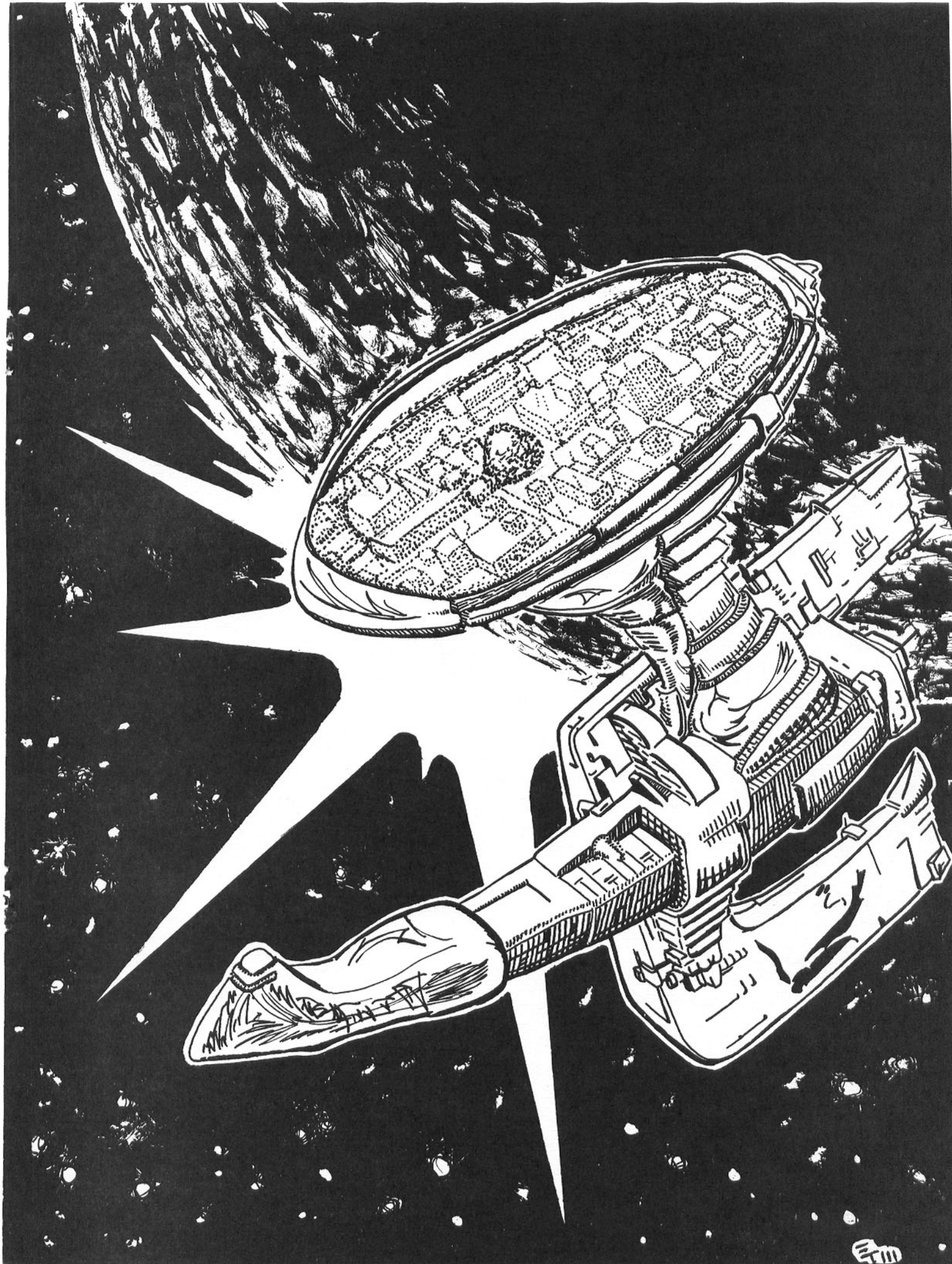
If you want your players to arrive on the Well World via a Markovian gate, it is suggested that you place them in hexes that are fairly close together to facilitate the contact of the party after Well processing.

If you do not wish to do this, the following table will allow you to assign races randomly by a d100 roll. Again, this is not recommended due to the fact that the party will be scattered over a large area of the Well World.

WELL WORLD RACE CONVERSION TABLE

Roll a d100 and consult the following table to determine the character's new race.

<u>DIE ROLL</u>	<u>NEW RACE</u>
01-05	Ambreza
06-10	Wygon
11-15	Markiem
16-20	Agitar
21-25	Cebu
26-30	Boidol
31-35	Domien
36-37	Kromm
38-39	Jol
40-44	Lata
45-50	Ecundo
51-56	Wuckl
57-58	Zanti
59-60	Umiau
61-66	Czill
67-71	Zhonzhorp
72-76	Palim
77-81	Twosh
82-86	Shamozan
87-91	Dillia
92-95	Slongorn
96-100	Nodi



THE RACES OF THE WELL WORLD

On the following pages you will find detailed descriptions of races found on the Well World. The races described are the races found in the hexes shown on the Well World map section included in the game. Considering the sheer size of the Well World, this is not in any way a complete list of the races resident on the Well World. If you wish to design a race that is not found here, please feel free to do so.

Certain races on the Well World have abilities that fall under the categories of Magic and Psionics. These powers were developed to fill a lack in the race's capabilities for survival. Magic is the race's ability to tap into some limited areas of the Well of Souls computer's functions. Psionics are abilities due to sheer mental power. If a race has either Magic or Psionic power, it is listed in the race description.

Note that all of the races listed here are available as player character races based on the wishes of the players and the Game Master.

As has been seen in the section on character generation, the rules detail the creation of a Com human character. To play non-human races as characters, a certain amount of conversion is necessary.

Under the heading of statistics you will find a number from 0.5 to 1.5 for each statistic. Multiply the statistic by this number to obtain the new statistic's value (round all fractions up). In the cases where STR, CON, or WPR are lowered below 4 or raised above 24, you will find the information you need to determine FTG and END on the Fatigue and Endurance Tables you used during character generation.

ABIGOSTH

Tech Level: High Tech Magic

Statistics:

STR: 0.5	DEX: 1.0
INT: 1.0	CON: 1.2
WPR: 1.5	

The Abigosth are spherical creatures with a diameter of approximately 0.5 meters. They mass 17 kilograms on the average and are a translucent deep blue in color. They have great magical powers which include limited telekinesis and limited transmutation of elements. They are a water race and cannot survive at depths of less than 50 meters. They are omnivorous and have an average magically augmented lifespan of 300 years. The civilization in the hex is very modern, using the best elements of technology and magic. They are a city dwelling culture with highly populated areas on the sea floor.

Abigosth is a shallow to deep water hex with many islands. It is located in the brackish Sea of Turagin. Sea traffic across the hex is never impeded by the Abigosth. There is a Zone ambassador, and some trade is conducted.

ADERLETH

Tech Level: Nontech

Statistics:

STR: 1.2	DEX: 0.7
INT: 1.2	CON: 1.3
WPR: 1.0	

The Aderleth are amphibious reptiles which resemble alligators with large gill branches at the throat. They are pink in color and are 4 meters long on the average massing 400 kilograms. They are very intelligent and have large, webbed, four fingered hands. They are equally comfortable in humid air or water. While they are almost blind, they have keen hearing and a sharp sense of smell. They cannot stand strong light, and avoid it at all costs. Their life span is 170 years.

The hex is rocky and barren with some mountains, and many caves and tunnels. Villages occupy the tunnels and caves, and connect with underground rivers and lakes which are found in the hex in great abundance. While there is a Zone ambassador and some trade,

there is little contact with other races as the Aderleth are nocturnal and seldom leave their tunnels.

AGITAR

Tech Level: High

Statistics:

STR: 1.0 DEX: 0.9
INT: 1.0 CON: 1.0
WPR: 1.0

The Agitar are satyr-like with the males having a human upper half and legs which are goat-like. The females of the race are the opposite of the males. They are a uniform electric blue in color. The females of the race are slightly more intelligent than the males (INT: 1.1). The males of the race can build up and store an electric charge in their bodies in excess of 50,000 volts. The females are immune to electrical shock. The male Agitar can discharge the electricity in his body at a controlled rate, from none to all of the carried charge.

As a high tech urban culture, the Agitar are masters of electricity, using it for any and all purposes. Travel in the hex is accomplished by heavy transports or by way of a flying animal found in the hex. This creature resembles a Pegasus with the exception of their coloration which can be any pale pastel shade with pink, blue, and green being predominant to the breed.

A male Agitar in combat will use a copper clad rod called a tast which will conduct the electricity discharged by him. In game terms, the tast is considered as a short sword that inflicts 20 points of damage. An Agitar male can use this weapon 3 times in a 1 hour period.

AKLAK

Tech Level: Semitech Water

Statistics:

STR: 0.6 DEX: 1.2
INT: 1.0 CON: 0.9
WPR: 1.0

The Aklak are grey-green reptilian humanoids that stand 1.5 meters tall with an average mass of 20 kilograms. They have humanoid arms, legs, and torso with a reptilian tail, bat-like wings (span 2.5 meters), and a lizard-like head topped by a small fin. They possess both lungs and gills. They are basically aquatic, but can walk or fly for short distances before having to moisten their skins. Their wings are used more for swimming than for flying.

Aklak is a shallow-water hex with many islands and strips of coastal lands. There are many cities, both above and below the sea floor. They have a Zone ambassador and conduct much trade with other hexes.

ALESTOL

Tech Level: Nontech

Statistics:

STR: 0.8 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.0

The Alestol are a race of barrel-shaped carnivorous plants that are 1 meter in height and mass 15 kilograms on the average. They despise all forms of life that are not plants, considering them as useful for food only.

The hex is a combination of plains and rolling hills with no forestation. The main prey of the Alestol is a small quadrupedal lizard that runs free throughout the hex. The Alestol use internally generated poisonous gasses to capture their prey. In terms of the game, these gasses are Poison Class 3.

The Alestol do not have a Zone ambassador and avoid contact with other races. They will attempt to kill and eat any member of another race crossing their hex.

ALEXIST

Tech Level: Hightech Water

Statistics:

STR: 1.2 DEX: 0.9
INT: 1.0 CON: 1.0
WPR: 1.0

The Alexist are three meter long millipede-like creatures. They are a deep blue in color and mass approximately 120 kilograms. They are carnivorous and their bite delivers a Class 6 poison which they are immune to. They are restricted to the bottom of the ocean in their hex due to the fact that they have no ability to swim, and that they cannot stand depths of less than 400 meters. Their average lifespan is 180 years.

The hex is deep water with an average depth in excess of 600 meters.

The Alexist are highly advanced city dwellers. They have a zone ambassador and conduct much trade.

AMBREZA

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.0

The Ambreza stand 1.5 meters tall and resemble giant beavers. They have a thrifty high tech civilization with cities scattered sparsely throughout their hex. They are herbivores and mass approximately 50 kilograms. Their lifespan is in the range of 80 years.

The Ambreza originally inhabited a Nontech hex adjoining their present hex. Their neighbors Glathriel were the original human race. The humans had built a highly wasteful culture and were running low on natural resources. To correct this problem, the humans were about to declare war on Ambreza.

Although the Ambrezans were from a Nontech hex, they were not unintelligent. Searching for a solution to their problem, the Ambreza found a gas produced in the northern hemisphere that caused the humans in Glathriel to become gradually unable to think coherently. Canisters of the gas were smuggled into Glathriel, and released by the Ambreza peace delegation. As the gas began to affect the population of Glathriel, the Ambreza came in and took control. Due to the state of the inhabitants of Glathriel, the Ambreza were able to retain control of Glathriel and swap hexes with the humans.

Due to the swap, the humans now reside in the original Ambreza hex under the control and guardianship of the Ambreza.

The hex is in all respects human norm in atmosphere and climate. Due to the fact that Tobacco is grown only in this hex, and the fact that many races use it, the Ambreza are quite a wealthy race. They maintain a Zone ambassador and conduct a large amount of trade using tobacco as the staple export.

ARGEST

Tech Level: Hightech Water

Statistics:

STR: 1.2 DEX: 0.8
INT: 1.0 CON: 0.9
WPR: 1.0

The Argest are slug-like bipeds that stand 2.5 meters tall and have an average mass of 160 kilograms. Their body is roughly humanoid but without arms, and with elephantine legs and feet. They have a snail-like head with two stalked eyes, a slit mouth, and two large tentacles sprouting from just above the neck. The tentacles end in six small fingerlike divisions. The skin is slimy and must be moistened periodically. The Argest are omnivorous and can breath both water and air.

Argest is a shallow water hex with many small islands, some of which are volcanic in nature. The people are ruled

by a military dictatorship, and the border is tightly controlled, preventing entry and exit from the hex. Although the Argest neither like nor trust other races, they have a Zone ambassador and conduct some outside trade.

AWBRI

Tech Level: Nontech Land

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.2
WPR: 1.0

The Awbri are approximately 1 meter in height and mass 30 to 35 kilograms. They resemble reddish-brown furred flying squirrels with a prehensile neck. Their head is dog-like with a mouth that resembles the beak of a duck. They have excellent balance and an innate sense which allows them to feel the air currents around them. They can glide through the air for distances of up to 500 meters.

The hex is a tropical rain forest climate with much forest and a jungle forest floor. The forest floor is the home to many predators and is avoided by the Awbrians.

The Awbrian culture is based around a home tree. This tree is hollowed out to form living spaces within it. Crops of eatable fungus are cultivated on the tree limbs. The males of the species control the skilled trades such as Medicine, Law, and control and trade in the hex. They are also responsible for the exterior maintenance and management of the home tree. The females are responsible for interior maintenance of the home tree, as well as cleaning, cooking, food preparation, and the bearing and raising of young.

Roughly once each month, the female Awbrian goes into massive sexual heat. This allows the males to maintain total control of the government of the hex.

AZKFRU

Tech Level: Semitech Land

Statistics:

STR: 1.3 DEX: 0.9
INT: 1.0 CON: 1.2
WPR: 0.9

The Azkfru are an insectoid race which resemble giant cockroaches. They are 1 to 4 meters in length with an average mass of 60 kilograms. They are dark brown in color except for the royalty who are white in color. They have two multifaceted eyes which face forward, mandibles with a parrots beak, and a rear stinger which produces a Class 4 poison.

The society in Azkfru is controlled by the males of the race. Most physical labor is performed by 'Marklings'. These are non-fertile females of the race and make up the vast majority of the population. Fertile breeding females make up the smallest portion of the population. They have a very limited life span due to the fact that the young are born within the female's body, and then use her body for their food.

The hex is sandy and hot with some active volcanos. The culture is run as a military empire with the emperor at the top and military barons forming the next echelons. There is a Zone ambassador, although advancement by assassination is not uncommon, and the lifespan of a Zone ambassador is generally short.

BACHE

Tech Level: Semitech Land

Statistics:

STR: 0.75 DEX: 1.0
INT: 1.0 CON: 0.9
WPR: 1.0

The Bache are spindly humanoids with scaly skin and cone shaped heads. They stand 2 meters in height and mass approximately 45 kilograms. Their cone

shaped heads contain a mouth and a single infrared eye. They can only see by infrared light, and cannot stand exposure to normal or ultraviolet light. They are omnivorous and diurnal with a culture ruled by a theocratic governor.

The hex is mild in climate and has special atmospheric conditions which screen out 90% of all normal and ultraviolet light. The sky of this hex is always black and the sun, when visible, is dim and red.

BAHABI

Tech Level: Nontech Land Magic

Statistics:

STR: 1.0 DEX: 0.8
INT: 1.0 CON: 1.0
WPR: 1.5

The Bahabi are spherical starfish-like creatures two feet in diameter with an average mass of 40 kilograms. They have eight three-fingered tentacles which are 5 feet long and evenly spaced around the edge of the body, and have a small mouth on the underside of their bodies. They are normally dark gray in color. They are omnivorous and have an average life span of 270 years.

