

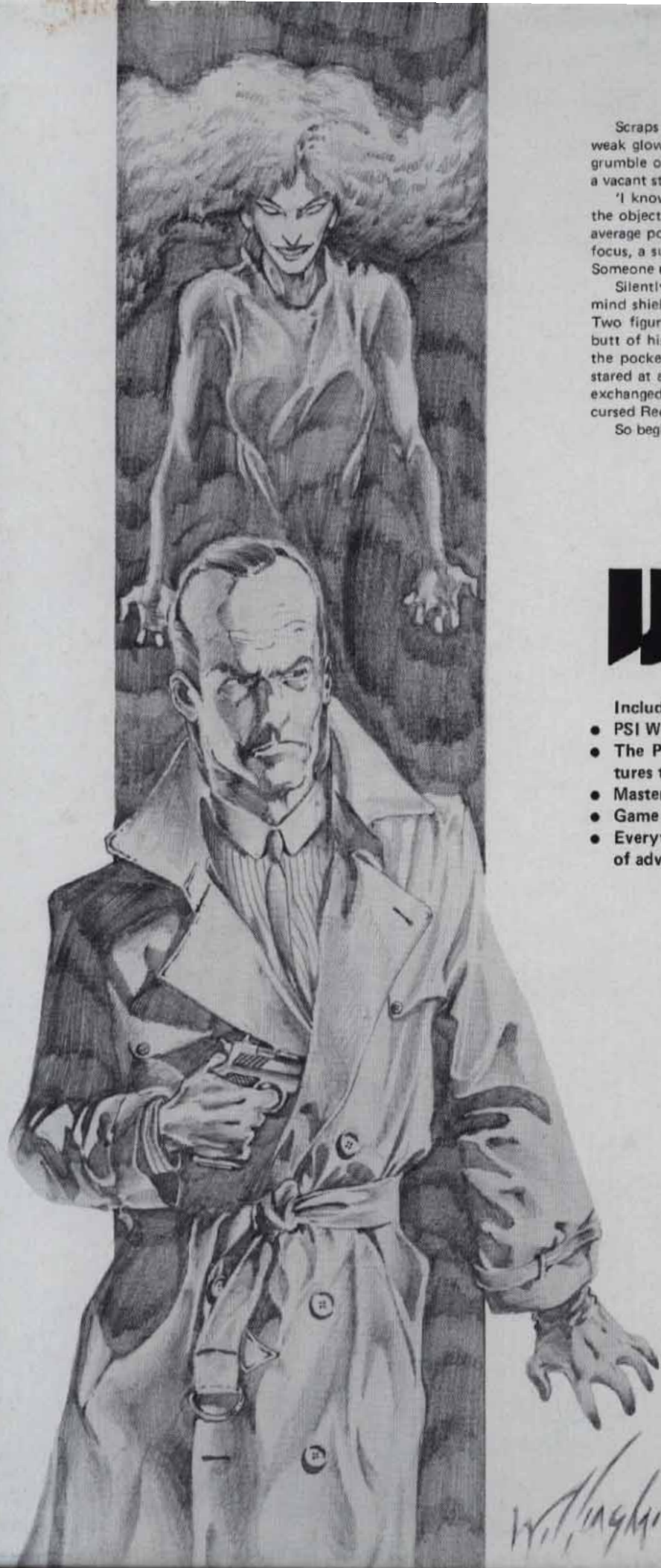
ROLE PLAYING GAME OF PSIONIC POWERS

PSI WORLDTM

Design: DEL CARR & CHERON



Willingham
AND M. WAGNER



Scraps of paper danced loose spirals in the gutter, highlighted by the weak glow of a street lamp. The rumble of distant traffic and the low grumble of the sleeping city came to 'Red' Larson as he stopped before a vacant store front. Breathing softly, he reached out with his mind.

'I know he's here, I felt him earlier'. He thought as he searched for the object of his mission — a new recruit, an untrained mind of above average power. On the edge of his scan, a slight touch. As he began to focus, a sudden, terrifying noise; the sound of footsteps on pavement. Someone moving about, who didn't register on his scan.

Silently fading into the shadows of some steps, Red quickly set his mind shield. As the steps approached, he hugged the cool, damp stone. Two figures stopped in the light of the street lamp. Red fingered the butt of his illegal needle pistol. One of the men drew a small box from the pocket of his brown suit. As he adjusted a set of dials, both men stared at a small screen. 'Psi pigs!' Red cursed mentally. The two men exchanged comments and started off down an ill-lit side street. 'Damn', cursed Red as he loped across the street, 'THE HUNT IS ON!'

So begins a scenario of...

PSI WORLD™

Included in this box are:

- PSI WORLD rules, complete and easily understandable.
- The PSI WORLD ADVENTURE with introductory adventures to get your campaign started.
- Master Character Sheet, suitable for photocopying.
- Game Master's Screen summarizing all major tables.
- Everything you need to begin play in an exciting world of adventure and psionic powers.

PSI WORLD offers over 75 different skills, 25 psionic disciplines, and over 90 specific psionic abilities for psionic characters.

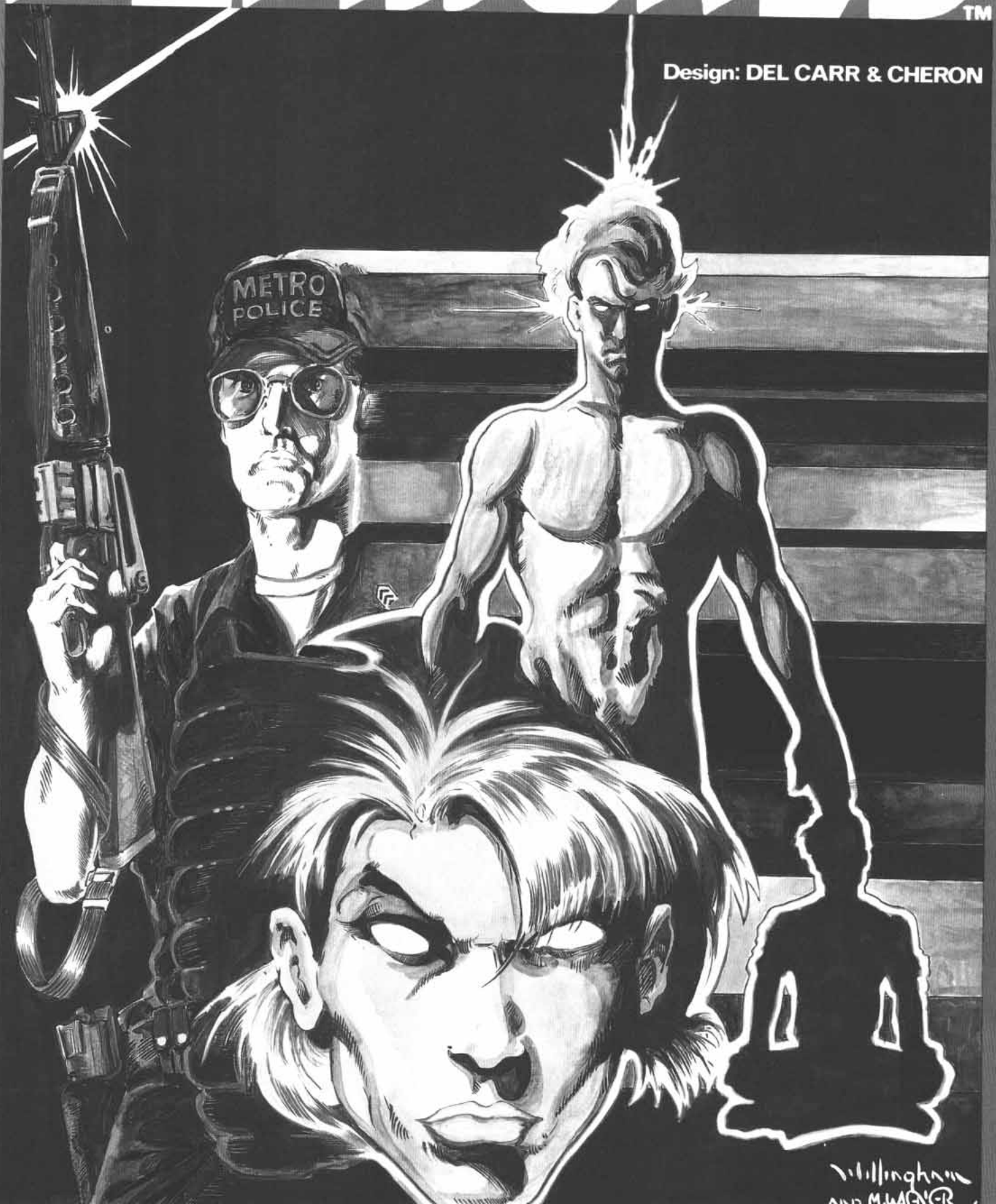
The Gamemaster chooses the exact nature of the near future society in which the game takes place, deciding whether the Psis are an evil force and a threat to democratic institutions or that the government is using Psis as scapegoats to allow government to assume greater, dictatorial, powers. Players take the roles of either Psis or government security personnel, depending upon the background chosen for your campaign.

PSI WORLD is a fast paced game of action and excitement set in a near future world wherein psionic powers have appeared in a small portion of the human race. All you need add to the game are paper, pencils, and lots of your own imagination.

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PSI WORLD employs a variety of types of dice. These are all contained within the common six-sided and twenty-sided dice. The following conventions will apply for dice in the game:

d10 use one d20 and read results as 1-10
2d10 as above, but add the two results
d6 one ordinary die with six sides
d100 two twenty-sided dice, the blue for
the tens column and the white die for the ones column to get results of 01-100 (note at two zeros are read as 100, not 0).
d3 one six-sided die divided by two (rounded up)
d2 one six-sided die divided by three (rounded up)

This game is fondly dedicated to our daughter:

Rebecca Patricia Fitzgerald Carr

whose gestation coincided with that of the game.

The authors gratefully acknowledge the ideas and help of the following people, and we wish to thank them for their advice, their comments, and their criticism.

'Fireball' Charlie Adkins, Miguel Butelho, Bob Chapman, Regina Cohen Laurie DeBicht, Oscar (the Wizard of Oz) Dillon, Larry Forman, Bill and Ann Jaffe, Kalan Kahler, Steve and Pete Kazerman, Larry Levy, John McNiff, Ian and Sharon McClure, Greg Maples, Tim Moulton, Ernie Rowe, John T. Sapienza Jr., Greg Schaver, and Dennis of Little Soldier.

Thank you all for putting up with us so patiently.

Thanks also to the cast of thousands who helped to playtest the system.

INTRODUCTION

PSI WORLD

A multi-sided game system in which the players may choose to belong to either side in a sociological and genetic clash of power. The game is set in a world (maybe Earth, maybe not) that is slightly more advanced than the present-day technologies. Regular shuttles service both space stations and lunar bases. The near planets and asteroids have been visited by manned probes. Giant solar collectors beam energy back from space to power an active society in which both software and hardware technologies are well advanced. But most importantly, major psionic powers have begun to breed true in certain special individuals.

Due to this development, society has fragmented. Norms (normals) view Psis (psionics) with fear and loathing. Psis are segregated and ostracized. They react by binding together for safety and political power. The government, whose majority is composed of norms, has created the Psi Police to monitor and regulate the criminal use of psionics.

Using the following rule system and preceeding background information, the referee may create a world in which ostracized and outnumbered Psis fight for survival against a paranoid and totalitarian government. Or is it valiant government agents battle cunning and vicious psionic revolutionaries and criminals? Both are possible within the game.

Note: Referees should feel free to alter the following rules in any manner deemed necessary to fit their adventure worlds. Background chrome has been kept to a minimum in the rules sections to allow more referee freedom in setting creation. For a closeup of part of the authors' playtest world, see Book 2, The Psi World Adventure, for scenarios and design ideas.

1 ATTRIBUTES

1A ATTRIBUTE GENERATION

Characters are defined by a series of attributes that numerically represent physical and mental abilities. These attributes are enumerated and discussed below.

Strength (STR)

This is a measure of the character's physical strength, defining how much weight he or she can lift, and affecting performance of strenuous activities, such as hand-to-hand combat.

Agility (AGL)

This is a measure of body control and balance. It affects the performance of physical activities such as combat and acrobatics.

Dexterity (DEX)

This is a measure of manual coordination. It affects the performance of most craft, technical, and armed combat skills.

Endurance (END)

This is a measure of the character's physical resistance and stamina. It affects the amount of damage the character can withstand.

Intelligence (INT)

This is a measure of the memory, I.Q., and general mental ability. It affects the over-all performance of the character.

Will (WIL)

This is a measure of the character's strength of mind. It is used as a protection against psionic attack.

Psionic Power (PSI)

This is a measure of psionic strength. It is applicable only to psionic players. See the expanded explanations under Psionics.

Characteristics are generated randomly by the use of two ten-sided dice (2d10). Two methods are recommended, the random method and the design method.

Random method: 2d10 are rolled and added for each attribute in order, and the numbers are recorded sequentially.

Design method: 2d10 are rolled and added. This is done six (or seven, for psionics) times, and the numbers recorded. The numbers are then assigned to the attributes as desired.

Example: To show how character generation works, we will generate 'Red' Larson from the introduction. We will be seeing quite a bit of Red throughout the rule system as we proceed.

Name: Red Larson

Type: Psionic •

Strength	10+8=18
Agility	7+9=16
Dexterity	9+1=10
Endurance	6+5=11
Intelligence	4+1=5
Will	7+2=9
Psionics	3+4=7

**Note: The decision as to whether a character is Psi or Norm is left totally up to the player, although the referee may state a desire for only one character type for a specific scenario.*

Looking at Red's attributes, we see that he is strong on physical attributes (STR and AGL are above average, and DEX and END are

average); while his mental attributes are weak (INT is below average, WIL is average, and PSI is low to average). Thus, Red is more of a doer than a thinker.

1B ATTRIBUTE SAVING THROWS (AST)

For each attribute, except PSI, an attribute saving throw will be generated. This is done by multiplying the stat in question by four.

Attribute saving throws are used when the character wishes to perform an action not covered by one of the listed skills. Under no circumstances should an AST replace a skill. (i.e. a character may not request an AST in order to pick a lock when he doesn't have locksmith skills). ASTs may be modified by the referee to fit the situation. The player must roll equal to or less than the AST on d100 to accomplish the desired action.

Example: Red wishes to leave a bar by jumping through the plate-glass window as the police have just come through the front door after him. His AGL is 16, so his AST, in this case, would be 64 (16x4). Now suppose that the lights had just gone out and that there were four men locked in mortal combat in front of the window. The referee would probably modify Red's chances to 48 (16x3) or even 32 (16x2).

Note that modifications can also be expressed as pluses or minuses to the AST, such as giving Red a -20 or -30 on his roll.

1C ATTRIBUTE-BASED MODIFIERS

A character's attributes will modify his/her performance. These modifications are explained in the following tables. For more information on the functioning of the modifiers, see the appropriate section under Combat.

1C.1 INITIATIVE FACTOR

Initiative factor is used to determine which character will act first in a given round. To find the factor, add the AGL and WIL scores and divide by two, rounding up. $(AGL+WIL)/2$.

In practice, all characters involved in a given situation will roll a six-sided die (1d6) and add their initiative factor. The highest number acts first, then the next highest, and so on. In the case of a tie, the highest base initiative factor has first action. If both base initiative factors are equal, then the actions are considered to be simultaneous.

1C.2 DEFENSE BONUS

In combat, a character's attributes will make him/her either easier or harder to hit. To find a character's defense bonus, consult the following tables, add the results together. The number may be positive or negative.

Agility		Intelligence	
01-05	+5	01-05	+2
06-07	+2	06-07	+1
08-12	0	08-12	0
13-14	-2	13-14	-1
15-16	-5	15-16	-2
17-18	-10	17-18	-5
19-20	-15	19-20	-10

Note: These bonuses apply only if the character is aware of the attack.

A character's defense bonus is added to the opponent's roll to hit the character. A negative number means your character is harder to hit; a positive number, easier.

1C.3 BONUS TO HIT

A character's attributes will modify his/her ability to hit a given target in a combat situation. These modifiers apply to all attempts to strike or hit a target.

Dexterity		Intelligence	
01-05	-5	01-05	-2
06-07	-2	06-07	-1
08-12	0	08-12	0
13-14	+2	13-14	+1
15-16	+5	15-16	+2
17-18	+10	17-18	+5
19-20	+15	19-20	+10

The results of these tables are added together to get the character's bonus to hit. A negative number represents a minus due to poor coordination.

1C.4 DAMAGE BONUS

In combat, a character's attributes will affect the amount of damage done to an opponent. These bonuses apply to all full-strength or unimpeded attacks. A character at half hit points or less is not entitled to these bonuses; any positive bonuses will be forfeited, and negative bonuses will be doubled. The referee may also deny these bonuses based on the situation.

Projectile Weapons (DEX + INT)/2		Hand-Held Weapons (STR + AGL)/2	
01-05	-2	01-05	-2
06-07	-1	06-07	-1
08-12	0	08-12	0
13-14	+1	13-14	+1
15-16	+2	15-16	+2
17-18	+3	17-18	+4
19-20	+4	19-20	+6

This bonus is added to the character's damage roll after a hit has been scored. Any hit will do a minimum amount of one (1) point of damage, even if the results of the damage modifiers indicate a negative number.

Example: Looking at Red's character sheet . . .

NAME: Red Larson

TYPE: Psionic

		AST*
STR	18	72
AGL	16	64
DEX	10	40
END	11	44
INT	5	20
WIL	9	36
PSI	7	—

*Attribute Saving Throw

Initiative Factor: $(16+5)/2=10.5$ round to 11.
 Defense Bonuses: AGL=-5, INT=+2, Total -3
 Damage Bonuses:
 Projectile: $(10+5)/2=8$ Bonus=0
 Hand Held: $(18+16)/2=17$ Bonus=+4
 Bonus to Hit: DEX=0, INT=-2, Total -2

1C.5 HIT POINTS

Hit points represent the amount of damage a character can suffer before being disabled or dying. Hit points are found by adding the average of Strength and Will to Endurance and dividing by two (e.g. $[(STR+WIL)/2+END]/2$). This yields a Hit Point Number (HPN). One three-sided die (1d3) is rolled for each point of the HPN. This yields a character's hit point base, which is modified by the tables below for each of the three attributes.

Strength and Will		Endurance	
01-05	-2	01-05	-2
06-07	-1	06-07	-1
08-12	0	08-12	0
13-14	+1	13-14	+1
15-16	+2	15-16	+2
17-18	+3	17-18	+4
19-20	+4	19-20	+6

The hit point bonus from these tables is added to the character's hit point base. This is the total number of hit points the character will ever have, unless he/she raises his/her attributes in some way. Then, the hit points are refigured. Note that any character with zero or less hit points after modification is considered to have died at birth. Roll a new character, and better luck next time.

Hit points are also found for specific body areas. This is done using the following table.

Head:	5 + 10% of total hit points
Chest:	6 + 25% of total hit points
Abdomen:	6 + 25% of total hit points
Each Arm:	4 + 10% of total hit points
Each Leg:	4 + 10% of total hit points

Hit points are lost in combat whenever the character sustains damage. The amount of damage is subtracted from both the specific area hit and the total. If the total hit points are reduced to zero, the character is considered unconscious, and can be revived only by professional medical attention. If total hit points go into the negative, the character is considered to be mortally wounded and slowly dying. The character's Endurance rating is the number of rounds that the individual can survive a negative hit point rating without medical attention. Treatment may be attempted at any time before the endurance limit is reached. If treatment is not begun in time or is unsuccessful, the character is considered dead.

A character reduced to negative hit points will continue to lose one point per round until either he/she dies or gets medical attention.

Effects of wounds to specific areas, when damage is greater than area hit points are as follows:

Head	Unconscious for minimum of one hour, plus one hour per point over area total.
Chest or Abdomen	Movement, attack, and defense all at one-half normal.
Arm	Arm disabled, not usable until healed.
Leg*	Leg disabled, movement at 1/2 normal.

*Note: If both legs are disabled, character is down, and actions are severely restricted. For more information on disabling effects of wounds, see the Combat section. For healing, see Skills.

A character subtracts from his total only the amount of damage the area could have taken at maximum strength.

Example:

It is time to figure Red's hit points. The average of his strength (18) and his will (9) is 13.5, which rounds up to 14. Adding this to his endurance (11) and dividing by two, we get 12.5, which rounds up to 13. Red's player now rolls 13 d3 for the hit point base. Having a bad day with the dice, he only rolls 18 for the base number of hit points.

Checking the bonus charts, we see that Red receives a bonus of +3 due to his Strength. Both his Will and Endurance are in the 08-12 range, so he gets no bonuses there. Red has a total of 21 hit points.

Using the area hit point tables, we get the following area figures: Head: 7, Chest: 11, Abdomen: 11, R. Arm: 6, L. Arm: 6, R. Leg: 6, L. Leg: 6.

In figuring the percentages for the individual areas, round to the nearest whole number. Thus 10% of 21 = 2.1 or 2. If the decimal is .5 or above, round up, if below .5, round down.

Now suppose that Red gets into a fight and sustains ten points of damage to his right arm. The arm can only take 6 points, so it is totally disabled, and 6 points are subtracted from the total hit points for the character.

1C.6 SHOCK RESISTANCE

When a character sustains a disabling wound, there is a chance that he/she will be knocked out or otherwise rendered inactive. If a disabling

wound is sustained, the character must make a shock resistance roll or suffer the above consequences. Shock resistance is found by averaging Endurance and Will and consulting the following table. (END+WIL)/2.

RESULT	S.R.	HEAL RATE
01-05	17%	1 every 3 days
06-07	33%	1 every 2 days
08-12	50%	1 every day
13-14	60%	1½ every day
15-16	70%	2 every day
17-18	80%	2½ every day
19-20	90%	3 every day

Shock resistance can also be applied in any case of strong shock to the character's system, such as electric or thermal shock. The exact result of failing to make the shock resistance roll varies from situation to situation, and is generally left to the referee to decide. To pass a shock resistance roll the character must score less than or equal to the applicable S.R. rating from the table above.

1C.7 HEAL RATE

Heal rate is the number of hit points gained back by the character with normal bed rest. This is doubled with professional medical attention, and tripled with hospitalization. It should also be noted that this rate is halved for normal activity and quartered for strenuous activity, if the character can remain active after sustaining a wound. Heal rates are listed on the same table as Shock Resistance in section 1C.6.

Example:

This completes this section of the character generation process, so let's take a look at Red's sheet before going on.

Name: Red Larson

Type: Psionic

STR 18 (72)	Initiative Factor	11	Hit Points	
AGL 16 (64)	Defense Bonus	-3	Total	21
DEX 10 (40)	Damage Bonus		Head	7
END 11 (44)	Projectile	0	Chest	11
INT 5 (20)	Hand Held	+4	Abdomen	11
WIL 9 (36)	Bonus to Hit	-2	R. Arm	6
PSI 7 --	Shock Resistance	50%	L. Arm	6
	Heal Rate	1/day	R. Leg	6
			L. Leg	6



1D IMPROVING AN ATTRIBUTE

During the course of the game, a character will be presented with opportunities to improve his/her basic physical and mental attributes. It should be noted that certain limitations apply to attribute improvement. First, no attribute may be improved beyond a score of twenty-five (25). Second, the attributes of Intelligence and Psionics may not be improved using the following rules.

Improvement in Intelligence is represented indirectly by adding to the character's educational base by learning and improving skills (See section on Skills). Psionics are improved by increasing power through the use of Psionic power gain rolls (See the section on Psionics). Within these limitations all other attributes may be improved by either training or experience.

1D.1 TRAINING

Characters may engage in a wide variety of training programs to improve attributes. An example of such a training program is working out with weights in the hope of improving strength.

A character must train for a number of weeks equal to his/her present attribute score to gain a chance to improve. After this amount of time, the chance of improvement is found by subtracting the present attribute score from 25, and rolling the remainder or less on d100. Whenever the character successfully improves an attribute in this way, one (1) point is added to the attribute score. (Note: The character's scores which are derived from this attribute may need to be refigured).

To help speed play, the following table has been included for the players and referee.

Attribute Score	Training Time	% Chance of Improvement
2	2wks.	23%
3	3wks.	22
4	4wks.	21
5	5wks.	20
6	6wks.	19
7	7wks.	18
8	8wks.	17
9	9wks.	16
10	10wks.	15
11	11wks.	14
12	12wks.	13
13	13wks.	12
14	14wks.	11
15	15wks.	10
16	16wks.	9
17	17wks.	8
18	18wks.	7
19	19wks.	6
20	20wks.	5
21	21wks.	4
22	22wks.	3
23	23wks.	2
24	24wks.	1
25	NA	0

1D.2 EXPERIENCE

During the course of play, the character will be asked to make various Attribute Saving Throws (AST). Whenever an exceptionally good AST is made, the character will earn an attribute gain roll. An exceptional AST is considered to be any roll of one-half the attribute or less on d100.

Example: Red is asked to make an unmodified Agility saving throw, to avoid a speeding car he has observed. Red needs a 64 or less on d100, as his Agility is 16. He rolls an 06; not only does he avoid the car with style, he earns an attribute gain roll (06 is less than half of his base Agility score of 16).

Once an attribute gain roll is earned, the player must find out what the character's chances of improving are. This is found by subtracting the base score from 25 and rolling the remainder or less on d100.

In the example above, Red earned an attribute gain roll. His chance of improving is found by subtracting his base agility of 16 from 25. This yields nine. Red must roll 09 or less on d100 to improve his agility score.

Whenever an attribute gain roll is successful, one (1) point is added to the base score.

1D.3 MAINTAINING EXCEPTIONAL ATTRIBUTES (Optional Rule)

In the real world, an athlete works long hours to perfect and maintain his/her exceptional strength or agility; stage magicians practice hard to keep up their unusual dexterity. To reflect this, a character must spend time working to maintain an attribute score of twenty or above. This time is subtracted from the time available to learn or improve skills and/or attributes, and does not usually count toward the

improvement of the attribute. If maintenance time is not spent, the attribute score will drop one (1) point per game month until it stabilizes at twenty (20).

It is the referee's option to rule that studying a skill related to the attribute can count as both learning the skill and maintaining the attribute. Thus, learning acrobatics may be considered adequate to maintain a high agility score.

2 SKILLS

After physical and mental attributes, skills are the next most important series of abilities that your character will acquire. They represent the body of knowledge that your character has learned from his/her environment, job, and education. Since psionics are limited in advancement within the society postulated by this game, the following table is slanted toward normal (non-psionic) characters in regard to higher education and military service. This gives the non-psionic character an edge roughly equivalent to the special psionic abilities he/she will be facing.

2A EDUCATIONAL BACKGROUND

- Psionics, roll d100, and add ½ INT.
- Non-psionics, roll d100, and add 30 plus ½ INT.

Total	Result
02-60	<u>General Education</u> . Select one skill from the technical skill table as the character's occupation. All other skills are selected from the general skills table. This represents the equivalent of a high school education.
61-85	<u>Vocational Education</u> . Select skills from both the technical and general skill tables. The character has received vocational training beyond the high school level.
86-95	<u>Military</u> . Select skills from both the military and general skill tables. The character has served in the military and has a high school education.
96-105	<u>Advanced Education</u> . Select skills from both the advanced education and general skills tables. The character has engaged in a college degree program.
106-110	<u>Spacer</u> . Select skills from both general and spacer skill tables. The character has served in space and has a high school education. There is an additional 25% chance of one advanced education skill.
111-120	
121-135	
136-140	

2B SKILL POINTS – DETERMINATION

After a character's educational background has been determined, the next step is to find out exactly which skills are possessed. The player is allowed to pick the skills he or she wants for the character. This is done through the use of skill points, which are used to 'buy' skills from the appropriate table(s). To find out how many skill points a character has, roll four ten-sided dice (4d10) and add the results. This is the number of skill points the character has.

2C USE OF SKILL POINTS

There are two types of skills that can be 'bought'. Each of these has a different type of cost. These skill types are non-level and level skills.

Non-level Skills

These are skills that are either known or not known, i.e. a character either can or cannot swim. While they can be learned during play, they cannot be improved except through mastery (see Improving Skills). A non-level skill will cost one (1) skill point to acquire.

Level Skills

These are skills in which different degrees of expertise exist. A level skill may be bought in ten (10) point blocks at the cost of one skill point per block. Each 10 point block represents a base chance of suc-

cess of 10 rolled on d100. A maximum of 10 blocks can be bought in any one skill before game play begins. These skills may be improved during the course of play; and can, at high expertise levels, be taught to other characters. For further information see Skill Use and Improving Skills.

Example:

Let's go back to Red now. To determine his educational background, he rolls d100. The result is a 52. Since Red is a psionic, he adds half of his intelligence, but no bonus. Half of 5 is 2.5, or 3. This added to his roll of 52 yields a total of 55. Checking the table, we see that this puts Red into the General Education category. Rolling 4d10 for his skill points, he gets a total of 18.

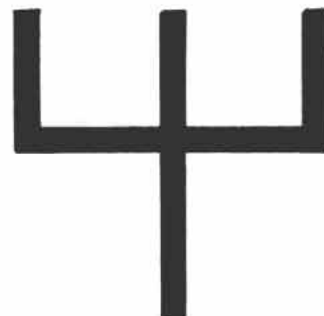
Being allowed one technical skill (and keeping in mind Red's attributes) his player chooses General Mechanic, Automobile as his profession.

Red's player buys eight 10-point blocks of the skill. It seems logical that anyone who can repair a car should also be able to drive one, so he buys the non-level skill of Driver, Car at one point. Rounding out the rest of Red's skills, he chooses Unarmed Combat, 3 blocks; Sporting Weapon (.30 HP rifle), 5 blocks; and Rock Climbing (NL). This uses all his skill points as follows: 1(NL)+1(NL)=2; 2+3+5+8=18 skill points.

2C.1 SKILL POINTS AND AGE (Optional Rule)

To figure a character's starting age, start with sixteen and add 1d4 for psionics and 1d6 for non-psionics. This will result in base starting ages of 17-20 for Psis and 17-22 for Norms. For each five skill points the character spends, add one year to this base age. This represents the time spent in learning the skills.

Example: Red Larson rolls 1d4 for his age. The result is a two, which added to 16 gives him a base age of 18. He has spent 18 skill points on his skills. Rounded to the nearest multiple of five, this is twenty. This is an additional four years (20 divided by 5 is 4) to be added to his age. Four plus 18 is 22, so Red will be 22 at the start of the game.



2C SKILL TABLES

2C.1 GENERAL SKILLS

Acrobatics (L), (LoD 2)
 Acting (L), (LoD 2)
 Art or Craft: Each form counts as a separate skill (NL), (LoD 1)—Skills such as Blacksmith or Gunsmith are professions and not crafts within the limits of the game. They are level skills on the 'technical' list.
 Balancing Feats (L), (LoD 2)
 Bribery (L), (LoD 1)
 Dancing (NL), (LoD 1)
 Driver/Pilot (NL): Each vehicle counts as a separate skill, (LoD 1), Bicycle, Moped, Car, Motorcycle, Dirt Bike, ATV, Single-Body Truck, Sailboat, Motorboat, (LoD 2), Hydrofoil, Hovercraft, Hangglider, Sailplane, Small Private Plane (Prop.), Small Private Jet, Helicopter
 Escape Bonds (L), (LoD 2)
 First Aid (NL), (LoD 1)
 Forgery/Counterfeiting (L), (LoD 2)
 Gambling (NL), (LoD 1)
 Hunting (L), (LoD 1)
 Merchant (L), (LoD 2)
 Parachute (sport) (NL), (LoD 1)
 Play Musical Instrument: Specify Instrument: (NL), (LoD 1)
 Rock Climbing (NL), (LoD 1)
 Scuba: Must first have swimming: (NL), (LoD 1)
 Singing (NL), (LoD 1)
 Sleight of Hand (L), (LoD 1)
 Sporting/Civilian Weapons: Each weapon is a separate skill. (L), (LoD 2)
 Stealth (L), (LoD 1)
 Streetwise (L), (LoD 2)
 Swimming (NL), (LoD 1)
 Unarmed Combat: Throws, strikes, pins, and chokes: (L), (LoD 2)

2C.2 TECHNICAL SKILLS

Blacksmith (L), (LoD 2)
 Communication Systems (L), (LoD 2)
 Computer Programming: Each language counts as a separate skill. (L), (LoD 2) Languages: UBL (Universal Business Language), PRIMARY (Simple beginning language), SILANG (Scientific Language), MIL-CODE (Military Code Language), MECHLANG (Machine code, by group*). Each group counts as a separate skill.
 Computer Repair: Each group counts as a separate skill* (L), (LoD 2)
 Driver/Pilot: Each vehicle counts as a separate skill. (NL), (LoD 1) Tractor-trailer, Construction Vehicle, (LoD2), Commercial ship pilot, Commercial Plane (Prop.), Commercial Plane (Jet), Railroad Locomotive, etc.
 Electrical Systems (L), (LoD 2)
 Emergency Medical Technician (L), (LoD 2)
 Forensics (L), (LoD 2)
 General Mechanics (L), (LoD 2)
 Gunsmith (L), (LoD 2)
 Locksmith (L), (LoD 2)
 Plumbing (L), (LoD 2)
 Police Techniques (L), (LoD 2)
 Police Weapons (L), (LoD 2): Each weapon counts as a separate skill.
 Security Systems (L), (LoD 2)

The referee is encouraged to add any additional occupational skill he/she sees fit, as needed. This list is by no means to be considered comprehensive.

*Computer groups: 1. Mini-computer and hand computer; 2. Mark I to Mark II; 3. Mark III to Mark IV; 4. Mark V to Mark VI; 5. Special Systems.

2C.3 MILITARY SKILLS

Artillery (L), (LoD 1)
 Combat Driver/Pilot (NL), (LoD 1): Each vehicle counts separately Armored Vehicles, Military Helicopters, Military Plane, Military Watercraft, etc.
 Combat Engineer (L), (LoD 2): Each area is a separate skill. General Mechanics, Electrical Systems, Security Systems.
 Combat Fighter Pilot (L), (LoD 2)
 Demolitions (L), (LoD 2)
 Forward Observer (NL), (LoD 1)
 Interrogations (L), (LoD 2)
 Military Personal and Support Weapons (L), (LoD 2): Each weapon is a separate skill.

L=Level based skill, can be bought in blocks of 10 points each.
 NL=Non-level skill.
 LoD=Level of Difficulty to learn the skill.

Military Police (L), (LoD 2): Each area or weapon is a separate skill. Police Techniques (MP), Police Weapons.
 Naval Gunnery (L), (LoD 2)
 Navigation (L), (LoD 2)
 Parachute Assault (NL), (LoD 1)
 Scout/Survival (L), (LoD 2): Each terrain type is a separate skill. Artic, Marine, Temperate, Jungle, Desert.
 Street Combat (NL), (LoD 1)

2C.4 SPACER SKILLS

Drive Mechanic (L), (LoD 3)
 EVA (extra-vehicular activity) (NL), (LoD 1)
 Pilot Space Vehicle (L), (LoD 2) Each vehicle is a separate skill. Shuttle, Transport, Scooter.
 Space Communication Systems (L), (LoD 2)
 Space Electrical Systems (L), (LoD 3)
 Space Navigation (L), (LoD 3)
 Vacuum Suit (NL), (LoD 1)
 Weightless Combat (L), (LoD 2)

2C.5 ACADEMIC/ADVANCED SKILLS: All are (L) and (LoD 3)

Anthropologist
 Architect
 Biologist
 Computer Engineer
 Dentist
 Electrical Engineer
 Geologist
 Lawyer
 Mechanical Engineer
 Nurse
 Optometrist
 Physician
 Psychiatrist
 Psychologist
 Teacher
 etc.

Again, this list is just a guideline. The referee is encouraged to add any other Professional skills he/she deems necessary.

Skill level in terms of academic degrees for Academic skills.

Skill Level	Degree	
01-20	Associate Degree	(2 years)
21-50	Batchelor's Degree	(4 years)
51-90	Masters Degree	(6 years)
91+	Doctorate Degree	(8 years +)

2D SKILL EXPLANATIONS

2D.1 GENERAL SKILLS (Non-level)

Art or Craft

Allows the character to perform one art or craft with a Dexterity AST as the chance of success. Mastery allows a plus 10 to the chance of success.

Dancing

Allows the character to dance gracefully with an Agility AST for success. Mastery allows a plus 10 to the AST for chance of success.

Driver/Pilot

The character can operate the chosen vehicle under normal circumstances. In unusual conditions, an Attribute Saving Throw (AST) will be used to determine the character's control of the vehicle. Mastery allows a +10 on the AST.

First Aid

If applied within 10 minutes of an injury, it allows the character an Intelligence based saving throw (INT times 4 on d100) of stopping further damage (from bleeding), and restoring 1d3 hit points to the base hit point score of the injured character. Mastery allows 1d3+2 restored hit points and a bonus of 10% (not 10 points) to the AST.



Gambling

The character is familiar with recreational gambling and receives a +10% (or equivalent) modifier when engaged in a game of chance. Mastery allows a +20% modifier.

Parachute

The character is familiar with sport parachuting, and has a base chance of 95% to land safely under normal conditions. Mastery allows special maneuvers and free fall at a base 95% chance of success.

Play an Instrument

Allows the character to play one instrument with a Dexterity AST for the chance of success. Mastery allows concert-quality performances with a plus 10 to the DEX AST.

Rock Climbing

The character is familiar with recreational rock climbing and receives a +10% bonus on his/her agility AST to succeed. Mastery allows use of this skill in an urban environment (i.e. climbing buildings) with a base agility AST to succeed.

Scuba

The character is familiar with recreational scuba diving and has a base chance of success of 95% (modified by conditions). Mastery allows lifesaving, deep dives, and bad weather dives with a base chance of success of 90%. The character must have taken swimming in order to have this skill.

Singing

Allows the character a base 80% chance to sing pleasingly. Mastery allows a base chance of 90%.

Swimming

The character can swim under normal conditions, and is allowed an agility AST plus a 10% bonus under unusual circumstances. Mastery allows lifesaving, fancy dives, and distance swims with a successful agility AST plus a 10% bonus.

Acrobatics

The character is familiar with flips, vaults, and other tumbling-related activities. Loss of control will require an Agility AST to recover.

Acting

The character can convincingly assume a role, to entertain or to deceive. When trying to assume the identity of a person known to the audience, they are allowed an INT AST minus $\frac{1}{4}$ of the actor's skill level to see through the act.

Balancing Feats

Allows the character to perform such feats as walking a tightrope, spinning plates on poles, or stacking awkward items and carrying them. An AST (DEX or AGL) is needed to recover lost control.

Bribery

Allows the character to detect a victim's weakness and, through the offer of service, money, or information, alter the victim's actions. A Will AST is used to resist a bribe, but the briber who makes his/her success roll may subtract $\frac{1}{4}$ of his/her skill level from the victim's AST.

Escape Bonds

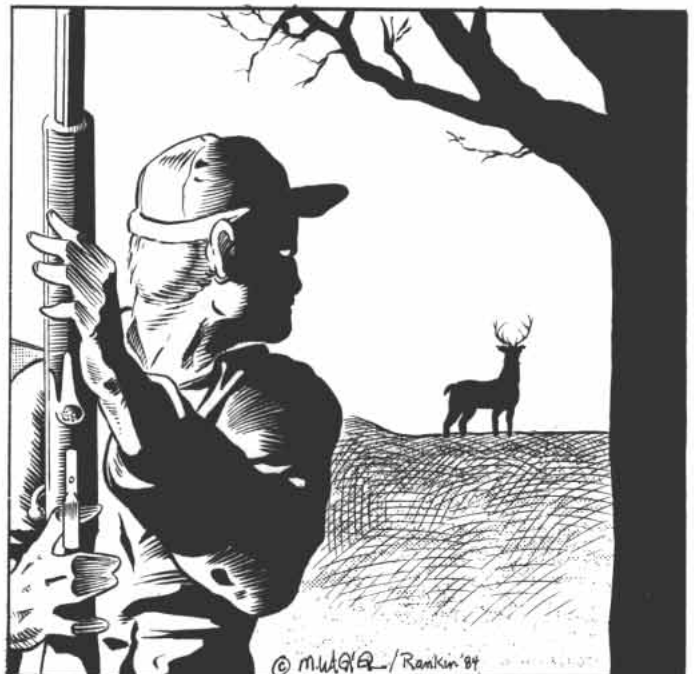
This allows the character to escape from physical restraints such as ropes, chains, handcuffs, straitjackets, nets, etc. The time required will be 2d3 minutes times the LoD of the bonds.

Forgery/Counterfeiting

The character may create documents money or identification with a successful skill roll. Suitable materials and sufficient time must be available. To spot a forgery, an Intelligence AST is required, and one with the forgery skill may subtract $\frac{1}{4}$ of his skill level from his victim's AST roll.

Hunting

Allows the character to recognize animals, track, and find likely places for game. The skill also includes fishing and woodsman's lore.



Merchant

Allows the character to evaluate the price of goods and bargain with other characters. When bargaining with non-merchants, a will saving throw is used to resist the sales pitch, but the successful merchant may subtract $\frac{1}{4}$ of his/her skill level from this AST.

Sleight of Hand

The character can perform sleight of hand magic tricks, including misdirection, picking pockets, and concealing small items. An Intelligence AST, minus half of the prestidigitator's skill level, is used to spot the character using this skill.

Sporting/Civilian Weapons

Allows the character to use either hand-held or projectile weapons. See the combat section for details.

Stealth

This skill permits the character to conceal him/herself, move quietly, and cover his/her trail. A character trying to detect a stealthy individual must make an INT AST, minus $\frac{1}{4}$ of the person's stealth score to succeed.

Streetwise

The character 'knows his way around'. Successfully using this skill allows the character to notice unusual conditions or attitudes, find people or items, and/or pick up useful information if an urban/suburban environment.

Unarmed Combat

The character is familiar with throws, pins, chokes, and non-weapon strikes. See the combat section for details.



2D.3 TECHNICAL SKILLS

Blacksmith

This allows the character to work iron in a forge, including repairing and edging swords and other similar weapons.

Computer Programming

This allows the character to read, understand, and write instructions and programs for computer systems, in the language chosen.

Computer Repair

The character may, by use of this skill, troubleshoot, repair, or construct a computer or computerized system. It should be noted that a character must begin with the simpler systems and work up; no character may have a higher skill rating (at the start of the game) in a complex system than he/she has in the next lowest system. This will change during play as a character gains experience by specializing in one group of systems. (Example: John may begin the game with Group 1: 50; Group 2: 40; and Group 3: 30. He may not begin the game with Group 1: 20; Group 2: 50; and Group 3: 40). All computer Repair-

skilled characters will have Computer Programming—MECHLANG at $\frac{1}{4}$ of their repair skill level.

Communication Systems

Allows troubleshooting, repair, and assembly of communications systems equipment, such as telephones, radios, televisions, and so on.

Driver/Pilot

(NL): Identical to General Driver/Pilot, except for the vehicles covered.

Electrical Systems

The character is capable of understanding, repairing, and building electrical systems, such as generators, electric heating plants, power transmission systems, etc.

Emergency Medical Technician (EMT)

Successful use of this skill allows a character to stabilize a wounded individual and heal 1d4 + 2 points of damage to the total hit points. This treatment must be applied within 15 minutes of the injury. An EMT is capable of assisting characters who are below zero hit points, but not yet below half of the victim's END into the negative numbers.

Forensics

This skill allows a character to find, evaluate, and collect clues and physical evidence. To find a clue, the character must announce where and how he is searching. A skill roll should be granted each time a player states he is searching, even if there is nothing to be found.

To evaluate a clue means to identify it and place it in context. Example: Identifying a fingerprint as belonging to a specific individual, or a soil sample as coming from a certain location, etc. Collection of clues means that the character has a basic knowledge of how to preserve and isolate evidence. Example: Dust for fingerprints, search for fibers, and so on.

General Mechanics

Allows the character to diagnose, repair, and construct mechanical systems such as automobile engines, motors, and so on.

Gunsmith

The character is familiar with the construction and repair of firearms. The skill also gives the character an understanding of the weapons laws in the local area.

Locksmith

This skill allows the character to construct, open, and repair lock systems such as dead bolts, key and combination locks. A character with this skill may also reproduce keys and other opening devices.

Plumbing

Allows the character to work with piping and circulating systems.

Police Techniques

This skill gives an understanding of basic law, police investigation techniques, and operating procedures. It does not give police weapon use, which is a separate skill.

Police Weapons

This is identical to Sporting/Civilian Weapons, except for the weapons available. See combat section for details.

Security Systems

The character may detect, bypass, repair, or construct a security system, including electric eyes, cameras, etc. Note that a system may only be detected if it is being searched for, walking past a hidden camera will not automatically reveal its location.

2D.4 MILITARY SKILLS (Non-level)

Combat Driver/Pilot

This is the same as the General Driver/Pilot, except for the selection of vehicles available.

Forward Observer

A character using this skill is capable of directing the fire from a gunner to a target not in the gunners line of sight. The gunner receives a +5 to hit when a forward observer is assisting, or a +10 when the Observer has attained Mastery.

Parachute Assault

This skill is the same as Parachute (sport), except that it allows night jumps and jumps in a combat situation at no penalty.

Street Combat

The character is familiar with the methods of fighting used in a urban/suburban environment. A character with this skill receives an Intelligence AST to recognize possible enemy positions, possible sniper positions, and potential ambushes. The AST gets a bonus of +5, and a +5 is also granted on rolls to hit when fighting in a street combat situation. Mastery gains a +10 on both the AST and the roll to hit.

2D.5 MILITARY SKILLS (Level based)

Artillery

The character is familiar with the normally available forms of infantry support artillery. It may be used as a 'gun combat skill' in a game combat situation, if the referee so choses.

Combat Engineer

These skills are identical to the 'Technical' skills of the same name, except they were learned while in the military.

Combat Fighter Pilot

The character is familiar with how to pilot a fighter plane, and may use this skill in game combat situations.

Demolitions

The character is familiar with a wide variety of explosives and their uses. He/she will know the amount needed and the proper position to accomplish the objective, provided a successful skill roll is made. A second successful skill roll is needed to activate the charge safely. This skill also allows the recognition and disarming of explosive devices.

Interrogation

The character is acquainted with the techniques of questioning. On a successful skill roll by the player, the referee should roll percentile dice (d100) to determine the amount of information gained by the character. A player with this skill may subtract ¼ of his/her character's skill level from the referee's dice roll when being interrogated.

Military Police

Identical to the 'Technical' skills of the same name, but the emphasis is on military rather than civilian law.

Military Weapons

Identical to the 'General' skill of Civilian/Sporting Weapons, except for the selection of weapons. The referee should determine which branch of the service the character belonged to. This will determine the weapons he will have had access to.

Naval Gunnery

This is the same as 'Artillery', except the systems are naval in nature.

Navigations

The character is familiar with all the techniques and equipment used to pilot and hold a given course. He/she may, by dead reckoning, estimate his/her present position if the sun, moon, or stars are visible. The character may attempt to travel by dead reckoning, but the skill roll should be suitably modified.

Scout/Survival

The character is familiar with survival techniques within the terrain type chosen. He/she will be able to find food and shelter, if they are available. The character will also be able to identify plants, animals, ground formations, and weather conditions within the chosen terrain. The skill also gives the ability to hide in cover, move quietly, and track prey.

2D.6 SPACER SKILLS (Non-level)

EVA (Extra-Vehicular Activity)

The character is familiar with working in the environment outside a space craft. He/she is permitted an Agility AST (with no penalty) to move and work in this environment. All other characters not having this skill are at half of their normal AST to move and work. Mastery allows an additional +10% to the AST.

Vacuum Suit

This skill allows the character to function normally while wearing a vac. suit. All non-skilled characters suffer a reduction of ½ in their DEX and AGL AST's for movement and other activities.



2D.7 SPACER SKILLS (Level based)

Drive Mechanic

This skill allows the operation and repair of the drive engines of a space craft.

Pilot Space Vehicle

This skill is similar to the General skill Driver/Pilot, but it also allows the character to make emergency repairs to his/her vehicle. Shuttle — runs from the ground to a point in space (ship or station). Transport — runs from point to point in space, and is a large vehicle for carrying many people. Scooter — A one or two man space-to-space vehicle.

Space Communication Systems

The character is familiar with the operation and repair of the specialized equipment used to communicate in space.

Space Electrical Systems

The character is familiar with the workings and repair of the electrical systems aboard a space craft or space station.

Space Navigation

The skill allows the character to plot and hold a course in a three-dimensional mode. If applied to planetside navigation (ground or sea), the character is at ½ of his/her normal skill level.

Weightless Combat

The character is familiar with the techniques of fighting in a zero-gravity environment. This skill is averaged with any attack score to find the number needed to hit the intended target. Non-proficient characters will suffer a penalty, putting them at only ¼ of their normal score to hit when fighting in a weightless environment.

2D.8 ACADEMIC/ADVANCED SKILLS

These skills represent, for the most part, areas of knowledge which require a high skill level to function properly, as most require creativity, research, or original investigation. Except for a physician or lawyer, most characters with academic degrees will not work directly in their degree field but in a related field (a character with a degree in geology may in reality work as a surveyor, a character with a degree in engineering as a factory supervisor). When a character works in a related field, the player and referee should feel free to design new skills as needed to cover the situations.

If a character desires to work directly in his/her degree field, the options will usually be either teaching or research/consulting. A high skill level (90+) will be needed to accomplish this. When a player engaged in research attempts an original discovery or scientific breakthrough, the section on Level of Difficulty is used for modifying skill rolls.

Engineer

A character with a skill in one of the engineering fields will be able to analyze the function and operation of a device covered by his/her field, or to design modifications to existing devices. This does not imply that the engineer will be able to either repair or use the device, although he/she may be able to suggest applications or changes to appropriately skilled characters. Individuals with these skills will be most valuable at higher levels when they will be able to create new technologies and design new devices.

Lawyer

A character with this skill is familiar with the Law, legal documents, and court procedures. His/her skill level is used to understand the legal aspects of a given situation, construct a viable legal document (i.e., a contract or petition to the Court), and conduct a proper defense/prosecution in a court of law. When, as often happens, two lawyers meet in an opposing or adversary situation, the referee may decide the case either through role play (with him/herself as judge and the other players as jury), or by rolling dice. If dice are rolled, subtract ½ of the opposition's skill level from that of the character. This becomes a new baseskill level upon which the character's success roll will be based. After figuring the same new base skill level for the opposition, have the players roll initiative (add the result of 1d6 to the Initiative factor). The characters then alternate skill rolls until one or the other is successful. The referee should remember to modify the skill rolls based upon the situation (weight of evidence, social environment, publicity, etc.).

Physician

The character is familiar with medicine. When attempting to help an injured character, a physician functions on one of several different levels, depending on his/her skill level. With a skill level of 50 or below (4 years of training or less), the physician acts as if he/she were using the skill First Aid. If the skill level is between 51 and 90 (4 to 6 years of training), the physician will operate as if using the skill EMT. At a skill level of 91 or more (8 years of training or more), the character can heal 1d6+2 points of damage, can reverse the effects of a major wound, and can treat patients who are up to but not over their END score negative hit points. A physician's care will also double the heal rate of an injured character.

Scientist

Characters with degrees in the 'hard' sciences are almost entirely limited to an information source function until high levels (90+) are reached. At higher level, when research and discovery are possible, these

characters will become very valuable in a campaign setting.

Until these levels are reached, these characters will act as a walking library within their chosen field. They may attempt a skill roll, modified by the situation, to analyze any pertinent occurrence and understand its function and ramifications. Thus a character with a skill field of Nuclear Physics, while not able to design a new form of reactor, would be able to diagnose that an existing reactor was about to go critical and what effects it would have. He/she might also roll to determine what, if any, method could be used to stop the critical reaction.

2E USE OF SKILLS

During the course of the game, the characters will attempt to perform certain actions to achieve the goals of the scenario. The majority of these actions are covered by specific skills. The use of skills is divided into two major areas, Skill Level and Level of Difficulty.

Skill Level: This indicates how proficient the character is in a given skill. It is the unmodified number which the character must roll less than or equal to on d100 to accomplish the action in question. In level skills the number of skill points one has for the appropriate skill indicates the skill roll number. (i.e. If the character has bought five 10-point blocks of the skill acting, he has a skill level of 50 in acting. See also Chance of Success). For non-level skills, the skill level and unmodified chance of success is indicated on the skill tables.

Level of Difficulty (LoD): This indicates how difficult the task is, within a given situation. This modifies the character's skill level, reducing or increasing the chance of success on d100.

2E.1 LEVEL OF DIFFICULTY (LoD)

When a player announces that his character is going to try and use one of his skills, the referee's first action is to decide on the LoD of the task the character will be attempting. Level of Difficulty should be based on the complexity of the task. The following table is given as a guideline for the referee.

LoD	Modifier To Skill Level	Description
*-2	+20	The LoD's -2 and -1 represent the dull, routine actions that are used daily within the skill, such as maintaining tools or checking safety factors.
-1	+10	
0	0	LoD zero is used for simple, basic, easy tasks within the skill, such as a mechanic changing spark plugs, or a med tech taking a routine blood sample.
1	-10	The LoD's 1 thru 4 represent normally encountered problems that occur in the normal use of the skill. Examples are working in unusual weather conditions such as rain, or using non-standard equipment.
2	-20	
3	-30	
4	-40	
5	-50	LoD 5 represents hard, unusual, or uncommon problems, such as a physician analyzing a previously unknown virus.
6	-60	LoD's 6 thru 9 are used for rarely encountered or extremely hard problems such as jury-rigging equipment without proper parts, or altering one piece of equipment to perform a different function.
7	-70	
8	-80	
9	-90	
*10	-100	LoD's of 10 or higher are used for once-in-a-lifetime situations or for almost impossible tasks. They are used primarily when the characters attempt original research to design new technologies or develop radically different techniques.

*Note: This table is open-ended. Higher and/or lower LoD's are possible and may be applied when the referee deems them necessary.

2E.1a General Rules for LoD's

1. For each new complicating factor, the referee should add one level of difficulty to the task.

Example: Red Larson decides to climb an easy rock face, to obtain a better view of the area. As this is a simple task within the skill 'rock climbing', the referee assigns the LoD of zero, giving Red his full skill level of 70. Now suppose Red desired to climb the same easy rock face at night, with a mild wind, and that the rocks were slightly slippery from an afternoon rain. In this case, the referee

could assign an LoD of 3 (one for dark, one for wind, and one for slippery). An LoD of 3 gives a -30 to Red's skill level of 70, so that now Red has to roll a 40 or less on d100 to climb the rock face (70-30=40).

2. As a complicating factor becomes stronger, the referee should assign a higher level of difficulty to the factor.

Example: In the above example, Red was faced by several factors such as angle of climb (easy), wind (mild), and night (partial darkness). If these factors became more severe, the referee would probably assign higher levels of difficulty to each of them. If the mild wind increased to strong, a LoD of 3 (-30) could be assigned (mild=1, moderate=2, strong=3). A moonless night could be considered a LoD of 2 (night=1, no moon=2). The mild angle of climb could be increased to steep, and an LoD of 1 assigned (easy=0, steep=1). As can be seen, the severity of the factor increases the level of difficulty and makes Red's simple climb into a hazardous undertaking.



2E.2 SKILL LEVEL AND CHANCE OF SUCCESS

After the level of difficulty has been determined, the next step is to apply it to the character's skill level. Skill level represents how good the character is within a given skill under normal conditions. Level of difficulty represents the effects of complicating factors beyond normal conditions. The two are combined, and the character's chance of success on d100 is found. All skill rolls are made on d100.

Example: Red wished to repair an engine which has been damaged in a battle. His Mechanic skill level is 80. The referee rules that the level of difficulty is 3, giving a -30 to Red's skill level. 80-30=50, giving Red a roll of 50 or less on d100 as his chance of success.

As can be seen, LoD can drastically reduce a character's chance of success. This allows a realistic flow of play, with the characters attempting more difficult actions as they become better. But at times skill level will be modified to zero, or below; or to 100, or above. This does not mean that the character is an automatic failure or success. In situations such as this the following rules apply.

1. The character always has 5% of his/her skill level as a chance of success.

Red has a skill level of 80 in general mechanics. Regardless of LoD modifications, he will always have a 4 or less on d100 as his chance of success. (5% of 80 is 4).

2. Rolls on d100 of 95 to 100 (00) are always a failure, regardless of skill level and LoD modifications.

Joe Green has a skill level of 115 in electrical systems. After LoD modifications, his chance of success is 100. He must still roll d100, because a roll of 95 to 100 is still a failure.

2E.2a Effects of Missed Skill Rolls

It is obvious that when a character successfully rolls his/her chance of success, he/she has accomplished the task. It is also obvious that when a character fails to roll his/her chance of success that character has failed to achieve the original goal. Quite often a failed roll will mean more than just simple failure. In many instances it will place the character in physical danger or threaten to damage the materials or equipment that the character was working with. In a case such as this the character is allowed an attribute saving throw. This saving throw is modified as follows:

1. It is always a full attribute saving throw (attribute times 4 on d100).
2. The amount needed to successfully use the skill is subtracted from the number actually rolled. The resulting number is subtracted from the AST.

Red Needed a 40 or less to successfully fix a delicate piece of electrical equipment. He rolled a 65 on d100. The referee ruled that there was a chance that Red damaged the equipment due to his failure. Red is allowed a dexterity saving throw to prevent this damage. His base DEX saving throw is 40 (DEX of 10x4). The amount he failed by is 25 (65-40). Red needs a 15 or less on d100 to not damage the equipment (DEX save of 40-25).

3. Whenever an AST is modified in this way to zero or less, the character still has 5% of his/her base as a saving throw.

In the gamble above, if Red's DEX saving throw was modified to zero or less, he would still be allowed a saving throw of 2 or less on d100 (5% of 40 (base chance) is 2).

4. A skill roll of a natural 100 indicates a major failure and automatically halves any saving throw.

If a character would normally be granted an AST of 30 after all modifications, on a skill roll of a natural 100 this saving roll would be reduced to 15 (half of 30 is 15).

2F LEARNING/IMPROVING THROUGH TRAINING

As the game is designed to be played in a roughly contemporary setting, it is assumed that characters will be spending between eight and ten hours of any given day on personal survival (jobs, criminal activity, etc.). This leaves a limited amount of time to engage in self-improvement training. Based on this assumption, (which may be altered by referee world design or special considerations which develop during the course of play) the following limitations have been placed on improvement through training.

1. Only two areas of training may be engaged in at any one time, including training designed to improve attributes.
2. Training may not be interrupted for long periods of time (no more than 3 consecutive missed classes).
3. Appropriate hardware and facilities must be available.
4. A teacher of suitable skill level must be available. (This implies a skill level of at least 90, or above).
5. Training may not be obtained in a skill in which the character has a skill level of 90 or above (see Mastery).

Within these limitations any level-based skill may be improved through training. Non-level skills may be improved only through experience (see Improving through Experience).

As noted on the skill table, each skill is assigned a learning Level of Difficulty. This is a measure of how hard the skill is to learn. Learning level will be used in the following rules to modify learning time and chance of success.

2E.1 LEARNING TIME

The amount of time spent to learn or improve a skill through train-

ing varies depending upon the learning level of the subject. Time spent in training is expressed in terms of classes. A class is considered as a 3 hour block of time spent in training with an instructor. Details of schedule and place will be worked out within the course of the game by the referee and players. Consult the following table to find the exact number of classes which must be attended to attempt to learn or improve a specific skill.

Learning Time Table		
Learning Level of Skill	To Learn	To Improve
One	10 + 2d6 classes	Present skill level divided by 4 classes. $SL/4 = \text{No. of classes}$.
Two	20 + 2d12 classes	as Level 1 Skills
Three	40 + 2d20 classes	as Level 1 Skills

2E.2 CHANCE OF IMPROVEMENT AND AMOUNT GAINED

Whenever a character completes a series of classes, he/she has a chance of learning or improving the skill in question. This chance of success is different depending upon whether the character is learning a new skill or improving an old skill.

Learning: To learn a new skill, after the training time is completed, the character must roll an unmodified Intelligence saving throw. If this roll is successful, the character will be able to use the new skill with a skill level of 15.

Improvement: To improve a previously known skill, after the training period is over, the character must make a skill improvement roll. To find the character's chance of success, subtract the present skill level from 100 and then add to this one-half of the character's intelligence score. The resulting number or less must be rolled on d100. $(100 - \text{present skill level}) + (\text{INT}/2) = \text{No. to roll}$. If this roll is successful, the character will gain from one to ten points, which will be added to the present skill level. To find exactly how many points are gained, roll 2d6 and consult the following table.

2d6	Points Gained
2	1
3-4	3
5-9	5
10-11	7
12	10

2E.3 LEARNING/IMPROVING THROUGH EXPERIENCE

During the course of play, the character will be called upon to use his/her skills to achieve the goals of the game. Whenever a skill is successfully used, there is a chance that the character will benefit from the experience. The character can either learn a new skill or improve an already known skill by using it within the course of the game.

Learning through Experience

At times during the game, a character will be in a position where he/she is called upon to attempt a previously unlearned skill. In a situation such as this, the character's chance of success is found by dividing his/her INT score by the learning level of the skill. The resulting number or less must be rolled on d100 for the attempt to succeed. If successful, he/she has a 95% chance of gaining a skill level of 5 for the skill in question. From this point on, success and improvement is as per a normally learned skill with a skill level of 5. To speed play, the following table is provided.

INT	LoD1	LoD2	LoD3
2	2%	1%	1%
3	3%	1%	1%
4	4%	2%	2%
5	5%	2%	2%
6	6%	3%	2%
7	7%	3%	3%
8	8%	4%	3%
9	9%	4%	3%
10	10%	5%	4%
11	11%	5%	4%
12	12%	6%	4%
13	13%	6%	5%
14	14%	7%	5%
15	15%	7%	5%
16	16%	8%	6%
17	17%	8%	6%
18	18%	9%	6%
19	19%	9%	7%
20	20%	10%	7%

Improving through Experience

Whenever a character uses a skill in the course of an adventure, there is a chance that he/she will benefit from the experience. At the end of each adventure; or, in the case of a long-running campaign, at the end of each game week, the characters should check to see if they have learned from the use of their skills. To see if a skill has improved from use, subtract the present skill level from 100 and add one-half of the character's INT score. The result is then modified by adding the number of times the skill was successfully used during the time period. The result or less must be rolled on d100 to improve. $(100 - \text{present skill level}) + (\text{INT}/2) + (\text{number of successful uses}) = \text{No. on d100}$.

If this roll indicates that the skill has improved, roll 2d6 and consult the following table to see how much improvement has occurred.

2d6	Points Gained
2	1
3-4	3
5-9	5
10-11	7
12	10

Example: During the course of the game, Red Larson was called upon to fix three broken pieces of equipment. He succeeded in repairing two of them. At the end of the game, Red's player checks to see if he learned from the experience. To find out if his general mechanics skill has improved, he first subtracts his present skill level (80) from 100. This gives Red a base of 20. To this he adds one-half of his INT score of five (2.5, rounded up to 3). He also adds the number of times he successfully used the skill, which was 2. This gives Red a roll of 25 $(20 + 3 + 2 = 25)$ or less on d100 to improve. Red rolls a 21 on d100. He did improve. Rolling 2d6 for the number of points he has gained, he gets a 5. Consulting the chart, we see that a roll of 5 gives Red a five-point gain in the skill of general mechanics. His general mechanics skill level is now 85.

Red also successfully used his unarmed combat skill one time during the adventure. His skill level in unarmed combat is 30. One hundred minus 30 is 70. Add this to $\frac{1}{2}$ of his INT, and the number of times he used the skill successfully (1) and we get a result of 74 $(70 + 3 + 1 = 74)$. This seems like a sure thing, but Red rolls a 93, and therefore learns no new techniques in unarmed combat; his skill level remains at 30.

2E.4 SKILL MASTERY

The term 'mastery' is used to represent a skill developed, by the character, to a very high level. It's exact meaning changes slightly depending upon whether a non-level or level skill is being discussed.

Mastery of a non-level skill can be obtained only through experience. Whenever a character successfully makes a roll for the skill in an actual game situation, he/she gains a chance of 5% on d100 to attain mastery. This chance is cumulative, so that the second time that the same skill is successfully used a chance of 10 on d100 is gained. For the effects of non-level skill mastery, see the listing for the skill in the skill description list.

Note that even if a character misses his mastery roll for a non-level skill 19 times in a row, so that his cumulative chance is now 100; he/she will still fail the roll if he/she rolls between 95 and 100 on d100. In any skill-related roll on d100 a roll of 95-100 is an automatic failure.

Mastery of a level-based skill is gained in two steps. The first stage of mastery is when a character reaches a skill level of 90. At this point the character can teach the skill to other characters and non-player characters. The second stage comes when the character's skill level goes over 100. Due to LoD modifiers, the character's chances of doing creative research or tackling really tough problems is almost non-existent until this skill level is reached.

2E.5 TEACHING BY PLAYER CHARACTERS

It should be noted that, when a character decides to teach a skill that he/she has mastered, the time spent in teaching is counted against the time the character can spend in self-improvement training, unless the character desires to make the teaching of the skill his profession.

2E.6 MAINTAINING EXCEPTIONAL SKILL LEVELS (Optional Rule)

In the real world, a person can attain a high degree of skill in a particular area, but if this skill is not used frequently, the ability will soon be lost. To reflect this in Psi Wars, the referee may choose to use this optional set of rules.

A player has three ways in which to maintain a skill level of one hundred or above: declare the skill to be his/her main occupation, expend time to maintain the level, or use the skill frequently. Each of these cases is dealt with separately below.

2E.6a Occupational Skills

When the character is first designed, the player will have a good idea of his/her occupation from the skill selection. If the referee decided to use this optional rule, he/she should ask each player to declare the occupation of his/her character (this will also help the player visualize the character better). During the course of play, as skill levels advance beyond 100, the player may choose up to two specific skills, which relate to the character's job, as occupational skills. Occupational skills are exempt from maintenance as they are assumed to be regularly practiced in day-to-day existence.

The final decision as to whether a skill relates to the character's stated occupation is left solely to the referee. It should be noted that changing occupational fields can only be accomplished if a non-occupational skill level is developed to a higher level than the previously stated occupational skill(s).

Example: When designing the character Red Larson, it was stated that he would have 'mechanic' as his occupation, and that General Mechanics would be an occupational skill. As Red progresses as a character, he will not have to worry about maintaining his General Mechanics score when it climbs above one hundred. If Red should desire to change jobs to, say, an electrician, he would first have to develop his Electrical Systems score to a skill level higher than his General Mechanics score. At that time, General Mechanics would cease to be an occupational skill and would have to be maintained.

2E.6b Non-Occupational Skills

A character may also maintain an exceptional skill level by continuing to work at or study the skill in his/her free time. Time spent on maintaining non-occupational skills is subtracted from the time available to the character for learning or improving skills. If this time is interrupted for more than one month, the skill level will decline. To improve an exceptional skill, two blocks of time must be set aside by the character, one to maintain the present level, and one to attempt to improve the skill to a higher level.

Exceptional skill levels may also be maintained by frequent use in a real-life situation. To determine if a character is using a skill often enough to maintain it, check the following table.

Skill Level	No. of Uses*
100-125	1
126-150	2
151-165	3
166-175	4
176-185	5
186-195	6
196-200	7
201+	8

- * In two game months.

Note: These uses should occur in referee-monitored play and be noted on the players' character sheet. If the referee decides to accelerate time, as sometimes happens in a long-running campaign, he/she should determine, based upon the situation, whether the characters have had ample opportunities to use their exceptional skills (both occupational and non-occupational).

2E.6c Decline of Exceptional Skill Levels Due to Non-Maintenance

A neglected exceptional skill rating will lose five skill points per two game months until it reaches a base of 100, at which time it will remain stable. A skill level can only remain above 100 through maintenance (or attribute bonuses, if that optional rule is used — see below).

2E.7 ATTRIBUTES AND SKILL LEVELS (Optional Rule)

It is obvious that certain skills will be affected by high attribute scores. The referee may rule that a high attribute score will improve the character's skill level in a particular field. If this is the case, one point will be added to the initial skill level for each point of the attribute greater than 15, or subtracted for each point of the attribute less than six. If the attribute changes, then this bonus will also change on a point-for-point basis.

Example: A starting character named Joan has an AGL score of 19, and desires to take three blocks of the skill Acrobatics, for a skill level of 30. The referee, using this optional rule, declares that Joan's Agility score will affect her acrobatics skill. Nineteen is four points above the base of 15, so Joan may add four points to her starting skill level of 30. This will give her a total skill level of 34.

Similarly, Frank wishes to take the skill Forgery/Counterfeiting. His Dexterity score is 3, so the referee rules that he will suffer a penalty of 3 points from his initial score. If Frank takes four blocks of the skill Forgery/Counterfeiting, his starting skill level will be 37 (40 - 3 = 37).

3 PSIONICS

3A DETERMINING PSIONIC DISCIPLINES

The decision to be psionic or normal is left totally up to the player. If the player chooses to run a psionic character, the first step is to roll the character's psionic attribute score. This is done in the same way the physical attributes were generated, by rolling 2d10, and adding the results. The attribute score should be recorded on the character sheet in the space provided. It should be noted that PSI is the only attribute for which there is no AST generated.

After finding the character's PSI score, the next step is to determine the psionic disciplines that the character possesses. Two methods are available, design and random roll.

Design Method

The player may select either one Major or two Minor disciplines of his/her choice.

Random Roll Method

The player may choose to roll on either the Major or Minor disci-

pline table in hopes of gaining additional abilities. He/she will get either one (1) roll on the Major table or 1d2+1 rolls on the Minor table.

3A.1 DEFINITIONS OF DISCIPLINES (Major and Minor)

Major disciplines are broad fields under which are grouped several small related abilities. These abilities may be expanded as the Psi becomes more experienced during the course of the game (see Designing New Psionic Abilities at the end of this section).

Minor disciplines are abilities with one or two basic functions. Some of them represent permanent changes in the character, such as Genius or Forgotten. Minor disciplines can also be expanded by design.

Note: The vast majority of NPC Psionics in most campaigns have extremely limited or marginal psionic abilities, such as causing water to boil (one cupful at a time) or creating a ball of colored light. Player characters are considered to be part of the upper 10% of the psionic community as far as powers are concerned.