The hex is a hilly mountainous hex with a large amount of forested area.

Although Bahabi is a Nontech hex, the civilization is highly centralized and advanced. This is due to the magical powers of the inhabitants. Their magical powers include causing objects to radiate varying levels of light, limited teleportation of objects under 20 kilograms in mass, and the ability to increase the speed of a plants growth while causing it to form itself into the shape desired. An individual Bahabi's body glows an eerie green when that person is using his magical power. Although the Bahabi are somewhat distrusted by the neighboring hexes, there is much trade with them. The Bahabi maintain a Zone ambassador.

BAHAOID

Tech Level: Hightech Land

Statistics:

STR: 1.4 DEX: 1.0
INT: 1.0 CON: 1.4
WPR: 1.0

The Bahaoid resemble wingless moths, light yellow in color, covered with long fur. They stand 4 meters tall and mass approximately 700 kilograms. There are four-fingered hands on the first pair of the three pairs of legs. The race are herbivorous.

Until they reach age thirty, they are in a larval stage. In this stage, they resemble large caterpillars with six pairs of legs. In the larval stage they are 3 meters long with short brown fur and an average mass of 60 kilograms. The metamorphosis to the adult stage takes approximately one year. The Bahaoid have an average life span of 250 years.

Bahaoid is a hilly hex with arid grassland and few trees. The Bahaoid society is highly advanced, although the people tend to be introspective and intolerant towards other races. They maintain a Zone ambassador and conduct some trade with the surrounding hexes.

BILBURG

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.0

The Bilburg are a race of flying fish with an average length of 1 meter and an average wingspan of 2 meters. They are yellow in color, have six human-like arms, and a porpoise-like snout with many small, sharp teeth. They are carnivorous and have an average life span of 32 years.

Bilburg is a deep water hex with no islands. The Bilburg live in loose

conglomerate cities under the surface and fly above the surface to hunt for food.

Although they allow ships to pass through their hex, they refuse contact with any other race, and do not maintain a Zone ambassador.

BIRSK

Tech Level: Hightech Water

Statistics:

STR: 1.3 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.0

The Birsk are a race of intelligent sharks. They are dirty gray in color, with an average length of 4 meters, and an average mass of 425 kilograms. Two tentacles sprout from the ends of the lateral fins. They have incredibly rough skin which secretes a Class 5 poison in times of extreme stress. This poison is very powerful and can even effect the Birsk themselves. The average life span of the race is 96 years.

Brisk is a deep water hex with no land masses or islands. The Birsk can instantly adapt to changes in pressure down to their maximum depth of 350 meters. They have a very technologically advanced society. Their cities are built under special platforms which float across the surface of the water. They maintain a Zone ambassador and some trade, although their aggressiveness tends to cause other races to avoid them.

BLISTON

Tech Level: Semitech Water Magic

Statistics:

STR: 0.5 DEX: 1.5
INT: 1.0 CON: 0.5
WPR: 1.3

The Bliston are small fish, 2 to 3 centimeters long, that are in effect a single creature. They are bright blue

and orange in color and have an individual life span of 3 to 5 years.

Individually they are very weak and have very little intelligence, but in a school of 30,000 to 50,000 fish, the school gains a fairly high collective intelligence and the magic power to shape and mold rock into any conceivable form.

Bliston is a shallow water hex with much cliff coast line adjoining land hexes. The Bliston use their power to shape small caves in the cliffs to dwell in. A special school is always in Zone acting as Zone ambassador for the race. They trade their ability to shape rock for special chemicals they use to drive away racial predators in their hex.

BOIDOL

Tech Level: Nontech Land Magical

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.5

The Boidol are a race of sphinx-like creatures. They stand 1.5 meters tall at the shoulder and mass 200 kilograms on the average. Their average life span is in the range of 300 years. They look very fierce with great claws, but in actuality they are peaceful herbivores.

Their normal life span is only 100 years, but when 4 or more of them work together, they can completely revitalize a creature dying of old age. There are limits to the effect this process can have on a creature, extending his life to a maximum of 3 times his normal life span.

Their hex is very pleasant with rolling grassy plains and small streams. They do not maintain a Zone ambassador, and avoid any and all contact with races other than their own.

BUCHT

Tech Level: Hightech Land

Statistics:

STR: 1.3 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

The Bucht are dinosaur-like reptiles with an average height of 3 meters, an average mass of 225 kilograms, and are pea-green in color. They have tyrannosaur-like bodies with humanoid hands and arms, and four to six small one-eyed reptilian heads. The brain is in the chest near the heart. Their average life span of 100 years.

Bucht is a humid, swampy hex whose temperature is uniformly warm throughout the year. The hex is modern and advanced and they maintain a Zone ambassador, and conduct a large amount of trade. In spite of this, Bucht is generally distrusted by neighboring hexes because they tend to have a military view on most subjects.

BUTA

Tech Level: Semitech Water

Statistics:

STR: 1.2 DEX: 0.9
INT: 1.2 CON: 1.4
WPR: 1.0

The Buta are aquatic reptiles that are 4 meters long, mass approximately 380 kilograms, and are greenish-brown on color. They resemble Komodo dragons with large pink gill branches on either side of their neck. They have webbed, clawed fingers and toes with humanoid hands on their forelegs, and a long, narrow, large-brained head. The Buta are water breathers who can exist on land only for several hours at a time. Basically bottom-dwellers, they are rather poor swimmers. They are carnivorous and their average life span is 115 years.

Buta is a shallow water hex with many large islands. Most of the people are tribal, but there are a few small villages on the islands.

A Zone ambassador is maintained and some trade is conducted, but most Buta are indifferent to other races. They tend to be vicious fighters when cornered.

CALIMANDE

Tech Level: Semitech Water

Statistics:

STR: 0.7 DEX: 1.1
INT: 1.0 CON: 1.0
WPR: 1.0

The Calimande are spherical creatures with a diameter of approximately .75 meters and an average mass of 8 kilograms. They have the ability to change their coloration at will making them very hard to find, if they don't want to be found. They have 4 limbs which can be used as either arms or legs, and a long mosquito-like proboscis.

Calimande is a deep water hex with great forests of algae growing on the ocean bottom. The Calimande are rather solitary individuals, living in small family groups, each group controlling and tending an area of the algae forests. They are herbivorous, living on the internal fluids produced by the algae. They do not maintain a Zone ambassador.

CEBU

Tech Level: Semitech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.0

The Cebu resemble pterodactyls with prehensile apelike feet. They are light brown in color, with a length of 4 meters and a wing span of 10 meters.

They are omnivorous and have a life span of 65 years.

Cebu is a hex with many cliffs and mesas. The culture is well organized by extended families. Dwelling are made in caves set into the sides of the cliffs. The Cebu maintains a Zone ambassador and conducts trade in a normal fashion.

CHALIDANG

Tech Level: Hightech Water

Statistics:

STR: 1.0	DEX: 1.5
INT: 1.2	CON: 1.0
WPR: 1.0	

The Chalidang are a bipedal wasp-like race with an average height of 2 meters and an average mass of 95 kilograms. Their coloration of predominantly black with deep blue bands. They are wingless, with four limbs and insectoid claw-like hands and feet. Their heads are wasp-like with large mandibles and a large brain. The race is carnivorous, and the average life span is 75 years.

Chalidang is a shallow water hex with many islands. The climate is humid and tropical. The people live on the islands in large villages and cities. They maintain a Zone ambassador.

CHELAN

Tech Level: Nontech Water

Statistics:

STR: 1.5	DEX: 1.0
INT: 1.0	CON: 1.5
WPR: 1.0	

The Chelan resemble giant snakes with a length of 20 meters and an average mass of 275 kilograms. They are light blue in color with pale gray bands. They are omnivorous and have a average life span of 100 years.

Chelan is a deep water hex with no islands. The people travel throughout the hex in nomadic groups herding large schools of a creature that resembles a

0.5 meter long shrimp. The natives use the shrimp for food. The Chelan do not maintain a Zone ambassador, nor do they have any trade with any other race.

CIBON

Tech Level: Semitech Water

Statistics:

STR: 0.9	DEX: 1.0
INT: 1.0	CON: 0.9
WPR: 1.0	

The Cibon are harpy-like creatures who are 2 meters in height, have an average mass of 60 kilograms, and a wing span of 2 meters. They have clammy humanoid upper bodies, bat-like lower torsos, and bat-like wings used for swimming. They are air breathers, but flightless and clumsy walkers. They are omnivores and their life span is 85 years.

There is a "king" who rules part of the hex and is trying to conquer the rest. The "king" has been trying to accomplish this for 30 years. There is a state of perpetual war between the two factions (the "king" and the "free folk"). The people are primitive and savage. There is no trade with other hexes. There is a Zone ambassador (from the "king's" faction).

COTYL

Tech Level: Semitech Land

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

These are mantis-like insects which are dull orange in color, stand 5 feet in height and weigh about 75 pounds. They are basically human-like in general shape with mantis-like heads. Their hands are mantis-like claws divided into six fingers. They are carnivorous

warm-blooded egg-layers with a life span which averages 90 years.

Cotyl is a rough rocky hex with some low mountains and much forest. There is a Zone ambassador, much trade with other hexes, and several large cities; the Cotyl are technologists supreme within semitech limits.

CZILL

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.2 CON: 1.2
WPR: 1.0

The Czillians are mobile plant creatures who stand 1.5 meters tall with an average mass of 45 kilograms. They are light green in color with a head that looks like a carved pumpkin with a large leaf growing from the top of the head. Their skin is smooth. They are bipedal with a brain in each foot. They are quite pacifistic and set great store in scholarship. A Czillian's life span is 180 years. Czillians reproduce by budding with the offspring being born fully aware with the entire knowledge and experiences of the parent. They are mobile by day, but root at night.

The hex is moderate in climate with rolling hills and small forests. The government is based on a university structure. They maintain a Zone ambassador and trade information gained by their research projects for material items they cannot make for themselves.

DAHIR

Tech Level: Nontech Land

Statistics:

STR: 1.5 DEX: 1.0
INT: 1.0 CON: 1.3
WPR: 1.0

The Dahir are large quadrupedal lizards who stand 1.5 meters at the shoulder and weigh an average of 200 kilograms. They have no specific color, being able to change their coloration to blend in invisibly with any background. Note that the skill Find Hidden will be of limited use in finding a Dahir who has camouflaged himself. When Find Hidden is used for this purpose, a modifier of +40 should be applied to the skill check roll.

The hex is hot and dry with much scrub brush. The Dahir maintain a Zone ambassador.

DASHEEN

Tech Level: Nontech Land

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.0

The Dasheen resemble minotaurs. The males stand 2.5 meters tall and mass an average of 100 kilograms. The females stand 3 meters tall and mass an average of 115 kilograms. The males run the society and the females do most of the physical labor. This arrangement is due to the fact that the females have a much lower intelligence than the males. Each male has a herd of females with the more powerful males having the greater number of females. Due to a lack of the males body to synthesize sufficient lactose and calcium, the males require several gallons of the female's milk each day.

Dasheen is a pleasant hex with rolling hills and plains. The main occupation of the hex is farming. They maintain a Zone ambassador.

DILLIA

Tech Level: Semitech Land

Statistics:

STR: 1.4 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

The Dillians resemble the classical greek centaurs. They stand 3 meters high and weigh on the average of 200 kilograms. Both males and female share in the work and government of the hex. The Dillians are a peaceful people who hunt, trap, and farm. They can eat anything organic, but are basically vegetarian.

Dillia has a mild climate which varies from fairly warm in the summer to freezing and snow in the winter. Dillians love tobacco and will use it whenever they can acquire it. They maintain a Zone ambassador.

DJUKASIS

Tech Level: Semitech Land

Statistics:

STR: 0.8	DEX: 1.0
INT: 0.6	CON: 1.0
WPR: 1.2	

The Djukasis are a hive mind race which resemble giant bees. They are 1 meter in length and mass an average of 25 kilograms. Their coloration is as a bumble bee. Each member of a hive is bred physically and mentally for the job he is to perform.

The hex has a mild climate and is basically flat. Their cities are shaped like giant bee hives and are each controlled by a single queen. They maintain a Zone ambassador and conduct trade in small amounts with other races.

DOLGILAND

Tech Level: Semitech Water Psionic

Statistics:

STR: 1.2	DEX: 0.8
INT: 1.0	CON: 1.3
WPR: 1.3	

The people of Dolgiland are bipedal molluscs that are approximately 3 meters tall and weigh 225 kilograms.

They closely resemble two-legged slugs with humanoid builds, and internal skeletons. Their arms and legs are tentacular, jointless, and flared with pad-like toeless feet. Their hands are circular and surrounded by eight fingers. Their heads are slug-like with four red, stalked eyes. They are omnivorous and have a life span of 95 years. They have great psionic control over temperature. Each person can effect an area with a diameter of 5 hexes on the combat grid. They can cause the temperature in that area to be raised or lowered by 40 degrees C. This change takes approximately 1 minute.

Dolgiland is a frozen over shallow water hex. The people live in ice caves both above and below the water level. There are no cities, only villages. There is no Zone ambassador and no trade with other hexes. The people of Dolgiland are primitive, superstitious, and will attack members of other races on sight.

DOLOM

Tech Level: NonTech Water

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.4
WPR: 1.0	

The Doloms are aquatic bear-like creatures, about 3.5 meters in length with a mass of about 350 kilograms. They are light blue-gray in color with no hair, large brains and flattened flipper-like feet. They are omnivorous air-breathers.

Dolom is a warm shallow salt-water hex, with some small islands. The people are wandering tribal nomads; there is no Zone ambassador. Some individual tribes trade with aliens; others attack them on sight.

DOMIEN

Tech Level: Nontech Land

Statistics:

STR: 1.0 DEX: 1.1
INT: 1.0 CON: 1.0
WPR: 1.0

The Domien are fly-like creatures about 2 meters in height, dead black in color with a mass of about 85 kilograms. Internally and chemically, they are quite humanoid {warm-blooded, with a skeleton} both externally and mentally however, they are very insect-like in appearance and greatly resemble wingless, four-armed bipedal flies. They live almost exclusively on flower nectar. They are egg-layers and usually nocturnal.

Domien is a flat coastal hex with much forested area. There is a Zone ambassador, and there is much trade with other hexes. The Domien are modern and advanced within nontech limits and have several large cities. They are known as good shipbuilders and mariners.

DRIKA

Tech Level: Semitech Water

Statistics:

STR: 1.0 DEX: 1.5
INT: 1.0 CON: 1.2
WPR: 1.0

Drika are amoeba-like creatures, 1 meter in diameter, with a mass of about 150 kilograms. They are normally deep blue-green, but can blend almost undetectably into any background. They are omnivores and live on plankton. They are water-breathers but can exist on land for many hours. The Drika can form pseudopods of great versatility and detail. Their life span averages 200 year.

Drika is a shallow, offshore ocean hex, with many islands. There is a Zone ambassador, and there is much trade with other hexes. The Drika are, however, very untrustworthy as individuals, known to hire themselves

out for any kind of criminal activity quite cheaply. This hex is modern and advanced within semitech limits, with several large cities.

DUNHGRAN

Tech Level: High tech

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.0

The Dunhgran are basically squids 1.3 meters long, weighing 55 kilograms with six tentacles and two bat-like wings. Their wingspan is 6 meters. They have a leathery exoskeleton, pointed at the front end. They are carnivores and live an average of 50 years.

Dunhgran is a closed hex; the government does not allow anyone to enter or leave without special permission. They are extremely hostile to aliens, and are likely to shoot on sight. There is little trade with other hexes. The Dunhgran believe that they are the ones that are destined to take over the Well World, and eventually the galaxy. They are modern, advanced to high tech limits, and they do have a Zone ambassador.