MAJOR PSIONIC DISCIPLINES

d100

Roll	Discipline
01-13	Precog
14-26	Telepath
27-39	Teleport
40-52	Telekenitic
53-65	Self-Aware
66-78	Healer
79-91	Empath
92-98	Roll 1 Major and 1 Minor
99-00	Roll 2 Majors

MINOR PSIONIC DISCIPLINES

d20

Roll	Discipline
1	Time Shifter
2	Pyrokenitic
3	Cryokenitic
4	Directional Sense
5	Radar/Sonar
6	Forgotten
7	Ghost
8	Astral Projection
9	Poltergeist
10	Mind Meld
11	Color Distortion
12	Invisibility
13	Psi Blast
14	Genius
15	Weakness Understanding
16	Force Field
17	Psi Amplifier
18	Null Psi
19	One additional roll on Minor table
20	Roll once on the Major table

3B DESCRIPTIONS AND EXPLANATIONS OF MAJOR DISCIPLINES

3B.1 PRECOG

Ability	Cost	Range	Duration
Clairvoyance	2 pts per 10ft.	Variable	1d4+1 rnds
Clairaudience	2 pts per 10ft.	Variable	1d4+1 rnds
Sense Danger	5 pts	10ft. radius	1 use
Locate Danger	10 pts	10ft. radius	1 use
Detect Psi	5 pts	100ft./LOS	1 use
Detect Life	5 pts	100ft./LOS	1 use
Psychometry	20 pts	1 object	1 use
Pathfind	30 pts	Personal	1d3+1 turns
Augury	10 pts	Personal	1 use
Vision	10 pts	LOS	1d3+1 turns
Combat Precog	5 + 1 = 1	One person	1d3+1 turns
Luck	5 + 1 = 1	One person	1 turn

Clairvoyance

The ability to separate the point of view from the physical eyes temporarily. The exact placement of the new point of view must be stated by the precog (as: 15ft. in front of me, and 10ft. above me). The user will then be able to view his/her surroundings as if actually standing in that position. The point of view may not be changed except by a second use of the ability.

Clairaudience

Basically the same as Clairvoyance, with the exception that hearing is the projected sense. All of the other limitations are identical to Clairvoyance.

Sense Danger

When this ability is used, anything within the 10ft. radius which is of direct potential danger to the precog will give a premonition of danger. The precog will not know the nature or the location of the threat, but will know only that the threat exists.

Locate Danger

When this ability is used, the nature and position of the greatest potential danger within the area of effect will be known to the precog. Other threats of lesser potential danger will not be revealed.

Detect Psi

When this ability is used, the general location of any source of psionic power will be revealed. The area of effect is 100 feet within the user's line of sight at the time the ability is used. Thus the precog cannot tell if there is a psionic inside a certain building.

Detect Life

Will reveal the general location of all major life forms within the area of effect. Major life forms would include all mammals and birds, as well as large specimens of other species. No other information will be gained from the use of the ability, such as type of life-form.

Psychometry

This is the ability to receive residual psionic impressions from an object. The object must be touched for the ability to work. To determine the amount of information gained, percentile dice are rolled and the following chart consulted.

% Roll	Amount of Information
01-40	Basic, strong impressions, leaving events vague, little or no detail.
41-60	As above, but with more detail.
61-80	Strong impressions with clear detail. Some visual and audio also.
81-90	Information nearly complete, names and dates may be incorrect or lacking.
91-00	Total history of object, with names, dates, places, etc.

Pathfind

When this ability is used, the precog will enter into a trance state. During this trance, he/she will describe the route between two stated points. Only one type of path may be described per use. Path 'type' means that a one-word descriptive title may be used in designating the desired path. Such one-word descriptions include 'quickest', 'safest', 'longest', or 'sheltered'.

As the precog will not remember what he/she says while in trance, other characters must be present to record the information. The precog will describe the route once, slowly and clearly. He/she will note major landmarks and turnings. The precog may not be questioned about the route and will not repeat instructions.

Augury

This ability allows the precog to ask any question to which a one word answer may be given. The answer will be accurate and truthful.

Vision

This ability allows the precog to see in a 360° arc from his/her body. It also negates the effects of darkness, smoke, fog, and other vision-obscuring phenomena. It does not allow the precog to see through solid objects.

Combat Precog

When this ability is used, the precog is made aware of his/her opponent's actions micro-seconds before they actually happen. Due to this effect, the precog gains one (1) point to his/her base scores to hit and defense for each point of psi power invested in the ability above the base cost of 5 points. Thus a 10 point investment would make the precog +5 to hit and also improve the defense score by 5 points.

Luck

This ability is similar to Combat Precog except it will affect any saving throw made by the person affected. The cost is a base of 5 points, plus 1 point of psi power for each additional point added to the saving roll. It should be noted that a roll of 96 to 00 is always a failure, regardless of any additions.

3B.2 TELEPATHY

Ability	Cost	Range	Duration	AST
Detect Life	5	100ft.	1d3 rnds	---
Mind Shield	10	Personal	1d6+1 rnds	---
Suggestion	5	LOS	1 use	WIL
Detect Lie	5	1 person/LOS	1d3+1 rnds	---
Mental Attack	1=1	1 person/LOS	1 use	WIL
Area	5+1=1	5ft. radius	1 use	WIL
Distant	10+1=1	LOS/5ft. radius	1 use	WIL
Stun	15	1 person/LOS	1 use	WIL
Communication		In Miles	1d6+1 turns	WIL+
0-10 Mi	5	---	1d6+1 turns	WIL+
10-25	10	---	1d6+1 turns	WIL+
26-50	15	---	1d6+1 turns	WIL+
51-100	20	---	1d6+1 turns	WIL+
101-500	25	---	1d6+1 turns	WIL+
501-1000	30	---	1d6+1 turns	WIL+
1001-5000	35	---	1d6+1 turns	WIL+
5001+	40	---	1d6+1 turns	WIL+
Illusion	20	30ft. radius	1d4+1 rnds	WIL
Mind Probe	20	Touch	1d3 turns	WIL
Locate Mind	5*	As per Comm	1 use	---
Mind Transfer	30	Touch	1d6+1 turns	WIL
Control	25	Touch	1d6+1 turns	WIL
Use Senses	5*	As per Comm	1d3+1 turns	WIL
Nightmare	20	LOS	1 use	WIL

Key:

- + AST allowed only if requested by target.
- Plus communication cost.

Detect Life

Will reveal the general location of all major life forms within the area of effect. Major life forms would include all mammals and birds, as well as large specimens of other species. This ability is identical to the Precog ability Detect Life, except for the difference in duration.

Mind Shield

Gives the user a 95% chance to block all incoming mental contact. It will not block physical objects or manifestations (such as sound, light, etc.). No other mental or psionic ability may be used while a mind shield is in effect.

Suggestion

Allows the telepath to attempt to place one mental suggestion into the target's mind. If the target fails his/her AST, he/she will follow the suggestion. Suggestions which are totally against the target's way of thinking will be ignored (i.e. self-destructive commands or the suggestion to harm a friend).

Detect Lie

Will allow the telepath to tell if a character is telling the truth. Only the information that the target is lying will be obtained, not the correct information.

Mental Attack

The user attempts to harm the target with a direct blast of mental energy. If the target fails his/her AST, he/she will take one point of damage for each point of psionic power the telepath put into the attack. This damage is subtracted directly from the hit point total.



Area Mental Attack

Similar to the above, except that all persons within a 5 foot radius of the telepath will sustain damage if the AST is missed. The cost is a base of 5 points, plus 1 point per point of damage the telepath wishes to inflict.

Distant Mental Attack

Identical to 'Area Mental Attack', with the exception that the telepath may locate the center of the blast anywhere within his/her line of sight. All persons within 5 feet of the center of the area of effect must make a WIL AST or take damage. Cost is a base of 10 points, plus 1 point per point of damage the telepath wishes to inflict.

Stun

The psionic attempts to overload the opponent's mind with random images and indecipherable sounds. If the target fails a WIL AST, he/she will be stunned for 1d4 rounds, during which he/she will be unable to perform any action. The target will be unable to remember anything which took place while stunned, although the attack itself will be remembered.

Communication

Allows the exchange of surface thoughts and emotions. This will include pictures, sounds, and other sensory information, although direct impressions of the individual's environment cannot be gained. Only one individual may be contacted per use of the power.

Illusion

By use of this ability, the telepath attempts to implant false sensory impressions into the target's mind. All of the sense may be affected. Physical reality will not be affected and may disrupt the illusion (i.e. The illusion of a door does not create a real door. A character attempting to open an illusory door will be stopped by physical reality and the illusion will be destroyed). Damage inflicted by illusions will affect the target individual, due to the power of belief.

Mind Probe

A mind probe is an attempt to go deeper into the target's mind than the surface thoughts allowed by the Communication ability. Areas such as the memory, the subconscious, and other hidden areas of the subject's mind may be available to the telepath.

Locate Mind

This ability will give the telepath the exact location of a specific mind. Basically an extension of the Communication ability, the cost for merely locating a known mind is proportionate to the distance involved (use the cost for Communication at the same range). When combined with Communication, however, the cost of locating the mind is only 5 points, and the cost of the Communication is added to this.

Mind Transfer

This allows the total transfer of minds between the telepath and the target. After a one-round adjustment period, both bodies will be able to function normally. At the end of the ability's duration, both minds will return to their appropriate bodies (as long as both characters are still alive). If one of the mind/body combinations should die, the remaining mind is trapped in it's new body.

Control

Allows the telepath to assume control of the target individual. This control is total with the following exception: Any time the controller attempts to perform an action which is totally against the beliefs of the controlled, the target is allowed a saving throw of twice their will attribute (2 x WIL) on d100. This is in addition to the WIL AST granted when the telepath first attempts to initiate Control. If the target makes either save, the control is broken.

To initiate control, the target must be touched. If the attempt is successful, the controller's body falls into a sleep-like state from which it cannot be roused until the Control has ended. After the initial touch, the controlled individual may move normally away from the controller's body. After Control is broken, the controller's mind will return to

it's body and he/she will be able to function normally in the following round.

Use Senses

This ability is basically an extension of the Communication ability, and allows the telepath to receive sensory information from the subject which he/she is not consciously aware of, such as relative air temperature, humidity, etc. This information can be useful in determining the subject's location or condition. When used alone, refer to the Communication Table for cost at the range used; when combined with the Communication ability, the cost is only 5 points, plus the normal Communication cost.

Nightmare

With this ability, the telepath attempts to unlock the target's subconscious, bringing to the surface all the hidden fears, aggressions, and secrets. The effects of this are grave; first, the target will be in shock and unable to act for 1d10 minutes. Second, the target must make a second WIL AST or go insane. A character going insane in this manner must roll on the following table.

d100	Effect
01-25	The character is a catatonic vegetable
26-50	Violent aggression against any/all targets
51-75	Incapacitated — Hysterical weeping
76-95	Totally paranoid — Trusts nobody
96-00	Referee's choice

It should be noted that these effects are permanent unless/until psychiatric help is found, and then the cure may take a good deal of time.

2B.3 TELEPORTATION

Ability	Cost	Range	Duration	AST
Personal Teleport	20 pts	LOS or Known	1 use/1 rnd	—
Teleport Other	30 pts	LOS or Known	1 use/1 rnd	*
Teleport Object	1pt/5lbs	LOS or Known	1 use/1 rnd	—
Summon Object	10 +1pt/5lbs	LOS or Known	1 use/1 rnd	—
Teleport Attack	5 pts	LOS	1 use	WIL
Out of Phase	10 pts	Personal	1+1d3 turns	—

*Will AST given to unwilling target.

Personal Teleport

This ability allows the psionic to transfer him/her self from one point to another point that is either within his/her line of sight or known personality. When teleportation is used, the person vanishes from the present location and appears in the chosen location. The teleporter may carry with him/her all personal gear which he/she is holding or wearing at the time the ability is used. The weight limit is based upon what the character could normally carry, and is dependent upon the physical attributes of the character. Only one living being may be transported by a single teleport.

Teleport Other

This ability allows the Teleporter to transport another living being other than him/herself. The same rules as for Personal Teleport apply. Unwilling targets are allowed a WIL AST to avoid being teleported, and all persons teleported by this means must be touched by the teleporter.

Teleport Object

This allows the psionic to teleport inanimate objects in the same manner as living beings. The object to be teleported must be touched. To determine the cost of the ability, divide the weight of the object (in pounds) by 5, rounding up. The result is the cost in Psi power points. The destination must be within the teleporter's line of sight, or a location known personally by the psionic.

Summon Object

Allows the teleporter to transport an inanimate object to him/herself from a distant location. The summoned object must be within the user's line of sight or well known by the teleporter personally. As much of the object as possible will appear within three feet of the summoner.

This will allow an object to be summoned to the teleporter's hand.

Teleport Attack

By using this ability, the teleporter attempts to directly harm another living being by the use of his/her ability. The target is allowed a WIL AST to avoid damage. If the target fails to save, hit location is rolled and 2d6+2 points of damage are applied to that location, and to total hit points (see combat section for details of hit location and wounds). Aimed shots are not allowed.

Out of Phase

This ability allows the teleporter to shift the physical substance of his/her body and equipment into a non-material state. In this state he/she may see, hear, and otherwise use normal senses. He/she may not speak, but may move at normal movement rates, even through physical obstacles. The teleporter may neither attack nor be attacked; either physically or psionically. If the duration of the ability reaches its limit while the user is inside a physical object, he/she will be pushed out of the object along the shortest path.

2B.3a General Notes Regarding Teleportation

No two objects may occupy or attempt to occupy the same space. If a teleporter should attempt this either by accident or design, the teleported object or person will appear next to the target item. This will also apply if the space available at the target location is not physically large enough to hold the body/object.

Whenever an item or person is teleported, a loud popping sound is heard as air rushes in to fill the void left by the teleported object. This also occurs at the destination as air is forced out of the space newly occupied by the object or person just teleported.

2B.4 TELEKENISIS (TK)

Ability	Cost	Range	Duration	AST
Move Object	Variable	Variable	1+1d3 rounds	WIL*
Manipulate	5 pts/rnd	Clear LOS	Variable	DEX+
Sound	5 pts	LOS	1 use	—
TK Missile	5 pts	LOS	1 use	AGL
TK Shield	15 pts	Personal	1 turn	—
Levitate	5 pts	Personal	1d3+1 turns	—
Levitate Other	10 pts	1 Person	1d2+1 turns	WIL*
Flight	10 pts/turn	Personal	Variable	—
Heat	5 pts/5 sq. ft. per round	Variable	Variable	AGL
Cold	5 pts/5 sq. ft. per round	Variable	Variable	AGL
Blast	15 pts	LOS/5 ft. radius	1 use	AGL
TK Light	5 pts	LOS	1d6+1 rounds	—

• An unwilling target must make a WIL AST to avoid the effects of the power.

+ The Telekenitic must make a DEX AST to successfully manipulate the object.

Move Object

Allows the Telekenitic to move objects from place to place. Objects will move at 15ft. per round (a slow walking speed). Only gross control of the object's movement is allowed by this ability. Cost is computed based upon the weight of the object, on the following chart.

Weight (lbs.)	Cost
1-10	1 pt
11-25	5 pts
26-50	10 pts
51-100	15 pts
101-250	20 pts
251-500	25 pts
501-1000	35 pts
each additional 500 lbs.	5 pts

If the TK attempts to move a living being by this method, a WIL AST is allowed the subject to avoid being moved.

Manipulate Object

By the use of this power, the TK gains fine control over an object.

The object must weigh less than one pound and be within the TK's clear line of sight. This ability would allow such actions as the untying of knots or the manipulation of dials and switches. The TK must make a DEX AST to successfully manipulate the object.

Sound

This ability allows the TK to produce voices and other sounds by vibrating the molecules within a small section of air. Only a voice which the character can recall vividly in his/her own mind can be reproduced.

TK Missile

By using this ability the TK attempts to harm an opponent by accelerating a small object at the target. If the target fails the AGL AST to dodge the missile, roll hit location and apply 1d6+2 points of damage. The accelerated object must be touched by the Telekenitic, and must weigh less than eight ounces (½ pound).

TK Shield

This ability forms a telekenitic shield around the user about 1 foot from the body. This shield acts as improved ballistic cloth for purposes of computing defense and damage (see combat section for details). It covers all hit locations.

Levitate

Allows the telekenitic to rise up or down in mid-air. If the TK is near a solid surface such as a wall or ceiling, he/she may pull him/herself along. The speed one will travel using this method is 15' per round (a slow walk). A levitating individual may be towed by other people on the ground, in which case the speed will be that of the person towing. It should be noted that levitating individuals can be greatly affected by strong winds and shock waves unless they have a steady anchor point.



Levitate Other

Identical to Levitate, except that the TK is levitating another person. An unwilling person will receive a WIL AST to avoid being levitated.

Flight

Allows the TK controlled flight at a top speed of 225' per round (a dead run). An AGL AST should be called for by the referee whenever the character attempts a complicated or difficult maneuver.

Heat

By concentrating on a specific area, the TK can cause it to heat up by the speeding up of the normal motion of the molecules. The cost is

5 points per round per 5 square feet being heated. Damage caused by this ability is 1d6 per round, cumulative until the tenth round, whereupon it will remain a steady 10d6 per round thereafter.

After the fifth round, there is a 25% chance that flammable material will ignite, and this percentage increases by 10% per round until the tenth, when it remains at a steady 75%. Characters within the area of effect have an AGL AST to avoid taking damage on the first round, and may leave the area normally on the second round, regardless of the result of the AST in the first round.

The psionic must remain concentrating while the ability is in operation, and may take no other actions of any kind. If the character is wounded while concentrating on this ability, a WIL AST is required to retain concentration.

Cold

This is the reverse of Heat, and most of the same rules apply. The TK produces an area of cold by slowing down the movement of molecules within the target area. Cost and damage are the same as Heat, 1d6 per round cumulative until the tenth. At the 5th round there is a 25% chance of water freezing. This chance increases by 10% per round until 75% is reached on the 10th round. After the 10th round both the freezing percentage and the damage remain steady.

Note: The reason for percentage chances in ignition/freezing instead of having them happen automatically is that the TK's control is not perfect, and due to fluctuations, he/she may not maintain the required temperature for a long enough period. Damage escalates due to continued exposure.

Blast

This allows the Telekenitic to rapidly excite the molecules in an object, causing it to explode. This explosion has a 3 foot radius and will cause 3d6 of damage to anyone in the blast area. Living targets will receive an AGL AST to avoid damage. The object exploded may not be larger than 1 ft square or weigh more than 5 pounds. Living tissue may not be exploded. Hit location is determined on the 'Explosives' hit location table (see combat section for details).

TK Light

This ability causes the molecules in a 10 foot radius to become mildly excited, causing a slight glow. While this ability will generate good illumination in a dark situation, it is not strong enough to inflict any form of damage.

3B.5 SELF-AWARENESS

Ability	Cost	Duration
Raise Attribute	1 pt=1 pt.	1d3 +1 turns
Heal Self	1 pt=1 pt.	Permanent
Major Wound	2 pt=1 pt.	Permanent
Alter Mass	1 pt/5 lb.	1d3+1 turns
Change Appearance	10 pts.	1d6+1 turns
Feign Death	20 pts.	up to 1 day
Stasis	30 pts.	Special
Speed	10 pts.	1d3+1 turns
Forced March	10 pts.	1 day
Go w/o Food & Water	10 pts.	1 day (max 3)
Go w/o Sleep	10 pts.	1 day (max 3)
Resist Heat	10 pts.	1d3+1 turns
Resist Cold	10 pts.	1d3+1 turns
Resist Pain	5 pts.	1d3+1 turns

Note: All of these abilities are of 'personal' range, and therefore no AST is needed.

Raise Attribute

This allows the psionic to temporarily raise one attribute per use. INT and PSI may not be affected by this means, and no attribute may be raised above a score of 25.

Heal Self

By use of this ability, the Self-Aware may heal damage to his/her body. Damage is restored both to the area healed and to the total hit points. Minor wounds require one point of Psi power be expended per point of damage healed. Major wounds require two Psi points be expended per point of damage healed.

Alter Mass

Allows the Psionic to change the density of his/her body mass. As density becomes lighter, the character will become taller, and as density becomes heavier the character will become shorter. The character's weight will stay the same at all times.

A maximum height of twice normal (half normal density) and a minimum of half normal height (twice normal density) is permitted. Please note that this ability will affect only the character's physical body, not any clothing or equipment in contact with him/her. The cost is one point per each inch the character becomes taller/shorter.

Change Appearance

By use of this ability, the character may change the appearance of his/her skin surface. Pigmentation, texture, distribution of fatty tissue, wrinkles, etc. may be affected. Height, weight, and bone structure may not be changed.

Feign Death

Allows the psionic to enter into a death-like trance. Only a trained medical person (EMT, physician, or nurse) will be able to detect the deception. The user must state the time duration of the trance before entering into this state. While in the death trance, the user is not aware of anything happening around him/her. Trance will be broken if the psionic suffers more than 3 hp worth of damage (whether it is taken all at one time or not).

Stasis

Places the psionic in deep suspended animation. While in this state he/she will not age, and progressive damage (as from disease or severe wounds) will be stable. A person in Stasis requires little air and no food and water. The Stasis will be broken if the character receives a total of six points of damage while in this state. Before entering the trance, the psionic must state the time period the trance will last. There are no known limits to the duration of the Stasis, but thorough research into this matter has not been done.

Speed

Allows the Self-Aware to double his/her movement rate or the number of rounds he can travel at a normal movement rate. (See the Combat section for movement rates). Speed also will permit twice the normal number of actions per round.

Forced March

This will allow the psionic to double the amount of ground covered in a strategic turn. To accomplish this, the character enters into an active trance state and sets out toward a stated destination. The character will ignore all outside stimuli that do not pertain to reaching his/her goal. Upon reaching the stated goal the ability will terminate.

Go Without Food and Water

This ability allows the character to ignore the body's need for food or water for a maximum of three consecutive days. If the psionic tries to go beyond this limit, he/she will lose 1 point of END per hour of the fourth day. Should the END score reach zero, the character will fall into a coma for 1d3+1 days, and require medical attention and intravenous feeding. If such medical attention is not available, the character will die rather than emerge from the coma state.

Go Without Sleep

The character can ignore his/her body's need for rest or sleep for up to three consecutive days. The consequences of trying to push beyond this three-day limit are identical to those stated above for 'Go Without Food and Water'.

Resist Heat

The character can ignore the effects of working in an unusually hot environment. Note that the ability will not prevent the character from suffering burn damage, but he/she will not be aware of it until the duration of the ability expires.

Resist Cold

Identical to Resist Heat, above, except that the effects of cold temperature is ignored.

Resist Pain

Allows the psionic to ignore the effects of pain upon the body. Limbs (not including the head) may be forced to function normally after a major wound at the cost of 1 hp per round from the total hit points. The character will also gain a bonus of +5 to his/her shock resistance roll. No subtractions from the roll to hit are made due to loss of hit points while this ability is functioning.

3B.6 HEALER

Ability	Cost	AST
Heal	1 pt = 1 HP*	—
Harm	1 pt = 1 HP*+	WIL
Reverse Major Wound	10 + 2x Area HP	—
Cause Major Wound	10 + 2x Area HP	WIL
Cure Disease	20	—
Cause Disease	20	WIL
Cure Blindness	10	—
Cause Blindness	10	WIL
Restore	30	—
Wither	30	WIL
Drain	2 pt = 1 HP*	WIL
Return Life	40 + 10 pts./day	Special

Notes: All abilities have a range of 'Touch' and a duration of 'Permanent', except for 'Drain', which has a special duration, explained under the ability's heading.

- Limit of ten points per use.

+ Cost is 2 pts. = 1 HP if the character goes into negative HPs.

Heal

This ability will restore lost hit points and reverse the effects of damage to the hit point total. It will not restore the use of a disabled area due to a major wound. This ability may be used on characters who are up to, but not over, their endurance score in negative hit points. Note: To stabilize a character, so that he/she is no longer losing hit points, the HP score must be raised to zero or above.

Harm

By means of this ability, the character attempts to use his/her psionic powers to subtract hit points from an opponent. The subtraction is from the hit point total only, not from any specific area. The psionic can bring an opponent into negative hit points, at a cost of 2 Psi power points per hit point the character goes into the negatives.

Reverse Major Wounds

This ability will restore damage to a specific area, raising the total HP of the area to its normal maximum and restoring the full use of the area. An area which has suffered additional damage after the major wound was inflicted will require two applications of this ability to restore full hit points and functioning. Death cannot be reversed.

Cause Major Wounds

Will reduce the hit points of one area to zero. The target must roll shock resistance and follow all other procedures just as if a major wound had been suffered from a combat hit. It should be noted that the psionic has no way of knowing the target's number of hit points, so the power points will be expended after the damage has been inflicted.

Cure Disease

This ability will eliminate one disease, including cancers, as well as all accompanying symptoms.

Cause Disease

Use of this ability will cause a quick-acting, cancer-like disease based on rapid random cell growth. If the AST is failed, the target will fall unconscious in 3d10 rounds and will waste away and die within 3d6 days.

The only known cure is to have a psionic healer use his/her 'Cure Disease' ability.

Cure Blindness

This ability will restore the sight in one eye, provided that the optical tissue is present. If the eye has been totally lost, a 'restore' is needed (see below).

Cause Blindness

Will destroy sight in one eye by scrambling the message-carrying impulses in the optic nerves. This does not affect the optical tissues themselves. The only known cure is 'Cure Blindness' from a psionic healer.

Restore

This ability will cause lost or destroyed areas of the character's body to regenerate. This process requires 1d6+1 weeks. The character must be alive for this ability to work, it will not restore life to a dead body.

Wither

Will cause a specified area to shrivel and become inoperative. This will take 1d6+1 weeks to fully take effect, although symptoms are noticed almost immediately. This ability may not be used to cause death in a character (as by withering the heart or head). The only known cure is a psionic Healer's 'Restore'.

Drain

Allows the healer to take hit points from the target's total and add them to his/her total hit points. This will first heal any damage the healer has suffered, including major wounds. Hit points gained above the healer's maximum will 1) not affect area totals, 2) Last only until the healer sleeps or a maximum of 24 hours, and 3) Can be used, instead of Psi power points, to heal other characters (as if a 'Heal' ability were used). The healer may not drain a victim below zero hit points.

Return Life

This ability allows the healer to restore a slain character to life. The cost is a base of 40 power points, plus 10 points for each day the character has been dead (after the first). Characters may not be returned to life after the fifth day.

Characters returned to life by means of this ability any time after the first day of death will suffer the following penalties: They will lose all increases in psionic power, falling back to the level at which they started the game. An INT AST must be rolled for each skill. If any roll is missed, that skill is at ½ the previous level due to memory loss. If the skill is a non-level skill, it will be reduced from Mastery to normal, or if at normal, it is lost. Skills lost in this way may be relearned in ½ the normal learning time, and at a +10 to the learning roll. The character will also suffer a loss of one point to END if they are dead longer than one day.



3B.7 EMPATHY

Ability	Cost	Range	Duration	AST
Detect Emotion	5 pts.	Line of Sight	1 turn	—
Intensify Emotion	10 pts.	1 person	1d3+1 turns	WIL
Area Intensify	15 pts.	10' radius	1d3+1 turns	WIL
Create Emotion	15 pts.	1 person	1d3+1 turns	WIL
Area Create	20 pts.	10' radius	1d3+1 turns	WIL
Emotional Overload	15 pts.	1 person	1d6+1 rnds	WIL
Empathic Transfer	1 pt=1 pt.	1 person	1 use	WIL
Empathic Healing	1 pt=1 pt.	1 person	1 use	—

Detect Emotion

Allows the Empath to detect the existence of a specific emotion within the range/duration constraints. The emotion detected for must be stated before the ability is used. (Usual emotions looked for are love, fear, anger, etc.).

Intensify Emotion

Allows the empath to exaggerate an existing emotion until it becomes almost overwhelming in the target individual. When the duration of the ability is reached, the effected emotion will return to normal, but may continue to sway the individual (this is because the emotion already existed, see 'Create Emotion' for further details).

Area Intensify

The same as Intensify Emotion, above, but all individuals within a 10' radius of the empath are affected.

Create Emotion

1) It will create the desired emotional state in an individual who has no strong emotional feelings at the time. 2) It will neutralize an existing emotion, if the opposite is created (as 'calm' to remove fear, or 'peace' to neutralize 'anger').

There is a chance that a created emotion will continue to affect an individual after the normal duration has expired. The victim must roll an INT AST (INT x 4, or less, on d100) or the emotion will continue to affect the individual for 1d6 weeks. Unless continuing reinforcement is received, the individual will revert to his/her normal emotional state at the end of this time.

Area Create

Identical to Create Emotion, above, but all individuals within a 10' radius of the empath are affected.

Emotional Overload

This ability releases all the target's emotions and subconscious feelings in one great flood. To escape this onslaught, the mind 'switches off', rendering the individual unconscious. There is also a chance that the victim will go mad. The chance is found by subtracting the character's INT AST score (INT x 4) from 100, and dividing the result by 2. Unless the resulting number, or less, is rolled on d100, the character will fall into a catatonic trance until cured.

Empathic Transfer

Permits the empath to cure him/herself by transferring the damage to another character. The damage will be transferred in exactly the form it was inflicted, so a broken bone in the empath will become a broken bone in the target. The target individual is allowed all normal saving throws, but will suffer the full effects of the wound just as if he/she was the one initially wounded.

Empathic Healing

Allows the empath to heal another character by accepting the damage onto his/her own body. The empath will suffer from the damage as if he/she were the one who was originally hurt. Due to the self-preservation instinct, the empath must make a WIL AST to accept a major wound. There are few, if any, circumstances under which an empath can be persuaded to accept a killing wound. If he/she does, a saving throw of WIL or less on d100 is required to do so.

3C DESCRIPTIONS AND EXPLANATIONS OF MINOR DISCIPLINES

Time Shifter

The psionic may travel in time. The cost is 5 points per day traveled, plus 5 points per hour stayed. The past is fixed, and may not be changed. The future is not fixed, and the psionic must state which of the infinite number of possibilities are being checked (ex. In exactly 3 minutes I will shoot that guard and wound him. What happens?). For each day traveled and each hour stayed, the character will be dazed for one round.

Pyrokenitic

Two abilities. 1. Create flame in any location within his/her line of sight. A volume of fire equal to a sphere 3 feet in diameter may be created, the shape is variable. Damage done by this fire is 3d6, duration 1 rnd. Cost-10 pts. 2. Create a small area of intense heat, 6" diameter, doing 2d6. Cost, 5 pts./rnd. (Note: Flame has a chance of igniting flammable objects/fluids).

Cryokenitic

Two abilities. 1. Create ice in any location within LoS. Three foot diameter area, shape variable, doing 3d6. It lasts until melted. 2. Create small area of intense cold, 6" diameter, doing 2d6. Duration 1 rnd., cost 5 pts.

Directional Sense

The character will never become lost, and is able to retrace his/her path even in the dark or while blindfolded. Duration is permanent. Cost is ¼ of the Psi's base PSI score, for life. This is subtracted from the character's initial PSI attribute score, and not worried about there after. (Ex. Joe has a PSI score of 16. He rolls for his Psi ability, and gets Directional Sense. Joe's PSI score is now 12, and he will never get lost).

Radar/Sonar

This is the ability to detect unseen opponents or see in the dark, fog, or smoke. It operates in a 360° field around the Psionic and costs 5 pts per turn. In the attack mode, 1 point of Psi power expended = +1 to hit with a projectile weapon.

Forgotten

A person will completely forget this Psionic character after an amount of time equal to the time spent with him/her, or after 8 hours of sleep. Duration is permanent, and the cost is ¼ of the Psionic's base PSI score for life. (See Directional Sense, above, for an example of how this cost is worked).

Ghost

Nearly identical to the Teleporter ability of 'Out of Phase', this ability allows the psionic to become insubstantial. He/She can see and hear normally, may pass through material objects and is not affected by material objects. He/she may not affect material objects or speak. Cost — 10 pts., duration, 1d10+2 turns. Range: Personal.

Astral Projection

Allows the character to shift his/her life energy to a point separate from the body. This separation takes 1 round, during which time the body slips into a deep trance state and a shimmering replica appears within 3 feet of the body. This energy clone may move normally, see, hear, and communicate telepathically with anyone within 10 feet. The duplicate is composed entirely of energy, so physical barriers and attacks have no effect, and it cannot attack physically. Psionic attacks, or energy attacks will do normal damage, and the character may attack psionically through the projection. Any damage done to the projection will affect the material body, and any damage done to the material body will recall the clone. The cost is 15 points, duration is up to 1 strategic unit (1hr.).

Poltergeist

The character can cause poltergeist phenomena to occur anywhere

in his/her line of sight at a cost of 5 pts per use. Each use lasts 1d3+1 turns. The poltergeist has no control over which power is manifested, nor how long it will last. All he/she can do is start the effect, and a random roll will be used to determine which effect takes place. The following table is provided for the referee's convenience. It contains most of the major documented poltergeist effects. Roll 1d8, and check below for result.

1. Knocking/Tapping on walls, furniture, etc.
2. Objects flying around (usually small)
3. Windows being broken
4. Glassware breaking (flying to the floor)
5. Stones falling from the air (do 1d3 if they hit anyone)
6. Lights and other electrical switches turned on (if they're off) and off (if they're on)
7. Small fires starting (size of a candle flame), with a chance of igniting flammables
8. Random gusts of wind (indoors); Dust devils (outdoors)

If the table gives a result that is impossible, use No. 2, roll again, or whatever you want. If there are no windows left, perhaps No. 4 would be appropriate. Note that while the Psionic may turn the effect on, he/she cannot turn it off, the full time must elapse.

Mind Melder

Acts as a central channel through which other Psis may combine abilities. Cost — 15 pts, duration — 1d6+1 turns, range — touch. Example — A teleporter and a pyrokenitic could link through the Melder to cause the pyro's fire to appear in a distant place, or two telepaths could combine to double their range. This ability also allows one psi to supply power points for a second psi's ability.

While melded, anything affecting the Melder will affect the two psis he/she is in contact with (note that the Melder must be in physical contact with both psis). The Melder's mind will be dominant, so he/she can use other psis's abilities.

Color Distortion

A globe of shimmering colors surround the psionic, making him harder to hit in combat (—25% defense). The cost is 5 points per 5 ft. radius, range is variable, and duration is 1d3+1 turns. This ability can also be used to change temporarily the color of objects within the area of effect.

Invisibility

The character can make him/her self invisible. This will give him/her a —50% on defense. Cost is 10 points per turn, and range is personal.

Psi Blast

Translates psi power points directly into damage points. This may be done one of two ways:

1. Local Blast — This will affect all creatures within 5' of the psionic. Damage — 1psi pt=1hp (from total hp). Duration is 1 round.
2. Distance Blast — This will affect all creatures within 5' of a point designated by the psionic. Cost is a base of 10 points, plus 1 pt per point of damage inflicted. Range — LOS, Duration — 1 rnd.

Genius

Will add 2d6 to the character's INT score, not to exceed 25. It will allow the psionic to add 1d10 to his/her initial number of skill points, give a 10% bonus to all skill improvement rolls, and give the character the ability to be a 'lightning calculator', as fast as a hand computer. The cost is ¼ of the initial PSI attribute score (subtracted at the start of the game), and the duration is the lifetime of the character.

Weakness Understanding

The psionic instinctively knows exactly where and how to hit his/her target (be it door, human, or whatever) to cause the most damage. The cost is a base of 5 points, plus one point per point of extra damage the psionic wishes to inflict. This bonus is in addition to the damage normally done by whatever weapon/object the psionic is using. Duration is 1 round, range is LOS.

Psi Amplifier

The character has the ability to double one effect of another's psionic ability. This may be range, duration, amount of damage, or effect (amount of weight lifted, etc.). They may also maintain the ability as it is, but halve the cost to the other psionic. This cannot be used to increase the Psi Amp's own powers. Cost — 10 pts, duration — as per the ability amplified, range — touch.