DURBIS

TECH LEVEL: High Tech

Statistics:

STR: 1.1 DEX: 1.3
INT: 1.0 CON: 1.1
WPR: 1.0

Durbis are 2-meter long reptiles, deep greenish-blue in color, with a mass of about 105 kilograms. They resemble plesiosaurs, with a centauroid upper torso replacing the snakelike neck. There is a small tyrannosaurlike head and torso and well-developed humanoid arms and hands. The lower torso has four fins and a long tail. They are

air-breathers, but are strong agile swimmers. They are carnivores with an average life span of 75 years.

Durbis is a warm, shallow salt-water hex, with few islands. There is a Zone ambassador, and much trade with other hexes. The hex is modern and advanced, mostly due to alien technology; however, many individual Durbis fear and detest aliens, due to an attempted conquest by a neighboring hex some years ago.

DYMEK

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.3	CON: 1.0
WPR: 1.0	

These are humanoids, 2 meters tall and weighing about 75 kilograms. They are yellow-white in color, covered with thick wiry hair, except on the soles of the feet, the palms of the hands, their faces and the entire front half of the head. They have huge, pad-like toeless feet; their heads resemble those of Homo erectus, but with a longer, larger brain. They are omnivores, but cannot stand food or air without chlorine, or temperatures much above freezing.

Dymek is a cold, mountainous hex with a green sky, hazy from the atmosphere's 1% chlorine content; the temperature averages about -3 C at sea level. The people are backward, isolated, and hostile to aliens, whom they do not allow within their hex. There is some trade with other hexes, however, and there is a Zone ambassador.

ECUNDO

Tech Level: Semitech Land

Statistics:

STR: 1.0	DEX: 1.4
INT: 1.0	CON: 1.1
WPR: 1.0	

The people of Ecundo stand 1 meter in height and mass an average of 48 kilograms. They resemble giant scorpions. Their skin is rubbery in texture and quite flexible. Their tail stinger injects a class 3 poison which the Ecundans themselves are not immune to. They grow Bundas, which resemble giant guinea pigs, and they eat them fresh and raw.

Ecundo is a hot, dry hex with desert scrub vegetation. There is a Zone ambassador, but little trade since Ecundans tend to have nasty, vile tempers.

EKH'L

Tech Level: Semitech Land

Statistics:

STR: 1.4	DEX: 1.0
INT: 1.0	CON: 1.4
WPR: 1.0	

The Ekh'l resemble apes with large bat-wings. They stand 4 meters tall and weigh an average of 100 kilograms. Their wings are steel-gray in color, and their body fur is a slightly darker gray. The wing span of the Ekh'l is 4 meters on the average. When flying, they can carry a load of up to 75 kilograms. Their governmental organization is totally military, with the ruler being the most able general of the entire race.

The hex is mountainous to the extreme with much sculpted rock towers due to the constant wind. The Ekh'l have carved cities into the sides of the rock towers. The Ekh'l seldom stay on the ground for any length of time, as they are much more comfortable at higher altitudes. There is a Zone ambassador and much trade is conducted. The Ekh'l trade troops used as security forces for goods that they cannot manufacture.

ERDOM

Tech Level: Non-tech

Statistics:

STR: 1.1 DEX 1.5
INT: 1.2 CON: 1.2
WPR: 1.0

Erdom are antelope-like bipeds, 3 meters in height, with a mass of about 250 kilograms and covered with short black hair. They are lean, muscular, have basically humanoid bodies and satyr-like legs with cloven hooves. Their heads are antelope-like but large-brained with vampire-like fangs, and they have clawed hands. Usually nocturnal, they possess a natural skill for moving silently. They live almost totally on blood and their lifespan is about 180 years.

Erdom is a grassy hex, but with much forest area, and some low mountains. There is no Zone ambassador, and there is no trade or dealings of any kind with aliens. Erdom natives are primitive and savage; when they encounter aliens in their hex, they kill them for their blood, apparently unable to distinguish them from animals. There are no cities or villages, only tribal camps. The technology, however, is quite advanced within nontech limits.

EVEROD

Tech Level: Nontech Water

Statistics:

STR: 0.8 DEX: 0.8
INT: 1.0 CON: 1.3
WPR: 1.0

The Everod resemble giant clams with a diameter of 2 meters. They live in colonies of 1000 or more individuals on the bottom of their hex. They have several hundred tentacles which exit through holes on their upper shell. They are silvery-white in color and have a life span in excess of 300 years.

Everod is a deep water hex with an average depth of over 1000 meters. There is a Zone ambassador, and they maintain some trade with other hexes.

FICARB

Tech Level: Nontech Water

Statistics:

STR: N/A DEX: N/A
INT: 1.3 CON: N/A
WPR: 1.5

Ficarb are bodiless minds, occupying an organic mass buried under the ocean floor. The minds cannot leave the hex (the Zone ambassador exists within his own small organic sample), but they have great psionic powers. They control all animals in their hex directly, and often attack aliens either directly through their mental powers, or by using animals. There is no trade to speak of with other hexes. The great majority of Ficarb natives appear insane; they project frightening or gruesome hallucinations to aliens they happen to encounter in their hex. Little is known about Ficarb life, but they appear to have use for technology as is known to most races.

FLEISCK

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

These natives are 5-meter long worms, about 200 kilograms in weight and pale greenish-yellow in color. They are water-breathers and dry out quickly in air. There are four large fishlike fins on the sides, two in front, two in back, and four tentacles, all rooted in the mouth. They are omnivores. They are rapid swimmers, very maneuverable for their size. Their average lifespan is about 130 years.

Fleisck is a shallow, water hex, forming an inland sea to the north. The hex is an empire, organized solely as a

war machine. There is a Zone ambassador, and there is some trade with other hexes. Fleisck technology is advanced within nontech limits. Most of the Fleisck now live within walled cities.

FLOTISH

Tech Level: Semitech Water

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

These are ant-like insects, 2 meters in length, with a mass of about 125 kilograms. They are water-breathers with two arms and no legs. They are green in color and are omnivores. They will eat just about anything, including other intelligent races, but they are not cannibalistic.

The Flotish have an authoritarian government, ruled by a queen mother. There is much government trade with other hexes. There is a Zone ambassador. They are hostile to most aliens and try to destroy uninvited ones.

FOLKIA

Tech Level: Semitech Water

Statistics:

STR: 1.1	DEX: 1.2
INT: 1.0	CON: 1.2
WPR: 1.0	

Folkia are furry globular creatures, 1.5 meters in diameter, with a mass of about 300 kilograms. They are light gray in color and have four tentacles, each ending in a smaller globule. Each globule has a glassy black eye and two smaller tentacles. There is a mouth and a nostril, both mounted on an elephant-like trunk. They are omnivores and live about 140 years on the average.

Folkia is a warm, shallow water hex. The people are ruled by a military dictator, who uses, as his excuse for ruling, a war with his neighbors to the south for purposes of "national security"; the war began from mutual accusations of plans for conquest. There is a Zone ambassador, and some trade with other hexes, but the Folkia are rather isolated and primitive and are often suspicious of aliens, suspecting them to be spies.

FRICK

Tech Level: Hightech Land

Statistics:

STR: 1.3	DEX: 1.0
INT: 1.0	CON: 1.2
WPR: 1.0	

These are bipedal reptiles, 2.5 meters tall, with a mass of about 175 kilograms. They are mottled purple and brown in color, have two humanoid legs ending in birdlike feet, and no arms. Their heads are dragon-like on short thick necks; from each side of the head sprouts a long snakelike tentacle ending in several small fingerlike divisions. They are a carnivorous race.

Frick is a warm, rather flat and arid hex with little vegetation. The people mostly live in large cities. The hex is modern and advanced; there is a Zone ambassador and much trade with other hexes.

FRODRUM

Tech Level: Nontech Water Magic

Statistics:

STR: 0.8	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.5	

The Frodrum are tubular creatures which look like upside-down U's. They are 1.5 meters in height and weigh 50 kilograms. They have no visible features

other than large feet, a wide mouth, two small black eyes, and a six-fingered tentacle sprouting from each side. They are nocturnal and omnivorous. They have the following 'magical' abilities. They can see in complete darkness as if it was full daylight, adjust their body mass from weightless to double normal, and they can create complete darkness in an area of 4 hexes radius on the combat grid.

Frodrum is a shallow water hex with a coastline with the land hex Jirminla. There are several islands along the Jirminla coast. The people are ruled by a theocratic government, with the priests controlling every aspect of the people's lives. There is no Zone ambassador and no trade of any kind. The theocracy is unfriendly to alien races, and any who enter the hex without permission are captured and interrogated.

GALIDON

Tech Level: Nontech Water

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.2
WPR: 1.0	

The Galidon resemble giant manta rays. They have a wing span of 4 meters and a 3 meter long tail that ends in a vicious stinger. This stinger will inject a Class 4 poison. The Galidon are carnivores and have a life span of 100 years.

Galidon is a deep water hex with no islands. The Galidon generally ignore shipping passing through their hex, but on rare occurrences they have interfered with shipping. They maintain a Zone ambassador, but have little trade due to the fact that as a race they tend to be very impolite and bad-tempered.

GEDEMONDAS

Tech Level: Nontech Land Psionic

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.2	CON: 1.3
WPR: 1.5	

The Gedemondas are large, thin, hairy apelike creatures with round feet and dog-like snouts. They stand 3 meters tall and mass an average of 75 kilograms. Their fur is white, thick and wooly. Their two eyes are bright blue in color. The Gedemondas have great mental powers, tapping some of the minor functions of the Well of Souls computer. To gain these powers the Gedemondas have practiced selective breeding.

The hex is very mountainous and cold. The Gedemondas live deep within the mountains in great cave complexes. They have no Zone ambassador and ignore all other races.

GEKIR

Tech Level: Nontech Land

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.3
WPR: 1.0	

Gekir people are tigerlike centauroids about 2 meters tall and weighing about 400 kilograms. Their bodies are covered with black, orange-spotted fur. The lower body is tiger-like; the upper body is humanoid. They have humanoid hands with large sharp teeth. They are carnivores.

Gekir is a savanna hex, with some stretches of prairie-like area. There is a Zone ambassador and much trade with other hexes. Gekir is modern and advanced within nontech limits. There are many large cities. The people are open and friendly with aliens.

GHLMON

Tech Level: Nontech Land

Statistics:

STR: 1.0 DEX: 1.5
INT: 1.0 CON: 1.2
WPR: 1.0

The Ghlmonese are a reptiles that resemble small dinosaurs. They are bright green in color, stand 1 meter in height, and weigh 35 kilograms on the average. They are quite dexterous and quite accomplished as dancers. They can breath fire at will. This fire is treated as 500 degrees C on the burn table. The Ghlmonese themselves are immune to their own fire.

Ghlmon is a desert hex with vast plains of sand. All water in the hex flows underground. The Ghlmonese live under the the sand and, are able to swim through it. The Ghlmonese society is organized into a great number of baronies with any member of the race who is not a baron claiming to be a deposed baron. They have a Zone ambassador and trade with many other races.

GILCRES

Tech Level: Semitech Land

Statistics:

STR: 0.6 DEX: 1.2
INT: 1.0 CON: 0.8
WPR: 1.0

The Gilcres are humanoids, 1 meter tall, weighing about 6 kilograms and covered with short greenish fur. They are marsupials with somewhat ratlike faces, hands and feet, all hairless. They have very short tails. They are very good at tree-climbing and spend much of their time in trees. Their life span is about 200 years. They have very sharp eyesight and are omnivores.

Gilcres is a rocky, hilly hex, with a very dense forest of tall trees. Little is known about this race as they are shy, reclusive and rather difficult to communicate with as much of their highly advanced culture is based on

concepts which do not translate coherently. There is little trade with other hexes. They are, however, usually fairly friendly to aliens they happen to encounter. They appear to live in tunnels deep underground and are rarely seen during the day.

GIML

Tech Level: Hightech Land

Statistics:

STR: 1.1 DEX: 0.9
INT: 1.0 CON: 1.3
WPR: 1.0

These are bipedal salamander-like creatures, 2 meters tall and weighing about 60 kilograms. They are dark green in color with tailed humanoid bodies and huge, armored triangular heads. There are small, weak, beady black eyes. They are herbivores with small mouths and skin that must be kept moist. They can breathe air or water equally well.

Giml is a very humid, swampy jungle hex. There is a Zone ambassador, and there is much trade with other hexes. There are many large cities, usually very near a body of water. Giml is modern and advanced, both technologically and culturally.

GINZIN

Tech Level: Nontech Land Psionic

Statistics:

STR: 1.0 DEX: 1.1
INT: 1.0 CON: 1.2
WPR: 1.2

The Ginzin resemble hyenas. They are 2 meters in length and weigh about 70 kilograms. The Ginzin travel on all fours, but their feet are usable as hands. They do not sleep and have excellent day and night vision.

During the night Ginzin lose all reasoning ability and memory and become vicious carnivores, hunting in packs, with no recollection of daytime

events. A psionic "priest" can cause a Ginzen to temporarily or permanently retain his intelligence overnight. Most of the ruling class do this, but few others do because it halves their life span. Their normal life span is 80 years. They are governed by clans with racial affairs being governed by a ruling council. This hex is forested in the west and has savanna in the east. There is moderate trade with other hexes. There is a Zone ambassador.

GLATHRIEL

Tech Level: Nontech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 0.5 CON: 1.0
WPR: 1.0

The race inhabiting Glathriel are the primitive ancestors of humanity. These people are the survivors of a lost war with the Ambreza. Due to the nature of the gas the Ambreza used in the war, the Glathrians have a very low reasoning ability. The Ambreza treat them as slaves but call them wards.

Glathriel climate is moderate and the land is fertile. It is used mainly for growing crops.

GODIDAL

Tech Level: Hightech Land

Statistics:

STR: 1.5 DEX: 1.2
INT: 1.0 CON: 1.4
WPR: 1.0

These are dinosaur-like centauroids, 2.5 meters tall and 3 meters long. They weigh about 900 kilograms, have scaly skin which is greenish-brown in color and the upper torso is humanoid in shape while the head and the lower torso resemble those of a small Triceratops. The arms are stout and muscular and the three-fingered hands

end in hard thimble-like fingernails. They are herbivores. Rather near-sighted and completely colorblind, they can see only in infrared light. Their lifespan is about 200 years. The females give birth to young instead of laying eggs and the young grow horns in from about 5 to 20 years.

Godidal is essentially one huge mesa, rising to mountains in the west and south, dropping off sharply to the north and east. There are many large cities. Godidal is modern and advanced. There is much trade with other hexes; there is a Zone ambassador.

HADIZA

Tech Level: Nontech Water

Statistics:

STR: 0.8 DEX: 1.0
INT: 1.2 CON: 0.9
WPR: 1.0

These are aquatic sloth-like creatures, a little over 1 meter in length and weighing about 35 kilograms. They are dark blue-gray in color, closely resemble sloths except for the large brain and webbed fingers and toes and are herbivores. They are air-breathers, but almost tireless swimmers; they can submerge for nearly an hour at a time. They are usually quadrupedal on land.

Hadiza is a shallow water hex with many islands and huge beds of seaweed. The people live in small nomadic groups. There is a Zone ambassador and there is some friendliness with aliens, but very little trade. The Hadiza have no technology to speak of.

HADRON

Tech Level: Semitech Water

Statistics:

STR: 0.8 DEX: 1.4
INT: 1.0 CON: 0.8
WPR: 1.0

These are weasels, 3 meters in length and weighing about 40 kilograms. They have long fur and clawed humanoid hands. There are four sexes, with one of each sex coupling together to produce a litter in three of the four sexes. Each sex has a different colored fur (sex A is maroon, sex B is green, sex C is violet, sex D is deep brown). Occasionally there is one born a neuter with white fur. They usually devote themselves to government, diplomacy, or adventuring with other races. They are incapable of reproducing or fitting into society.

This hex is totally frozen over and the natives live in miles of ice tunnels. The society is fairly primitive with the strongest tribe dictating what the other tribes do. There is a Zone ambassador. The pelts of these people are highly prized in some hexes.