Null Psi

Two abilities: 1. The character may create an area in which psionic activity cannot be detected, either by another psionic or by electronic detection devices. Cost 5 pts per 10 square feet, range — variable, duration 1d3 turns. 2. The character may create an area where all psionic abilities (including the ones with a duration of 'lifetime') are negated. Cost — 10 pts per 5 square feet, range — variable, duration is 1d3 turns.

3D PSIONIC POWER POINTS

To use or activate psionic abilities, the character has to expend power points. The number of starting power points is found by doubling the character's PSI attribute score. This is also referred to as the individual's base power rating.

As points are used, the amount is subtracted from the base power rating. Points are regained after sleep and/or rest. After a normal 8 hours uninterrupted sleep, the character's power points are entirely restored. If a complete rest is not possible, the following table must be consulted for the percentage of power points regained.

Hours of Rest or Sleep	% of Psi Points Restored
Less than 3	0%
3-4	25%
5-6	50%
7-8	75%
8+	100%

Note that fractions of an hour do not count. If a character sleeps for 7 hours 45 minutes, he/she only receives 75% of his/her psi points restored. It is therefore strongly advised that the character stay in bed as long as possible in order to regain as much power as he/she can.

A character's psionic power rating may be improved. As the character exercises his/her abilities, there is a chance of being able to increase the base power rating. Whenever the character has used 250 power points in game situations, the player may have an improvement roll. (Thus it is advised that the players keep a running total of Psi Points used from game to game).

To find the chance of improving, subtract the present power rating from 100, and then add the base PSI attribute score. It is the resulting number (or less) which must be rolled on d100 in order to improve the power rating. If this roll is successful, the following chart is consulted.

Roll 2d6	Power Gained
2	1
3	2
4	3
5-9	5
10	7
11	9
12	10

3E DESIGNING NEW PSIONIC ABILITIES

As mentioned at the beginning of this section, psionic abilities may be expanded upon. This is accomplished by creating new uses for the talent within the limitations of the discipline.

Only two general rules are offered to the referee whose players are dreaming up new variations of their powers:

1. New abilities must remain within the scope of the general field (thus a telepath would not be allowed to create a fire-based ability, while a pyrokinetic would be permitted to do so).

2. New abilities should be consistent with existing abilities in terms of cost, range, duration, effects, and limits.

The following is an example from the authors' playtest campaign which may help to illustrate how an ability may be designed and kept within game balance.

After one of our games, one of the players whose character was a Self-Aware, stated that his character would like to work on a new ability. This he called 'Skill Trance', and it was stated in the initial discussion that this ability would allow the character to improve his skill rolls by permitting him to 'center', through trance, on the operation being performed. As this sounded like a logical extension of the general field of 'Self Awareness', we sat down the next evening and worked out the details.

First the basics . . .

Description: By entering into an active trance state (as in 'Forced March'), the character centers himself on a pre-stated task. By doing this, the character will gain an improved chance of success on the skill roll connected with the task.

Effects: For each power point spent, a +1 is added to the skill roll (as in many of the abilities already described).

Limitations: The task must be announced before the ability is used. While the character is attempting to accomplish the task, he will be unaware and unable to respond to any outside stimulation not immediately involved with the task (as in 'Forced March'). As in several other 'in-trance' abilities, if the character sustains damage, the trance will be broken.

Now to the details . . .

Cost: A base of 5 points to achieve the trance, plus one power point per point added to the skill roll.

Duration: As many of the skill tasks require a fair amount of time, it was decided that 1 strategic unit (1 hour), or until the task was completed (whichever came first) would be right. This longer-than-normal duration is the reason for the base of 5 power points).

Range: Personal, as in all 'Self-Aware' abilities.

Saving Throw: None, as in most 'Personal' abilities.

And so, a finished new ability. Hopefully this example will be helpful to other referees.

3E.1 TIME NEEDED TO DESIGN A NEW ABILITY

It takes a psionic 30 + 3d10 days to experiment and learn to control a new ability. From this base number is subtracted the average of PSI and INT. The result is the amount of time the character must be out of regular game play in order to research a new ability. The character may continue his/her occupation and training, but will have no free time for adventuring.

3E.2 CHANCE OF SUCCESS

The possibility of a character 'discovering' a new ability is an average of INT and PSI or less on d100. Success indicates that the character has indeed discovered and mastered the new ability. Failure means that the character must spend more time attempting to make a breakthrough.



4 COMBAT

During the course of most good adventure games, characters will be found in a combat situation at some time. The following rules are designed to cover most combat situations, and will be presented in a step-by-step and area-by-area format.

4A TIME AND ACTIONS

Combat is divided into rounds of ten (10) seconds each. Six rounds equal one turn (one minute), and 60 turns equal one strategic unit (one hour).

During any given round, a character can perform several types of actions, such as move, fire, speak, use psionics, and so forth. The character may combine any of these, such as fire on the move, use a skill and speak, etc. Which actions may be combined in any given situation are left up to the referee. It should be noted that certain actions within a situation are mutually exclusive and should not be allowed. An example of this type of combination of actions would be playing a musical instrument while attempting to move silently.

The other limiting factor on what actions can be taken within a round is, of course, the ten-second time limit. As a general rule, a character will be able to fire one shot or use one psi ability within a round. Certain actions will take more than one round to complete, such as covering large areas of ground or reloading some of the heavier weapons.

Actions such as these are handled by reminding the player about the amount of time needed, and considering his/her character to be performing that action for the specified number of rounds. Any action by the character during that set number of rounds prevents the original action from being completed. The exception to this is a ruling by the referee that a second action can be combined with the first, such as firing during the time he is crossing ground (firing on the move) or giving orders to the gun crew while reloading. The final decision on what actions may be attempted within a round is left solely to the referee and the specific game situation.

Equivalent Times Chart

1 round	=	10 seconds
1 turn	=	6 rounds/ 1 minute/ 60 seconds
1 strategic unit	=	60 turns/ 1 hour/ 360 rounds/ 60 minutes

4B INITIATIVE FACTOR

To discover the sequence of action within a round, initiative factors are used. At the beginning of a round, each player and NPC will roll 1d6. The resulting number will be added to the character's base initiative factor. (For generation of initiative factor, see the section under Attributes). The character with the highest combined total will act first, followed by the next highest, and so on through the remaining characters. In the event of a tie, the character with the highest base initiative factor has the first action. If both base initiative factors are equal, then the actions are considered to be simultaneous and either character may act first, but no results are implemented until both characters have acted.

Two exceptions to the above rule should be noted. First, a player is not forced to act in this sequence, he/she may elect to 'hold' when his/her turn to act comes. By holding, a character can choose to react later in the round as the situation develops. A holding character will have first action over characters with lower initiative factors. A character who does choose to 'hold' will lose all action for the round if he/she has not chosen to act by the end of the round.

The second exception is when a character has an obvious positional advantage. That character should be allowed an AST to preempt a faster character. Therefore, a character who is aiming a gun at the back of another (faster) character should be given either an INT or AGL saving throw to fire before the second character can act. If this AST is

missed, action will take place in the normal sequence based on initiative factors.

4C MOVEMENT

The amount of distance a character can cover within a given time period can be found using the following chart.

MOVEMENT CHART

Type of Movement	Round (10 sec)	Turn (1 min.)	Strategic Unit (1hr)
Walk	45ft.	88ft.	3 mph
with observation	30ft.	59ft.	2 mph
with fire	15ft.	*	*
Trot	90ft.	528ft.	6 mph
with observation	60ft.	352ft.	4 mph
with fire	30ft.	*	*
Run**	150ft.	880ft.	---
with observation	100ft.	590ft.	---
with fire	50ft.	*	---
All-Out Run***	225ft.	1320ft.+	---

* As most weapons will need reloading during this long a period of continuous fire, this action should be plotted in rounds. The other option is to allow the character snap shots while moving.

** For a number of turns equal to END.

*** No other action allowed.

+ For a number of turns equal to ½ END.

--- Not allowed.

4D COMBAT RESOLUTION

After deciding order of action and defining movement, the next step is to resolve combat. There are three basic styles of combat; unarmed, hand-to-hand with weapons, and projectile. Although similar, the steps taken to resolve each form will be treated separately. The format used is an extended sentence outline that should be easy to reference for the referee during the course of play. Charts used for each particular form can be found immediately following the outline.

At the beginning of the round, the referee will begin working down through the initiative factors. As he/she comes to each player, that player should indicate which (if any) of the styles of combat his/her character is using. After reviewing the situation, and making sure the attack form is usable (it's hard to use unarmed combat when the opponent is 80ft. away), the referee should run through the attack procedure for the specified form and apply any effects of the action.

This series of events can be interrupted in two manners. First, a character who desired to hold earlier in the round, and second, a character with an obvious advantage who attempts to intercede by the use of an attribute saving throw and thereby exploit his/her advantage. (See the section on initiative factors). Except for the above two instances, a smooth flow of play should be achieved by going to each player in turn, based upon initiative factor, and following through the entire attack procedure for the style chosen by that player.

4D.1 UNARMED ATTACKS

Whenever a character attempts an unarmed attack, he/she has the choice of two basic styles, the throw or the strike. The style should be announced at the beginning of the player's action. Based upon this choice, one of the following procedures will be used.



Throws:

- A. Determine the attacker's chance to hit.
 1. Add attacker's skill level to any attribute bonuses that are applicable.
 2. Subtract the defender's personal defense score, and one of the following:
 - a. Untrained target — AGL score.
 - b. Trained target — $\frac{1}{2}$ unarmed combat score.
 Note: Personal armor does not count as a defense against this attack form.
 3. Apply any situational modifiers applicable.
 4. The result is the attacker's chance of success on d100.
- B. Roll the attacker's chance of success (or less) on d100.
 1. A roll of 5% or less of the attacker's skill level is always a hit, regardless of modifications.
 2. A roll of 96 to 100 is always a miss, regardless of modifications.
 3. A roll of 100 always represents a fumble by the attacker, which will leave him/her off balance and unable to act in the next round.
- C. If a hit is scored:
 1. Hit locations do not apply to this attack form. Instead, the target is considered thrown to the ground.
 2. One point of damage due to impact with the ground is subtracted from the hit point total of the individual hit.
 3. The target may perform only one of two actions in the next round; stand up, or fight from the ground.
 4. The target must make an END saving throw (ENDx4) or be stunned for 1d4 rounds.
 5. A person trained in unarmed attack who makes the above saving throw has to roll $\frac{1}{4}$ of his/her skill level to regain his/her feet in the same round he was hit.

Throws/Pins:

After a target has been thrown, the character may wish to continue the attack by attempting to pin or immobilize his/her target. This option may be attempted on any prone target, and the target must be prone to attempt it.

- A. Determine the attacker's chance to hit.
 1. Add the attacker's skill level to appropriate attribute bonuses.
 2. Subtract the opponent's defense score and one of the following:
 - a. Untrained target — AGL score.
 - b. Trained target — $\frac{1}{2}$ unarmed attack skill level.
 Note that armor does not count towards defense.
 3. Apply situational modifiers.
 4. The result is the attacker's chance of success on d100.
- B. Roll attacker's chance of success (or less) on d100.
 1. 5% or less of attacker's skill level always hits.
 2. A roll of 96 to 100 always misses.
 3. A roll of 100 indicates a fumble by the attacker, which will leave him/her unable to act in the next round.

C. If a hit is scored:

1. Hit locations do not apply.
2. The target is considered immobilized until the hold is broken, unless the following save is made.
 - a. Untrained target — AGL x 1 on d100.
 - b. Trained target — $\frac{1}{4}$ unarmed attack skill level or the above AST, whichever is most favorable. Note that only one of the two saves may be attempted.
3. The target takes one point of damage to his/her total hit points. The damage occurs in the first round only, not in subsequent rounds.
4. The target may continue to attempt to break the hold in subsequent rounds by making the following saving throw:
 - a. Untrained target — STR x 2 on d100.
 - b. Trained target — $\frac{1}{2}$ unarmed attack skill level, or the above, whichever is most favorable. (See note above).

Throws/Chokes:

The third attack form allowed under the throw option is the choke hold. To obtain a choke hold, the attacking character must first score a hit using the pin option. A character using the pin procedure to obtain a choke hold may apply the procedure to targets in any position, ignoring the restriction on prone targets. Choke hold procedures apply in the second round of combat and continue from that point.

- A. Determine if a hit is scored.

Using procedure outlined under Pins, ignoring restriction to prone targets.
- B. If hold is maintained:

For each round the hold is maintained, the target must make an END x 2 saving throw, or be rendered unconscious for 2d6 turns.
- C. To break the choke hold:

Each round that a character is conscious, he/she is allowed a saving throw to break the hold.

 1. Untrained target — STR x 1 on d100.
 2. Trained target — $\frac{1}{4}$ unarmed combat skill level on d100, or the above, whichever is most favorable.

Strikes:

The second major unarmed attack style is strikes. When a character decides to use this option, the following sequence of events is initiated:

- A. Determine the attacker's chance to hit.
 1. Add the attacker's skill level to any appropriate attribute modifier(s).
 2. Subtract from this the target's personal defense, half of any armor bonus, and one of the following:
 - a. Untrained target — AGL score.
 - b. Trained target — $\frac{1}{2}$ of unarmed combat score.
 3. Apply any situational modifications necessary.
 4. Result is attacker's chance to hit on d100.
- B. Roll attacker's chance of success (or less) on d100.
 1. 5% or less of the attacker's skill level always hits, regardless of modifications.
 2. A roll of 96 to 100 is always a miss.
 3. A roll of 100 indicates the attacker fumbles, and will lose all actions in the next round.
- C. If a hit is scored:
 1. Unless an aimed attack was used, roll on the hit location chart to determine area hit.
 2. An attacker skilled in unarmed combat will inflict 1d6 + any bonuses in damage to the target.
 3. In addition to the above damage, one of the following will be applicable.

Area Hit: Head/chest/abdomen — AST (END x 4) or stunned for 1d3 rounds.

Arm/leg — AST (END x 4) or area disabled for 1d3 rounds. Disability is temporary.
 4. Half damage from armor protection applies only to direct damage, not to stunning damage.
 5. Regardless of modifications, any hit will score a minimum of one point of damage.

4D.2 HAND-TO-HAND WITH WEAPON

Whenever a character decides to attack with a hand-to-hand weapon, the following sequence of events occur:

- A. Determine the attacker's chance to hit.
 1. Add attacker's skill with the weapon, physical bonuses, and any equipment bonuses.
 2. Subtract from this the target's personal defense and defense from protective armor.
 3. Modify the results by any situational modifiers.
 4. Result is the attacker's chance to hit, on d100.
- B. Roll attacker's chance to hit (or less) on d100.
 1. Regardless of modification, a roll of 5% or less of the attacker's skill level will always hit.
 2. Regardless of modifications, a roll of 96 to 100 will always miss.
 3. A roll of 100 always indicates that the attacker has fumbled, and will lose all actions for the next round while he/she tries to regain balance.
- C. If a hit is scored:
 1. Determine hit location by rolling on hit location chart. This does not apply to aimed shots which always hit the targeted area when a hit is made.
 2. Roll damage for the weapon, computing any applicable modification(s), such as attribute bonuses for the attacker, or half damage due to protective armor for the defender.
 3. Apply damage to hit location and determine effect of damage to hit location.
 4. Apply damage to total hit points of target and determine effect to the individual.
 5. Regardless of modifications, any hit will always score a minimum of one point of damage.

4D.3 PROJECTILE WEAPON

Whenever a character decides to attack with a projectile weapon, the following sequence of events is initiated.

- A. Determine the attacker's chance to hit.
 1. Add attacker's skill in the attack form, his/her physical and equipment modifications (if any).
 2. Subtract from this the target's defense from attributes and equipment (such as armor).
 3. Modify the result by any situational modifiers.
 4. Result is the attacker's chance on d100 to hit.
- B. Roll the attacker's chance to hit (or less) on d100.
 1. Regardless of modification, a roll of 5% of the attacker's skill level or less will always hit.
 2. A roll of 96 to 100 will always miss, a higher chance to hit notwithstanding.
 3. A roll of 100 when using a mechanical weapon will represent a malfunction of the weapon (jammed gun, broken bowstring, etc.) which will take 1d6 rounds to correct. If the attacker is not using a mechanical weapon (such as a thrown dagger or rock) a roll of 100 represents a fumble which will take the next round to recover from, as in the above attack forms.
- C. If the attacker hits:
 1. Determine hit location by rolling on the hit location chart. (This does not apply to an aimed shot which will hit the targeted area, if a hit is rolled).
 2. Roll damage for the attack form, adding in all modifications applicable, including ½ damage due to armor, etc.
 3. Apply damage to the hit location and determine the effect of damage to that location.
 4. Apply damage to hit point total of target and apply effects resulting from the damage.
 5. Regardless of any modification, any hit will score a minimum of one point of damage.

4D.4 UNTRAINED ATTACKS

Whenever a character attempts to employ either a weapon or an attack form in which he/she does not have a skill level, that character is attempting an untrained attack. These attacks use the same procedures as trained attacks discussed in the preceding sections, but the following modifications are made, generally in the areas of determining chance of success and damage.

Unarmed Attacks/Throws

The attacker's skill level is figured as the average of STR and END times two ($[(STR + END)/2] \times 2$ = number to roll on d100 for success).

Unarmed Attacks/Pins

The attacker's skill level is figured as the average of STR and AGL, times two ($[(STR + AGL)/2] \times 2$ = the number to roll on d100 for success).

Unarmed Attacks/Chokes

The attacker's skill level is figured as the average of STR and DEX times two. $[(STR + DEX)/2] \times 2$ = base chance of success on d100.

Unarmed Attacks/Strikes

1. The attacker's skill level is figured as the average of STR and AGL, times two. $[(STR + AGL)/2] \times 2$ = base chance of success on d100.
2. Damage is 1d3 plus any applicable damage bonuses.
3. Stunning damage is for one (1) round only.

Hand-to-Hand with Weapon

The attacker's skill level is figured as the average of STR and AGL times two. $[(STR + AGL)/2] \times 2$ = base chance of success on d100.

Projectile Weapons

The attacker's skill level is found in one of two ways, depending upon the situation. The first is based on the character's having a skill in a similar weapon. If the referee rules that the weapon the character is attempting to use is similar to a weapon that the character has skill with, then the character may use the weapon in question at ½ his/her skill level in the primary weapon.

The second method is used when the character attempts to use a totally unfamiliar weapon. In this case, the average of DEX and INT times two is used in place of the skill level. $[(DEX + INT)/2] \times 2$ = base chance of success on d100).

It should be noted that the figures used in the foregoing are not skill levels. They may not be improved by training, nor do they have any of the benefits of a skill level. A skill level may be gained only through training. (See the section on skills).

4D.5 GRENADES AND SIMILAR WEAPONS

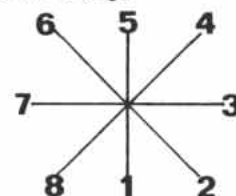
Whenever a character wishes to use a grenade or similar weapon (such as a Molotov cocktail), his/her base chance of success is found by multiplying the average of Agility and Dexterity by four. The resulting number or less must be rolled on d100 to achieve success. $[AGL + DEX]/2 \times 4$ = base no. to hit. This is not modified by either the personal or armor defense of the target, as these weapons are area effect devices. Situational modifiers do apply, however.

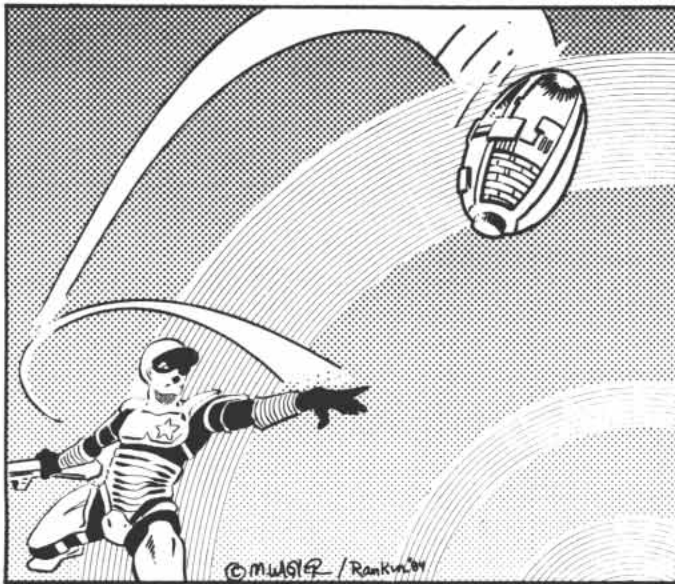
The range such a missile can be hurled is a base of 50 feet, plus 1 foot for each point of strength over 10.

Damage from a grenade or similar weapon is found somewhat differently from other weapons. The hit locations table for area effect weapons is used instead of the normal hit location table. The blast radius of most of these weapons is ten feet from the point of impact. All characters in the blast area should be rolled for, in regard to hit location.

If a miss occurs, the following table should be consulted to determine the location the weapon landed, with respect to the intended target.

Roll 1d8	Direction of grenade
1	Short, in front of target
2	Short, to right of target
3	To the right of target
4	Long, to right of target
5	Long, to rear of target
6	Long, to left of target
7	To the left of target
8	Short, to left of target





Now that the direction from the target has been determined find the distance from the target that the weapon landed. To do this, roll 1d20 and add 10. The result is read in feet, and will be from 11 to 30 feet away from the intended target.

4E EFFECTS OF DAMAGE

4E.1 WOUNDS AND HIT POINTS

During the course of combat, whenever a hit is scored on a character, that character is considered to have suffered a wound. Wounds are defined as any damage for which a number is generated (usually by rolling dice). Although wounds are divided into two types (major and minor wounds), three general rules apply to both kinds.

1. Damage from wounds is subtracted immediately from both area and total hit points.
2. Damage from wounds is cumulative.
3. Whenever damage to a specific area exceeds the total number of hit points of that area, only the maximum for the area is subtracted from the total hit points. (i.e. if a character is struck in the arm for ten points of damage, and the arm is rated at 8 points, only 8 points will be subtracted from the hit point total, and the area hit points for the arm are reduced to zero).

4E.2 MAJOR WOUNDS

Whenever a character sustains any wound or collection of wounds equaling or exceeding the total hit points for a specific area, a major wound has been inflicted. Major wounds have effects above and beyond just the loss of hit points. First, at any time a major wound is inflicted, the stricken character has to roll his shock resistance percentage or less on d100, or fall unconscious for 3d20 rounds. Second, the area struck has received a massive amount of damage. Consult the following chart for the specific effects of this damage.

Area Hit	Specific Effects
Head	Character is unconscious for 3d20 turns, over and above the possible 3d20 turns for failing a shock resistance roll.
Chest or Abdomen*	All movement, defense, and 'to hit' scores are halved until damage is healed.
Arm	Arm is disabled and can not be used until all hit point damage is healed.
Leg*	Leg is disabled and cannot be used until all hit point damage is healed. Movement is halved until area totally healed.

*Movement effects are cumulative. If the character manages to survive major wounds to both legs without becoming unconscious, his movement rate is quartered. This means that he/she is pulling him/herself along on hands and arms.

If a character should suffer further wounds to an area which has already been disabled by a major wound, two effects take place. First, all damage inflicted to the area is subtracted from the total hit points. Second, due to the amount of damage, certain specific effects will occur, consult the following chart for these effects.

Area Hit	Damage Under Area Total	Damage Over Area Total
Head	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Chest	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Abdomen	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Arm	Out for 3d10 turns, roll shock resistance or lose limb.	Out for 3d10 turns, roll ½ shock resistance or lose limb.
Leg	Out for 3d10 turns, roll shock resistance or lose limb. Movement will be reduced to one-fourth.	Out for 3d10 turns, roll ½ shock resistance or lose limb. Movement will be reduced to one-fourth.

Note: Based upon referee world design, replacement limbs and organs may be available either as mechanical devices or grafts. Also dependent upon referee design, a 'dead' character may be restored to play through medical means. 'Dead' characters can be restored by a healer (major psionic discipline) within certain limitations.

4E.3 WOUNDS AND TOTAL HIT POINTS

Damage, in lost hit points from wounds, is also subtracted from the total hit points of the character. The effects of wounds on total hit points is somewhat different than the effects of wounds of specific areas, as total hit points reflect the well-being of the entire individual.

If the total hit points are reduced to ½ of their whole value, without the character suffering a major wound, the character will suffer the following effects:

1. Movement reduced to ½ of normal.
2. Personal defense reduced to ½ of normal.
3. Ability to hit in combat reduced to ½ of skill level.
4. Damage from physical attacks reduced to ½ of normal.

It should be noted that these effects are not cumulative with the effects of major wounds to the chest or abdomen. They are added to the effects of major wounds to arms or legs.

If the total hit points are reduced to zero or less, the character is considered to be mortally wounded and slowly dying. The character is unconscious, and his/her END rating is the number of rounds that the individual can survive without medical attention. Treatment may be attempted at any time before the endurance limit is reached. If treatment is not begun in time, or is unsuccessful, the character is considered to have bled to death.

A character reduced to zero hit points or below will continue to lose one point per round until either he/she dies or receives medical attention.

4F WEAPONS TABLES

4F.1 HAND-TO-HAND WEAPONS

Weapon and Damage Rating	
Wrench	1d4+1
Hammer	1d4+1
Pipe	1d6
Ax (tool)	1d8+1
Hatchet	1d6+1
Shovel	1d8
Pick	1d10
Briefcase	1d4
Purse	1d3
Knife (Kitchen)	1d4
Knife (Fighting)	2d3
Sword	1d8+1
Sword Cane	1d8
Blackjack	2d3-1
Night Stick	1d6+1
Cane	1d6
Brass Knuckles — add 2 to unarmed attack damage	
Electro-Baton (P)*	1d3, and make shock resistance roll, or unconscious.

*All weapons are civilian-available, except the Electro-Baton, which is restricted to law enforcement personnel.

Antique weapons such as maces, battle axes, spears, etc. at the referee's option.

4F.2 CIVILIAN—AVAILABLE WEAPONS

Antique Weapons

Name	Ranges (Yards)*	Damage	Reload Time	No. of Shots
Blowgun	5/10/15/25/35	1d3+drug	2	1
Sling (David's)	NA/25/50/100/150	2d4-2	2	1
Wrist Rocket	5/20/60/80/100	1d8-1	1	1
Self Bow	NA/25/50/100/150	1d10-1	1	1
Compound Bow	NA/25/50/125/200	1d10	1	1
Crossbow	10/25/50/125/300	1d10+1	3	1
Thrown Rock	5/10/25/50/75	2d3-2	1	1
Thrown Knife	5/10/15/20/25	1d4	1	1

*Ranges are given in five increments; point blank, short, medium, long, and extreme. See Situational Modifier table for how to apply ranges.

Black Powder Weapons

Name	Ranges (Yards)	Damage	Reload Time	No. of Shots
.32 Derringer	5/10/15/20/25	2d3-1	2	1/2 ^a
.40 Pistol	5/25/35/50/70	2d4-1	2	1 ^b
.45 Revolver	5/25/35/50/75	2d4-1	2	6
.75 Musket	10/50/75/100/150	1d6-1	2	1
.30 Buffalo Gun	10/100/200/350/600	2d6	2	1
.600 Express	10/100/150/200/250	2d6+1	2	2 ^c

^aWeapon may be either single or double-barrel variety. Double barrel has two shots available before reloading.

^bThis is the classic 'pirate pistol'.

^cThis weapon is a double-barrel weapon.

Shotguns

Weapon Type	Reload Time	No. of Shots
Single/2 Barrel	1	1/2
Semi-Automatic	1	5 (clip)

Ammo Type	Ranges (Yards)	Damage
.12 Pellet	10/25/50/75/100	2d6-1
.12 Flechette	10/25/50/75/100	2d6
.12 Slug	10/50/75/100/150	2d6+1
.10 Pellet	10/25/50/75/100	2d6+1
.10 Flechette	10/25/50/75/100	2d6
.10 Slug	10/50/75/100/150	2d6+2

Pistols

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.22 Revolver	5/15/25/40/60	9	1	2d4-1
.22 Target Pistol	10/25/75/100/150	1	1	2d4-1
.32 Auto Pistol	5/25/50/75/100	10/clip	1	2d4
.9mm Auto Pistol	5/15/25/50/75	10/clip	1	2d4
.7mm HP Auto Pistol	10/25/75/100/150	10/clip	1	2d4+1
.38 'Special'	5/15/25/50/75	6	1	2d4
.45 Revolver	5/25/50/75/100	6	1	2d4+1
.45 Auto Pistol	5/15/35/60/75	8/clip	1	2d4+1
.357 Mag. Revolver	5/25/50/75/125	6	1	2d4+1
.357 Auto Mag.	5/25/50/75/125	10/clip	1	2d4+1
.44 Mag. Revolver	5/25/50/75/125	6	1	2d4+2
.44 Auto Mag.	5/25/50/75/125	10/clip	1	2d4+2

Rifles

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.22 Rifle	10/100/200/400/600	10/clip	1	2d6-1
.22 Carbine	10/100/200/300/400	10/clip	1	2d6-1
.30 Rifle	10/100/200/400/600	10/clip	1	2d6
.30 Carbine	10/100/200/300/400	10/clip	1	2d6
.30 HP Rifle	10/100/300/500/800	10/clip	1	2d6+1
.30 HP Carbine	10/100/200/350/500	10/clip	1	2d6+1
.40 HP Rifle	10/100/300/500/900	10/clip	1	2d6+2
.40 HP Carbine	10/100/200/350/500	10/clip	1	2d6+2
.50 HP Rifle	10/100/300/500/1000	10/clip	1	2d6+3
5mm HP Rifle	10/100/300/500/800	10/clip	1	2d6
5mm HP Carbine	10/100/200/300/500	10/clip	1	2d6
7mm HP Rifle	10/100/300/500/800	10/clip	1	2d6+1
7mm HP Carbine	10/100/200/300/500	10/clip	1	2d6+1
10mm HP Rifle	10/125/400/600/1000	10/clip	1	2d6+2
10mm HP Carbine	10/100/200/300/500	10/clip	1	2d6+2

4F.3 POLICE WEAPONS

Pistols

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.357 Auto Mag	5/25/50/75/125	10/clip	1	2d4+1
.44 Auto Mag	5/25/50/75/125	10/clip	1	2d4+2
7mm HP Auto Pistol	10/25/75/100/150	10/clip	1	2d4+1
2mm Needle ^a	10/50/75/100/150	20/clip	1	2d4+1
Tangle Pistol ^b	5/25/50/-/-	1 shot	1	tangle

^aSemi-Automatic

^bOnly three ranges are given for this weapon, due to its special design. For more information, see the description of Unusual Weapons, following the weapons charts.

Shotgun

.12 Pellet	10/25/50/75/100	5/clip	1	2d6-1
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Rifles

10mm HP Rifle	10/125/400/600/1000	10/clip	1	2d6+2
2mm Needle Rifle	25/400/800/1200/1500	40/clip	1	2d6+1
7mm Assault Rifle (Fully Automatic)	10/100/300/500/900	30/clip	1	2d6+1
Tangle Rifle	10/25/30/75/100	1 shot	1	tangle

Notes: The first three rifles are generally used by the SWAT teams, while the Tangle is a riot-control weapon.

Special Weapons

Electro-Baton	Hand-Held	30 charges	1d3+ shock resist. roll
Single Shot Grenade	30/100/200/300/400	1 shot	Tear Gas
Launcher 40mm			

4F.4 OUTLAWED OR RESTRICTED WEAPONS

All weapons appearing on any list aside from civilian-available are considered restricted and can be obtained only by government licensed gun dealers and collectors. A small number of military, police, and outlawed weapons would be available to criminal and other underground elements. On the following table, a '*' indicates that the ownership is restricted to collectors/dealers, and a '+' indicates an illegal weapon, because of concealability or for other reasons.

Outlawed or Restricted Weapons

Name	Range (Yards)	No. of Shots	Damage
*9mm Machine Pistol	10/25/50/75/100	20/clip	2d4
*9mm SMG	10/50/100/150/200	30/clip	2d4+2
*.45 Thompson SMG	10/50/100/125/150	50/drum	2d6
+5mm Plastic Frame	5/15/25/50/75	5/clip	2d4
+7mm Plastic Frame	5/15/25/50/75	5/clip	2d4+1
+2mm Mini-Needler	5/25/50/75/100	5/clip	2d3+1
+5mm Shock Dart	1/2/3/4/5	1 shot	2d3, & roll shock resist.
+Sawed-off Shotgun	5/15/25/35/50		By type-Civilian table.

4F.5 CLASS II MILITARY WEAPONS

Pistols

Name	Ranges (Yards)	No. of Shots	Damage
.357 Auto Mag	5/25/50/75/125	10/clip	2d4+1
.44 Auto Mag	5/25/50/75/125	10/clip	2d4+2
9mm Auto Pistol	5/15/25/50/75	10/clip	2d4

Rifles

7.62 Auto Rifle (FA*)	10/100/200/400/600	30/clip	2d6+1
7.62 Carbine (FA*)	10/100/200/300/400	30/clip	2d6+1
7.62 Assault Rifle (SMG)	10/100/200/400/700	30/clip	2d6+1

* (FA) — Fully-Automatic action with selector switch.

Shotguns

Semi-Auto .12/Flechette	10/25/50/75/100	5/clip	2d6
(Folding stock/Light)			

Grenades/Demolitions

AP Frag. Grenade	50' +1' per STR point over 10	3d8
Smoke Grenade	50' +1' per STR point over 10	----
Tear Gas Grenade	50' +1' per STR point over 10	----
Satchel Charge	Must be placed	8d8
Thermite Charge	Must be placed	6d8

All weapons on this page have a reload time of one round.

4F.6 CLASS I MILITARY WEAPONS**Pistols**

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
7mm HP Pistol	10/25/75/100/175	10/clip	1	2d4+1
2mm Needler	10/25/75/100/175	10/clip	1	2d4+1
10mm HP Pistol	10/25/75/125/200	10/clip	1	2d4+2

Rifles

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
7mm HP Assault Rifle*	10/100/300/500/900	30/clip	1	2d6+1
10mm Rifle*	10/125/400/600/1000	20/clip	1	2d6+2
10mm Carbine*	10/100/200/300/500	20/clip	1	2d6+2
2mm Needler SMG	25/100/200/300/500	20/clip	1	2d6+1

* Fully-Automatic Weapon with selector switch.

Shotgun

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
12 Auto, Flechette	10/25/50/75/100	20/drum	1	2d6

Support

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
10mm LMG Bipod	25/250/600/1000/1500	50/belt	2	1d6+1d8+2
10mm MG Tripod	50/300/600/1200/2000	50/belt	2	2d8+3
Grenade Launcher				Tear Gas
Gun Mounted 40mm	30/100/200/300/400	5/clip	1	AP 3d8
Semi-Auto 40mm	30/100/200/300/400	10/clip	1	Smoke Signal

Grenades

AP Fragmentation	50' +1' per STR point over 10	3d8
Smoke	50' +1' per STR point over 10	—
Tear Gas	50' +1' per STR point over 10	—
Satchel Charge	Must be placed	8d8
Thermite Charge	Must be placed	6d8

4F.7 CLASS I SPECIAL FORCES WEAPONS

Class I Special Forces use the many of the same weapons as the Class I Military (above), with the following additions:

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
20mm MagJet Pistol	10/100/200/300/600	10/clip	1	2d4+5
20mm MagJet Rifle	25/200/500/1000/1500	30/clip	1	2d6+5
12mm HP Sniper Rifle	25/150/300/600/1200	10/clip	1	2d6+3
20mm MagJet MG Tripod	50/300/800/1700/3600	50/belt	2	2d8+5

4F.8 DESCRIPTIONS OF SPECIAL WEAPONS**20mm MagJet Weapons**

MagJet is an abbreviation for Magnetic Field Assisted Gyro-Jet weapons. A strong magnetic field is used initially to accelerate the projectile. This projectile is a gyro-jet (gyroscopically-stabilized, jet propelled) type of ammunition which fires after leaving the barrel of the weapon.