HARBIGOR

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

Harbigor are insect-like, 2 meters in length and weighing 175 kilograms. They greatly resemble armadillos with shiny gray shell-like exoskeletons, and long, thin, dark gray heads. They have four stubby legs with pad-like feet. There is one long, thin arm extending from between each pair of legs, with one hand and four long thin fingers. Small red compound eyes are on the head along with a long butterfly-like proboscis. They are tailless with no external ears. They eat insects.

Harbigor is a hilly, forested hex. The people are mostly farmers, but the hex is highly developed within nontech limits. The people are mostly spread throughout the hex, but there are small towns. There is a Zone ambassador, and many dealings with aliens.

HAWYR

Tech Level: Hightech Land

Statistics:

STR: 1.5	DEX: .8
INT: 1.0	CON: 1.5
WPR: 1.0	

Dinosaur-like reptiles, these natives are 4 meters in length and weigh about 1500 kilograms. They are dark gray in color and resemble the ancient Ankylosaurus, but with each leg ending in a stubby four-fingered hand. They are herbivores. The bony knobby tail is used very effectively in combat. Their average lifespan is about 130 years.

Hawyr is a rocky, hilly hex with many mountains and few trees. There are many large cities. Hawyr is modern and advanced and trades with other hexes. There is a Zone ambassador. Hawyr fighters are often hired as guards or soldiers almost anywhere.

HOOKL

Tech Level: Nontech Water

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.1
WPR: 1.0	

The Hookl are giant sea snakes with a length of 8 meters and an average weight of 30 kilograms. They live in colonies on the bottom of their hex. They are mottled purple in color and have a life span of 60 years. They are carnivorous and hunt for prey throughout the hex. When the Hookl hunt for food a large number of individuals join together to form a squid-like creature. This form allows them to hunt much larger prey than would otherwise be possible.

Hookl is a shallow water hex with no islands or land masses. They have no contact with other races and have no Zone ambassador.

HOVATH

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 0.9
INT: 1.0 CON: 1.0
WPR: 1.0

These are aquatic, smooth ape-like creatures, 1.5 meters in height and about 120 Kg. They have gills and webbed hands and feet with short tails. Their bodies are heavy and dense and they are always found on the sea floor, climbing around in the treelike seaweed. They are herbivores.

Hovath are primitive and tribal. They shy away from aliens. They are rarely found under less than 33 meters of water, never less than 16 meters. There is no Zone ambassador.

HUFT

Tech Level: Nontech Water

Statistics:

STR: 1.1 DEX: 0.9
INT: 1.0 CON: 1.3
WPR: 1.0

The Huft are dinosaur-like creatures. They are a dull red in color, stand 4 meters in height and mass about 850 kilograms. They are air breathers who spend their entire life in the water. They have heads which have a crest which is hollow and holds enough air to allow a Huftian to stay submerged for four to six hours. They are herbivorous with webbed, six-fingered, birdlike hands. They are long-lived with a life span of 300 years.

Huft is a shallow water hex with depths ranging from 5 to 75 meters. There is a Zone ambassador and much trade with other hexes. There are few cities in Huft, and the population is very decentralized. The culture is highly advanced and the technology is modern within nontech limits. The Huftians are often helpful and friendly to members of other races.

ILG

Tech Level: Hightech Water

Statistics:

STR: 1.0 DEX: 0.8
INT: 1.0 CON: 1.0
WPR: 1.0

These are humanoids, 2 meters tall and weighing about 90 kilograms. They are dark blue-brown in color with thin, dense, gnarled-looking bodies, clawed fingers and toes and saucer-shaped heads. There are no visible organs or orifices other than a large mouth. They sense their surroundings by sonar and are omnivores. Being bottom-dwellers, they cannot breathe air, but can exist out of water for about half an hour.

Ilg is a warm, shallow water hex with few islands. The people are ruled by a military dictator; there is some trade with other hexes, and there is a Zone ambassador, but aliens are disapproved of and seldom allowed within the hex. Ilg is fairly advanced and there are several cities.

IMTRE

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.5

The Imtre are large seagoing creatures that resemble large floating jellyfish. They ride at the surface of the water of their hex by using a large hollow float that is 1 meter across. Beneath the float are large numbers of large and small tentacles. Some of the tentacles secrete a strong poison of Class 5. The length of the longest tentacles is in excess of 2 meters. The float color is pink when the person is hatched, and deepens in color to a dark red as the Imtre ages. The life span is 50 years.

Imtre is a shallow water hex with mild weather and constant light winds. The culture is nomadic and solitary in nature with each person travelling with or without others as each chooses. The Imtre can change the size and shape of their floats to allow themselves the ability to control their speed and direction.

ISTSSL

Tech Level: Semitech Land

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.3 CON: 1.2
WPR: 1.0

Horse-like mammals, these natives are about 1 meter at the shoulder with a mass of about 200 kg. They are gray and black in color. They closely resemble large-brained, thick-necked antelope, with their forequarters larger than hindquarters and snakelike tentacles in place of antlers. The tentacles are leathery, about 1 meter long and end in three small fingerlike tendrils. They are herbivores.

Istssl is a rocky, hilly, forested hex with some low mountains. There is a Zone ambassador, and there is much trade with other hexes. The Istssl are technologically advanced within semitech limits, but are considered by most neighboring aliens to be culturally primitive and there is therefore some mutual resentment between Istssl and aliens.

ITUS

Tech Level: Hightech Land

Statistics:

STR: 1.3 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

These are caterpillar-like insects, 1 meter in length, with a mass of about

75 kg. They are pale greenish-yellow in color. Each leg ends in a three-fingered hand. Their heads are beetlelike and the entire body is encased in a leathery covering over the exoskeleton. They are herbivores and very strong. They require a complex mixture of gasses for survival. The average lifespan is quite short, about 45 years.

Itus is a hot, humid hex with very high gravity {6 G's} and an atmosphere containing substantial amounts of oxygen, carbon dioxide, methane, nitrogen, and ammonia. The hex is modern and advanced. There is a Zone ambassador. There is some trade with other races, but it is executed in the hex rather than in Zone.

IVOR

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.0

The Ivor are humanoids who stand 2 meters tall and weigh an average of 45 kg.. They are light blue in color. Their arms and legs are clawed and appear birdlike, the head and upper body are covered with short, shaggy black fur, tapering off at the waist. They have long heads and beetling brows, low forehead, and large parrot-like beaks. They are omnivorous.

Ivor is mostly flat and grassy, but with some forested areas. There is a Zone ambassador, but Ivor usually avoid aliens, being rather insular, rural, and not very technologically advanced. There is some trade with other hexes.

IVROM

Tech Level: Nontech Land Magic

Statistics:

STR: 0.5 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.3

Insect-like, these creatures have magical powers and live in large colonies. The swarm queen is bug-like, rather like a four-legged beetle, with a telescoping neck, a small face with a tiny mustache, and a perfectly round, black nose. These natives are unfriendly toward aliens and have the ability to change them both mentally and physically.

Ivrom is a hex of forest and rolling hills. There are many animals, including horses and deer. There is no legation at Zone, and expeditions to this hex have always vanished without a trace.

JAQ

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.1
WPR: 1.0	

The Jaq are tubular creatures who are 4 meters in length and weigh 320 kg. with a somewhat parrot-like head. They have four flippers and no other appendages. They also have the ability to use rough sonar capabilities. The Jaq are carnivores.

This hex resembles earth's moon in barren desolation. Deep underground is a vast subterranean pool. This is where the Jaq live. There is no contact with Aliens, no governmental organization, and no zone ambassador.

JIIHU

Tech Level: Hightech Water

Statistics:

STR: 1.2	DEX: 0.5
INT: 1.0	CON: 1.0
WPR: 1.0	

The Jiihu resemble giant clams with a length of 2 to 3 meters. In the interior of their shell they have 16

tentacles which are used for the manipulation of objects. They have a life span of 220 years. In their younger stages they are free swimming and travel throughout the hex. When they reach the age of 60 they choose a permanant place to attach themselves and seldom if ever move again.

Jiihu is a deep water hex. Shipping is allowed to pass through the hex with the Jiihu's blessing. They maintain a Zone ambassador and conduct trade with other races. Deliveries made to the hex are dropped overboard at specific locations.

JIRMINLA

Tech Level: Semitech Land

Statistics:

STR: 1.1	DEX: 1.0
INT: 1.0	CON: 1.1
WPR: 1.0	

The Jirminla are shelled humanoids that stand about 2 meters tall and weigh approximately 140 kg.. They are brick red in color and have a plated covering like a lobster. Their legs are humanoid and their four arms end in lobster-like claws. They have a bulbous thick-shelled head with three eyes and ant-like mandibles.

Jirminla is a hilly jungle hex governed by a powerful authoritarian military leader. They have a Zone ambassador and there is much trade with other hexes.

JOCIR

Tech Level: Hightech Water

Statistics:

STR: 1.4	DEX: 1.0
INT: 1.5	CON: 1.5
WPR: 1.0	

The Jocir are a race of giant squid. They are 75 meters from the top of their head to the end of their tentacles.

They are electric blue in color and have one of the longest lifespans of any race on the Well World, 450 years. They are superb scientists and spend much of their lives performing one type of research or another.

Jocir is a deep water hex with an average depth of 1500 meters. The Jocir have many learning centers throughout the hex. They have a Zone ambassador, and trade for new information whenever they can. They enjoy the company of other races, but seldom see them due to the great depth at which they live.

KAGIR

Tech Level: Semitech Water

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

The Kagir are amphibious, globular creatures that have a diameter of 1 meter and weigh approximately 95 kg.. They are covered by elephant-like brown skin. They have compact, sinewy bodies with eight tentacles, 2.5 meters long each. They can walk on their tentacles, but swim better than they walk. They have no visible organs except for their tentacles and a small mouth. They breathe through their skin, and can take air directly from the water.

Kagir is a shallow water hex with many small islands. The people are anarchic, and while friendly to aliens, interact very little with them, or for that matter, each other. There is a Zone ambassador. Their technology and culture are primitive.

KALIBU

Tech Level: Hightech Land Psionic

Statistics:

STR: 1.1	DEX: 1.0
INT: 1.0	CON: 1.1
WPR: 1.3	

These natives are pyramid-like who stand 2 meters tall and have an average mass of 275 kg.. They are tan and brown in color, have three arms ending in a hand with 5 fingers and 2 thumbs. sprouting from the top of their bodies is an eyestalk. They absorb organic material through their skin. The Kalibu have telekinetic power which allows them to lift weights up to 150% of their own body weight.

Kalibu has a chemical atmosphere similar to primordial Earth, and is high in ultraviolet radiation. There is little trade with other races since the natives are reclusive. Kalibu get the urge to mate only once in their life, and then lose all interest in mating. There is a Zone ambassador.

KARLBARX

Tech Level: Nontech Land

Statistics:

STR: 0.7	DEX: 1.1
INT: 1.0	CON: 1.0
WPR: 1.0	

These are harpies, 1 meter tall and having a mass of about 20 Kg. They are light brown in color {their skin} with feathers ranging in color from dark red to blue-black. Their head, arms, and upper torso resemble a human female's, while the wings and lower body is birdlike. They have small, flat ears with hair-like feathers on the head, and yellow-brown bird legs. They are omnivores, and egg layers. They are hermaphroditic, changing sex approximately once per year. They have short lifespans of 45 years.

Karlbarx is a hilly hex with much forest and some mountains towards the center, surrounded by water. The Karlbarx are rather shy and unused to aliens. They usually avoid them, and deal little with them. There is a Zone ambassador.

KLEINGLOM

Tech Level: Semitech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

The Kleinglom are snake-like creatures that are 6 meters long, have a mass of 200 Kg., and are covered with short white fur. Two three-fingered hands are on the front of birdlike wings. They are omnivorous and nocturnal, rarely seen in daylight. Their body chemistry is based on carbon, but fluorine takes the place of oxygen.

Kleinglom is a glaciated hex with solid hydrogen fluoride. The average temperature is -115 degrees C, and the atmosphere is 19% fluorine at $\frac{1}{4}$ normal pressure. The hex is ruled by a warlord, and while technologically advanced, the culture is primitive. There is no Zone ambassador. The Kleinglom either avoid or attack aliens on sight.

KLUBERIA

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

These are starfish-like creatures with a height of about 2 meters weighing about 55 Kg. They are dark gray-green in color and have three legs, rising in the center to a somewhat humanoid body with a tough exoskeleton. They have leathery, crusty skin, humanoid torso and arms, and three-fingered hands. Their head is humanoid, with sharp teeth, only holes for the nose and ears, and lidless fishlike eyes. They are able to breathe air for a few hours, but are slow and awkward on land. They are bottom dwellers and carnivores.

Kluberia is a warm, shallow water hex with many islands. The people are ruled by a hereditary king whose rule is fiercely contested; aliens have been imprisoned and killed on charges of espionage. There is a Zone ambassador, but there is very little trade.

KLUSID

Tech Level: Nontech Land

Statistics:

STR: 0.6 DEX: 1.2
INT: 1.0 CON: 0.8
WPR: 1.0

The Kulsid are thin, delicate, birdlike creatures that stand 2 meters tall and mass an average of 20 Kg. They are feathered, and their feathers are iridescent and glow with rainbow colors. They have wings with a span of 5 meters. At the end of each wing is a six-fingered hand with two opposable thumbs.

Klusid is a hex of crystal trees and rolling plains with many streams. The ultraviolet radiation content in this hex is much too great for most other races to survive. They have no Zone ambassador.

KOORZ

Tech Level: Nontech Land Psionic

Statistics:

STR: 1.1 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.2

These are unicorns with telekinetic and telepathic powers. They are almost always white in color. Their horn contains a drug which causes temporary amnesia when injected.

Koorz is a peaceful forest and plain hex. Very little, if any, trade is conducted with other hexes. The only time the herds come together is to repulse major threats. They never bother peaceful aliens. There is a Zone ambassador.

KROMM

Tech Level: Nontech Swamp

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 0.8
WPR: 1.0

The Kromm resemble huge, open, multicolored flowers. They internally generate a gas and use it to cause themselves to spin across the shallow waters of their swampy hex. They are 2 meters in diameter and have an average mass of 15 Kg. They are omnivores, trapping their food as they spin across the swamp's surface. Their lifespan is 55 years.

The hex is a shallow swamp with much standing water. Waterways have been cleared by the movement of the Kromm over many years. They maintain a Zone ambassador although they conduct little trade.

KUANSAS

Tech Level: Nontech Land

Statistics:

STR: 1.4 DEX: 1.0
INT: 1.0 CON: 1.1
WRP: 1.0

These creatures resemble walking sticks. They are 2.5 meters in length and mass an average of 35 Kg. They have eyes that look like knotholes and a mouth that looks like a split in the wood. They are very strong, being able to lift up to 5 times their own body weight. They are omnivorous and have a lifespan of 70 years.

The hex is a jungle in climate and vegetation. One of the Kuansa's favorite tricks is to blend into the surrounding jungle scenery and wait for prey near a clearing. They then jump out and overwhelm the victim. They are primitive and tribal with frequent tribal wars. There is no hex government, but there is a Zone ambassador.

KWYNN

Tech Level: Hightech Water

Statistics:

STR: 1.1 DEX: 1.0
INT: 1.2 CON: 1.2
WPR: 1.0

The Kwynn are hippo-like bipeds that stand 3 meters in height and weigh about 150 Kg. They are mottled gray and white in color. They are armless, with the arms replaced by two thick tentacles, each ending in three fingerlike divisions, sprouting from the sides of the large-brained head. They have a thick neck with gill slits. The Kwynn are water breathers, but can exist in the air for several hours. They are herbivores, and have a lifespan of 95 years.

Kwynn is a shallow water hex with areas of swamp and small islands. There is a Zone ambassador and much trade is conducted with other hexes. The culture and technology are modern and advanced, with many large cities both above and below the surface of the water. The Kwynn dictator, however, disapproves of alien contact with individual Kwynn and aliens are not usually allowed into the hex.