While this results in a slow rate of fire, it does produce an extremely accurate round which retains a greater penetrating power over a longer range. A power pack is needed to maintain the magnetic field. These power packs last for 100 shots before losing their charge, and may be recharged as any other battery.

2mm Needler Weapons

These weapons fire a multiple projectile round. Seven individual gyro-jet mini rounds are mounted on a fairly standard initial round. The initial round detonates in the chamber of the weapon, propelling the mini-rounds down individual clustered barrels. After leaving the barrels, these mini-rounds, being gyro-jet, fire; thus giving more power to the shells. This provides a normal rate of fire, with very high accuracy. Due to the size of the shells, the ranges are not as great as other weapons, but have excellent anti-personnel impact due to the clustered multi-projectile.

4F.9 OUTLAWED WEAPONS**2mm Mini-Needler**

This is a small derringer-type pistol which fires 1 round of 2mm needler (cluster) ammunition. Its high concealability and devastating fire power resulted in its being outlawed.

5mm and 7mm Plastic-Body Pistols

These weapons are similar to their normal counterparts, except they are constructed from high-impact plastic which is undetectable by most security systems. Due to the fragility of the plastic body, they are only good for one clip (5 shots) before the body either cracks or melts. This ease of concealment and the 'fire and forget' nature of the weapon led to its being banned.

4F.10 TANGLE WEAPONS

These weapons fire a specially-designed plastic pellet. Upon contact with air, this pellet expands to form a strong webbing which will cover an area of five feet by five feet and is extremely sticky. To determine what areas are hit by tangle webs, roll on the following table (note that if an aimed shot is attempted, the area aimed for will be hit if a hit is scored). Roll one twelve-sided die and read the result below:

Roll	Area Affected
1	Right Leg (Roll AGL x 3 or less on d100, or fall down)
2	Left Leg (Roll AGL x 3 or less on d100, or fall down)
3	Both Legs (Roll AGL x 1 or less on d100, or fall down)
4	Both Legs and Abdomen (AGL x 1 or less on d100...)
5	Right Arm
6	Left Arm
7	Both Arms
8	Both Arms and Chest
9	Right Flank (Right arm and leg, plus chest and abdomen)
10	Left Flank (Left arm and leg, plus chest and abdomen)
11	All Hit Locations
12	Special — Roll 1d4
	1 Head, blinded
	2 Head, choking, WIL AST needed to avoid unconsciousness.
	3 Hand, jamming weapon. 1d6 rounds required to clear
	4 Roll 2 locations, ignore roll of 12

When first hit by a tangle web, the character is allowed a saving throw. To find what is needed to break free, average the character's STR and AGL. This number or less is to be rolled if the character wishes to break free. On subsequent rounds the character is allowed a saving throw of ½ of the above figure on d100.

Tangle webs become extremely brittle after 10+1d10 turns of exposure to air, and will fall apart on their own at that time. There is rumored to be a solvent to dissolve tangle webbing, but no one has ever seen it in use.

4G EQUIPMENT AND ACCESSORIES**Sights**

Telescopic: Adds a +10 to hit when gun is braced.

Electronic: Adds a +15 to hit when gun is braced.

Laser: Adds a +20 to hit when gun is braced.

Folding Stocks

Shortens gun length. Penalty of -10 to hit when folded.

Pistol Stock

Allows pistol to be fired from shoulder. +10 to hit when used.

Shotgun Light

+10 to hit when used, does not work in bright light.

Communications Units

Short range: 2 mile limit.
Medium range: 5 mile limit.
Long range: 10 mile limit.

Infrared Goggles (IR)

Allows viewer to see heat patterns. Does not work in bright light.

Gas Masks

Stops the effects of tear gas and similar substances.

Leather Jacket

-10 on defense, 20% chance of only taking ½ damage from a hit in the areas covered.

Motorcycle Helmet

-5 on defense, 20% chance of ½ damage to area.

Lexan Shield

Police Use. -20 defense, 30% chance of ½ damage to area.

Ballistic Cloth Suits

Police type: -20 defense, 20% chance ½ damage to area.

Improved: Psi Police -30 defense, 25% chance ½ damage.

Military Field Uniform: -20 defense, 30% chance of ½ damage.

Special Forces Uniform: Improved - -25 defense, 35% ½ damage.

May be sealed against environment with Spec. Force. Helmet (below).

Helmets

Military: -5 defense, 25% chance ½ damage.

Special Forces: -10 defense, 35% chance ½ damage to area.

Flak Jacket

Military use. -15 defense, 30% chance of ½ damage.

Lexan Mesh Armor

Covers chest, abdomen, upper arms, and thighs. -25 defense, 35% chance of only taking ½ damage in areas covered.

4H COMBAT TABLES**4H.1 SITUATIONAL MODIFIERS**

Attacker	To Hit Modification
Attacker Moving	
Walk	-10
Trot	-15
Run	-20
From Vehicle	½ normal
Snap Shot (draw and fire)	½ normal
Firing with Wrong Hand	½ normal
Two-Handed Weapon in One Hand	-20
Unfamiliar Weapon	see Unskilled Attack
Wounded 50% of HP (or more)	½ normal
Vision Obscured (smoke, night)	-20
Blinded, One Eye	-30
Blinded, Both Eyes	-60
Consecutive Shot, Same Target	+10
Weapon Braced	+15

Target	To Hit Modification
Target Moving	-15
Target Kneeling	-20
Target Prone	-30
Target Slowed Due to Wounds	+15
Target Immobilized	+60
Aimed Shot	
Head	-30
Chest	-10
Abdomen	-15
Arm	-20
Leg	-20
Hand	-40
Neck	-40
Target Surprised	+30
Target in Open, not Moving	+20
Target in Cover	
Soft	-5 per hit location covered
Hard	Target will not sustain damage if hit location blocked by hard cover.

Range Modifications

Point Blank	+20
Short	+10
Medium	0
Long	-10
Extreme	-20

4H.2 HIT LOCATIONS

D100	Area
01-10	Head
11-34	Chest
35-58	Abdomen
59-68	Left Arm
69-78	Right Arm
79-89	Left Leg
90-00	Right Leg

4H.3 HIT LOCATIONS - AREA EFFECT WEAPONS

D100*	Areas Hit	Specific Location	% of Total Damage Applied to Area
01-25	Right Flank	Head	10% (Total x .1, round up)
		Right Arm	30% (Total x .3, round up)
		Right Leg	30% (Total x .3, round up)
		Chest	10% (Total x .1, round up)
26-50	Left Flank	Abdomen	20% (Total x .2, round up)
		Head	10% (Total x .1, round up)
		Left Arm	30% (Total x .3, round up)
		Left Leg	30% (Total x .3, round up)
51-75	Back	Chest	10% (Total x .1, round up)
		Abdomen	20% (Total x .2, round up)
		Chest (Back)	30% (Total x .3, round up)
		Abdomen	30% (Total x .3, round up)
76-00	Front	Both Arms	5% Each (Total x .05, round up)
		Both Legs	5% Each (Total x .05, round up)
		Head	10% (Total x .1, round up)
		Chest	30% (Total x .3, round up)
		Abdomen	30% (Total x .3, round up)
		Both Arms	5% Each (Total x .05, round up)
		Both Legs	5% Each (Total x .05, round up)

*If figures or counters are used, the areas hit will be obvious due to the position on the map board, and this column will not be necessary.

4H.4 AUTOMATIC WEAPONS FIRE

Length of Burst	+ To Hit	+ To Damage & No. of Shells Fired*	Hand Held	Tri- or Bi-pod Mounted
Long**	15	2d4		2d6
Medium	10	2d3		2d5
Short	5	2d2		2d4
Single	0	—		N/A

• The indicated number of dice are rolled. This will give both the number of shots fired and the number of points additional damage inflicted if a hit is scored.

** Impossible for Automatic Shotgun.

5 THE WORLD

5A BACKGROUND

5A.1 Time and Setting

It must be remembered that **Psi World** takes place in our own world, the Earth, in the not too distant future. It is quite probable that the genetic changes leading to the development of psionic powers are already in effect and growing year by year.

The establishment of a date for the campaign is left to the Gamemaster. This should be some time in the next ten to fifty years. The world is still basically the world we all know well, with some easily predictable changes included, depending upon how far in the future the game is set.

The major impact of these changes will be reflected in the somewhat more advanced technology (already built into the rules) and the nature of government. The changes in government will be determined by which of the two basic styles of campaigns is chosen by the GM; either the repressive government attempting to destroy the psionics or the legitimate government on the defensive that is desperately attempting to deal with the challenge posed by the psionic threat to democratic rule.

The final area most effected by these changes will be in the locale in which the adventure or campaign is set. The most effective way to play or gamemaster **Psi World** is to have a campaign set in one's own geographic area or in one's own home town. The changes that have had impact on the country and the world will also have similar impact on every city, town, and village. Government, police, technology, and even the presence of Psionically gifted individuals will all be different from today, but only in the ways determined by the nature of your campaign.

As characters should be familiar with their own home regions, this system allows players to adequately know their character's own homes without constantly having to refer to the gamemaster to ask questions that the character would logically know from simply living in the area.

The task of preparing a 'world' is also made easier for the Gamemaster in that he/she already knows the geographic layout, the true locations of major businesses and residential districts, and even the road and transportation networks available to the players and their NPC opponents. Most major roads will continue to be major roads, public transportation will continue to operate (and some such systems that are being planned now may well be fully operational, at the GM's discretion).

Built up urban areas will probably change less than more rural or suburban areas over any span of time. Cities may add taller structures in locations where smaller buildings once stood, but little else really changes. Suburban areas may find entire new developments of both homes and industrial parks to cause changes to traffic flow, population, and lifestyle. Yet, these changes can be kept to a minimum and the planning of a world for the game can be simply accomplished by making minor alterations to a local street map.

In many areas of the US there are conveniently scaled local street maps in local telephone directories. Similar maps are easily obtained in any good stationery store as part of county or regional road maps. Total familiarity with the area allows the Gamemaster to fill in actual buildings, shopping malls, police precincts, courthouses, etc. Players will also know where these various structures are located and need only be updated on the changes to the neighborhood that have been mandated by the GM. Such changes can be sketched onto the map.

5A.2 Prices and Cost of Living

In most cases prices are set at levels approximately the same as those we find today. Though inflationary trends persist in the modern world, it is easiest in game terms to simply apply current prices and

costs so as to make establishing new prices easier for the Gamemaster. All characters should have jobs or professions with which they earn their daily bread. In the case of police characters in a world with a true 'threat of psionic domination' these characters will be paid their normal salaries as government employees, police officers, FBI agents, etc.

Even psionic characters will have 'cover' identities and jobs in a world where their very existence is threatened. They will not publically advertise their powers and will have daily work to earn a living, though they might secretly meet with other psionically gifted characters in an attempt to keep up with the latest developments and threats to their survival. Such groups would be organized like underground revolutionary 'cells' and would assist each other to escape and find new identities whenever the psionic abilities of a member were discovered by the authorities. They would also be expected to help other psionic characters (NPCs) in time of need.

In each case, the salaries earned by a character will determine that character's financial ability to purchase things, travel, or simply survive. Earnings from any given job or profession can be roughly estimated by simply checking the Help Wanted section of any decent sized newspaper. It can be assumed that characters have been able to save up to 10% of their annual earnings from past years in a savings account.

All characters should have jobs or professions that logically fit some of their skills and abilities. These should be chosen by the players and approved by the gamemaster as possible.

This all establishes the capital available to the player characters and their basic income during times when they are actively pursuing their careers. Such income will not continue for characters who are no longer working in their professions and are 'on the run.'

Similarly, the prices of most items, housing, and transportation should be kept in line with current costs. Such prices can be determined by referring to newspaper ads or simply checking prices in local stores and catalogues. Prices might be set somewhat higher or lower than current prices for certain categories of goods or services to reflect government attitudes, as the Gamemaster determines for his/her specific campaign. Obviously, repressive governments would institute laws to make legal purchasing of firearms impossible and cause prices to rise since only the 'black market' would have such weapons available for sale. Similarly, transportation costs could go up if a government wished to inhibit the ability of average citizens to travel outside of their own local areas.

5B SAMPLE PRICES FOR GOODS & SERVICES

The following section includes lists of goods and services with guidelines for costs in the game. Note that all prices are listed in US dollars and that all prices are roughly those one would expect to find for those items in the current day. Campaigns in areas outside of the US should convert these prices to local currencies and approximately current costs for these same goods and services today or do this by use of current rates of exchange (again, easily found in major newspapers).

Housing:

Single Bedroom Apartment	\$450.00/month and up
Average Home, new (3 bedrooms)	\$80,000 and up*
Motel Room, single	\$25.00/night
Motel Room, double	\$35.00/night

* Depending upon location, etc.

STANDARDS FOR COMPARISON

Gold, per ounce	\$500.00
Silver, per ounce	50.00
Minimum wage, net	\$4.50/hour

Food:

Fast food meal per person	\$5.00
Average restaurant meal, per person	\$10-15.00
Expensive restaurant meal, per person	\$50-100.00
Large Pizza, with everything	\$12.00
Pitcher of Beer	\$4.00
Liquor, fifth	\$10.00
Cigarettes, pack	\$1.50
Candy Bar	\$.50

Electronic Equipment:

Home Computer (64K)	\$300.00 and up
Color Television	\$300-800.00
Portable Video Recorder	\$550.00
Portable Color Video Camera	\$300.00
Hand-held Computer (16K)	\$200.00
Professional 35mm Camera Outfit (complete)	\$350.00 and up

Clothing:

Men's Slacks	\$30.00
Men's Shirts	\$15.00
Women's Blouses and Skirts	\$30.00 each
Women's Dresses	\$50.00
Shoes	\$40.00

Hand-to-Hand Weapons:

Cane	\$30-60.00
Brass Knuckles	\$20.00
Night Stick	\$35.00
Sword (Modern)	\$200.00
Sword Cane (Modern)	\$225.00
Fighting Knife	\$50-150.00

Human Powered Projectile Weapons:

Wrist Rocket (Slingshot)	\$15.00
Sling (David's)	\$5-10.00*
Self Bow	\$25.00*
Compound Bow	\$200.00
Crossbow	\$175.00
Arrows - Broadhead	\$4.00 each
Arrows - Target	\$2.00 each
Crossbow Bolts	\$3.00 each
Throwing Knife	\$25-50.00

* Costs are for materials only, each weapon will have to be individually constructed. Double or triple these costs for a finished product.

Antique Firearms:

As antique firearms are difficult to find, prices will vary due to condition, collectability, and style. Players characters seeking one of these weapons are encouraged to consult with the gamemaster for prices. The gamemaster will have final judgement on whether a particular piece is available and what the price is, based on his/her world design.

Civilian Available Weapons:

Small Caliber Handgun (.22-.32)	\$75-150.00
Large Caliber Handgun (.38/9mm+)	\$100-200.00
Small Caliber Rifle (.22/5mm-.30)	\$125-175.00
Large Caliber Rifle (.30HP/7mm+)	\$150-250.00
Shot Guns (5 round clip)	\$125-225.00

Notes on the Black Market:

The gamemaster must decide if the character has made a successful black market contact. Remember, there is a chance that the contact is really a police 'plant.' Weapons are not 'in stock' for over-the-counter sales and will take from 2-10 days to obtain. Any of the Civilian Available weapons are also available on the black market. For about fifty percent over the normal selling price, a character may obtain an unregistered, untraceable weapon.

Police Protective Clothing is also a standard black market item. There is a base cost of \$100.00 and an additional cost of \$50.00 for each 5% bonus the character gains to his/her defense. Rifle sights range from \$100.00 for a simple telescope to \$300.00 for a deluxe laser sighting system.

Police and Military Weapons:

These weapons are available only on the black market. As a result, prices will be very high. Fully automatic weapons will start at a base of \$500.00; needler weapons run at least \$800.00; MagJet weapons will have a base price above \$1000.00. The Electro-Baton will sell for between \$250 and \$300, as will the tangle weapons.

Outlawed Weapons:

9mm Machine Pistol	\$525.00
9mm SMG	\$575.00
.45 Thompson SMG	\$650.00
5mm Pistol (plastic frame)	\$375.00
7mm Pistol (plastic frame)	\$400.00
2mm Mini-Needler	\$475.00
5mm Shock Dart Pistol	\$150.00
Sawed-Off Shotgun	\$225.00

Note that these weapons are only available on the black market.

Ammunition:

Small Caliber (.22-.32/2-5mm)	\$8.00/50 rounds
High Caliber (.38/5mm HP+)	\$15.00/25 rounds
Shotgun (00 Buckshot)	\$8.00/25 rounds
*Tangler	\$15.00/10 rounds
*Needler (all sizes)	\$65.00/50 rounds
*MagJet	\$60.00/25 rounds
*Shock Dart	\$5.00/round

• Available on the black market only.

Miscellaneous:

Gasoline, gallon	\$2.00
LCD Watch	\$20.00
New Car, Average	\$10,000.00
First Aid Kit	\$15.00
Briefcase	\$40.00
Luggage, 5 piece set	\$250.00
College Course, per semester	\$350.00 and up

The prices listed in this section for common items are appropriate for use with the adventures included in **Psi World**. Note that these are all average prices. More elaborate or top quality items will cost up to twice as much as the listed prices. Lower quality, discount, or bottom-of-the-line items are available for less, of course.

5C OUTSIDE THE HOME REGION

A campaign will probably take the player-characters to locations beyond their home areas as events progress. This will require that the Gamemaster create other areas in somewhat less detail than the home area that is already well-known to the player-characters.

The need by the players to constantly ask the gamemaster about such new areas is not inappropriate in that these areas would be new to the characters and should not be automatically or innately known to them, as is their hometown.

Such additional areas mapped for the campaign need not be modified by the GM from any maps available commercially. If the characters travel to another town the maps used can be those of any other town available to the GM that is not instantly recognizable to the players as being a nearby village or town that they know personally. Such town or village maps need not be modified to reflect the changes of time from the current day in that the players are not familiar with the nature of these locations in the current day. These maps can then represent the institutions of those locations at the time of the campaign. Ideally, such locations would be chosen from places well-known to the Gamemaster, but relatively unknown to the players. Examples of this would be the site of the GM's school, if it were not also attended by the players, an earlier hometown, the town where the GM works, etc.

Excellent maps of most urban centers in the US are readily available from a variety of sources. Such maps can be found quite easily at any time when the GM is visiting such locales on vacation or for business. Many atlases include such detailed maps of some cities. Similar maps can even be obtained from the Automobile Association (AAA) through their travel service. All such maps have in common that they detail transportation networks and show major attractions like parks, museums, convention centers and other well known buildings. Other specifics will have to be filled in by the GM as the adventure proceeds, but most of these can be filled in on the spot.

Finally, entirely new areas and towns can be mapped from the

imagination. This is not terribly difficult and examples of this sort of locale are provided within the adventures included in this package.

5D THINGS NOT COVERED BY RULES

Many specifics about the world have been left to the Gamemaster. This is for several reasons. The first is that the GM has a wide choice in determining the nature of the world and its technology. Equally important is the fact that some things are just plain common knowledge and do not need pages of rules and tables.

It is unnecessary to include large sections on vehicles and travel since such things are based on the current world. We all know how roads and cars work and travel time and expense to be expected from the use of such vehicles, or other vehicles for public transportation. The skills included in *Psi World* allow for the use of vehicles and the successful use of any such means of transportation is simply dependent upon the skill level of the character. Maximum speeds, safe speeds, and modifiers for unusual or hazardous use of vehicles is left to the Gamemaster, as only the Gamemaster knows the goals and plot of the adventure involved.

How to actually run and plan an adventure is best demonstrated by example. The game includes an adventure pack with several types of adventures. These will show how an adventure is prepared and what is required better than any section of rules could hope to do.

The major decision to be made by the GM is which of the two basic types of worlds he wishes to use for his campaign. This might be decided by consulting with the players to determine which types of characters they would find most attractive. Strong preferences on the part of the GM should be pointed out to the players as the game will only be as enjoyable for them as it is for the Gamemaster to prepare their adventures.

As with most role playing games, the first session of the players with the GM should be spent in the creation of characters. This is an ideal time to discuss the type of campaign everyone will enjoy. Since the initial adventure will probably be located in the PCs' hometown or one of those included with this game, this will allow adequate time for the GM to prepare the adventure by the next meeting of the group (on the assumption that the group meets once a week, as is the case with most such clubs or groups).

The Force Shield

The Psionic may erect a force shield around his/her body at a distance of two inches from the skin. This shield does not interfere with movement. The shield absorbs physical damage on a point-for-point basis until it is destroyed.

Cost: A base of 5 points plus 1 point per point of protection desired. Range: Personal. Duration: Until destroyed or until the Psi sleeps.

The shield may not be reinforced, the decision as to how many points of protection will be put into it must be made as the shield is being raised. It takes one full round to bring the shield into existence, but no effort is needed to maintain it, and the character may act normally in the next round.

THE PSI WORLDTM ADVENTURE



THE **PSI WORLD**™ ADVENTURE

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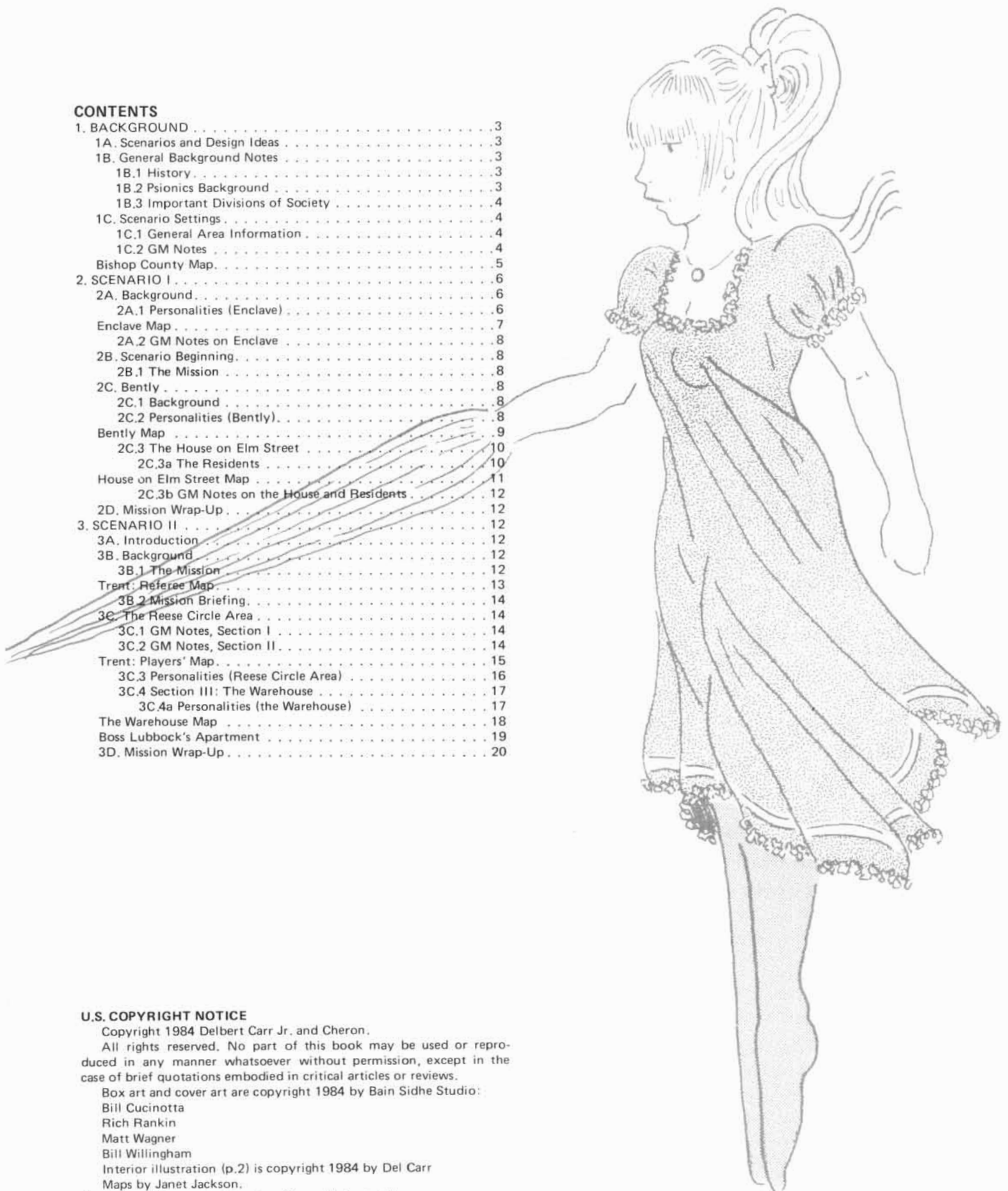
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BACKGROUND

1A SCENARIOS AND DESIGN IDEAS

As stated in the opening section of this game, background 'chrome' has been kept to a minimum in the rules section, to allow the GM the most design freedom possible. In this chapter we will present the 'chrome', separately from the rules, so that the GM may select or reject ideas without altering the basic rules. Four items will be presented in this section:

1. General background notes on the Authors' playtest world.
2. A basic geographic area in which to set scenarios.
3. Detailed descriptions of specific scenario areas.
4. Two beginning scenarios.

The reason for including this information is to give the starting referee a jumping-off point. By seeing a small part of the world in which the original rules were designed, it is hoped that the future referee will find a clearer understanding of the rules and ideas which may inspire their own creativity.

Beginning GMs who decide to use this information in the creation of their own worlds should feel free to modify it to fit their own conceptions. It is the wish of the Authors that players and referees should have FUN in their quest to fulfill fantasies and live out dreams in all potential worlds of Psi Wars. The following is how we accomplished this goal.

1B GENERAL BACKGROUND NOTES

1B.1 HISTORY

The authors' playtest world is based firmly on modern-day Earth. Most of the people, societies, places, and events are derived from existing prototypes.

Three generations ago, the world was politically divided into three general groups. They were the People's Confederacy and its allied nations (a totalitarian government loosely based on Communist China), the United Commonwealths (a representative democracy, based strongly on the modern U.S.A.), and the neutral nations (based on the modern world's smaller nations). The neutral nations had a system of alliances, treaties, and trade agreements among one another, similar to those found in the European Common Market today.

At this time psionic powers began to appear in a small portion of the population, and it was soon discovered that they were capable of breeding 'true'. The period called either 'the Bad Years' or 'the First Generation' by the psis began at this time. The world suffered a series of major sociological and political upheavals as the newly awakening psis discovered the potential of their powers.

Many of the young psis attempted to set themselves up as petty dictators. Others became almost unstoppable criminals. The People's Confederacy splintered into a shifting mosaic of individual states, warring among themselves. A mounting tide of psionic-fostered crime and terrorism swept the United Commonwealths. The neutral nations were plagued by similar occurrences, and it was obvious that the world had entered a period of violence and chaos.

Despite the power vacuum left by the collapse of a world superpower, the People's Confederacy, no new politically strong power arose. The societies of the world were faced by a greater internal threat, and turned their attention inward to respond to a new problem, the growing 'Psionic Menace'. This period is called by the psis either 'the Second Generation' or 'the Death of the Innocents'. People with psionic abilities were ruthlessly hunted and persecuted as the 'norms' struck back. Tens of thousands of psis or suspected psis died or were lobotomized throughout the world.

The country least affected by this wave of panic and hatred was the United Commonwealths. Due to their strong central government and effective police force, the attacks of crime and terrorism were slowly suppressed, but not completely eliminated. This period left deep scars on

the people, and strong anti-psi movements were formed among the commonwealths. Despite this, many average, non-criminal psis gravitate to the U.C. to escape the torture and murder common in the world's divided and less-advanced nations.

The stabilization of the United Commonwealths marks the beginning of the period called 'the Third Generation' by the psionics. It is in this time that the following scenarios are set. It is a time of quiet unrest. Despite the efforts of a handful of liberal representatives, the psis are openly discriminated against and segregated into 'communities' (a polite term for 'ghettos').

The Psionic Protection Agency (PPA), a Federal law enforcement organization, is charged with defending the populace from psionic crime. Founded during the 'Second Generation', their tactics are sometimes quick and violent; although recently a larger percentage of the offenders are brought to trial. Due to the almost impossible task of imprisoning a strongly psionic individual, only two penalties exist to date. For a minor or first offense, a warning and from 2 to 10 years probation is occasionally granted. For a major or second offense, a surgical procedure called a 'psionic lobotomy' is mandatory. This operation removes the area of the brain which controls psionic abilities.

While it leaves the patient normal in all other respects, it forever robs them of their powers. Most of the 'lobos' migrate to space to be with others of their own kind. There they man the lonely space platforms and orbiting factories and act as support staff for the lunar research station. Being lower on the social scale even than the psionics, they are usually relegated to the most boring, demeaning or (frequently) dangerous jobs available, such as waste processing and removal, janitorial work, and external maintenance in the hard vacuum of space.

As a psionic lobotomy does not affect the person's genes, there is a strong possibility that the children of lobos will be psionic. Many scholars feel that 'the Fourth Generation' will see the establishment of psionic communities in space and the possible polarization of society

1B.2 PSIONICS BACKGROUND

The psionic mutation (which has changed the gene controlling psionics from a rare recessive to a—still rare—dominant) still appears spontaneously among the population. It is almost impossible to tell whether a child of normal parents will or will not develop into a psionic. The chance is only 1 in 100, but many normal couples suffer from a deep fear that their son or daughter will grow up to be psionic. Due to the functioning of the gene structure, psionic powers appear in the last stages of maturation, usually the late teens. (Nobody, especially Mother Nature, wants a pyrokinetic baby!)

This phase of psionic development is termed 'transition' and is a time of emotional turmoil and stress, even for a child of psionics among his/her own kind. During transition the power rating fluctuates wildly, and spontaneous outbursts of psionic activity (usually caused by the pressures of growing up) occur. This period usually lasts about a year or two. As time passes, the individual learns to control and 'fine tune' his/her abilities. After this time, the individual becomes a fully functioning adult psionic.

Not all psionics develop on a schedule. Due to unconscious repression because of fear and hatred of psionics, many adults deny and suppress their psionic powers. To add spice to our original campaign, there was a 1% chance that any 'norm' player was a latent psionic talent. This person could spontaneously erupt into psionic activity in any stressful or life-endangering situation. The chance of this occurring was a roll of the character's PSI score or less on d100. The GM made these rolls in secret, and the fact of the character's new status was kept secret to heighten the mystery, unless and until the player had drawn the correct conclusion himself about the source of the 'unexplained' psionic phenomena which had occurred.

In the preceding sections, three types of psionics were defined.

They were: 1) The majority of the psionic individuals who have very minor powers, or those whose power is very weak or intermittent (these people comprise less than 20% of the world population). 2) The individuals who possess minor powers at full strength (about 10% of the psionic population). 3) The individuals who have fully functional major abilities (1% of the psionic population, or less than .2% of the total world population). Please note that the estimate for the vast majority is the percentage of people who are **born** with the psionic mutation. The figure includes latent psis, lobos, and those persons who are killed when their psionic talents first begin to manifest itself.

Player characters are considered to be from the upper 10% of the population. The above percentages were used in the designing of NPC encounters.

1B.3 IMPORTANT DIVISIONS OF SOCIETY

Norm Society

The norm society has two groups which are important to the game. The first is the League for Human Genetic Purity, called 'the League', and the other is the Psionic Protection Agency, called 'the Agency', or the PPA. Its members are occasionally referred to as 'psi pigs' by psionics.

The League is a group of violent reactionary extremists. Founded at the beginning of the Second Generation, they openly state that their goal is the defense and preservation of the norm culture. Secretly, they advocate the destruction of any psionic society and the mandatory sterilization of any known psionic. This organization is popular in urban and inner-city areas, and has a large following. League membership is secret, and black hoods are worn at their clandestine meetings. These meetings are highlighted by the burning of a large wooden trident (a stylized representation of Ψ , the Greek letter Psi). Although officially censored and monitored by the government, the League's underground nature allows them a wide field of operation in several locations. The organization itself is not illegal, but many of its members are serving long terms for their illegal activities.

The PPA was originally founded to act as a federal law-enforcement agency to deal with psionic-connected crimes. It was very effective in helping to stabilize the U.C. at the end of the Second Generation. Its agents are well-trained and field offices are maintained in most larger cities. Whenever a local law enforcement agency is faced by a major psionic crime, the PPA is usually called in by the commonwealth to assist. PPA agents occasionally work undercover in areas of high psionic activity. (For a more thorough description of a typical PPA field agent, see Scenario II).

Norm society also has its average citizens, criminals, and political/religious fanatics. As these groups have not, as yet, impacted the play-test campaign, they have not been designed. Plans exist to detail them in the near future, possibly in a future supplement.

Psionic Society

The psionic society is divided into five major groups which are important to the game. They are: 1) The hidden psis, 2) psionic criminals, 3) psionic revolutionaries, 4) the 'communities' (ghettos), and 5) Enclave.

The hidden psis are those individuals who try to keep their abilities secret and live an average life among the norms. They can be found in almost any community, but generally prefer isolated areas, such as farms, where an occasional inadvertent burst of psionic activity will not be noticed. Most hidden psis tend to be lonely, frightened individuals. On occasion, their frustrations and the pressures of daily existence lead to anti-social behavior and/or insanity.

Psionic criminals tend to be loners, although small gangs have been reported. Due to the extreme danger of their profession, they tend to aim for very profitable targets. The exception to this rule is 'Boss' Lubbeck, a major criminal in Trent (see Scenario II). Lubbeck uses his abilities as a precog to mastermind the city's underworld. Rarely getting his own hands dirty, he is extremely hard to apprehend.

Psionic revolutionaries are divided into several groups, the largest of which is called the Psionic Freedom Organization (PFO). Underground cells of this organization may be found in several major cities. The PFO's goal is, through the use of violence and fear, to pressure the government into social change. Periodic outbreaks of terrorist activity are usually followed by a series of demands. Due to the psionic screening of all members and the deaths of possible informers, the PFO is very hard to break. It is believed that their network is quite wide-spread throughout the U.C. The leader of the PFO, a rarely seen and never photographed man known only by his code name of Isiah, is believed to be a multi-disciplinary psionic who possesses the powers of both precognition and empathy. The PPA is constantly at war with the PFO. Several splinter groups of the PFO are believed to exist.

In most large cities will be found a psionic 'community'. Into these

impoverished ghettos the psis have been segregated. Deprived of advanced educational opportunities, the average psionic has a hard time finding a decent job. This, coupled with the fear and prejudice of the norms who control the job market, results in a condition of intense poverty. In the communities, most of the individuals have lost hope. The government fears that these ghettos will become breeding grounds for future revolution, and has instituted charity programs in an effort to help the people and thus stave off major trouble.

Due to friction between the psis and their normal neighbors, violence does flare up on occasion. The communities are closely monitored by federal and local forces. In several agricultural areas, a new form of community resembling a communal farm has begun to emerge.

Enclave is located in a barren area of a developing commonwealth. Through the use of funds donated by rich liberals, Enclave is attempting to show the benefits that can be offered by a joint norm-psi society. For more information on Enclave, see Scenario I, background information.

1C SCENARIO SETTINGS

1C.1 GENERAL AREA INFORMATION

The following two scenarios are set in the commonwealth of New Arlin, in Bishop County. Western Bishop County is mountainous, containing a spur of the great western range. Heavy forest, composed mainly of conifers, covers a large portion of the north western region. To the north-east is the marshy tip of Lake Trent, on the shores of which is the city of Trent, the county seat. The central section of the county is covered with gently rolling grassland, dotted with stands of deciduous trees. Arid grassland mingled with scrub and highlighted with jutting clumps of weathered rock, comprises most of the southern section of the county. In total area, the county is nearly 200 miles from north to south, and nearly 160 miles from east to west at its widest point.

Bishop County, with its wealth of natural resources, is prosperous and slowly developing. In the area around Fairview, the major industry is wood and wood products. A well-known furniture manufacturer, Cressdale, has located a small factory here. This, along with a sawmill, and ladder/scaffolding plant, forms the economic base for the north-western area of the county. Throughout the center section, grain corn, and cattle are the major products. Several companies which process agricultural products have located here. These include a meat-packing plant, a tannery/leather processing plant, vegetable canning, and breakfast cereal manufacturing. Despite the seeming industrialization, the majority of the county is still devoted to farms and cattle ranges. Some limited mining is carried on in the southern section, around Enclave.

In the north-east corner of the county is the city of Trent (pop. 55,000). Trent is the county seat, the largest city in the county, and is the central transportation hub for the area. In Trent can be found both city and county governmental offices, along with a few Federal branch offices. Also in Trent is the headquarters for a nationwide breakfast food company, 'Good Mornings' (Make every morning a Good Morning!), which is the largest industry in the county, employing a large percentage of the available workforce. Trent is a modern city, and here will be found most of the conveniences and services available in any of the larger southern metropolises.

Note that the map shows only major cities and towns. The smaller villages and many minor roads were omitted for readability.

1C.2 G. M. NOTES

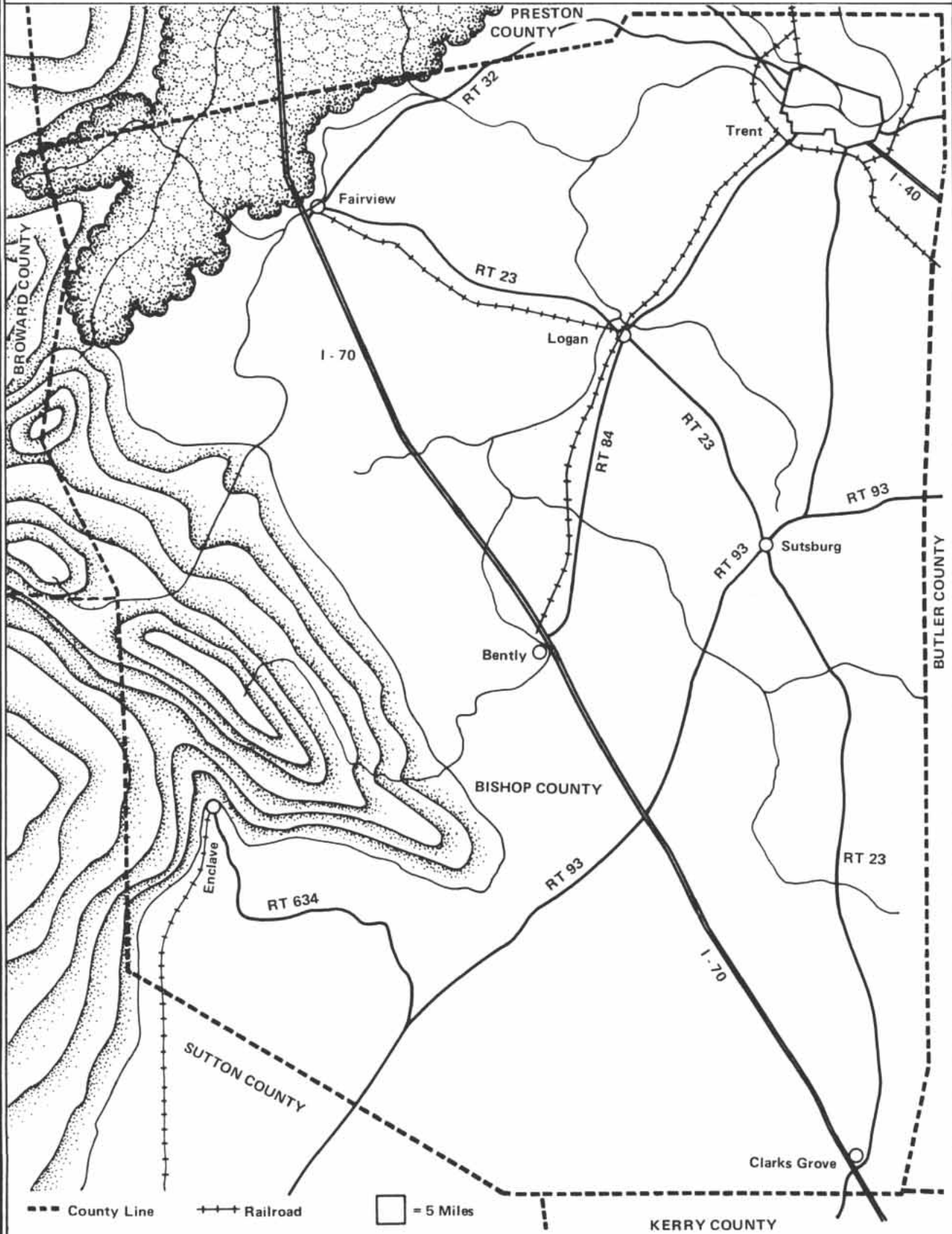
In Trent will be found a PPA branch office. The six-man staff is responsible for Bishop and adjoining counties. The office is headed by:

George (G.W.) Warren

STR 11 (44)	Init. Factor:	14	Hit Points Total	18
AGL 15 (60)	Defense:	-6	Head	7
DEX 17 (68)	Bonus to Hit:	11	Chest	11
END 12 (48)	Damage Bonus:		Abdomen	11
INT 14 (56)	Projectile	+2	R. Arm	6
WIL 13 (52)	Hand Held	+1	R. Leg	6
PSI 0	Shock Resist	60%	L. Arm	6
	Heal Rate	1 1/2/day	L. Leg	6

Description: 5'11", 185 lb., 38 years old, brown hair and eyes, balding, thick mustache. George is very professional, and a stickler for details. Once he has started something, he will not give up. 'Always gets his man' type of cop.

Skills: Law 80, Police Procedures 120, Forensics 60, Police Weapon (357 Auto Mag) 90, Drive Car, Fly Helicopter.

BISHOP COUNTY

Equipment: 357 Auto Mag (2d4+1 damage), 2 clips (10 rnds each), electronic psi shield, psionic effects detector, medium range communicator, ballistic cloth suit. Almost anything else he might need is available from the PPA on an as-needed, per-assignment basis.

The other agents in the field office may be created by the referee as needed.

Also located in Trent is a small cell of the PFO. The size of the cell varies from 2 to 6 people. Their primary job is to maintain 'safe houses' in different parts of the county. These safe houses are used by wanted PFO members to hide in, and are located as follows: one in the psionic 'community' in Trent, one in the town of Bently, and one on a farm outside of Logan on Rt. 23 (toward Fairview). The cell leader is:

Tony (The Torch) Camandillo

			Hit Points	
STR 11 (44)	Init. Factor:	13	Total	16
AGL 10 (40)	Defense:	-2	Head	6
DEX 16 (64)	Bonus to Hit:	+7	Chest	10
END 9 (36)	Damage Bonus:		Abdomen	10
INT 15 (60)	Projectile	+2	R. Arm	5
WIL 16 (64)	Hand Held	0	R. Leg	5
PSI 20	Shock Resist	60%	L. Arm	5
	Heal Rate	1 1/2/day	L. Leg	5

Description: 5'8", 145 lb., 27 years old, black hair and dark eyes. Quick tempered, somewhat unstable. Known to use mind-altering drugs frequently, regarded as extremely dangerous by the PPA.

Psionic Ability: Pyrokenetic.

Skills: Drive car, Drive Motorcycle, Electrical Systems 44 (he works irregularly as an electrician's helper, making 10-12,000 a year income), Streetwise 60, Merchant 72 (drug dealing), and Unarmed Combat 65.

Other members of the cell vary and can be designed by the referee

as needed. The only common factor will be that all members are psionic to some degree.

One other area of the county should be brought to the GM's attention. This is the quiet rural town of Sutsburg (pop. 3,000, including surrounding farms). Sutsburg is a peaceful rural town like many others in Bishop county, except for one fact. A League of Human Genetic Purity lodge is located here. The membership is only 20, but rallies of up to 300 have met in the fields outside of town. The leader of this lodge is:

Norman Roy Hiller

			Hit Points:	
STR 21 (84)	Init. Factor:	12	Total	32
AGL 14 (56)	Defense:	-2	Head	9
DEX 10 (40)	Bonus to Hit:	0	Chest	14
END 18 (72)	Damage Bonus:		Abdomen	14
INT 10 (40)	Projectile	0	R. Arm	7
WIL 11 (44)	Hand Held	+4	R. Leg	7
PSI 0	Shock Resist	70%	L. Arm	7
	Heal Rate	2/day	L. Leg	7

Description: 6'3", 260 lb., 42 years old, sandy hair, blue eyes, well muscled with beer belly. Hard farmwork maintains STR rating. Fanatic hatred of all things connected with psionics, not too well educated (high school only). Married with two children, one grandchild on the way.

Skills: General Mechanics 40, Unarmed Combat 66, Hunting 74, Weapon (7mm HP Rifle) 82, Weapon (12 gauge Shotgun) 60, Weapon (44 Auto Mag) 52, Drive Car, Drive Truck, Drive Tractor.

Equipment: Collection of sporting arms and ammunition, about \$16,000/yr income from small independent farm. (Norman owns this farm, but it is heavily mortgaged).

SCENARIO I

2A BACKGROUND

This scenario is designed for from three to six beginning players. These characters should be either psionic or strongly in favor of the psionic position. The party should include at least one telepath, precog, or empath. No other special abilities or equipment are necessary, but characters should have access to normally available supplies. As this is a thinking scenario, a heavily armed party is not needed.

At the beginning of the scenario, it will be assumed that the characters have all been residents of Enclave for at least one to two years. Players should be encouraged to develop basic backgrounds and occupations for their characters. As Enclave is a relatively young town, most of the characters will have migrated here to find peace and be with their own kind.

Enclave (pop. 1,600) is located at the foot of the mountains in south-western Bishop County, New Arlin. A ghost town for the last forty years, this area has recently seen new activity. Backed by wealthy liberals from the southern cities, a group of psionics have attempted to turn Enclave into a model community. Several highly visible projects have been started recently, to try to demonstrate the advantages that psis could offer to a joint society.

The abandoned bauxite mine has been reopened, and using a combination of psionics and high technology, production has soared. A prototype hospital, staffed by both norm physicians and psionic healers (as well as other psionic disciplines) has begun to offer miraculous cures. As yet, however, most of the local norms are too frightened to use these facilities; and the majority of patients are either southern liberals or those driven to desperation. A proposed circuit assembly plant is scheduled to open within a year.

Despite all this activity, Enclave still has some of the ghost town aspect. Abandoned houses and buildings can still be found in the back streets, and all classes are held in the high school building, there being too few students to open the elementary school building. None of the nationwide store chains are interested in opening outlets in Enclave, so many of the stores in the shopping plaza are vacant.

Enclave is governed by a town council, whose chairman serves as mayor. A police force of five serves the community, and maintains a small jail. Not wanting outside interference, Enclave strongly enforces all psionic-related laws. A Commonwealth circuit judge holds court in

the town hall the second week of each month, but minor matters are handled by a local Justice of the Peace, with limited powers.

The major employer in Enclave is the bauxite mine, which provides jobs for about forty percent of the workforce. Local small businesses and the hospital account for most of the rest of the inhabitants. Some minor farming and cattle ranching is conducted on the outskirts of town, and most of the produce from these farms is sold in Enclave.

2A.1 PERSONALITIES (ENCLAVE)

Professor Laurence Lindstrom

Chairman of the Town Council and acting mayor. He is a slender, stooped man in his late 70's, with white hair and blue eyes. He wears glasses. Although soft-spoken, he is easily moved to eloquence on the issue of psionic rights. He is one of the survivors of the First Generation of psionics, and was a key person in the establishment of the town. He works with the bauxite mine as a researcher.

Skills: Physics 170, Electronic Engineering 142, Computer Programming (SILANG) 120, Drive Car.

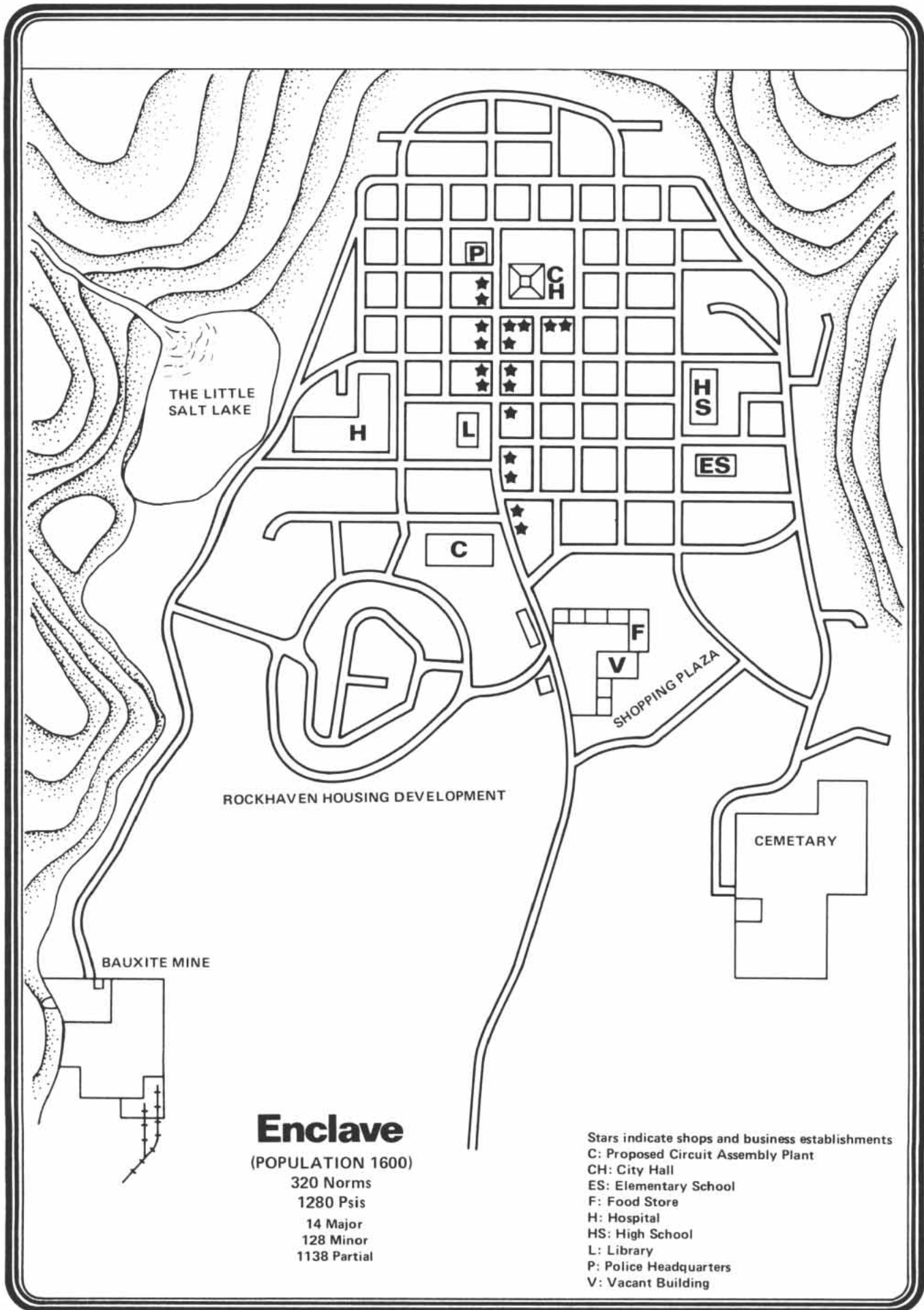
Psionic Ability: Telepath, 118 power points.

Dr. Lydia Summers

Council member and president of the hospital board. An overweight woman in her late middle age, Lydia is active and outgoing. She dyes her grey hair brown and refuses to accept her real age. Although concerned with the needs of people, she is basically a psionic isolationist, hoping to find a place for 'her people' to withdraw from the norm culture. She also runs the clinic at the mine.

Skills: Physician 136, Biochemistry 179, Drive Car, Play Instrument (Piano), Craft (Pottery).

Psionic Abilities: Healer, Mind Melder, 98 power points.



Jonathan Freedman, PhD.

Council member and president of the mining corporation, he is a healthy and outgoing man in his late forties with black hair and a small mustache. He is of below-average height. Very enthusiastic about the mine, he will discuss it with anyone who is willing to listen.

Skills: Computer Engineering 184, Electrical Systems 121, Computer Programming (SILANG) 138, Communication Systems 94, Drive Car, Drive Motorcycle, Hunting 80, 12 gauge Shotgun 40.

Psionic Ability: Telekenitic, 82 power points.

Alistare (Al) Jonas

Sheriff of Enclave, he is a tall, active man in his late thirties, red-headed with a full beard. Al is easy-going and rarely plays the heavy. He is prepared to act, but prefers to 'talk a man down' rather than use force.

Skills: Police Procedures 88, Forensics 60, Drive car, Police Weapon (357 Auto Mag) 90, Stealth 30, Craft (fly tying) and Fishing (as per Hunting) 48.

Psionic Ability: Project a 1 foot diameter sphere of darkness. This costs him 20 power points, he has 40 power points available.

Byron (Coach) Cameron

He is an undercover agent for the PPA, acting in Enclave. His cover is as the gym teacher and coach at the school. His PPA activities are not known in Enclave, except possibly to the Council. He is a tall man in his mid 30's, black hair and dark eyes. He is sympathetic to the psionic cause, as he is a 'borderline' psi himself.

Skills: Police Procedures 90, Police Weapon (2mm needler) 70, Security Systems 30, Unarmed Combat 45, Drive Car, Teaching 55.

Psionic Ability: Raise the temperature of water 10° per quart, per 5 power points expended. This will take 10 minutes. He has 15 power points.

Equipment: Psi detector, Psi screen, 2mm needler (Agency issue).

2A.2 G. M. NOTES ON ENCLAVE

Using the mountain for shielding, the council maintains laboratories in some of the abandoned shafts and tunnels. At present three main projects are in different stages of development. First is research into the nature of psionics, in an attempt to better understand its workings. Second is an attempt to build an electronic psi amplifier that would be man portable. Third, just in its infant stages, is a program to build a psionically assisted space vessel to act as an 'Ark' for all Psis wishing to try and find a new home in space.

These projects are extremely secret and a violation of the Federal laws ('Coach' Cameron does not know about them, or he would have turned the Enclave in to the PPA). Only selected members of the population know anything about them. Characters with important abilities or skills may be asked to assist if this mission (Scenario I) is completed successfully.

A somewhat more well-known secret is that psis wishing to practice or improve their abilities are permitted to use certain areas of the mine under proper supervision.

2B SCENARIO BEGINNING

This scenario will start with the player characters receiving an invitation to attend a meeting of the town council of Enclave. The invitation will state that the council is seeking suggestions from local citizens regarding a new town project.

When the characters arrive at the town hall, they will find that, aside from the three council members and an old woman asleep over her knitting, they are the only ones present. After Professor Lindstrom calls the meeting to order, Freedman will close and lock the door telekenetically. (Note: The old lady, a null-psi, will at this time put up a non-detect field on the room. She will still appear to be asleep).

At this time, Dr. Summers will tell the party that they have been under observation since they arrived at Enclave, and that based upon this, the council feels that the party could be valuable additions to the inner circle of Enclave. She will then ask if the party is willing to undertake a mission that will possibly be of benefit to all psionics. If the party questions her, she will be as evasive as possible, until she gains at least a tentative acceptance. Once the party agrees, she will explain the assignment.

2B.1 THE MISSION

The party is to go to Bently, a small town about sixty miles north-east of Enclave. There they are to search for a developing psionic, which Enclave telepaths believe they have detected. This individual is to be identified. If he/she is in need of help, and the situation warrants, the party is to offer assistance. If the situation prohibits contact, the party is to keep the individual under covert observation until relieved

by a representative from Enclave. No detailed information exists except that the person's location is somewhere in Bently.

The party will be given the following instructions:

1. This operation is to be kept completely secret.
2. No action which would endanger or discredit Enclave is to be attempted.
3. There has been an increase in League activity recently. Be careful.
4. Avoid any PPA agents who might be in the area.
5. Relay any information gained regarding a psionic revolutionary named 'Bonzo', believed to be hiding in the area, to Enclave. Bonzo, who is considered to be extremely dangerous, was believed to have fled to Bishop County following an abortive attack on the offices of the commonwealth's governor.

It will be suggested that the party could enter Bently as either hunters or fishermen on holiday from Trent. Bently is noted as being 'the' place for fishing in the area. (GM Note: the party may decide to enter in any other way they like, but you may find it necessary to point out to them that a large group of strangers arriving in a small town is sure to be noticed). Enclave will attempt to help the characters assemble anything needed to construct their cover.

The party will encounter no difficulties in driving to the town of Bently, except those they make themselves (we had a player in one playtest game who insisted in driving his Porche at 80 mph. He was picked up by the state police). How they approach and enter the town should be left entirely up to them.

2C BENTLY**2C.1 BACKGROUND**

Bently is a small, quiet town, with a population of about 4,500; including outlying farms. While the majority of the people are still employed in agriculture (corn and cattle), two industries can be found in Bently. Westover Canned Goods, south of town, processes locally-grown vegetables and ships them to distributors in Trent. Crompton Leather Goods, Inc. manufactures leather belts for machinery. It is slowly failing due to a lack of demand for them, as well as rising shipping costs.

Local shops and services account for the rest of the employment market. During the late summer and fall, Bently does a mild tourist business, catering to city-dwelling hunters and fishermen, mostly from Trent. Shops supplying necessary items and supplies for these sportsmen will be found throughout the business district of town. Entertainment can be found at the theater or either of two bars. One is clean, nice, and caters to older people and couples, the other is more rowdy, and is a favorite of the younger crowd. Rita's Diner is a hangout in the evenings for the 'good old boys' and the truck drivers, who make a point of stopping by every trip.

2C.2 PERSONALITIES

Linda Jarvis and her daughter **Janet-Lee**. Corner Webley & Hill Streets.

Linda is a divorcee in her late thirties who works as a clerk in the local grocery store. She is a small stocky woman with unruly brown hair and green eyes. Quiet in manner, she keeps to herself and has few friends. She is a hidden psi.

Ability: Can cause a 20' radius area to grow noticeably cooler (cost 15 points). She has 42 power points.

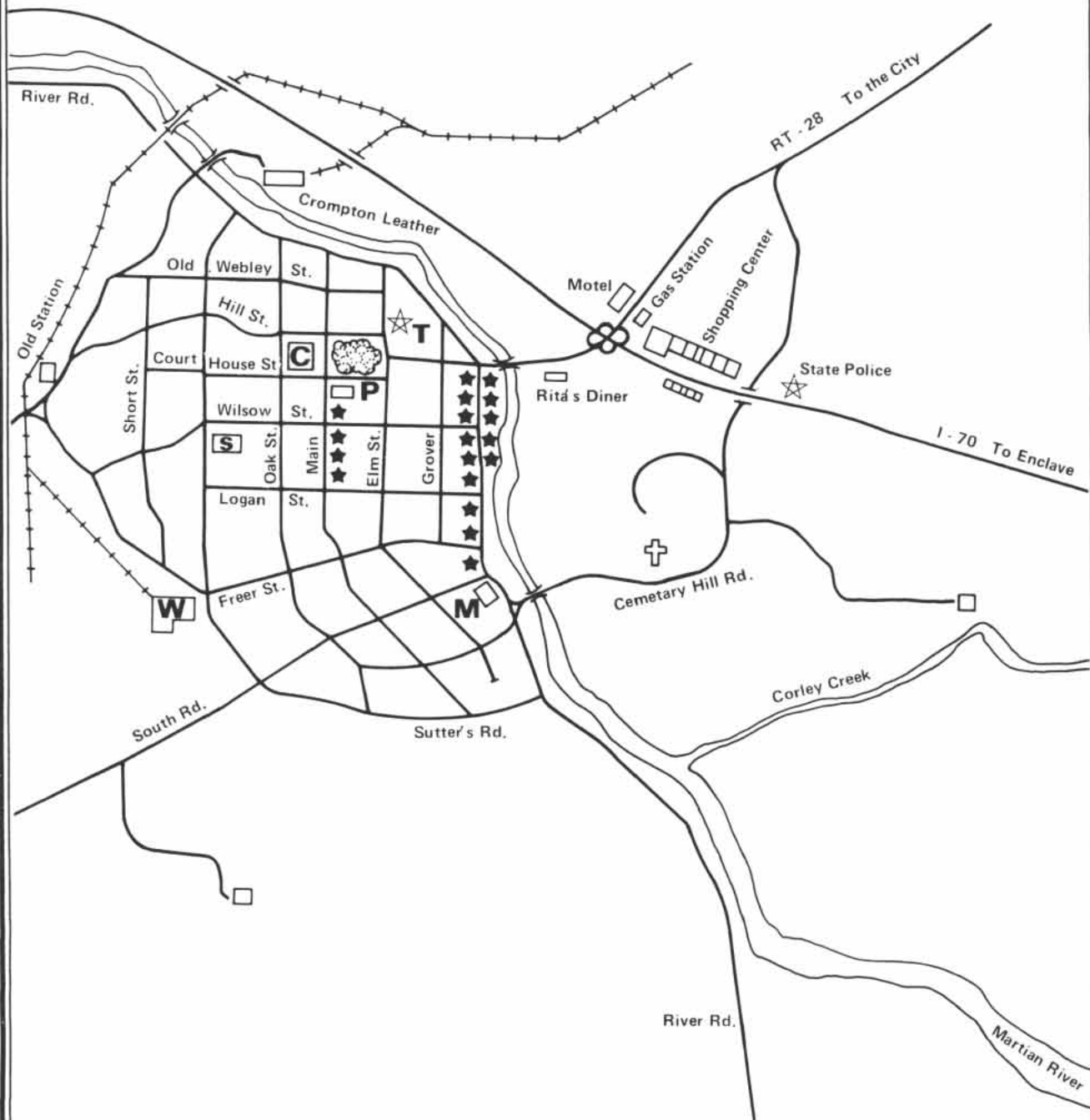
Her daughter Janet-Lee is slender and still has the awkwardness of youth. The strain on hiding her psionic ability is great, and she is usually depressed. She completed transition last year.

Ability: She can cause whatever image is in her mind to appear as a projected image on any flat surface (wall). She can sustain this for five minutes at a time. Her cost is 30 power points, she has 34.

G.M. Notes: 1. If the party scans for psionic activity in the town, there is a 70% chance of detecting this pair. 2. If the party attempts to gain information on locally suspected psis, there is a 40% chance that they will hear of this pair at Rita's diner, or a 20% chance that they will hear of them anywhere else in town. This will be a vague suspicion or rumor only, not eyewitness information.

Jeremiah (Old Man) Matthews Sutter Road, between Oak and Main Streets.

'Old Man' Matthews is in his late sixties and his health is failing. Despite his physical condition, his mind is active and alert. He lives the life of a hermit, rarely leaving the grounds of his house. A survivor of the Second Generation, he holds a deep hatred for norms, and especially for the League. He will refuse all visitors unless they can prove that they are psionics.



Bently

Solid Stars indicate shops and businesses
 C: City Hall
 M: Market
 P: Post Office
 S: School
 T: Town Sheriff
 W: Westover Canned Goods

Ability: Poltergeist 127 power points.

G.M. Notes: 1. If the party scans for psionic activity in town, there is a 90% chance of detecting Mr. Matthews. 2. Asking around town will have a 75% chance of discovering rumors about 'the crazy old man'. The mention of his name at Rita's will spark a violent discussion of Psi vs. Norm hatred.

Sheriff Roy (Roy-Boy) Calhoon

A strong energetic man in his late thirties, Sheriff Calhoon has served three terms as elected sheriff. Most of the time he will be found either 1. at his office (30%), 2. on patrol (15%), or 3. at Rita's (20%). He has a deep hatred for psis, and is a secret member of the League. He will bust a suspected psi on any charges which have a chance of sticking (eg. jay-walking, littering, driving 26mph in a 25 zone, etc.).

Init. Factor:	14	Hit Points	18
Defense:	-6/-11 (w/jacket)	Head	7
Bonus to Hit	+11	Chest	11
Damage Bonus:		Abdomen	11
Projectile	+2	R. Arm	6
Hand Held	+1	R. Leg	6
Shock Resist	60%	L. Arm	6
		L. Leg	6

Skills: Police Techniques 60, Forensics 40, Drive car, truck, and/or ATV; Communication Systems 20, Hunting 65, Police Weapon (7mm HP Pistol) 80, 10mm HP Rifle 70, Tangle Pistol 42.

Equipment: 7mm HP Auto Pistol, (2d4+1) with 2 10-rnd clips; 10mm HP Rifle (2d6+2), with 2 10-round clips; tangle pistol with 5 rounds, long range communication unit, to office and state police; Leather jacket (-5 on defense, see above).

Deputies Joe and Frank Krepps

These young men share Roy-boy Calhoon's opinions on psis, although not to quite the same fanatical depths. They will follow his orders in most cases. To simplify things, both will have the following stats:

Init. Factor	12	Hit Points	14
Defense	-5	Head	6
Bonus to Hit	+5	Chest	8
Damage Bonus:		Abdomen	8
Projectile	+2	R. Arm	5
Hand Held	+1	R. Leg	5
Shock Resist	50%	L. Arm	5
		L. Leg	5

Each has a 357 auto-mag (2d4+1) with two 10-round clips. They can use these weapons at a skill level of 60. Each also has a medium-range communicator on the office frequency.

2C.3 THE HOUSE ON ELM STREET (Scenario Target)

On the corner of Freer and Elm Streets will be found a nice three-bedroom house. This house is in no way unusual or different from those houses surrounding it (to any casual inspection by norms). It is owned by the PFO, through a dummy, and maintained as a 'safe house' for fugitive members. It now houses Lawrence 'Bonzo' Bradbury.

The house is outfitted and equipped normally. Anything unusual will be described either in the character descriptions or the G.M. Notes. The referee should rely on personal experience to describe room furnishings and the yard. The house is similar, inside and out, to homes all of us see daily. The accompanying map gives the floor plan.

2C.3a The House (Residents)

Lawrence 'Bonzo' Bradbury

STR 18 (72)	Init. Factor	14	Hit Points	40
AGL 18 (72)	Defense	-10/-15	Head	9
DEX 16 (64)	Bonus to Hit	+5	Chest	16
END 17 (68)	Damage Bonus:		Abdomen	16
INT 10 (40)	Projectile	+1	R. Arm	8
WIL 10 (40)	Hand Held	+4	R. Leg	8
PSI 14	Shock Resist	60%	L. Arm	8
			L. Leg	8

Description: 5'9", 185 lb., 27 years old, unkempt black hair and beard. Usually dressed in a T-shirt, jeans, work boots, and occasionally a leather jacket (-5 defense, see above). He is paranoid and homicidal. He is presently fugitive from the PPA and other law enforcement organ-

izations. He was involved in an attack on the Governor's offices. In which 4 people were killed.

Skills: Streetwise 80, Stealth 63, Demolitions 40, Weapon (12 gauge shotgun) 70, Unarmed Combat 34, Drive Car, Drive Motorcycle.

Psionic Abilities: Teleknetic, 80 power points. Bonzo can maintain a wall of 12 whirling objects (usually blades of one kind or another) in front of him at a cost of 2 power points per minute.

Equipment: Sawed-off shotgun (2d6), with 8 shells (in jacket); leather jacket; 12 chakram (circular steel blades sharpened on the outside. They do 2d4-2 points of damage each. If Bonzo is using his 'Wall of Death' ability—see above—roll 1d6 to see how many blades will strike a given individual. Then roll a hit location and damage for each blade).

Notes: Bonzo never leaves the house. Anyone observing the house has a 10% chance per hour of surveillance of spotting him peeking out a window. If he is spotted, there is a 20% chance of recognizing him from photographs in the media (newspaper, TV, post-office wall, etc.).

Bonzo does not trust Glinda (below) and will only teleport with her in a life-or-death situation. The party may be able to exploit this distrust if they manage to gain entrance to the house.

Glinda 'Glitter' Erwin

STR 10 (40)	Init. Factor	15	Hit Points	20
AGL 15 (60)	Defense	-7	Head	7
DEX 16 (64)	Bonus to Hit	+7	Chest	11
END 11 (44)	Damage Bonus		Abdomen	11
INT 16 (64)	Projectile	+2	R. Arm	6
WIL 15 (60)	Hand Held	0	R. Leg	6
PSI 18	Shock Resist	60%	L. Arm	6
			L. Leg	6

Description: 5'5", 130 lb., 24 years old, red hair, green eyes. Moderately pretty. Prefers up-to-date clothes in bright colors. Flighty and impetuous, she acts on impulse when under pressure. So far, she has been lucky.

Skills: Bribery 90, Sleight of Hand 68, Streetwise 37, Drive Car, Drive ATV, Parachute, Weapon (5mm pistol) 54, Weapon (Knife) 72.

Psionic Ability: Teleporter, with 90 power points.

Equipment: 7mm pistol, plastic frame (note: illegal weapon), with 3 clips of 5 rounds (pistol does 2d4+1 damage); switchblade knife (2d3); Forged I.D. Cards in several names, including Holly Johnston, Karen Simmons, and Elizabeth Boucher.

Notes: Glinda will use her teleport ability to gain positional advantage in combat. She leaves the house on either Wednesday or Thursday of each week for food. She buys between 8 and 10 bags, and occasionally (25%) stops to look in other shops. A normal shopping trip will take between an hour and an hour and a half.

She will try to bluff her way out of a situation. If cornered, she will teleport herself back to the house and give a warning. She is a current member of the Trent cel of the PFO. She does not like or trust Bonzo, but is 'doing her duty to the organization' and puts up with him for this reason.