KYMBOL

Tech Level: Hightech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.0

The people of Kymbol are molluscs, with a height of 2 meters and a weight of 110 Kg. They are dark pinkish-gray in color, with six tentacle spaced around an octopus-like lower body. They have a humanoid upper section with two tentacles in place of arms, with jointless, cartilaginous hands. They have

black hair which looks like seaweed, and long sharp teeth. They are carnivorous, with a lifespan of 75 years. Although the Kymbol are water breathers, they can exist in air for up to one hour.

Kymbol is a warm, tropical, shallow water hex with many small islands. The hex is modern and advanced, both technologically and culturally, with many large cities. There is a Zone ambassador and much trade is conducted with other hexes.

KYRBIZMYTH

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 1.2
INT: 1.0	CON: 1.1
WPR: 1.0	

The Kyrbizmyth are centipede-like creatures with a length of 3.5 meters and an average mass of 215 Kg. They have fifteen body segments, not counting the head. Each segment has a pair of legs, and the first five have pairs of long, twiggy arms, with two fingerlike divisions on the end of each arm. They have a large head with insectile mandibles and eight bright green eyes. Four of the eyes are compound and the other four are simple. The Kyrbizmyth are carnivorous and have a lifespan of 170 years.

Kyrbizmyth is basically a flat hex with much forest area. The people are ruled by a totalitarian theocracy which preaches murder and hatred of aliens, and apparently successfully. The Kyrbizmyth often launch raids into adjoining hexes for no other purpose than killing. There are no dealings at all with other races, and there is no Zone ambassador.

KZUCO

Tech Level: Hightech Water

Statistics:

STR: 1.0	DEX: 1.2
INT: 1.0	CON: 1.0
WPR: 1.0	

These are mothlike insects that stand 1.5 meters tall and weigh 55 Kg. They are light purple in color and resemble gilled moths, but the wings are used for swimming and the six "legs" are actually arms each ending in three fingers. They cannot fly and dry out quickly in air. They are carnivores, and have a lifespan of 75 years.

Kzuco is a deep water hex with few islands. The people are highly advanced and maintain a lively trade with other hexes. There is a Zone ambassador. The population is rather evenly spread throughout the hex and there are few cities.

LAMOTIEN

Tech Level: Hightech Land

Statistics:

STR: 0.7	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

The Lamotiens are small lumpy creatures who stand $\frac{1}{2}$ meter tall and have an average mass of 5 Kg. They are the ultimate in imitators. They can imitate anyone or anything. If the subject to be imitated is of a greater mass than the individual, several Lamotiens can combine to create the added mass. In no way can an individual Lamotien change his own mass.

The hex is cold at all times, with a tundralike landscape. The Lamotiens live in several large cities. They maintain a Zone ambassador and trade their services as spies for material goods.

LASKIEN

Tech Level: Semitech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

The Laskien are 2-meter high humanoid-like flying plants with an oval head, small round mouth and large bat-like wings. They have apelike feet usable as hands and their brain is stored in the torso. Memory is stored all over the body and their wounds and dismemberments heal rapidly. They never eat but drink through roots in the feet. Living on sunlight, with some storage capacity, they have a leaf on the head which glows in the dark when the creature is conscious. They usually root all night.

Laskien is a swamp-like hex filled with mangrove-like trees and channels. The people are ruled by a dictator who has been in power about 50 years. Although originally heavily opposed, he is now beloved by the people because life has improved measurably since he seized power. There is much trade with other hexes and they maintain a Zone ambassador.

LATA

Tech Level: Hightech Land

Statistics:

STR:0.5 DEX: 1.3
INT: 1.0 CON: 0.8
WPR: 1.0

The Lata resemble the pixies of mythology. They stand 40 centimeters high and have gossamer wings with a span of 60 centimeters. They can fly and have a vicious stinger which injects a Class 3 poison. The Lata start life in a form that appears to be female. While in the female phase, they age very slowly. When a Lata chooses to reproduce, it undergoes metamorphosis and enters the male phase. The Lata in the male phase have all the major responsibilities in their hex's

government. Once a Lata enters the male phase, he ages at an increased rate. The average lifespan of the Lata in the male phase is 15 years. The Lata can also cause their bodies to emit light by secreting special chemicals in their skin.

Their hex is heavily forested and is quite warm. They maintain a Zone ambassador.

LEBA

Tech Level: Semitech Water

Statistics:

STR: 1.2 DEX: 0.8
INT: 1.0 CON: 1.2
WPR: 1.0

These are sea cucumber-like creatures, 9 to 10 meters in length with a mass of about 1000 to 2000 Kg. They are dirty greenish-yellow in color, with 12 to 18 tentacles which surround the mouth. They are omnivorous and can exist at depths down to 100 meters, but can only crawl slowly along the sea bottom. They are egg-layers and live about 270 years.

Leba is part of a shallow, inland sea. The people live in roving tribes of thousands or tens of thousands. There are few dealings with aliens or between tribes and there is no Zone ambassador. Aliens on the sea floor are sometimes attacked for no apparent reason.

LEEWOK

Tech Level: Hightech Water

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.0

Lewok are 2-meter high plants with bulbous yellow bodies, four huge eyes circling the body and five tentacles which work as roots when the creature sleeps. They live totally on sunlight, soil and water and can function at night.

Lewok are more concerned with the arts (literature, painting, sculpture, etc.) than the more practical aspects of life. Artists get the utmost respect in the hex. Technology, however, is highly advanced. There is much trade with other hexes. There is a Zone ambassador. Lewok is deep water ocean with many islands where the people live. They use boats for travel.

MAKIEM

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

The Makiem are large reptiles who resemble giant toads. They are 1.5 meters in height and weigh approximately 50 Kg. They breathe air and dwell on land, but they require covering themselves with water each day. They are cold blooded and have a life span of 75 years, although many die of assassination much before that age. Although there are two sexes, they engage in sex only one ten-day period each year.

Makien's climate is hot and wet. There is much jungle vegetation and trees. The race maintains a Zone ambassador and conducts a fairly large amount of trade.

MALDIMIR

Tech Level: Hightech Water

Statistics:

STR: 0.8	DEX: 1.2
INT: 1.0	CON: 1.0
WPR: 1.0	

These are monkey-like humanoids, about 1 meter high, with white fur and webbed hands and feet and weighing about 65 Kg. They are amphibious fish-eaters with long dexterous tails

that can serve as an extra hand.

Maldimir is a cold-water hex with many icebergs. There are many villages constructed on the larger ice floes. A bureaucracy rules the governmental affairs. There is much trade with other hexes and there is a Zone ambassador.

MASTARX

Tech Level: Hightech Water

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.5
WPR: 1.0	

The Mastarx are molluscs, 2 meters long and weighing 100 Kg. They have 7 tentacles nestled in long, horn-shaped shells and are carnivores.

Mastarx natives generally live between 250 and 500 meters underwater. They cannot rise above 100 meters. There is much trade with other hexes. They are neutral about aliens sailing on the surface and seldom meet any aliens in the depths they frequent. There is a Zone ambassador.

MATUSIK

Tech Level: Nontech Water

Statistics:

STR: 0.7	DEX: 0.7
INT: 1.0	CON: 1.0
WPR: 1.0	

Jellyfish-like creatures, the Matusik are about 1 meter in diameter and weigh about 35 Kg. They are bright pink in color and closely resemble the Portuguese man-of-war, with 6 tentacles about 4 meters long. Stingers on the tips deliver a paralytic poison fatal to most aliens. They are carnivores and live about 35 years.

Matusik is a very shallow water hex with few islands. The water depth is always less deep than their tentacle length. There is no Zone ambassador.

The Matusik take no apparent interest in aliens other than to devise ways to catch them. There is no culture or technology to speak of. They are usually solitary and chaotic, although some are banded together into tribes.

MIJISTIR

Tech Level: Hightech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.0

They are humanoids, about 2.5 meters tall and weighing around 125 Kg. Their color is dark grayish-green, and they have insect-like mandibles, four eyes circling the head and dozens of long olfactory tendrils which constantly exude green slime. There are no external ears, only ear holes, and only a single nostril slit. They have gill slits on the neck and four arms, each ending in a three-fingered hand. The entire body gives off, to most aliens, an extremely foul smell, similar to gangrene. They are carnivores and can breathe air or water, but must keep their skins moist. The Mijistir live about 95 years.

Mijistir is a shallow water hex with many islands. The hex is a military dictatorship with a Zone ambassador and some trade with other hexes, although contact with aliens is discouraged. This hex is highly advanced technologically.

MOURGAL

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.0

These sea-horse like creatures are 2.5 meters high and weigh about 174 Kg. They are light green-gray in color

with humanoid shape and four-fingered hands and toeless feet. They have no tail. Their head resembles that of a sea horse with a tough exoskeleton. They are carnivores and their average lifespan is 100 years.

Mourgal is a hilly, grassy hex with few trees. A military dictatorship controls the hex. Military technology is advanced, but little else is. There is a Zone ambassador, but very little trade with other hexes.

MUCROL

Tech Level: Semitech Land

Statistics:

STR: 0.8 DEX: 1.1
INT: 1.0 CON: 0.8
WPR: 1.0

The Mucrol resemble a cross between a medium sized dog and a rat. They stand 1 meter tall, are bipedal, and weigh 35 Kg on the average. They are brown in color and have a life span of about 70 years. The social structure of the hex is based on the pack. Each pack group in power holds and defends one of the numerous oases in the hex. In the summer when the temperature is the hottest in the hex and water is scarce, the water holes are guarded by steam-powered tanks, and many battles are fought over control of the water.

Mucrol is a dry desert hex dotted with oases. There is a Zone ambassador, but little trade is conducted due to an almost total lack of political cohesion between the packs.

MURE

Tech Level: Semitech Land

Statistics:

STR: 0.8 DEX: 1.1
INT: 1.0 CON: 1.0
WPR: 1.0

These are jellyfish-like creatures about 1 meter in height with a diameter of about 0.5 meters. They are light gray in color with bony shells, leather snake-like tentacles (usually 8), three fingers on the end of each tentacle. They have two beady eyes, and a pair of insect-like mandibles. They are completely land-going.

Mure is a forested hex with some hills in the east. The hex is ruled by a priest-king at the head of an astrological theocracy. There is a Zone ambassador, but the Mure are primitive in general, although advancing.

MURITHEL

Tech Level: Nontech Land Psionic

Statistics:

STR: 1.2	DEX: 1.3
INT: 1.0	CON: 1.2
WPR: 1.3	

The natives are almost rectangular, very thin and uniformly light green in color. They have two arms and two legs, but, from a distance, look like light-green painted bushes. They are over 2 meters high with yellow eyes the size of dinner plates and mouths that extend the width of the body and full of dagger-like teeth. Their food is a native deer which they eat raw, bones and all.

Murithel is a low, dry, rocky hex with mountains and rolling hills and many caves. The hills are made up of bright orange or light pink rock. There are clumps of trees here and there and some rivers and streams. The natives prize honor and courage above all else, even among their enemies. They are extremely intelligent and highly competent in medical skills, being able to transfer a person's memories and personality into the body of a deer. They have a Zone ambassador and maintain friendly relations with their neighbors, the Czillians.

NANZISTU

Tech Level: Nontech Land

Statistics:

STR: 1.4	DEX: 1.1
INT: 1.0	CON: 1.4
WPR: 1.0	

They are evolved bears, 2 meters high and weighing about 150 Kg. They have dark brown skin with some black fur; they have furry, bearlike abdomens and legs, stocky muscular humanoid upper bodies and long ears, furry and pointed. Their eyes are shiny and golden. They have good night vision and a good sense of smell. They are fairly slow but tireless runners and can lift, carry and climb easily. They are omnivores with teeth somewhat longer and sharper than human.

Nanzistu is a cool, hilly, forested hex, with some low mountains. There is a Zone ambassador, and there is some trade with other hexes. There are a few cities, but most Nanzistu prefer to live away from large numbers of others. The Nanzistu are experts at any kind of technology which works within nontech limitations.

THE NATION

Tech Level: High Land

Statistics:

STR: Varies	DEX: Varies
INT: 1.0	CON: Varies
WPR: 1.0	

The Nation is a race of intelligent machines. They vary in form due to each one's difference in function. Each individual is created to perform a specific function in society and is programmed both mentally and physically to perform that single function.

The hex is arid with hills and some low mountains. The culture is quite advanced technologically, and the people have crisscrossed the hex with a

very well made highway system. The Nation maintains a Zone ambassador who is generally an entry. They trade for materials which cannot normally be machine made.

NIDOL

Tech Level: Nontech Water

Statistics:

STR: 1.2	DEX: 1.5
INT: 1.0	CON: 1.2
WPR: 1.0	

Nidol are dinosaurs, 6.5 meters long and weighing about 1500 Kg. They are light purple in color and resemble Trachodon, but with flipper-like legs, fins on the tail and webbed humanoid hands. They are air-breathers, but quick, maneuverable swimmers. They are herbivores and their average lifespan is about 100 years.

Nidol is a shallow water hex with many islands. There is a Zone ambassador and a little trade with other hexes, but most Nidol attack aliens, superstitiously fearing them. The people are primitive and tribal and there is no technology to speak of.

NOCHA

Tech Level: Semitech Water

Statistics:

STR: 0.8	DEX: 0.8
INT: 1.0	CON: 1.4
WPR: 1.0	

The Nocha are a race of intelligent giant starfish. They are 1 meter across and have an average weight of 40 Kg. The Nocha are quite organized and advanced. They cultivate beds of large shellfish which they use for food. They also use the shells as a building material. The Nocha live in cities built of shells.

Nocha is a shallow water hex with no islands. The people build their cities

on the bottom of the hex. They have a

NODI

Tech Level: Nontech Land

Statistics:

STR: 0.8	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.1	

The Nodi stand 1 meter tall and resemble giant mushrooms. They have an average weight of 25 Kg. and are grayish-brown in color. When there is a need to manipulate an object, thousands of manipulative tendrils drop down from their "cap". There are no large cities in the hex due to the anarchistic philosophy of the people. In general, each Nodi is out totally for what he can get for himself. There is little outside trade and no Zone ambassador due to the fact that they cannot agree on who would be ambassador.

NYARLAITH

Tech Level: Nontech Water

Statistics:

STR: 1.2	DEX: 0.7
INT: 1.0	CON: 1.3
WPR: 1.0	

These natives are dinosaur-like bipeds, about 3 meters tall and weighing about 250 Kg. They are covered with thick white fur and greatly resemble a bipedal furry brontosaurus with stocky hands and feet and very large heads. They are omnivores and warm-blooded and live about 165 years.

Nyarlaith is a cold water hex, frozen over for about half the year. Most of the natives live in small villages on the ice during the coldest part of their year, but become solitary

water dwellers during the warmer months. They are very backward and aggressive and will attack any aliens in their hex, either on the ice or in and on the water. They maintain no Zone ambassador.

OGADON

Tech Level: Semitech Water

Statistics:

STR: 0.9	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

Ogadon are tripods which resemble seaweed when unmoving. They are about 1.5 meters tall and weigh about 40 Kg. They are herbivores and their bodies contain several poisonous compounds that help store nutrients. They are gray-green in color.

The air in Ogadon is barely breathable by normal creatures as it contains several poisons in deadly concentrations. The water is muddy gray in color and is also extremely poisonous to normal creatures. The Ogadon always stay underwater where they walk the sea floor in search of edible plants. A fair amount of trading is done with other hexes through their Zone ambassador. It is rumored that the Ogadon have a wide range of poisons which they are willing to trade at a price, also having the antidotes for same.

OLBORN

Tech Level: Semitech Land Magic

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.3	

The Olborn are 2 meter tall bipedal house cats. They weigh approximately 50 kilograms and vary in color from individual to individual. They are ruled

by a religious monarchy. The Olborn are extremely intolerant to strangers passing through their hex. They have developed the power to change captives into small beasts of burden.

Olborn is a rocky hex, and transportation of materials is difficult at best. The beasts that the Olborn create ease the transportation problem somewhat. Other than taking captives, the Olborn avoid members of other races, and do not have a Zone ambassador.

OOLAKASH

Tech Level: Hightech Water

Statistics:

STR: 1.0	DEX: 1.4
INT: 1.2	CON: 1.0
WPR: 1.0	

The Oolakash resemble giant seahorses with a group of tentacles growing from where the lateral fins would normally be. They are 1.5 meters tall and mass 35 kilograms on the average. The hex government is run by the females because they are marginally more intelligent, and much more responsible. The males have the ability to change their coloration, and spend much of their time in efforts to attract females to their flashy displays. The Oolakash has an advanced culture powered by atomic energy. They are a deep water species, and cannot survive at depths of less than 500 meters.

Oolakash is a deep water hex with a average depth of 1500 meters. The Oolakash maintain a Zone ambassador and conduct some trade for items which cannot be manufactured under high pressure conditions.

ORARC

Tech Level: Semitech Land

Statistics:

STR: 0.8	DEX: 1.1
INT: 1.0	CON: 0.8
WPR: 1.0	

The Orarc are weasel-like brown furred bipedal creatures. They stand 1 meter tall and mass about 30 kilograms. They have very sharp hearing and eyesight. Their life span is 75 years. The Orarc have a natural ability to use firearms and particularly cannon. This ability makes Orarc cannoneers much in demand on ships that carry trade goods across the Well World. In game terms, Orarc subtract 20 from the firing check for any cannon that they are on the crew for.

The hex is moderate in climate and lush in vegetation. The Orarc live in family groups in large tunnel complexes underground. There is a Zone ambassador.

OSLOGO

Tech Level: Nontech Water

Statistics:

STR: 1.0	DEX: 1.4
INT: 1.0	CON: 1.0
WPR: 1.3	

The Osloego are creatures that vaguely resemble hang gliders with cigar-shaped bodies underneath. They grow to a weight of 35 kilograms and a wing span of 5 meters. The only apparent features are four small, black, beady eyes, and a wide toothy mouth. They live on waterborne plankton. They never stop floating through the water, since they have no hands or feet. They cannot survive at depths of less than 250 meters.

Oslogo is a deep water hex with no islands or other land masses. There are constant, well defined current patterns that flow throughout the hex. There is no contact with any other race. They have no Zone ambassador.

PAKIWA

Tech Level: Semitech Water

Statistics:

STR:1.0	DEX:0.5
INT:1.0	CON:1.0
WPR:1.0	

The Pakiwa are wormlike creatures that are 5 meters in length and weigh approximately 625 kilograms. They are deep maroon in color, and covered with dozens of large, pink, octopoid suckers which act as mouths. They are hermaphroditic and give birth to live young. They are water breathers who can live at almost any depth, but can exist only minutes in air. They cannot see, but are very accurate at sensing movement through water. They are omnivorous and have a life span of 100 years.

Pakiwa is a deep water hex with no islands or other land masses. There is no Zone ambassador and no trade with other races. The Pakiwa are tribal and very superstitious, and usually attack member of other races.

PALIM

Tech Level: Hightech Land

Statistics:

STR:1.2	DEX:1.2
INT:1.0	CON:1.0
WPR:1.0	

These are flying manta rays, about 2 meters long with a mass of about 50 kilograms. They have four mitten-ended tentacles which can be used as arms or legs. They have sharp teeth, sharp, superior resolution and color vision, and normal night vision. Their wingspan is about 3 meters. Tentacles sprout from behind the mouth on the underside. They are carnivores.

Palim have a modern advanced culture with cities on some of the high cliffs in this half-forest half-plain hex. Extremely friendly to aliens. Government is by city council which only has power in the city. Much trade with other hexes. There is a Zone ambassador.

PARMITER

Tech Level: Hightech Land

Statistics:

STR: 0.6 DEX: 1.2
INT: 1.1 CON: 0.7
WPR: 1.0

The Parmiter resemble very small monkeys with the faces and beaks of owls. They are less than 1 meter tall and weigh an average of 10 kilograms. What they lack in stature they make up in nastiness. They are a race of wicked and nasty freebooters, each out for what he can get. Any one of them would sell his own mother if the price was right. They are often found in the company of pirates and highwaymen. The hex is heavily forested, and the Parmiter build their houses in the tops of the trees. They have a Zone ambassador who handles all requests for trade of any kind. They do not mind dealing with members of other races, but have been known to sell them out for a price.

PASNIR

Tech Level: Hightech Land

Statistics:

STR:1.0 DEX:1.0
INT:1.0 CON:1.0
WPR:1.0

These natives are tripedal humanoids, about 2 meters tall, weighing about 95 kilograms. They are brick red in color, with three legs in a row, each ending in a clawed two-toed foot. There are two long, thin arms on each side, all ending in a three-fingered hand. The head is squat with a large face, sloping forehead, visor-like eyes under a beetling brow, and yellow-green hair. There are tiny ears. They are omnivores with somewhat long, sharp teeth.

Pasnir is a flat, coastal hex, with much forested area inland. There is a Zone ambassador, and much trade with other hexes. There are several large cities and the hex is modern and advanced. Pasnir are known to be friendly with aliens.

PATPOTZ

Tech Level: Hightech Water

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.3
WPR: 1.0

The Patpotz are amphibious bipedal reptiles. They have parrot-like heads and have suckered gray tentacles instead of arms. They stand 2 meters tall and mass an average of 95 kilograms. Their skin is bright yellow. They are a carnivorous race with a life span of 90 years.

Patpotz is a shallow water hex with large areas of muddy swamp. The government of the hex is a military junta with a ruling general. They have extremely advanced weapons systems, a heavy patrol on their borders, and a large military reserve. Much trade is conducted with other hexes, mostly consisting of the purchase of new weapon technology and applications. There is a Zone ambassador.

PIA

Tech Level: Semitech Water

Statistics:

STR: 1.0 DEX: 1.1
INT: 1.0 CON: 1.5
WPR: 1.0

The Pia are fishlike creatures with four arms ending in eight-fingered hands with an opposable thumb. They are 4 meters in length and weigh 45 kilograms. They have two eyes, and are scaled. Their coloration is silvery with

a line of black dots down either side of their bodies. They are carnivorous and have a large mouth with several hundred very sharp teeth. Their life span is 80 years.

Pia is a shallow water hex with several small islands along the Czillian coast. The Pia have a Zone ambassador and conduct some trade only through zone. Members of other races are not welcome in Pia and will be attacked. The Pia consider the Umai to be their enemies and will go out of their way to attack any Umai they happen to be able to get to.

PORIGOL

Tech Level: Hightech Water Psionic

Statistics:

STR: 1.0	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.3	

The Porigol are dolphin-like mammals who are 1 meter in length and average 35 kilograms in mass. They are black in color with pale gray markings and have a life span of 45 years. They have built large underwater cities out of coral and shell material, and live in extended family groups.

Porigol is a shallow water hex with many large coral atolls. The Porigol have a very specific psionic power. Through psionics they can amplify the power of the sounds of their voices, and direct that sound energy to kill or stun an enemy. They maintain a Zone ambassador.

QASADA

Tech Level: Hightech Land

Statistics:

STR: 0.9	DEX: 1.0
INT: 1.0	CON: 0.9
WPR: 1.0	

The Qasada are a race of rodent-like creatures who stand 0.5 meters high and weigh 20 kilograms on the average. They resemble giant rats and have long {0.5 meters} tails and whiskers. They are city dwellers and their cities dot the hex. The average city will contain a minimum of 15,000 persons. These cities tend to be hive-like in so far as each dweller has a specific job to do and does it with no prompting.

Their hex is very hot and arid with water being found only underground. The Qasada cities are large interconnecting tunnels beneath the surface of the ground. They have no Zone ambassador.

QAST

Tech Level: Nontech Water

Statistics:

STR: 0.6	DEX: 0.7
INT: 1.0	CON: 0.7
WPR: 1.0	

The Qast are jellyfish-like creatures, 1 meter in diameter with a mass of 95 kilograms. They are translucent gray in color with thin coin-shaped bodies. There are four arms around the edge and two scorpion-like tails that hang downward. Twenty pink eyes ring the body, and the mouth is between the tails. The tails can inject a venom that is a Class 2 poison. The Qast have a life span of 45 years.

Qast is a shallow water hex with few islands. There is no Zone ambassador, or trade with other races. The people are primitive nomads who appear completely indifferent to alien's to attempts to communicate. Their technology is at the stone age level.

QUACKSA

Tech Level: Nontech Land

Statistics:

STR: 1.3	DEX: 0.5
INT: 0.7	CON: 1.1
WPR: 1.0	

They are huge bipedal mammals, 4 meters in height with a mass of about 1200 kilograms. They are covered with short white fur. Basically erect, they are humanoid versions of the ancient Oligocene titanotheres. They have five-fingered hands, elephant-like feet. They have long, low, narrow heads with large pointed ears and four large horn-like growths, two protruding from the large snout and two from the forehead. They are herbivores. They have a very sharp sense of smell, very poor eyesight and very long lifespans of about 330 years on the average.

Quacksa is a flat, grassy hex, with few trees. The people are culturally and technologically backward, ruled by a theocracy based on solar worship and blood-sacrifice. There is some trade with other hexes, and a Zone ambassador, but aliens are often sacrificed, as are dissidents.

QUASTADOR

Tech Level: Semitech Water Psionic

Statistics:

STR:0.8	DEX:1.1
INT:1.0	CON:1.1
WPR:1.1	

These are tubular creatures, about 2 meters in length with a mass of about 50 kilograms. They are deep green in color. Their round lamprey-like mouth has dozens of teeth, a circular gill slit circling the neck, and four arms. There are no other visible organs. The Quastador has psionic senses. They are omnivores. Each arm ends in a three-fingered hand.

Quastador is a warm, shallow water hex. There are many large cities, much trade with other hexes, and a Zone ambassador. This hex is modern and advanced within semitech limits.

R'COT

Tech Level: Semitech Water

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.4
WPR: 1.0	

The R'cot are caterpillar-like centauroids that are 7 meters long and mass an average of 1500 kilograms. They are four-armed with a vaguely humanoid front section that is 2.5 meters tall. They have twelve legs, humanoid hands with three fingers, and their head resembles that of a mosquito. They live totally on blood, preferably from insects and spiders. They live 300 years on the average.

R'cot is a shallow water hex with many forested islands. There is no Zone ambassador, or dealings of any kind with aliens. The R'cot attack aliens, and sometimes each other, for blood. They usually live alone or in small family groups. There is no technology or culture to speak of. There are no cities or villages, only camps.

REGEIS

Tech Level: Nontech Water

Statistics:

STR: 1.1	DEX:0.6
INT: 1.0	CON:1.1
WPR: 1.0	

These are obelisk-shaped creatures, about 2-meters in height and with a mass of about 400 kilograms. They have leathery gray skin, 6 ball-bearinglike feet, two arms and somewhat humanoid cylindrical bald heads. The heads are immobile with 2 eyes in front and 1 in back. They are carnivores.

This is a cold water hex with glaciers. The temperature remains around 0 C year-round, with low air pressure (0.6 atmospheres). Although they are basically bottom dwellers, they are both water- and air-breathers, and there are a few small villages on the glaciers. There is almost no contact with the outside world, although there

is much trade with other hexes through their Zone ambassador.

ROGNET

Tech Level: Semitech Water

Statistics:

STR: 0.8 DEX: 1.1
INT: 1.0 CON: 1.2
WPR: 1.0

The Rognel are giant flea-like creatures 0.75 meters in length that weigh approximately 7 kilograms. They are shiny gray in color and are water breathers. They resemble giant fleas, but the six feet also serve as hands. Their food is warm mammalian blood which usually comes from a small whale-like animal which ranges through out the hex. The Rognel are short lived with a life span of only 37 years.

Rognel is a shallow water hex with several small island chains. There is a Zone ambassador and trade with some other hexes.

ROLGA

Tech Level: Hightech Water

Statistics:

STR: 0.6 DEX: 1.2
INT: 1.0 CON: 0.8
WPR: 1.0

Beetle-like insects, they are 1 meter in length and weight about 7.5 kilograms. They are dark gray in color. The first and third pairs of legs end in large, flat, thin disk-like feet; the middle two are actually arms, with four-fingered hands. They can fly, walk or swim for short distances, but usually move about by skimming on the organic layer of scum on the water's surface. They are omnivores and air-breathers.

Rolga is a water hex covered by a solid organic layer on the water, which resists tearing and supports small

amounts of weight; the hex also has an unusually low gravity of 0.63 normal. There are many floating cities and villages. Rolga is modern and highly advanced. There is a Zone ambassador, and there is much trade with other hexes.

ROMENY

Tech Level: Hightech Land

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

These are apelike creatures with a height of 3 meters and a mass of about 225 kilograms. They have yellow fur, with four legs and two arms. The hind legs are small, with large fore legs and large arms. They have a sloping back, and are fairly fast runners with rather humanoid faces. They are carnivores..

Romeny are very hostile to aliens, since other intelligent races are considered a great delicacy. Their given word is steadfastly followed - they do not break it under any circumstances. There is much trade with other hexes. There is a Zone ambassador.

RONBONDZ

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.0

These are sea-lilylike creatures, about 3 meters tall with a mass of about 75 kilograms. They are greenish-white in color. Roughly humanoid in form, they have tentacles resembling limbs, a bulbous head and four huge luminous, green eyes with a smaller, luminous red growth, a sonic disruptor, which is located just above the eyes. The mouth, invisible when

closed, opens four ways, splitting the head like a petal, showing huge yellow-orange teeth. The brain is in the torso, resembling a thick spinal cord. They are carnivores, water-breathers, but can exist in air for several hours.

Ronbondz is a shallow, salt-water hex with many islands. The people are solitary and chaotic, preying upon each other, and upon any aliens they encounter. There is no Zone ambassador and no culture or technology to speak of.

RUSTOL

Tech Level: Semitech Water

Statistics:

STR: 1.1	DEX: 1.1
INT: 1.0	CON: 1.0
WPR: 1.0	

The Rustol are birds, 2 meters high, varicolored and weighing about 60 kilograms. They are humanoid in basic body plan with triangular heads, birdlike arms and legs with partially webbed hands and feet, wingless and feathered. They have tiny feathers all over the body. Thin but strong, they have large chests, are air-breathers but can stay underwater for up to about twenty minutes. They are carnivores. Basically land creatures, they are also good swimmers.

Rustol is a cool, shallow salt-water hex, with many large islands. There is a Zone ambassador and there is much trade with other hexes. Rustol is ruled by a moderate theocracy. The technology and culture are fairly modern and advanced for a semitech hex. There are some small cities on the islands. The people live on the islands, but swim and sail far and wide in search of fish and other food.

RUXTON

Tech Level:

Statistics: Nontech Water

STR: 0.6	DEX: 1.2
INT: 1.0	CON: 0.8
WPR: 1.0	

These are small humanoids, about 1 meter tall and weighing about 20 kilograms. They are covered with scaly purple-black skin. Internally, they are insectival, very similar to Lata but water-breathing, with four thick "wings" used for swimming but not flight. They are very maneuverable in the water. They can glow, as the Lata do, but can only glow purple. There are gill slits at the throat. They can exist in air for several hours. The females can lay from two to three eggs before the metamorphosis to male is triggered. They are hairless and have small, goggling fish-like eyes. They are omnivores.

Ruxton is a shallow salt-water hex, with many islands and many deep trenches. There is a Zone ambassador, and there is some trade with other hexes, but the Ruxton are mostly primitive villagers and tribespeople who fear and resent the presence of any aliens in their hex. Technology and culture are quite advanced within nontech limits.