Leonard 'Leo' Morrelli

STR 11 (44)	Init. Factor	15	Hit Points	20
AGL 17 (68)	Defense	-10	Head	7
DEX 19 (76)	Bonus to Hit	+15	Chest	11
END 14 (56)	Damage Bonus		Abdomen	11
INT 12 (48)	Projectile	+2	R. Arm	6
WIL 12 (48)	Hand Held	+1	R. Leg	6
PSI 10	Shock Resist	60%	L. Arm	6
			L. Leg	6

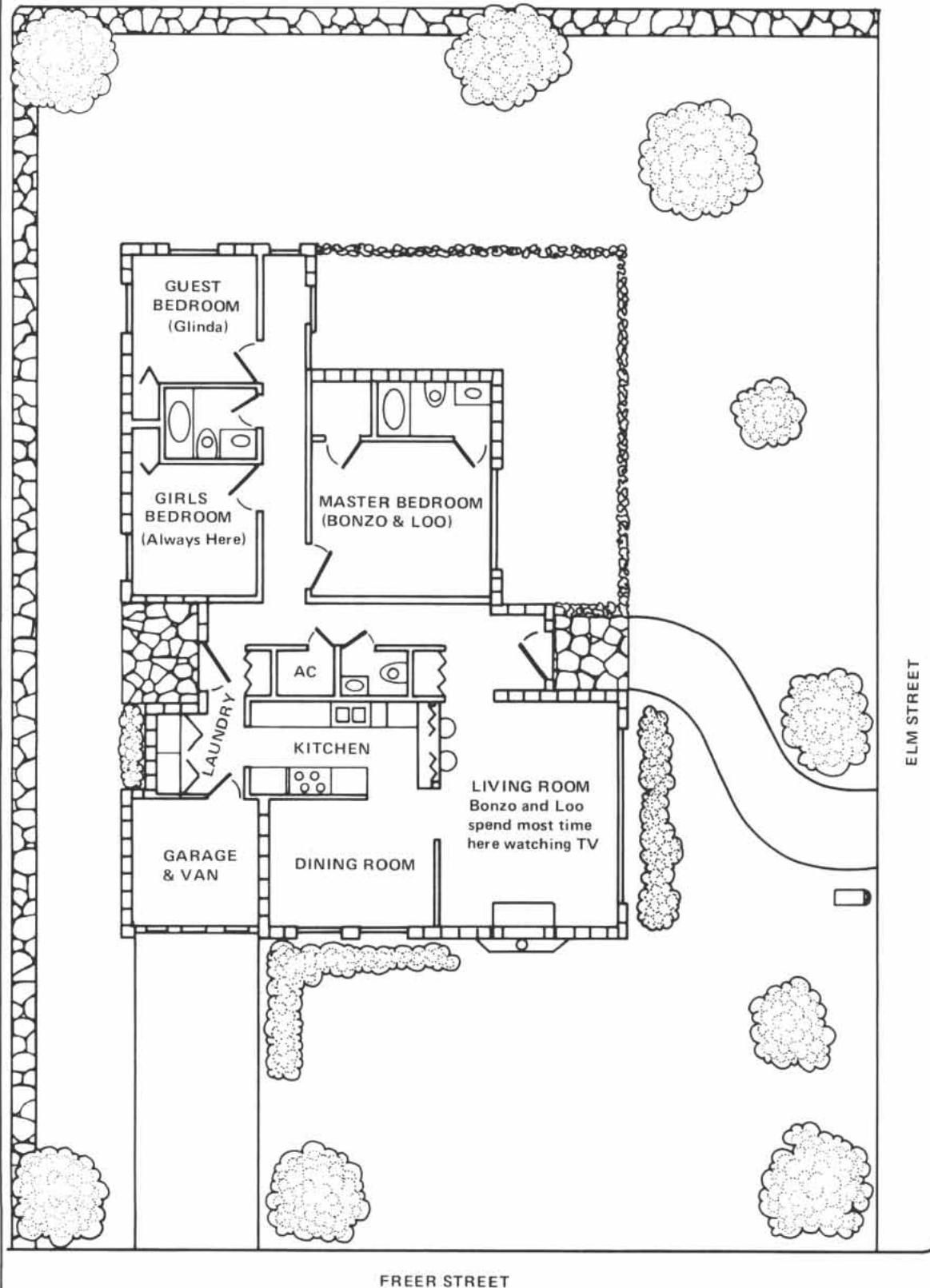
Description: 6'1", 165 lb., 23 years old, black hair and dark eyes. Pimples help him to appear younger than his actual age. An Army deserter, he idolizes Bonzo and has been with him for nearly two years. He joined the PFO for kicks, which he gets from killing (anyone or anything).

Skills: Streetwise 68, Locksmith 42, Gunsmith 56, Street Combat 31, Weapon (2mm needler smg.) 80, Weapon (44 Auto Mag) 60, Weapon (5mm shock dart) 44.

Psionic Abilities: Night Vision (limited), 3d3+1 turns at a cost of 20 power points. He has 43 points.

Equipment: 2mm needler smg. (2d6+1), with four 30-round clips, and folding stock and flash suppressor for same (Highly Illegal); 44 Auto Mag pistol (2d4+2), with two 10-round clips; 5mm shock dart pistol (2d3 + shock resist roll), and four rounds.

Notes: Leo can occasionally be seen in the back yard smoking a cigarette. If he thinks he is cornered, he will try to take as many people as possible with him.



FREER STREET

The House on Elm St.

10 Feet



Jessica and Sydney Tompson (Identical twins)

STR 9 (36)	Init. Factor	15	Hit Points	19
AGL 13 (52)	Defense	-7	Head	7
DEX 14 (54)	Bonus to Hit	+7	Chest	11
END 11 (44)	Damage Bonus		Abdomen	11
INT 17 (65)	Projectile	-2	R. Arm	6
WIL 16 (64)	Hand Held	0	R. Leg	6
PSI 16	Shock Resist	60%	L. Arm	6
			L. Leg	6

Description: 5'2", 125 lbs, 16 years old, blonde hair and blue eyes. The twins are young, active, and intelligent. Having been abandoned by their parents in a small northern mining community while undergoing transition, these girls were easily convinced of the PFO's ideals. They believe that the only way for them to survive is to stay with the PFO, and stay in hiding.

Skills: Nothing exceptional, they have most of a normal high school education, interrupted when they reached transition.

Psionic Abilities: These girls are a new mutation of the null-psi power. They can generate a field which blocks the detection of any form of mental activity, norm or psi. These activities will function normally within the field, but cannot be detected either psionically or electronically. The cost is 10 points per hour, range is 100 yards radius from the girl operating it. Each girl has 62 power points.

Notes: The girls alternate shifts of six hours each, maintaining their field around the house and surrounding area. It is Bonzo's firm belief that this will help hide him from the PPA. As the girls were thoroughly indoctrinated by the PFO, they willingly maintain the field. They rarely leave their room, even having the meals brought in. If the girls are attacked or cornered, they will attempt to flee. They will fight only in self-defense.

2C.3b GM NOTES: The House and Occupants

1. Anyone detecting for thought, emotions, or psionics in the town will notice (on an intelligence AST) a 'dead' zone, devoid of human or animal mental activity. This is the girls' field. Due to its properties, it does not detect as psionic activity. Anyone investigating the area and performing a second scan, will notice the odd effects of the field. Their physical senses (sight and hearing, etc.) will show a normal area, with people and animals going about their daily routines, but their psychic senses (telepathy, empathy, etc.) will show an area devoid of life. Minor experimentation will show the limits of the field (for range, see above).

2. If the party questions the neighbors, most believe the house to

be rented by a young couple from Logan. Only the man living in the house directly behind this one has seen Bonzo (whom he thought was a hired mover) or the girls (whom he believes were assisting relatives). He has seen neither since that time.

3. The only vehicle at the home is a late-model van. Glinda and Bonzo both have a set of keys. Glinda drives this van to the store for her weekly shopping.

4. Any overt attack of the house which causes a disturbance (explosions, gunshots, etc.) will cause the neighbors to call the police. The sheriff and one deputy will arrive in 4 to 10 minutes (1d6 + 3 turns). If unable to handle the situation himself, Sheriff Calhoon will call in the Commonwealth Police. They will arrive within 10 to 20 minutes (1d10 + 10 turns), with 5 to 8 men (1d4 + 4). Use the same combat stats as for Deputies Joe and Frank, but add shotguns and tear-gas grenades with launchers, both at a skill proficiency of 60 or greater.

2D MISSION WRAP-UP

Obviously, there is no developing psionic to contact in Bently. The real adventure is to discover Bonzo and his gang. Due to the nature of the girls' ability, the long-range telepathic scan from Enclave was misled. After Bonzo is discovered, if the players contact Enclave, they will be informed of the potential danger of the situation, and ask them to investigate. If the party can offer a reasonable plan to capture the group of fugitives without attracting attention, Enclave will agree.

If the party messes up badly, Enclave will themselves call the PPA and denounce the characters as renegade psis who have switched allegiance to the PFO. They will do this to protect the community. The party will be warned of this possibility if plans to 'neutralize' Bonzo are discussed with the council.

If the party succeeds in quietly capturing or eliminating Bonzo and company, Enclave will allow the characters to develop their psionic abilities in the specially-designated sections of the mine. Characters with useful abilities or skills may (50% chance) be asked to assist in one of the council's secret projects. The characters will also find that their employers in Enclave have granted them substantial raises and given them more vacation time. Any weapons or equipment captured during this adventure may be kept by the characters.

If the party captures the gang, Enclave will turn Bonzo and Leo over to the PPA, while attempting to 'deprogram' the girls and Glinda. The council feels that the girls' new talent may be very useful to Enclave, and since they have committed no real crimes, they need not be mentioned to the PPA.

SCENARIO II

3A INTRODUCTION

In this scenario, designed for 3-6 beginning players, all characters should be members of the Psionic Protection Agency (PPA). To help the referee and players design appropriate characters, the following guidelines are included.

ATTRIBUTES: Due to the academics entrance requirements, players should roll their characters with 1d12+8 for each attribute. No character will possess psionics.

SKILLS: Skill points should be generated by using 5d6+15. Each character will possess the following skills at the minimum levels stated (if a character wishes higher levels in any of these skills, he may spend additional points on them).

Police Techniques at 50, Forensics at 50, One Police Weapon at 50. Other skills may be chosen from the general, technical, or military tables.

EQUIPMENT: Each character is issued the following:

1. One PSI Shield (prevents detection and adds a +5 to all Will AST for psionic attacks). Battery life is one hour, and the device is the size of a pack of cigarettes.

2. One Psi Effects detector (100 yard range, point plot on inset screen, battery life is one hour, and the device is the size of a paperback book).

3. One each of any weapon in which the character has a skill of 40 or higher. Included is a case or holster, 4 clips with ammo, and a federal permit to carry the weapon.

4. One ballistic cloth jump suit (Defense -30) and one riot helmet (Defense -5). Please note that these will be very obvious if worn in

public and cannot be worn under normal clothes. They are designed for extreme circumstances, such as a raid.

5. A two-thousand dollar expense account, expected to last a minimum of one month.

Other equipment will be available from the Agency if the characters demonstrate the need.

3B BACKGROUND

The characters are young agents of the PPA, recently graduated from the Academy. They have not yet been assigned to permanent positions. The Agency is currently using them as additional manpower wherever a need exists.

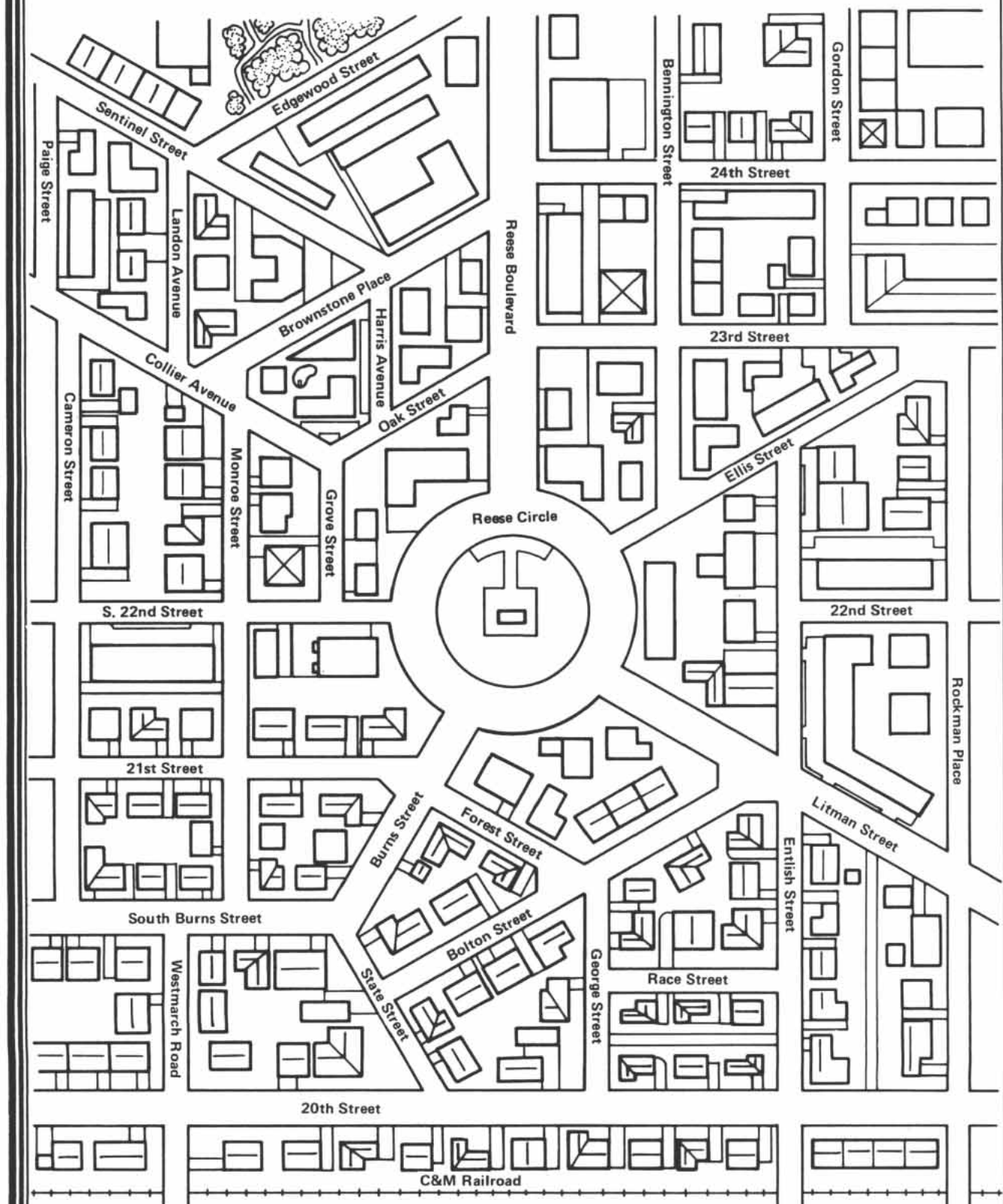
Their first assignment is to report to the Trent Field Office, run by George (G.W.) Walton (see Scenario Setting Information; Trent). The commonwealth of New Arlin has asked the PPA to assist in controlling the organized crime syndicate. The PPA is allowed to step in on this case because officials in Trent believe that the 'Association' is being assisted by psionics and they fear that a union between norm and psi criminals is imminent. G.W. has called in outside agents because he is of the opinion that he and his agents are too well known in Trent.

3B.1 THE MISSION:

This mission is divided into three separate sections. The successful completion of one section permits the party to begin the next. The sections are:

Trent

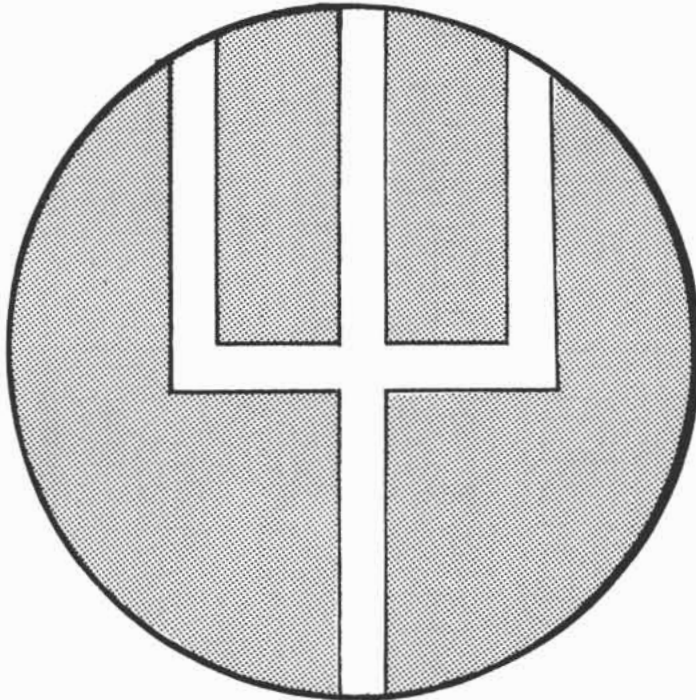
REFEREE MAP



1. Confirm, through observation, that 'Boss' Lubbeck is still working with Louie 'the Lip' Lucotti. Locate their base of operations, which is believed to be in the Reese Circle Area of Trent.

2. Obtain enough evidence (either circumstantial, physical, or eye-witness) to be granted a search and seizure warrant from a Commonwealth judge. This will be for the purpose of conducting a raid on the base of operations.

3. Conduct the raid and hopefully obtain enough evidence to gain a solid conviction on either or both of the men, as well as many of their accomplices as possible.



The Greek letter 'psi', symbol of the Psionic Protection Agency (PPA). This organization is known as 'Psi Police' or 'Psi Pigs' in the vernacular of the Enclaves.

3B.2 MISSION BRIEFING:

Louie 'the Lip' Lucotti manages the Association's business in Trent and surrounding areas. It is believed that he currently controls 70% of the prostitution, gambling, and drug rackets, as well as several legitimate businesses used to 'launder' the proceeds. It is thought that his success is primarily due to the assistance of Gerrard 'Boss' Lubbeck, a known psionic whose name has appeared in several recent investigations. Boss is believed to be either a telepath or a precog. His major role appears to be as an information source, this will make a 'good bust' hard to achieve.

Lucotti and the Boss are strongly suspected to be operating out of the Reese Circle area.

The referee should provide the characters with a physical description of both men (see 'Personalities' in section three) along with the following information:

Lucotti: Appears to be a total 'workaholic' with no known hobbies or diversions. He is very efficient and thorough.

Lubbeck: Known to enjoy quality things (fine food, good wine, beautiful women, etc.), possibly as a reaction to growing up in an impoverished 'community'. He is never seen in public, and no known photographs of him exist. Current descriptions were provided by arrested criminals.

3C THE REESE CIRCLE AREA

This area was once a thriving business district, centered around the statue of Orlando Reese (a military leader during the War of Unification). Over the years it has declined into a squalid low-class neighborhood. Abandoned storefronts and buildings can be found on most blocks, and trash litters the streets. This is an area into which the policemen venture only in pairs, if at all.

Around the Circle proper, and sprawling down many of the connect-

ing streets, is the city's red light district. Adult book stores, strip clubs, bars, and public baths crowd against each other. Flashing neon signs, gaudy advertising, and blaring music assault the senses. The streets, deserted during the day, are filled with bustling people during the night. Prostitutes and their pimps, small time crooks with 'hot' merchandise, and drug dealers compete noisily with the hawkers of celluloid dreams and 'live entertainment'. Their prey—the crowds of 'clients', from all walks of life, who fill the Circle during the hours of darkness.

North of the Circle, bounded on the south and west by Reese Boulevard and Burns Street, is an impoverished residential neighborhood. Here most of the families survive through governmental and local charities, as well as the occasional petty crime. The buildings are run down and over crowded. Many of the city's drug addicts, alcoholics, and small-time criminals live here. As the neighborhood is extremely suspicious of any strangers, information about the residents will be hard to obtain.

South of Reese Boulevard and west of Burns Street is a decaying district of old office buildings, warehouses, storefronts, and a few private residences. This too is an area which has seen better days. Many of the buildings appear to be abandoned, and one may see an occasional wino sleeping it off in front of the doors to an empty store. The one building which shows signs of recent activity is the Order of the Brothers of Charitable Works Refuge for Distressed Women and Other Unfortunate Poor. This is a mission/dormitory for female residents of the area who have been evicted, battered, etc., as well as a soup kitchen for any of the area needy who can stagger in. The local winos come in for the free meal each day, believing that the accompanying 'uplifting message' is a fair price for the food.

3C.1 GM NOTES: SECTION I

The PPA office in Trent can offer the characters one lead which may possibly direct them to the base of operations. The local police have recently arrested a bartender named Maxwell Parsons for selling drugs. As Max worked in the Reese Circle area, it is possible that he has heard rumors about either Lucotti or the Boss. To date, he has refused to speak to anyone. Local officials have agreed to allow PPA agents to question Max.

Max Parsons is a overweight, balding man in his late thirties. He should be played as a suspicious and cunning man with little education or intelligence. He will be allowed an INT AST (INT of 8) to avoid giving away any information during questioning. He should be allowed a WIL AST (WIL of 10) to refuse any bribes or offers by the characters. Max has the following information:

1. He has heard rumors that Louie the Lip has a 'Psionic Brain' as a stooge.

2. Louie is extorting 'protection' money from many of the Reese Circle businesses.

3. Louie is probably, based on gossip, located in the area between Monroe and Cameron Streets.

Max knows nothing else of interest to the players.

Investigating the area between Monroe and Cameron will show only two likely sites. The first is an old warehouse in the corner of Monroe and S. 22nd Streets, the second an ageing office building at S. Burns and Cameron. If these two buildings are put under observation, there is a 20% chance per day that Louie will be seen entering or leaving the warehouse. He enters through the loading docks behind the building, his 'chauffer' staying with the car. As he is leaving, there is an 80% chance of spotting Boss Lubbeck at an upstairs window. After Louie is first noticed, he will visit the warehouse every four to five days and the characters will have no problem spotting his visits.

3C.2 GM NOTES: SECTION II

During this phase of the case, the characters are to accumulate evidence to obtain a search and seizure warrant for the headquarters (in the warehouse). It is assumed that they will begin some sort of undercover investigation in the area. Below is a list of methods of obtaining information, along with personalities in the Circle area, and the possibility of the information gained from each convincing the judge at the District Court to issue a warrant.

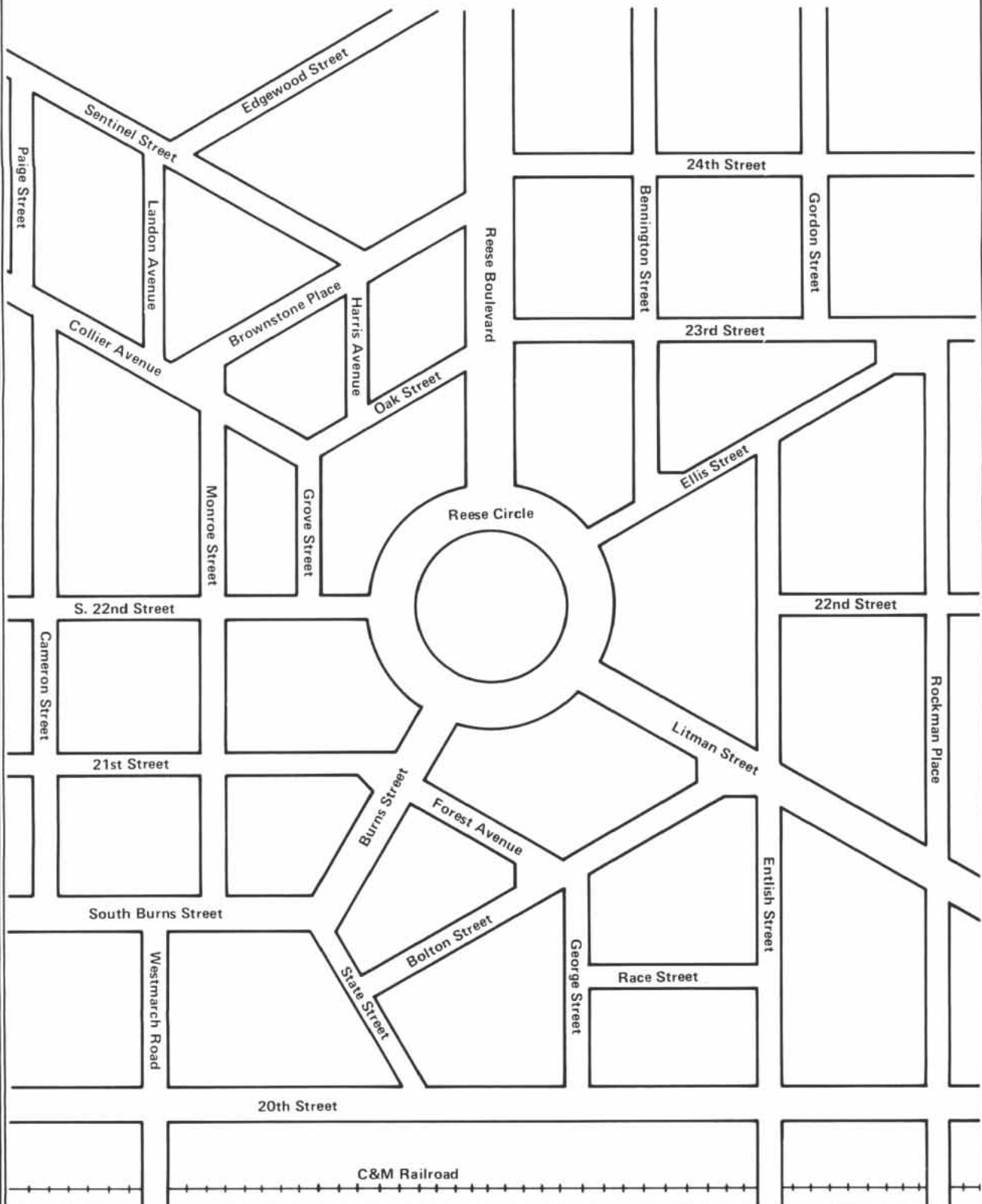
1. Attempting to get hired at the warehouse, which appears to be doing a slow, marginal business. Result: This method will fail, as only Louie's hand-picked men work here.

2. Attempting to question the men who work at the warehouse, most of whom, according to the local police, have criminal records. Result: Not only will this fail (these men are very carefully picked by Louie), but if not done carefully will alert Louie and the Boss. If this happens, security will be tightened and the Boss will attempt to use his abilities to discover who is nosing around the area.

3. Arresting one of the men connected with the warehouse, with the intent to question him. Result: This will fail, and alert Louie and

Trent

PLAYERS' MAP



the Boss, with the results outlined above.

4. Attempting to infiltrate the local criminal underworld. This can be done in one of two ways; from the top, or from the bottom, with varying results.

Infiltration from the Top

This will mean impersonating either a major criminal from another area or a rich buyer of illegal goods or services (stolen merchandise, drugs, or whatever). If this is attempted, Louie and the Boss will perform their usual screening procedure. First the characters will be invited to a meeting. Present will be Louie, the Boss, Enforcer Evans, and one armed man from the warehouse (see Section III, Personalities, for full information on these people).

During the meeting, which will be held in a hotel room, Louie will do all the talking. The Boss will remain in the background, quietly scanning the agents. (He will use Sense Danger, Detect Psi, and Augury. Remember an activated Psi shield will block his powers, and give him an Intelligence AST to realize what is going on). At the end of this initial meeting, Louie will arrange for a second meeting to take place in the small park just off Edgewood St.

After the meeting, the Boss will report his findings to Louie. If nothing suspicious was discovered, the second meeting will conclude the agreed-upon business. On the other hand, if the Boss does suspect that the characters are not who they say they are, the meeting will be an ambush. Enforcer Evans will greet the party on the gravel path, explaining that he is to take them to Louie. At this point, four armed men from the warehouse will open fire from the woods south of the trail as the Enforcer takes cover behind a bench and draws his own weapon.

Despite the outcome of this battle, it will mean that at least some of the group is known to Louie and the Boss, and security for the operation will be doubled. (See Section III, the Warehouse, for security details).

Infiltration from the Bottom

This will mean assuming a cover as one of the numerous people living outside or on the fringes of the law in the Reese Circle area. This in itself will produce few results, and the main reason for choosing this method is that it will give the characters a chance to meet and talk to some of the persons mentioned below. The person met will depend on the area of crime entered. To determine the possible contact(s), see the following list.

Area of Criminal Activity	Possible Contact
Prostitution	Georgia 'Starchild' McCoy, Freddy the Feather
Theft	'Pop' Wiesman (Fence)
Drugs	Marvin 'the Connection' Jones
Gambling	Argus 'Numbers' Murdock

These people will be encountered, along with any other NPC's the referee wishes to create to cloud the issue, during the normal daily activities of the characters. It is up to them to realize the potential value of these persons to the case.

3C.3 PERSONALITIES(Possible Contacts within the Reese Circle Area)

These individuals have been written into the scenario to provide sources of information for the characters. They may be encountered in several ways. The referee may add other leads as he/she sees the need to do so.

Georgia (Starchild) McCoy

Starchild is an attractive girl in her early twenties. She has long blond hair and blue eyes. During working hours, she will usually be found wearing a long skirt, slit quite high, and an intricate body paint job highlighted by glitter. It is the pattern in this paint job which has earned her her nickname. Most of the time (80%) she will be found working one of the clubs in the Circle, rarely (20%) having to hit the streets to find a date. Due to her marginal psionic ability (see below) she is usually quite successful. Recently, however, she had a poor night and was beaten up by her 'agent', Freddy the Feather (who was also having a bad night).

If approached in the right manner, she may be convinced to swear out a complaint and testify against him (there is a base chance of 70% of her doing this. This chance is modified upward or downward depending on the situation).

Skills: Streetwise 50, Bribery 90, Merchant 73, Unarmed Combat 20, Sleight of hand 57.

Psionic Ability: Create Emotion—Love. Effects one person, duration is 1 hour. She must touch her intended victim to create the emotional state. The cost is 15 points, and she has 47 pts.

Notes: An agent investigating a club in which Georgia is working has an INT AST to notice her, because her body paint does not completely cover her bruises.

Freddy (the Feather) Eastlake

Freddy is a hard-looking young man in his late twenties, with short dark hair and dark eyes. Freddy is nervous and hyper-active, with a quick temper. Being a 'bully', he is intimidated by superior force. His name stems from the long tropical bird feather he always wears in his hat. He is addicted to soma, an illegal hallucinogen, which he acquires from Marvin the Connection. If put under pressure, he will be able to give the following information:

1. The streets are dry, drugs of any kind are hard to find.
2. He reports to, and delivers a cut of his girls' money to Enforcer Evans, or one of his men. (Although he will admit to this privately, he will refuse to assist in any way in the arrest of the Enforcer; as he fears for his life).

3. His drug supplier is Marvin the Connection. Freddy is of the opinion that Marvin is skimming money from 'Association' profits.

Skills: Merchant 110, Bribery 20, Unarmed Combat 80, Weapon (22 pistol) 52, Drive Car.

Equipment: 22 pistol (2d4-1), with 2 clips of 10 rounds each; a five-day supply of soma; a notebook with a list of all his girls, including their income and the amount he has paid to the Enforcer; and a new 4-seater car, with a candy-apple red paint job and a crushed-velvet interior.

Note: Freddy's information, plus observation of the warehouse, will give the agents a 30% chance of obtaining a warrant. They may add ¼ of any lawyer skills to this percentage.

'Pop' Wiesman

Pop is an active man in his early sixties. He has white hair and wears thick glasses. Although his shop is run down, he will always be found in a clean, but old, suit and a tie. He has a quick mind and a cynical sense of humor.

Pop runs a second-hand store at the corner of 23rd and Bennington Streets. The store acts as a front for stolen goods, and has been raided in the past. Pop is currently on probation for the sale of stolen goods. Recently he has been selling unusual or exotic weapons (both firearms and blades) which come his way to Enforcer Evans.

Skills: Merchant 134, Drive Car, Electrical Systems 43, General Mechanics 28, Weapon (12 Gauge shotgun) 30.

Equipment: 12 gauge double-barrel shotgun (2d6) with four rounds. He keeps this hidden under the counter in case of robbery.

Notes: Pop has the following information:

1. The location of the warehouse (S. 22nd and Monroe).
2. The rumor that drug shipments are processed through the warehouse.
3. Enforcer Evans owns several fully-automatic weapons, and is a psionic (but tries to keep the fact a secret).

4. He believes that Boss Lubbeck lives at the warehouse.

Pop's information has a 40% chance (plus ¼ of any Lawyer skill) of obtaining the needed warrant.

Marvin (the Connection) Jones

The Connection is a skinny young man in his mid-twenties with long, unruly dark hair and brown eyes. He is quite paranoid and suspicious, always looking over his shoulder (even when he has his back to a wall). He works out of an apartment on 22nd, between Rockman and Entlish. Much of his fear comes from the fact that he has recently been taking a higher cut of the profits that The Association allows. If unable to escape the player characters, he will attempt to make the best deal possible (preferable freedom) for his information.

Skills: Streetwise 132, Merchant 81, Drive Car, Drive Truck, Unarmed Combat 42, Weapon (357 Auto Mag) 73.

Equipment: 357 Auto Mag (2d4+1) with 2 clips of 10 rounds each, four pounds of soma (street value in excess of 10,000 dollars), and an old car.

Notes: Marvin has the following information:

1. He reports to the Enforcer (but will not testify, for fear of his life).
2. He has driven a truck, allegedly carrying drugs, which left the warehouse.
3. He knows most of the warehouse men are armed.

His information has a 60% chance (plus ¼ of any Lawyer skill) of obtaining the warrant.

Argus (Numbers) Murdock

Angus is a non-descript man in his middle forties with black hair greying at the temples, and blue eyes. Numbers is known for his 'quick

mind for figures' (possibly a latent psionic talent) and his good memory. He runs a small betting operation out of the back of a dry cleaner's shop in the middle of Race Street. He is friendly with Pop, and sometimes uses the services of Starchild, of whom he is quite fond.

Skills: Mathematics 172, Computer Programming—UBL 82 and SILANG 43, Communications Systems 61, Drive Car.

Equipment: 8 telephone lines into the store, a small portable computer (Mark III) with telephone hookup, and account books, with all clients represented by code numbers instead of names.

Notes: Numbers has the following information:

1. He reports to Enforcer Evans (and gives him a cut of the profits).
2. He knows Starchild's problem with Freddy the Feather.
3. Boss Lubbeck is at minimum a precog.

This information will have a 30% chance of obtaining a warrant (add ¼ of any Lawyer skill).

'Sister' Helen St. Michael

This woman is in her mid fifties, and has grey hair and very pale blue eyes. She runs the women's dormitory at the Refuge for Distressed Women, on the corner of Landon Ave. and Senteniel St. She won't give up trying to reform the 'fallen women' of the Reese Circle area, but now contents herself with offering them shelter when they need it, as well as a shoulder to cry on at any time of the day or night.

Skills: Psychology 85, Religion 80, EMT 40, Drive Car, Play Piano, sing.

Psionic Ability: Sister Helen is an Empath, but does not consciously know it. She never underwent transition, but has always been able to sympathize with anyone. Her 'Detect Emotion' ability is operating almost continually at a low level, but she does not realize it. She has no control of the other abilities, which have not yet manifested themselves. She has 77 power points, and expends only 5 points per hour to maintain the Detect Emotion.

Notes: Sister Helen has the following information:

1. Starchild took shelter with her the night she was beaten up by Freddy.
2. She has heard that Pop's store is a place where one may buy 'slightly warm' merchandise at a low cost.

This information will only have a 05% chance of obtaining the warrant (plus bonuses for lawyer skills).

Note to Referee: Information from several sources may be combined to give a higher chance of obtaining the warrant. But remember—a roll of 96-00 is still a failure, despite the base chance of success.

3C.4 SECTION III: THE WAREHOUSE

This building, located at the corner of Monroe and S. 22nd Sts., is constructed of masonry blocks and has steel fire doors on all entrances. Steel grillework covers the second story windows. The roll-up bay doors on the loading dock are five feet off the ground and made of metal, slightly rusted. The general appearance is one of age and decay, and the building does not seem to have ever been painted, even when new.