SELCRON

Tech Level: Nontech Land

Statistics:

STR: 1.0	DEX: 0.7
INT: 1.0	CON: 0.9
WPR: 1.3	

The Slecronians are a type of intelligent plant paired with an insect form called a recorder. The Slecronians resemble an open sunflower and stands 2 meters high. The recorder resembles a bumble bee. When a new seed is planted, the egg of a recorder is attached to the seed. When the seed sprouts, the recorder develops along with the plant. The Slecronians are each individual, but are also in fact a group mind. The recorders are nothing

more than a data transfer device to carry information from Selcronian to Selcronian. When a new flower blooms, it's mind is empty and the first recorded to make contact with it imparts all the experiences of the Selcronian to which that recorder is bound. The Selcronian culture is a static one with the ultimate goal being total uniformity.

Selcron is a fairly dry hex with some light brush and some low rolling hills. There is no Zone ambassador, and no trade with other hexes.

SHAMOZAN

Tech Level: Hightech Land

Statistics:

STR: 1.1	DEX: 1.4
INT: 1.0	CON: 1.0
WPR: 1.0	

These are huge hairy tarantulas about 3 meters in diameter, with eight legs covered with bright orange fur. They are carnivores and live in large underground cities. The female is larger than the male and, after laying her eggs in a large sandy nest, leaves the male to tend the eggs and the young. They love music, games of skill, and alcohol.

Shamozan is a hot dry hex with some low desert-like plant growth. Life has developed underground, with long tunnels from one city to another. The government is a monarchy, handed down from mother to daughter. Although fierce-looking, the Shamozan are actually very friendly to other races and trade frequently through their Zone ambassador.

SIMJIM

Tech Level: Nontech Water

Statistics:

STR: 0.9	DEX: 1.0
INT: 1.0	CON: 1.0
WPR: 1.0	

These natives are bipedal rabbit-like creatures, about 1 meter tall and weighing about 25 kilograms. They are light brown in color with large-brained rabbit-like heads, tiny ears and clawed four-fingered, webbed hands. They have clawed, webbed feet and are tailless. They breathe air, but can stay underwater for at least fifteen minutes. They are covered with short fur and are herbivores.

Simjim is a shallow salt-water hex, with many islands. The people are divided into hundreds of clans, each with its own territory. The clans are highly competitive, but rarely hostile. Some clans are friendly to aliens, some not. The hex has a highly developed culture, but is technologically primitive. There is no Zone ambassador.

SLATH

Tech Level: Nontech Water

Statistics:

STR: 1.0	DEX: 1.3
INT: 1.0	CON: 1.2
WPR: 1.0	

These are weasel-like creatures, about 3 meters long and weighing about 90 kilograms. They are covered with short black fur and have small hands and feet and fishlike tails. They are air-breathers and carnivores. They are very good swimmers and very awkward on land.

Slath is a shallow, fresh-water hex, with many large islands. There is a Zone ambassador, and there is some trade with other hexes, but most Slath are primitive tribal savages, attacking aliens not obviously beyond their ability to defeat. There are some villages on islands. These are all safe for aliens.

SLONGORN

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.3
WPR: 1.0

They are humanoid creatures with large elephant-like heads, floppy ears and two meter-long trunks growing out of the face between and just below the eyes. The trunks end in four stubby, jointless fingers grouped around the nostril opening. The body is tall and thin with no arms, two short legs, and flat feet. They are fiery red in color and are herbivores.

Slongorn is a warm humid hex with grassy hills and some swampy wet lands. The people travel throughout the hex on paved roads in electric trucks. Their buildings are mushroom shaped, and they have large cities surrounded by farmland.

SMOIRE

Tech Level: Nontech Water

Statistics:

STR: 0.6 DEX: 1.5
INT: 1.0 CON: 0.8
WPR: 1.0

The Smoire are giant intelligent dragonflies. They are 1 meter long and weigh about 2 kilograms. Their wing span is 1.25 meters and they cannot stand temperatures less than 34 degrees C. They are omnivorous, preferring nectar from giant flowers that grow in the hex. They give birth live to one offspring at a time. Only able to mate once a year, in the fall, the severest punishment is the restriction of this privilege.

This hex is hot with the temperatures ranging from 30 to 85 degrees C.. It is predominantly shallow water and swamp land with much jungle vegetation.

There is trade with other hexes and a Zone ambassador is maintained.

STAXSIR

Tech Level: Hightech Water

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

They are transparent amoeboid blobs, about 1-meter in diameter with a mass of about 30 kilograms. They are very hard to see underwater, and cannot exist at depths of less than 175 meters. They are omnivores and reproduce by fission: both children of the fission retain partial memory and abilities of the parent.

Most of Staxsir lies under at least 275 meters of salt water. There are many submerged mountains and canyons. There is much trade through Staxsir's Zone Embassy, but aliens rarely visit the depths which the Staxsir inhabit. The people generally ignore aliens over their depths, although they have high-tech weapons which can reach to the ocean surface. There are many large cities.

SUFORD

Tech Level: Hightech Land

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.2
WPR: 1.0

Suford natives are 2-meter long birds with a wingspan of about 4 meters. They weigh about 40 kilograms, are blue and white in color, and have swan-like features. Their feet are prehensile and apelike, their heads are pterodactyl-like and crested and they are carnivores. They are quite awkward on the ground but are capable of almost effortless long-distance flight.

Suford is a rocky hilly hex with many active volcanoes. The people are ruled by a hereditary monarch. There is

a Zone ambassador and some trade with other hexes, but the culture and technology are medieval, with small villages and fortresslike structures.

SUSAFRIT

Tech Level: Nontech Land

Statistics:

STR: 1.1 DEX: 1.0
INT: 1.0 CON: 1.1
WPR: 1.0

They are humanoids, 2 meters high and weighing about 75 kilograms. They are shiny black in color, with scaly skin, large hands and feet and large claws. They have a small forked tail, fishlike face, luminous red eyes, and they are hairless. They are carnivores.

Susafrit is a flat, swampy hex, mostly covered by mud pools, in which the people tend to live. There are no cities or villages, only Stone Age tribes, frequently warlike, sometimes cannibalistic, and always attacking aliens on sight. There is no Zone ambassador.

TELIAGIN

Tech Level: Nontech Land

Statistics:

STR: 1.5 DEX: 1.0
INT: 1.0 CON: 1.5
WPR: 1.2

The Teliagin are large cyclopes. They stand 5 to 6 meters in height and weigh 150 to 175 kilograms. They raise sheep to eat and protect their territory. Although they sometimes tend to be stubborn and bullheaded, they are not stupid, and always have a valid reason for their actions.

Teliagin is a cool hilly hex with some low mountain ranges. They have a Zone ambassador, but little trade due to their bullheadedness.

TRAGLIDON

Tech Level: Semitech

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.2
WPR: 1.0

Traglidon are toad-like amphibians, 2 meters in length and with a mass of about 75 kilograms. They are shiny gold in color. Basically quadrupedal, they have webbed four-fingered hands on the forelegs. They have long, thick, snakelike tails and snakelike tendrils in the head. Being amphibious, they can breathe air or water, but must keep their skins moist. They are omnivorous. For three years out of every ten, when the hex temperature is higher than 60 C, the Traglidon aestivate in the mud of the sea floor.

Traglidon is a shallow-water hex with few islands. The temperature varies greatly - normally about 40 C, it reaches a peak of about 85 C during the aestivation period. The Traglidon have a simple, peaceful, semitechnical culture, evolved out of necessity as most material possessions are destroyed or lost anyway during the aestivation period. There is a Zone ambassador and there is some trade with other hexes.

TSFRIN

Tech Level: Semitech Land

Statistics:

STR: 1.1 DEX: 0.8
INT: 1.0 CON: 1.3
WPR: 1.0

They are humanoids, about 1.5 meters tall and weighing about 80 kilograms. They are orange-brown in color and are squat, with huge claws and stubby extremities. Every night they must dig themselves into soil for sustenance. They never eat, but have

small mouths for speech and breathing. They have two large, lidless glassy eyes. There are no external ears for they hear through the entire skin surface. They are short lived - about 50 years.

Tsfrin is a hilly hex, with much deep, dark forest and great amounts of desolate-looking, perpetually foggy moors. There is no Zone ambassador, and there is no trade or dealings of any kind with aliens. Tsfrin technology is fairly well developed within semitech limits. The people mostly live in small villages. Almost to an individual, they attack aliens in their hex.

TUBRIKON

Tech Level: Hightech Water

Statistics:

STR: 1.4	DEX: 1.0
INT: 1.0	CON: 1.4
WPR: 1.0	

The Tubrikon are quadrupedal reptiles that are 2 meters in length and mass 120 kilograms. They are dull gray in color and resemble hippos, but without ears. They have slit-pupilled yellow eyes, scaly skin, and large toucan-like beaks. Their front feet are usable as hands, with four short, thick, clawed fingers. The race is carnivorous. Tubrikon is 70% shallow water, with this water being in the form of large lakes which the people spend a large portion of their time in. There are many large cities that are both modern and advanced. There is a Zone ambassador.

TULIGA

Tech Level: Semitech Water

Statistics:

STR: 1.0	DEX: 1.2
INT: 1.0	CON: 1.0
WPR: 1.0	

These are mollusclike creatures, 2 meters high, with a mass of about 105 kilograms. They are gray-green in color. The lower half of the creature resembles an octopus standing on its tentacles; there are eight tentacles, but no suction cups or other visible features. Above this is a torso like a giant vertical caterpillar; there are six segments, each with a pair of tentacles longer and thinner than those on the bottom. Each tentacle ends in small fingerlike divisions. There is a mantis-like head, with two shiny-gold octopus-like eyes. They are carnivorous and amphibious; they can breathe air or water. They are usually nocturnal and have good night vision.

Tuliga is a shallow salt-water hex, with many islands. There is a Zone ambassador, and some trading with other hexes. Different areas of Tuliga show widely varying technology and culture, ranging from peaceful villages to cannibalistic tribes.

TUREK

Tech Level: Nontech Water

Statistics:

STR: 0.7	DEX: 1.2
INT: 1.3	CON: 0.9
WPR: 1.0	

The Turek are intelligent water birds which are 2 meters tall and weigh about 60 kilograms. They have somewhat stork-like features with arms in place of wings, and large-brained birdlike heads with large stork-like beaks. They are omnivorous.

Turek is a deep water hex with rock spires breaking the surface in many places throughout the hex. There is no Zone ambassador although there is some trade with other hexes. Turek is divided into a number of small warlike kingdom. Some kings are friendly to aliens while others are less so, and a few are hostile to other races.

TWOSH

Tech Level: Semitech Land

Statistics:

STR: 1.0 DEX: 1.5
INT: 1.5 CON: 1.0
WPR: 1.3

The Twosh resemble pink bowling pins with two arms ending in large hands with four fingers and two opposable thumbs. The Twosh have a small mouth and two small eyes near the top of their bodies. They stand 1.5 meters tall and mass an average of 48 kilograms. Due to their lack of legs, the Twosh have become very inventive to overcome their handicap. They love tobacco, and will buy cigars whenever they can afford them. Rather than smoking tobacco, the Twosh eat it.

The hex is very flat with a few stands of trees. There is a Zone ambassador, and trade with several other hexes.

ULIK

Tech Level: Hightech Land

Statistics:

STR: 1.3 DEX: 1.5
INT: 1.0 CON: 1.3
WPR: 1.0

These creatures have a chocolate-brown torso, broad and ribbed so that the chest muscles seem to form squarish plates. The head, oval shaped, is equally brown and hairless except for a huge white walrus mustache under a broad flat nose. Six arms, arranged in threes, are spaced evenly in pairs down the torso and are attached except for the top pair, on ball sockets, like those of a crab. Each arm ends in a broad five-fingered hand. Below, the torso melts into an enormous brown-and-yellow striped series of scales leading to a huge serpentine lower half which, if outstretched, reaches 5 meters in length.

Ulik is an arid, hot hex run by a very political government. They have a Zone ambassador and trade with other races.

UMIAU

Tech Level: Nontech Water

Statistics:

STR: 1.0 DEX: 1.1
INT: 1.0 CON: 1.0
WPR: 1.0

The Umiau are medium sized creatures that resemble the mermaid of mythology. They are an air breathing creature that must wet itself periodically. Their upper body appears as a naked human female. The lower body is scaled and ends in a fishes tail.

Umiau is a shallow water hex. The people have built villages all along the shore line where the water is not overly deep. They have a Zone ambassador and trade with other hexes. They are not on friendly terms with their neighbors to the south, the Pia, and they will attack them anytime it is possible.

URIFRAUD

Tech Level: Semitech Water

Statistics:

STR: 1.2 DEX: 1.2
INT: 1.0 CON: 1.2
WPR: 1.0

The Urifraud are tubular creatures, 4 meters in length, and weighing 195 kilograms. They have tough gray skin and four tentacles sprouting from the front, near the huge toothy mouth. They have no other visible organs except for two hooded nostrils. They are carnivorous.

Urifraud is a shallow water hex with a very muddy bottom. The Urifraud can swim through this bottom and use it to stay hidden until they can attack some prey, natural or alien, that passes

by. There are no cities or villages, only tribal schools. There is no Zone ambassador, or trade with other hexes. Most Urifraud are vicious and solitary. A large minority are tribal, and sometimes refrain from attacking aliens on sight. These tribal groups are occasionally even friendly to members of other races.

USURK

Tech Level: Hightech Water

Statistics:

STR: 1.2	DEX: 1.0
INT: 1.0	CON: 1.2
WPR: 1.0	

The Usurk are piranha-like fish with tentacles, which are used as hands and arms. They are quite sociable and live in small close-knit communities. Extremely good swimmers, they can escape enemies or travel at great speed when necessary by the use of a rear jet-like mechanism. They are carnivores.

Usurk is a high tech salt-water hex. The natives live at all levels of the water and, fortunately, are friendly with aliens. They maintain trade with other hexes through their Zone ambassador.

VERGUTZ

Tech Level: Semitech Water

Statistics:

STR: 1.2	DEX: 0.8
INT: 1.0	CON: 1.2
WPR: 1.0	

The Vergutz are crustaceans that are 4 meters long and weigh about 490 kilograms. They are shiny blue in color, and greatly resemble giant shrimp, but with four-fingered hands instead of claws. They cannot live in air for more than $\frac{1}{2}$ hour. Their life span is 135 years.

Vergutz is a shallow water hex with few islands. The people are fairly advanced, and trade with other hexes, but are somewhat distrusted due to their government's militaristic tendencies.

VIRIGOD

Tech Level: Semitech Land

Statistics:

STR: 1.0	DEX: 1.2
INT: 1.0	CON: 1.0
WPR: 1.0	

The Virigod are crab-like mammals that are 2 meters in diameter and weigh about 70 kilograms. They take in solar energy on their bare shell backs. They have six long legs, two pincerlike but flexible hands, and two eyes set into the body. They are omnivorous. Their metabolism requires a high concentration of ultraviolet light to stay healthy. Their eyes only function in the ultraviolet range.

The ultraviolet radiation is too high in this hex for most other races. Several nations in this hex have grouped together in a loose alliance to repel any racial threats. Much trade is conducted with other hexes through their Zone ambassador. Rocks taken from this hex will glow for several days before fading to normal colors.

VOXMIR

Tech Level: Semitech Land

Statistics:

STR: 0.5	DEX: 1.3
INT: 1.2	CON: 0.5
WPR: 1.0	

The Voxmir resemble squirrels. They stand $\frac{1}{2}$ meters in height and weigh 4 kilograms. They are covered with red and brown fur. The Voxmir are asexual, reproducing by fission. It takes about 3 days for this to take place. While fission is taking place, the "parent"

cannot eat or communicate. A Voxmir must have gorged itself for 7 days before fissioning in order to store up the necessary energy. The process is very painful, and therefore is not often done. They are herbivorous.

The Voxmir are malicious, tough, and bad-mannered. They are the eternal practical jokers. They esteem the perpetrators of practical jokes very highly. They enjoy playing jokes on everyone within reach. There is a Zone ambassador who is often changed so that he will not be killed by the other ambassadors.

WASDAMAHA

Tech Level: Semitech Water

Statistics:

STR: 1.3	DEX: 0.7
INT: 1.2	CON: 1.5
WPR: 1.0	

They are reptilian humanoids who stand 3 meters in height and weigh an average of 345 kilograms. They are mottled green and yellow in color. They have muscular builds, a head like a large-brained tyrannosaurus, webbed hands and feet, and gill slits at the throat. They are water breathers, but can stand exposure to air for several hours. They can survive underwater pressures down to 65 meters. They have huge, goggling, slit-pupilled eyes, and three small yellow bumps on the forehead which are luminous, providing minimal light. They are carnivorous and have a life span of 100 years.

Wasdamahda is a shallow water hex with few islands. There is a Zone ambassador, and some trade with other hexes, but the military dictator disapproves of too much contact with members of other races. Passports are required for travel through this hex.

WAYNIR

Tech Level: Hightech Water

Statistics:

STR: 1.0	DEX: 1.5
INT: 1.0	CON: 1.0
WPR: 1.0	

The Waynir are aquatic porpoise-like mammals who are 3 meters in length and weigh 240 kilograms. They are light gray in color, have two humanoid arms with webbed three-fingered hands, and a long aardvark-like head. Their small, sharp teeth can inject a Class 5 poison. The Waynir themselves are immune to the poison. They are air-breather, and omnivores.

Waynir is a hot shallow water hex with many small islands. There is no Zone ambassador. There is virtually no technology to speak of. There are several mobile nations, some highly developed culturally, and others less so.

WISTERIA

Tech Level: Nontech Water Magic

Statistics:

STR: 1.0	DEX: 1.2
INT: 1.0	CON: 1.3
WPR: 1.4	

The Wisteria are snakelike reptiles who are 7 meters long and weigh 95 kilograms. They are purple in color and have batlike wings with a wing span of 2 meters. They have a magical telekinetic power which aids them when they fly. They cannot fly for very long without using this power. They breathe through salamander-like gill branches at the neck, and cannot stay out of the water for more than an hour at a time. They are carnivorous and have a life span of 110 years.

Wisteria is a shallow water hex with many islands. The people are technologically primitive, but culturally highly developed. There is a Zone ambassador, and some trade with other race, but there are no large cities or other population centers.

WUCKL

Tech Level: Hightech Land Psionic

Statistics:

STR: 1.0 DEX: 1.5
INT: 1.2 CON: 1.0
WPR: 1.3

The Wuckl are highly intelligent bird like creatures with a hairy oblong body and legs like an emu's. They have two arms which can bend in all directions, and long soft hands. Their bird-like head sits atop a tremendously high and very movable neck, and they have a four-way beak. They are vegetarians.

Wuckl is part of a large island, warm and humid. The natives are extremely peaceful and are incredibly good psychic surgeons. They have a Zone ambassador, and trade with other races.

WYGON

Tech Level: Semitech Land

Statistics:

STR: 0.7 DEX: 1.5
INT: 1.5 CON: 1.0
WPR: 1.0

The Wygon are shiny, triangular creature with six tentacle-like legs which look like pipe cleaners. They have long, thin, furry necks and two small stalk mounted eyes. Extremely intelligent and fast, they often become sailors for bordering hexes.

Wygon is a temperate hex with forests and plains. They maintain a Zone ambassador and trade with other races.

XODA

Tech Level: Semitech Land Psionic

Statistics:

STR: 1.1 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.2

The Xoda resemble the praying mantis, they are four meters long and mass approximately 35 kilograms. They have fragile-looking transparent wings and compound eyes. They are carnivores, and with their psionic powers, are able to hypnotize their "meals".

Xoda is a hex covered with grassy plains and forests in the west, and large, high hills in the east. The Xoda are not friendly with aliens, and would as soon eat them as talk to them.

XYMK

Tech Level: Nontech Water

Statistics:

STR: 1.2 DEX: 0.9
INT: 1.0 CON: 1.2
WPR: 1.0

The Xymk are roughly humanoids who stand 2.5 meters tall and weigh approximately 290 kilograms. Their are dark green in color, and have no visible details except for a sharp-toothed mouth, and no apparent fingers or toes. Their skin resembles seaweed and is very dense. They are carnivorous water-breathers who can walk on the shallow sea floor. They can only exist on land for less than an hour. They are hermaphroditic, and alternate between the male and female phases on a five year cycle.

Xymk is a shallow water hex with few islands. There are no dealings with aliens. The Xymk, while relatively primitive, constantly plot to conquer surrounding hexes.

YAXA

Tech Level: Semitech Land

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.3 CON: 1.0
WPR: 1.0

The females of the Yaxa are giant orange and brown butterflys with hard shiny black bodies and eight prehensile tentacles. They have a death's head for a face, and curved eye sensor pads. They have the best eyesight of any race on the Well World. The male Yaxa are ground-bound, soft, pulpy caterpillars designed only for mating. The males are kept dormant until needed, after which they are eaten by their mate.

Yaxa is a dry, hilly hex with a constant wind. The government and society are completely female dominated, and the natives are aggressive, cold, and aloof to all other aliens. They have a Zone ambassador and trade with other hexes.

YIMSK

Tech Level: Nontech Water

Statistics:

STR: N/A DEX: N/A
INT: 1.0 CON: N/A
WPR: 1.0

These are tiny coral-like sentient beings, identical in appearance to coral on Earth and elsewhere. They feed on tiny organisms in the water. The hex is dotted with coral atolls; the Yimsk appear to have no goal other than to build and build and build. There is a Zone ambassador, but it is almost impossible for aliens to communicate with him due to a tremendous difference in thinking patterns. Whenever a Yimsk reaches the surface with its own spur of the massive hexwide reef it dies, but apparently this is considered an "honorable" end. Very little about the Yimsk is understood. The hex is tropical, much like a Pacific coral reef; there are many nonsentient species of coral, in addition to the sentient one.

YORIBOL

Tech Level: Semitech Water

Statistics:

STR: 1.0 DEX: 1.2
INT: 1.0 CON: 1.0
WPR: 1.0

These are eel-like fish, 3 meters long and with a mass of about 50 kilograms. Greenish-yellow in color, they have two snail-like stalks at the front, each supporting an eye and a cartilaginous three-fingered hand (the eye is mounted on the back of the hand). They are water-breathers and dehydrate very quickly in air. They are omnivorous and their staples are fish and seaweed. They can stand depths of down to 400 meters, but they need salt water. The average life span is short, only 45 years.

Yoribol is a shallow-water hex, except for some points near the center. The people live mostly within several large cities. There is a Zone ambassador. The Yoribol are technologically very advanced, and are often very friendly with aliens. Individuals usually live alone or in pairs, with eggs and hatchlings as wards of the state.

YZUS

Tech Level: Semitech Water Psionic

Statistics:

STR: 1.0 DEX: 1.0
INT: 1.0 CON: 1.0
WPR: 1.5

The Yzus are globular creatures with a diameter of 1 meter and a mass of 345 kilograms. They are dimly luminous yellow in color with four legs, with small padlike feet, no eyes, but with a mouth on the underside. They are omnivorous and have a life span of 280 years. The Yzus have great psionic powers. They can create illusions and

attempt to dominate and subvert other minds.

Yzus is a shallow water hex with many islands. There is a Zone ambassador, and some trade with other hexes, but in general the Yzus are distrusted by all other races that are familiar with them, as that they have been known to try to control all aliens within their grasp. Their culture is complex and is rooted deeply in tradition. Most Yzus live in underwater caves.

ZANTI

Tech Level: Hightech Water

Statistics:

STR: 1.2 DEX: 1.0
INT: 1.0 CON: 1.3
WPR: 1.0

The Zanti are large water creatures which resemble the electric eel, and when aroused, can deliver an adequate shock to any opponent. They are able to travel anywhere in their hex, but they have built a very effective and modern culture on the sea floor, including many large cities and ingenious modes of transportation. They are omnivores but eat mostly fish.

Zanti is a deep and very cold water hex. There are frequent storms with winds of over 80 Kph with rain and sleet. The Zanti have a cooperative trade agreement with their neighbors, the Wuckl, giving the Wuckl fishing rights in exchange for goods no possible to manufacture under water

ZHONZORP

Tech Level: Hightech Land

Statistics:

STR: 1.3 DEX: 1.0
INT: 1.2 CON: 1.3
WPR: 1.0

These are large reptile-like creatures that are bipedal and resemble erect standing crocodiles. They are very logical and good at mathematics. They are solid technicians and engineers. They live in small, well-organized communities and maintain a large common nursery for the young. This enables them to attend to their favorite past-time when not working, such as theatrical productions, especially opera.

Zhonzorp is a very lush, green hex, warm and humid, but not swampy. The natives are very sociable, but tend to intimidate aliens by their size and their toothy visage. They have a Zone ambassador, and trade with other races.

ZUMERBALD

Tech Level: Nontech Psionic

Statistics:

STR: N/A DEX: N/A
INT: 1.2 CON: N/A
WPR: 1.5

These are bodiless minds inhabiting a hex-wide subterranean organic mass. Though the minds cannot leave Zumerbald, they possess a varying degree of psionic powers. There is a Zone ambassador, and there is some trade with other hexes. Though they are usually friendly to aliens, little is known about them. The hex is hilly and heavily forested to the west, flatter and grassier to the east.

INDEX

Combat	27	Alexist	63
Armor	29	Ambreza	63
Attacks	28	Argest	63
Attack modifier table	28	Awbri	64
Combat turn	27	Azkfru	64
Critical hits	31	Bache	64
Damage	29	Bahabi	65
Declarations of intention	27	Bahaoïd	65
Endurance (recovery of)	29	Bilburg	65
Fatigue (recovery of)	29	Birsk	66
Initiative	27	Bliston	66
Melee attack resolution	32	Boidol	66
Movement	28	Bucht	66
Opportunity fire	28	Buta	67
Ranged attack resolution	31	Calimande	67
Scatter diagram	32	Cebu	67
Sequence	27	Chalidang	68
Community of Worlds	37	Chelan	68
COM police	37	Cibon	68
History	37	Cotyl	68
Monetary system	38	Czill	69
Sponge	38	Dahir	69
Sponge syndicate	38	Dasheen	69
Weapons locker	37	Dillia	69
Dice	5	Djukasis	70
Equipment	39	Dolgiland	70
Armor	39	Dolom	70
Communication	40	Domien	70
Miscellaneous items	40	Drika	71
Ship's store	40	Dunhgran	71
Tools	39	Durbis	71
Weapons	39	Dymek	72
Health Hazards (see Poison)	32	Ecundo	72
Burns	35	Ekh'l	72
Disease	33	Erdom	72
Severity	33	Everod	73
Symptoms	34	Ficarb	73
Starvation	35	Fleisch	73
Temperature (cold)	35,36	Flotish	74
Temperature (hot)	35,36	Folkia	74
Introduction	5	Frick	74
Markovians	56	Frodram	74
Great experiment	56	Galidon	75
History	56	Gedemondas	75
Planetary gates	58	Gekir	75
Race conversion table	58	Ghlmon	75
Races	60	Gilcres	76
Abigosth	61	Giml	76
Aderleth	61	Ginzin	76
Agitar	62	Glathriel	77
Aklak	62	Godidal	77
Alestol	62	Hadizea	77

Hadron	77	Oslogo	92
Harbigor	78	Pakiwa	92
Hawyr	78	Palim	92
Hookl	78	Parmiter	93
Hovath	79	Pasnir	93
Huft	79	Patpotz	93
Ilg	79	Pia	93
Imtre	79	Porigol	94
Istssl	80	Qasada	94
Itus	80	Qast	94
Ivor	80	Quacksa	94
Ivrom	80	Quastador	95
Jaq	81	R'cot	95
Jiihu	81	Regeis	95
Jirminla	81	Rognel	96
Jocir	81	Rolga	96
Kagir	82	Romeny	96
Kalibu	82	Ronbonz	96
Karlbarx	82	Rustol	97
Kleinglom	83	Ruxton	97
Kluberia	83	Selcron	97
Klusid	83	Shamozan	98
Koorz	83	Simjim	98
Kromm	84	Slath	98
Kuansa	84	Slongorn	98
Kwynn	84	Smoire	99
Kymbol	84	Staxsir	99
Kyrbizmyth	85	Suford	99
Kzuno	85	Susafrit	100
Lamotien	85	Teliagin	100
Laskein	85	Traglidon	100
Lata	86	Tsfrin	100
Leba	86	Tubrikon	101
Lewok	86	Tuliga	101
Makiem	87	Turek	101
Maldimir	87	Twosh	102
Mastarx	87	Ulik	102
Matusik	87	Umiau	102
Mijistir	88	Urifraud	102
Mourgal	88	Usurk	103
Mucrol	88	Vergutz	103
Mure	88	Virigod	103
Murithel	89	Voxmir	103
Nanzistu	89	Wasdamahda	104
Nation The	89	Waynir	104
Nidol	90	Wisteria	104
Nocha	90	Wuckl	105
Nodi	90	Wygon	105
Nyarlath	90	Xoda	105
Ogadon	91	Xymk	105
Olborn	91	Yaxa	106
Oolakash	91	Yimsk	106
Orarc	91		

Yoribol	106	Climb	14
Yzusc	106	Dodge	14
Zanti	107	Find hidden	14
Zhonzorp	107	Hide	14
Zumberbald	107	Jump	14
Well World	56	Listen	15
Hex technological level	57	Ride (large animal)	15
Physical layout	57	Ride (small animal)	15
Zone	57	Swim	15
Poison	32	Zero gravity	15
Contact	32	Self instruction	9
Ingestive	32	Special	23
Insinuitive	32	Computer repair	24
Skills	7	Engineering (atomic)	24
Acquisition of	8	Engineering (electronic)	24
Combat	16	Engineering (mechanical)	24
Beam weapons	18	Engineering (mining)	24
Camouflage	18	Locksmithing	24
Explosives	19	Medicine	25
Hand weapons	17	Mountain climbing	25
Heavy weapons	18	Pilot (sailing)	26
Projectile weapons	17	Pilot (starship)	26
Starship weapons	18	Pilot (submersible)	26
Tables	17,19	Vac suit repair	26
Tactics/strategy	18	Space and Space Travel	42
Thrown weapons	17	Calculating distance	42
Unarmed	17	Fuel use	43
Formal instruction	9	In system navigation	43
General	10	Star drive	42
Administrative	11	Starship armor	44
Brawling	11	Starship weapons	44
First aid	11	Stellar navigation	42
Forgery	11	Statistics	5
Gambling	11	Age	7
General repair	11	Constitution	6
Music (instrumental)	12	Dexterity	6
Music (vocal)	12	Endurance	7
Language (read)	12	Fatigue	6
Language (speak)	12	Improvement of	7
Treat poison	12	Intelligence	6
Vac suit training	12	Resistance	6
Initial skill points	8	Strength	5
Knowledge	20	What they mean	5
Astronomy	21	Willpower	6
Biology	21	Stellar Systems Generation	45
Chemistry	21	Gas giant data	49
Computer operation	21	Mapping space	45
Geology	21	Moons	49
Map making	22	Multiple stars	48
Mathematics	22	Number of stars	46
Physics	22	Placing star systems	45
Pilot (Gev)	22	Planetary slots	47
Pilot (land)	22	Planetary type	48
Physical	13	Planet data	49

Planet habitability	50
Prime hex	45
Spectral class (planets)	47
Spectral class (stars)	46
Star size	46
Star systems	45
Systems specials	49
Vehicles	41
Movement	41
Vehicles list	41,42
World Classes	51
Animal types	55
Atmosphere	51
Climate	52
Continents	53
Geologic features	54
Light intensity	52
Minerals	54
Mountains	54
Plant types	55
Resources	53
Star intensity	52
Water	53