As a front, this building is a functioning distribution depot for a number of discount furniture stores (one of Lucotti's legitimate businesses). Three or four trucks a day pick up or deliver shipments. The drivers of these trucks are not aware of the warehouse's true function, or it's occupant.

During the day, six men work here. They are: the foreman, the dispatcher, and four loaders. (See description below). At night, a watchman will be found patrolling the lower section. Enforcer Evans will also be seen to spend a fair amount of time in the warehouse. (See writeup on Enforcer for percentage chances of his being present).

3C.4a Personalities: Section III

Louie (the Lip) Lucotti

STR 8 (32)	Init. Factor	15	Hit Points	18
AGL 15 (60)	Defense:	-10/-30	Head	7
DEX 16 (64)	Bonus to Hit:	+10	Chest	11
END 10 (40)	Damage Bonus:		Abdomen	11
INT 18 (72)	Projectile	+3	R. Arm	6
WIL 14 (56)	Hand Held	0	R. Leg	6
PSI 0	Shock Resist.	50%	L. Arm	6
			L. Leg	6

Description: 5'9", 165 lbs., 37 years old, dark hair and eyes. He is very intelligent and well-educated, sophisticated, well mannered, a good talker, and attractive to women.

Skills: Lawyer 124, Bribery 113, Accounting 82, Drive Car, Play Violin, Weapon (7mm pistol) 58.

Equipment: 7mm HP plastic-frame pistol (2d4+1), with 2 five-round clips; ballistic cloth suit (-20 to defense), psi shield (as Agent's).

Notes: Lucotti visits the warehouse occasionally to confer with Boss Lubbeck. In times of crisis, he will seek aid from the Boss, upon whom he is dependent. Anytime an important shipment is expected, he will be in the warehouse. He lives in a well-guarded mansion outside of Trent.

Gerrard (Boss) Lubbeck

STR 12 (46)	Init. Factor:	10	Hit Points	19
AGL 9 (36)	Defense	-2	Head	7
DEX 13 (52)	Bonus to Hit	+4	Chest	11
END 11 (44)	Damage Bonus:		Abdomen	11
INT 16 (64)	Projectile	+2	R. Arm	6
WIL 14 (56)	Hand Held	+1	R. Leg	6
PSI 16	Shock Resist.	60%	L. Arm	6
			L. Leg	6

Description: 6'0", 480 lbs., 43 years old, with graying brown hair and blue eyes. Boss is so heavy that it is difficult for him to move (½ normal movement rate). He is mild-mannered, with a good sense of humor. He is also a cunning manipulator of people. He enjoys the quality things of life, and his apartment reflects this. It is impeccably decorated, and Boss himself is always well dressed. He dislikes weapons, and never carries one himself.

Skills: Sleight of hand 82, Fine Art—Painting, Drive Car, Psychology 93.

Psionic Ability: Precog (Full use of the Major power) and Psi Blast (Full Minor power). He has 84 power points.

Equipment: Nothing unusual or special.

Notes: Boss is slowly taking over the real operation of the Association in Trent, and Lucotti is becoming a figurehead as his dependence of the Boss grows. Boss chose to live in the warehouse to be close to the men and subvert their loyalty. Each night, he performs a scan using his precognition to plan the next day's actions. As he is not aware of the PPA's being called in, there is only a 5% chance per day that he will detect the player characters. However, if anything happens to make him suspicious (such as one of the warehouse workers getting arrested, etc.), the chance of his detecting the player's activities increases to thirty percent, and may go higher, depending upon how blatant their activities have been.

If he does detect the characters, he will not be able to delay the monthly shipments of soma for more than five days, due to conditions on the street. During this time, he will attempt to plan an ambush so that the agents will be wiped out during the raid.

'Enforcer' Evans

STR 19 (76)	Init. Factor	14	Hit Points	25
AGL 16 (64)	Defense	-7	Head	7
DEX 17 (68)	Bonus to Hit	+12	Chest	12
END 15 (60)	Damage Bonus:		Abdomen	12
INT 16 (64)	Projectile	+3	R. Arm	7
WIL 12 (48)	Hand Held	+4	R. Leg	7
PSI 18	Shock Resist.	60%	L. Arm	7
			L. Leg	7

Description: 5'11", 185 lbs., 33 years old, black hair and brown eyes, very muscular. He is very loyal to the Boss, and is very efficient at what he does. He acts as the bagman, contact, and enforcer for the Reese Circle area. His first name is not known, as no one has dared to try and find out. He maintains an apartment on S. 22nd Street, across from the warehouse.

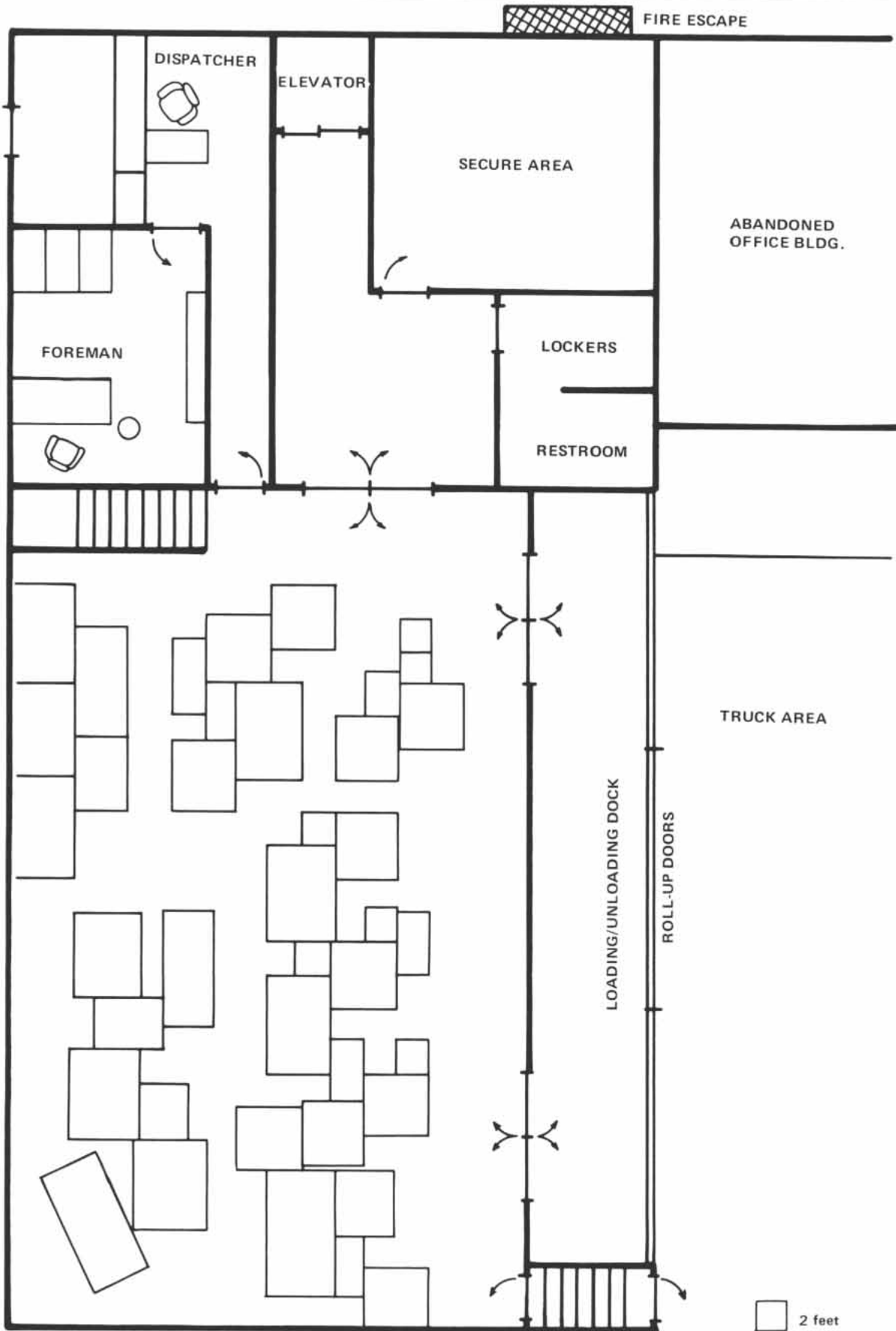
Skills: Unarmed Combat 81, Stealth 68, Drive Car and Truck, Rock Climbing (Mastery level—May use in-city for climbing buildings, etc.), Weapon (7mm Assault Rifle) 92, Weapon (2mm needler pistol) 86.

Psionic Abilities: 2 full minors—Force Field and Ghost. He has 62 power points.

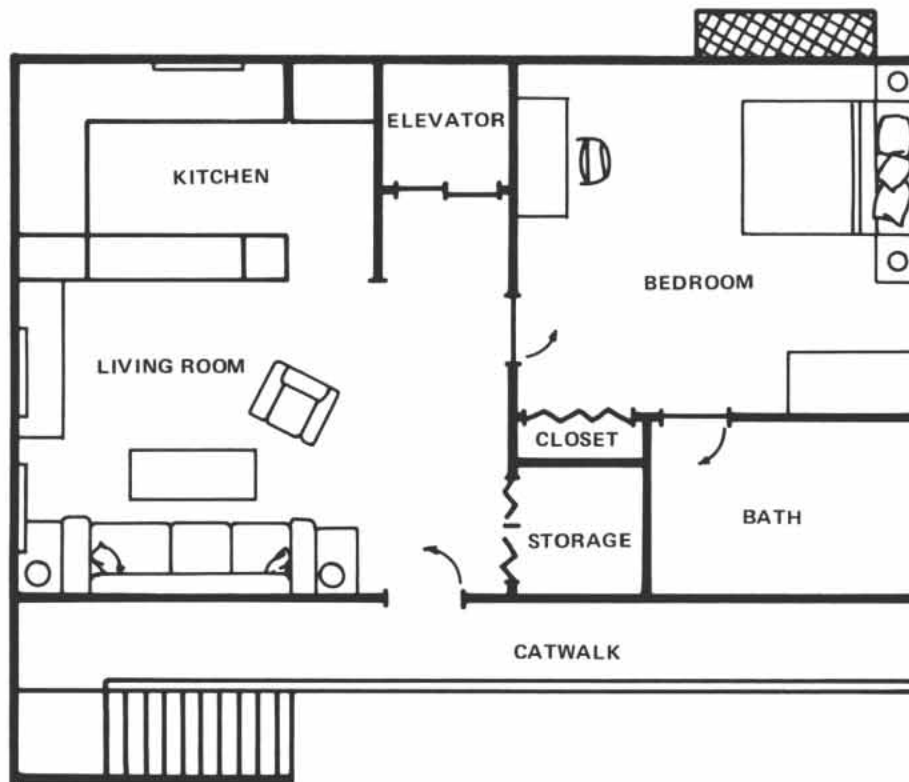
Equipment: 7mm assault rifle (2d6+1) with one 30-round clip, shortened barrel and folding stock. This is kept hidden under his coat. Also 2mm needler pistol (2d4+1) with two 10-round clips, and a ballistic cloth coat (-20 to defense).

Notes: Enforcer will be present at any major delivery and will be in the warehouse area (30% chance) at other times. He will try to guard Boss and cover his escape in the event of a raid.

The Warehouse



'BOSS LUBBOCK'S APARTMENT
(CONVERTED OFFICES ABOVE WAREHOUSE)



OPEN TO WAREHOUSE BELOW

Arthur (Strangler) Crippen
(Lucotti's chauffeur/bodyguard)

STR 20 (80)	Init. Factor	12	Hit Points	32
AGL 14 (56)	Defense	-2	Head	9
DEX 10 (40)	Bonus to Hit	0	Chest	14
END 18 (72)	Damage Bonus:		Abdomen	14
INT 10 (40)	Projectile	0	R. Arm	7
WIL 11 (44)	Hand Held	+4	R. Leg	7
PSI 10	Shock Resist	70%	L. Arm	7
			L. Leg	7

Description: 6'3", 260 lbs., brown hair and eyes. Always wears a black suit with a long coat and leather gloves. He is quiet and polite, very friendly. He belongs in a mental hospital, however, as he has a split personality, and his other self takes great pleasure in strangling people.

Skills: Unarmed Combat 108, Stealth 82, Rock Climbing (Mastery level, see Enforcer, above), Drive Car (Mastery), Drive Cycle, Truck, Fly Private Jet (Mastery), Craft—Flower Arranging.

Psionic Ability: Marginal—Create Fear, one person, by touch, at a cost of 20 points. This will stun the victim for 1 to 3 rounds if a will AST is not made. He has a total of 32 power points.

Equipment: The only special or unusual thing is the white silk scarf with knotted ends, which he wears around his neck or carries in a pocket.

'Slippery' Molly O'Brien

STR 11 (44)	Init. Factor	15	Hit Points	20
AGL 17 (68)	Defense	-10	Head	7
DEX 19 (76)	Bonus to Hit	+15	Chest	11
END 14 (56)	Damage Bonus:		Abdomen	11
INT 12 (48)	Projectile	+2	R. Arm	6
WIL 12 (48)	Hand Held	+1	R. Leg	7
PSI 11	Shock Resist	60%	L. Arm	7
			L. Leg	7

Description: 5'7", 135 lbs., 19 years old, long red hair and green eyes, with lots of freckles. Usually dressed in glitter net, above average quality body paint, and boots. She is easy-going, enjoys people, extroverted.

Skills: Play Guitar, Singing, Dancing, Unarmed Combat 80, Stealth 70, Streetwise 60, Bribery 30.

Psionic Ability: Empath (full Major ability), with 35 power points.

Notes: Molly is the Boss' current girlfriend, the latest in a long list

that changes frequently. She has been at the warehouse for over three weeks, and is subtly trying to take over the Boss with her psionic ability, with a marginal degree of success.

Warehouse Workers & Night Watchmen

All physical stats are between 8 and 12. Initiative factor is 11. There are no bonuses to hit or damage. Total Hit points: 18. Head: 8, chest and abdomen 11 each, each limb: 6.

Description: These men are all small-time hoods picked by Lucotti and the Boss for their loyalty.

Skills: 9mm Auto mag 60, and Unarmed Combat 40.

Equipment: 9mm Auto Mag, with 1 10-round clip each.

Notes: Between 3 and 5 men will be on duty during any major delivery. Six men are on duty during the day (8 a.m. to 5 p.m.), and one at night (two eight-hour shifts).

G. M. Notes:

1. Each month, a large shipment of soma is received by the warehouse late in the evening. During the night it is broken into smaller parcels and shipped out, using normal deliveries, the next day.

2. Characters using Streetwise (or similar skills) will be able to tell when the addicts are expecting a new supply on the streets. The GM should allow an INT AST for the characters to realize that the soma probably arrives at the warehouse 2 days before this date.

3. Food for Boss Lubbeck is brought in on one of the normal delivery trucks.

4. Boss Lubbeck's apartment is decorated in the best of the best. Thick carpets, wood paneling, elegant furniture (especially constructed to accommodate his bulk), and electronic entertainment equipment are evident. The windows and door are equipped with an alarm and electroshock security systems (3d6 points of damage, and the character must make a shock resistance roll to remain conscious).

5. The secure room on the lower level has masonry block walls and a steel door. The door is also equipped with an alarm and electroshock security system. Inside is where the drugs are stored. At least a trace of soma will be found here at any time.

3D MISSION WRAP-UP

If the players successfully complete all three phases of the mission, they may be given the following benefits by the PPA; Promotion to full agent's status, rather than being on probation; permanent assignment to the Trent Field Office; and one week of vacation on the Agency's expense account.

The authors would like to hear from creative players and referees. If enough new abilities, skills, or other suggestions are received, a supplement may be published. We promise (here, in writing) that full credit will be given for any ideas submitted to use and used in any future publications.

Interested individuals with questions, or those wishing clarifications of any of the rules or ideas expressed in this game are invited to write, care of Fantasy Games Unlimited Inc., P.O. Box 182, Roslyn, N.Y., 11576. Please include a self-addressed stamped envelope to insure an answer to your questions.

Fantasy role playing is an interactive and social hobby, and we feel that open lines of communication should exist between designers, referees, and players. We hope you enjoy this game, and may all your dice roll true!

Delbert Carr Jr., & Cheron

ROLE PLAYING GAME OF PSIONIC POWERS

PSI WORLDTM

Design: DEL CARR & CHERON



Psionics

TELEKENISIS (TK)

Ability	Cost	Range	Duration	AST
Move Object	Variable	Variable	1 + 1d3 rnds.	WIL*
Manipulate	5 pts./round	Clear LOS	Variable	DEX†
Sound	5 pts.	LOS	1 use	---
TK Missile	5 pts.	LOS	1 use	AGL
TK Shield	15 pts.	Personal	1 turn	---
Levitate	5 pts.	Personal	1d3 + 1 turns	---
Levitate Other	10 pts.	1 person	1d2 + 1 turns	WIL*
Flight	10 pts./turn	Personal	Variable	---
Heat	5 pts./5 sq. ft. per round	Variable	Variable	AGL
Cold	5 pts./5 sq. ft. per round	Variable	Variable	AGL
Blast	15 pts.	LOS/5ft. radius	1 use	AGL
TK Light	5 pts.	LOS	1d6 + 1 rnds.	---

- * An unwilling target must make a WIL AST to avoid effects of this.
- † The Telekenitic must make a DEX AST to successfully manipulate.

EMPATHY

Ability	Cost	Range	Duration	AST
Detect Emotion	5 pts.	LOS	1 turn	---
Intensify Emotion	10 pts.	1 person	1d3 + 1 turns	WIL
Area Intensify	15 pts.	10ft. radius	1d3 + 1 turns	WIL
Create Emotion	15 pts.	1 person	1d3 + 1 turns	WIL
Area Create	20 pts.	10ft. radius	1d3 + 1 turns	WIL
Emotional Overload	15 pts.	1 person	1d6 + 1 rnds.	WIL
Empathic Transfer	1 pt = 1 pt	1 person	1 use	WIL
Empathic Healing	1 pt = 1 pt	1 person	1 use	---

TELEPATHY

Ability	Cost	Range	Duration	AST
Detect Life	5	100ft.	1d3 rnds.	---
Mind Shield	10	Personal	1d6 + 1 rnds.	---
Suggestion	5	LOS	1 use	WIL
Detect Lie	5	1 person/LOS	1d3 + 1 rnds.	---
Mental Attack	1 = 1	1 person/LOS	1 use	WIL
-Area	5 + 1 = 1	5ft. radius	1 use	WIL
-Distant	10 + 1 = 1	LOS/5ft. radius	1 use	WIL
Stun	15	1 person/LOS	1 use	WIL
Communication		In Miles	1d6 + 1 turns	WIL+
- 0-10 Miles	5	---	1d6 + 1 turns	WIL+
- 10-25	10	---	1d6 + 1 turns	WIL+
- 26-50	15	---	1d6 + 1 turns	WIL+
- 51-100	20	---	1d6 + 1 turns	WIL+
- 101-500	25	---	1d6 + 1 turns	WIL+
- 501-1000	30	---	1d6 + 1 turns	WIL+
- 1001-5000	35	---	1d6 + 1 turns	WIL+
- 5001+	40	---	1d6 + 1 turns	WIL+
Illusion	20	30ft. radius	1d4 + 1 rnds.	WIL
Mind Probe	20	Touch	1d3 turns	WIL
Locate Mind	5*	As per Comm.	1 use	---
Mind Transfer	30	Touch	1d6 + 1 turns	WIL
Control	25	Touch	1d6 + 1 turns	WIL
Use Senses	5*	As per Comm.	1d3 + 1 turns	WIL
Nightmare	20	LOS	1 use	WIL

- * Plus communication cost
- + AST allowed only if requested by target.

HEALER

Ability	Cost	AST
Heal	1 pt. = 1 HP*	---
Harm	1 pt. = 1 HP*†	WIL
Reverse Major Wound	10 + 2x Area HP	---
Cause Major Wound	10 + 2x Area HP	WIL
Cure Disease	20	---
Cause Disease	20	WIL
Cure Blindness	10	---
Cause Blindness	10	WIL
Restore	30	---
Wither	30	WIL
Drain	2 pts. = 1 HP*	WIL
Return Life	40 + 10 pts./day	Special

* Limit of ten points per use.

† Cost is 2 pts. = 1 HP if the character goes into negative HPs.

SELF-AWARENESS

Ability	Cost	Duration
Raise Attribute	1 pt. = 1 pt.	1d3 + 1 turns
Heal Self	1 pt. = 1 pt.	Permanent
Major Wound	2 pts. = 1 pt.	Permanent
Alter Mass	1 pt. = 5 lbs.	1d3 + 1 turns
Change Appearance	10 pts.	1d6 + 1 turns
Feign Death	20 pts.	up to 1 day
Stasis	30 pts.	Special
Speed	10 pts.	1d3 + 1 turns
Forced March	10 pts.	1 day
Go w/o Food & Water	10 pts.	1 day (max. 3)
Go w/o Sleep	10 pts.	1 day (max. 3)
Resist Heat	10 pts.	1d3 + 1 turns
Resist Cold	10 pts.	1d3 + 1 turns
Resist Pain	5 pts.	1d3 + 1 turns

All of these are at personal range so that no AST is required.

TELEPORTATION

Ability	Cost	Range	Duration	AST
Personal Teleport	20 pts.	LOS or Known	1 use/1 rnd.	---
Teleport Other	30 pts.	LOS or Known	1 use/1 rnd.	*
Teleport Object	1pt./5 lbs.	LOS or Known	1 use/1 rnd.	---
Summon Object	10 + 1pt./5 lbs.	LOS or Known	1 use/1 rnd.	---
Teleport Attack	5 pts.	LOS	1 use	WIL
Out of Phase	10 pts.	Personal	1 + 1d3 trns.	---

* Will AST given to unwilling target.

PRECOC

Ability	Cost	Range	Duration
Clairvoyance	2 pts. per 10ft.	Variable	1d4 + 1 rnds.
Clairaudience	2 pts. per 10ft.	Variable	1d4 + 1 rnds.
Sense Danger	5 pts.	10ft. radius	1 use
Locate Danger	10 pts.	10ft. radius	1 use
Detect Psi	5 pts.	100ft./LOS	1 use
Detect Life	5 pts.	100ft./LOS	1 use
Psychometry	20 pts.	1 object	1 use
Pathfind	30 pts.	Personal	1d3 + 1 trns.
Augury	10 pts.	Personal	1 use
Vision	10 pts.	LOS	1d3 + 1 trns.
Combat Precog	5 + 1 = 1	One person	1d3 + 1 trns.
Luck	5 + 1 = 1	One person	1 turn

Wounds

EFFECTS OF MAJOR WOUNDS

Area Hit	Specific Effects
Head	Character is unconscious for 3d20 turns, over an above the possible 3d20 turns for failing a shock resistance roll.
Chest or Abdomen*	All movement, defense, and 'to hit' scores are halved until damage is healed.
Arm	Arm is disabled and cannot be used until all hit point damage is healed.
Leg*	Leg is disabled and cannot be used until all hit point damage is healed. Movement is halved until area is totally healed.

- Movement effects are cumulative.

Weapons

HAND-TO-HAND WEAPONS: Weapon Damage Rating

Weapon	Damage
Wrench	1d4 + 1
Hammer	1d4 + 1
Pipe	1d6
Ax (tool)	1d8 + 1
Hatchet	1d6 + 1
Shovel	1d8
Pick	1d10
Briefcase	1d4
Purse	1d3
Knife (Kitchen)	1d4
Knife (Fighting)	2d3
Sword	1d8 + 1
Sword Cane	1d8
Blackjack	2d3 + 1
Night Stick	1d6 + 1
Cane	1d6
Brass Knuckles	+2 to unarmed combat dam.
Electro-Baton (Police)	1d3, make shock resistance roll or fall unconscious.

CIVILIAN AVAILABLE WEAPONS

ANTIQUE WEAPONS (Man Powered)

Name	Ranges (Yards)*	Damage	Reload Time	No. of Shots
Blowgun	5/10/15/25/35	1d3 + drug	2	1
Sling (David's)	NA/25/50/100/150	2d4 - 2	2	1
Wrist Rocket	5/20/60/80/100	1d8 - 1	1	1
Self Bow	NA/25/50/100/150	1d10 - 1	1	1
Compound Bow	NA/25/50/125/200	1d10	1	1
Crossbow	10/25/50/125/300	1d10 + 1	3	1
Thrown Rock	5/10/25/50/75	2d3 - 2	1	1
Thrown Knife	5/10/15/20/25	1d4	1	1

- Ranges are given in five increments: point blank, short, medium, long, and extreme. See the situational modifier table for application.

ANTIQUE WEAPONS (Black Powder)

Name	Ranges (Yards)	Damage	Reload Time	No. of Shots
.32 Derringer	5/10/15/20/25	2d3 - 1	2	1/2 ^a
.40 Pistol	5/25/35/50/70	2d4 - 1	2	1 ^b
.45 Revolver	5/25/35/50/75	2d4 - 1	2	6
.75 Musket	10/50/75/100/150	1d6 - 1	2	1
.30 Buffalo Gun	10/100/200/350/600	2d6	2	1
.600 Express	10/100/150/200/250	2d6 + 1	2	2 ^c

^a Weapon may be single or double-barrelled. Double has two shots.

^b This is the classic 'pirate pistol'

^c This is a double-barrelled weapon

Area Hit	Damage Under Area Total	Damage Over Area Total
Head	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Chest	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Abdomen	Out for 3d20 turns, roll shock resistance or die.	Out for 3d20 turns, roll ½ shock resistance or die.
Arm	Out for 3d10 turns, roll shock resistance or lose limb.	Out for 3d10 turns, roll ½ shock resistance or lose limb.
Leg	Out for 3d10 turns, roll shock resistance or lose limb. Movement will be reduced to one-fourth.	Out for 3d10 turns, roll ½ shock resistance or lose limb. Movement will be reduced to one-fourth.

Rifles

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.22 Rifle	10/100/200/400/600	10/clip	1	2d6 - 1
.22 Carbine	10/100/200/300/400	10/clip	1	2d6 - 1
.30 Rifle	10/100/200/400/600	10/clip	1	2d6
.30 Carbine	10/100/200/300/400	10/clip	1	2d6
.30 HP Rifle	10/100/300/500/800	10/clip	1	2d6 + 1
.30 HP Carbine	10/100/200/350/500	10/clip	1	2d6 + 1
.40 HP Rifle	10/100/300/500/900	10/clip	1	2d6 + 2
.40 HP Carbine	10/100/200/350/500	10/clip	1	2d6 + 2
.50 HP Rifle	10/100/300/500/1000	10/clip	1	2d6 + 3
5mm HP Rifle	10/100/300/500/800	10/clip	1	2d6
5mm HP Carbine	10/100/200/300/500	10/clip	1	2d6
7mm HP Rifle	10/100/300/500/800	10/clip	1	2d6 + 1
7mm HP Carbine	10/100/200/300/500	10/clip	1	2d6 + 1
10mm HP Rifle	10/125/400/600/1000	10/clip	1	2d6 + 2
10mm HP Carbine	10/100/200/300/500	10/clip	1	2d6 + 2

SHOTGUNS

Weapon Type	Reload Time	No. of Shots
Single/2 Barrel	1	1/2
Semi-Automatic	1	5 (clip)

Ammo Type	Ranges (Yards)	Damage
.12 Pellet	10/25/50/75/100	2d6 - 1
.12 Flechette	10/25/50/75/100	2d6
.12 Slug	10/50/75/100/150	2d6 + 1
.10 Pellet	10/25/50/75/100	2d6 + 1
.10 Flechette	10/25/50/75/100	2d6
.10 Slug	10/50/75/100/150	2d6 + 2

Pistols

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.22 Revolver	5/15/25/40/60	9	1	2d4 - 1
.22 Target Pistol	10/25/75/100/150	1	1	2d4 - 1
.32 Auto Pistol	5/25/50/75/100	10/clip	1	2d4
9mm Auto Pistol	5/15/25/50/75	10/clip	1	2d4
7mm HP Auto Pistol	10/25/75/100/150	10/clip	1	2d4 + 1
.38 Special	5/15/25/50/75	6	1	2d4
.45 Revolver	5/25/50/75/100	6	1	2d4 + 1
.45 Auto Pistol	5/15/35/60/75	8/clip	1	2d4 + 1
.357 Mag. Revolver	5/25/50/75/125	6	1	2d4 + 1
.357 Auto Mag.	5/25/50/75/125	10/clip	1	2d4 + 1
.44 Mag. Revolver	5/25/50/75/125	6	1	2d4 + 2
.44 Auto Mag.	5/25/50/75/125	10/clip	1	2d4 + 2

POLICE WEAPONS

Pistols

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
.357 Auto Mag.	5/25/50/75/125	10/clip	1	2d4 + 1
.44 Auto Mag.	5/25/50/75/125	10/clip	1	2d4 + 2
7mm HP Auto Pistol	10/25/75/100/150	10/clip	1	2d4 + 1
2mm Needler	10/50/75/100/150	20/clip	1	2d4 + 1
Tangle Pistol	5/25/50/—/—	1 shot	1	tangle

Shotgun

.12 Pellet	10/25/50/75/100	5/clip	1	2d6 — 1
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Rifles

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
10mm HP Rifle	10/125/400/600/1000	10/clip	1	2d6 + 2
2mm Needle Rifle	25/400/800/1200/1500	40/clip	1	2d6 + 1
7mm Assault Rifle (fully automatic)	10/100/300/500/900	30/clip	1	2d6 + 1
Tangle Rifle	10/25/30/75/100	1 shot	1	tangle

Special Weapons

Electro-Baton	Hand-Held	30 charges		1d3 + shock
Single Shot Grenade Launcher - 40mm	30/100/200/300/400	1 shot	1	tear gas

OUTLAWED OR RESTRICTED WEAPONS

Name	Range (Yards)	No. of Shots	Damage
9mm Machine Pistol	10/25/50/75/100	20/clip	2d4
9mm SMG	10/50/100/150/200	30/clip	2d4 + 2
.45 Thompson SMG	10/50/100/125/150	50/drum	2d6
5mm Plastic Frame	5/15/25/50/75	5/clip	2d4
7mm Plastic Frame	5/15/25/50/75	5/clip	2d4 + 1
2mm Mini-Needler	5/25/50/75/100	5/clip	2d3 + 1
5mm Shock Dart	1/2/3/4/5	1 shot	2d3 + shock
Sawed-off Shotgun	5/15/25/35/50	By type - see civilian table	

CLASS II MILITARY WEAPONS

Pistols

Name	Ranges (Yards)	No. of Shots	Damage
.357 Auto Mag.	5/25/50/75/125	10/clip	2d4 + 1
.44 Auto Mag.	5/25/50/75/125	10/clip	2d4 + 2
9mm Auto Pistol	5/15/25/50/75	10/clip	2d4

Rifles

Name	Ranges (Yards)	No. of Shots	Damage
7.62 Auto Rifle	10/100/200/400/600	30/clip	2d6 + 1
7.62 Carbine	10/100/200/300/400	30/clip	2d6 + 1
7.62 Assault Rifle (SMG)	10/100/200/400/700	30/clip	2d6 + 1

Shotguns

Semi-Auto .12/Flechette (Folding stock/Light)	10/25/50/75/100	5/clip	2d6
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CLASS I MILITARY WEAPONS

Pistols

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
7mm HP Pistol	10/25/75/100/175	10/clip	1	2d4 + 1
2mm Needler	10/25/75/100/175	10/clip	1	2d4 + 1
10mm HP Pistol	10/25/75/125/200	10/clip	1	2d4 + 2

Rifles

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
7mm HP Assault Rifle	10/100/300/500/900	30/clip	1	2d6 + 1
10mm Rifle	10/125/400/600/1000	20/clip	1	2d6 + 2
10mm Carbine	10/100/200/300/500	20/clip	1	2d6 + 2
2mm Needler SMG	25/100/200/300/500	20/clip	1	2d6 + 1

Shotgun

.12 Auto, Flechette	10/25/50/75/100	20/drum	1	2d6
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Support

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
10mm LMG Bipod	25/250/600/1000/1500	50/belt	2	1d6 + 1d8 + 2
10mm MG Tripod	50/300/600/1200/2000	50/belt	2	2d8 + 3

CLASS I SPECIAL FORCES WEAPONS

Name	Ranges (Yards)	No. of Shots	Reload Time	Damage
20mm MagJet Pistol	10/100/200/300/600	10/clip	1	2d4 + 5
20mm MagJet Rifle	25/200/500/1000/1500	30/clip	1	2d6 + 5
12mm HP Sniper Rifle	25/150/300/600/1200	10/clip	1	2d6 + 3
20mm MagJet MG Tripod	50/300/800/1700/3600	50/belt	2	2d8 + 5

Combat Tables

4H COMBAT TABLES

4H.1 SITUATIONAL MODIFIERS

Attacker	To Hit Modification
Attacker Moving	
Walk	-10
Trot	-15
Run	-20
From Vehicle	½ normal
Snap Shot (draw and fire)	½ normal
Firing with Wrong Hand	½ normal
Two-Handed Weapon in One Hand	-20
Unfamiliar Weapon	see Unskilled Attack
Wounded 50% of HP (or more)	½ normal
Vision Obscured (smoke, night)	-20
Blinded, One Eye	-30
Blinded, Both Eyes	-60
Consecutive Shot, Same Target	+10
Weapon Braced	+15

Target	To Hit Modification
Target Moving	-15
Target Kneeling	-20
Target Prone	-30
Target Slowed Due to Wounds	+15
Target Immobilized	+60
Aimed Shot	
Head	-30
Chest	-10
Abdomen	-15
Arm	-20
Leg	-20
Hand	-40
Neck	-40
Target Surprised	+30
Target in Open, not Moving	+20
Target in Cover	
Soft	-5 per hit location covered
Hard	Target will not sustain damage if hit location blocked by hard cover.

Range Modifications

Point Blank	+20
Short	+10
Medium	.0
Long	-10
Extreme	-20

4H.2 HIT LOCATIONS

D100	Area
01-10	Head
11-34	Chest
35-58	Abdomen
59-68	Left Arm
69-78	Right Arm
79-89	Left Leg
90-00	Right Leg

4H.3 HIT LOCATIONS – AREA EFFECT WEAPONS

D100*	Areas Hit	Specific Location	% of Total Damage Applied to Area
01-25	Right Flank	Head	10% (Total x .1, round up)
		Right Arm	30% (Total x .3, round up)
		Right Leg	30% (Total x .3, round up)
		Chest	10% (Total x .1, round up)
26-50	Left Flank	Abdomen	20% (Total x .2, round up)
		Head	10% (Total x .1, round up)
		Left Arm	30% (Total x .3, round up)
		Left Leg	30% (Total x .3, round up)
51-75	Back	Chest	10% (Total x .1, round up)
		Abdomen	20% (Total x .2, round up)
		Both Arms	5% Each (Total x .05, round up)
		Both Legs	5% Each (Total x .05, round up)
76-00	Front	Head	10% (Total x .1, round up)
		Chest	30% (Total x .3, round up)
		Abdomen	30% (Total x .3, round up)
		Both Arms	5% Each (Total x .05, round up)
		Both Legs	5% Each (Total x .05, round up)

* If figures or counters are used, the areas hit will be obvious due to the position on the map board, and this column will not be necessary.

4H.4 AUTOMATIC WEAPONS FIRE

Length of Burst	+ To Hit	+ To Damage & No. of Shells Fired*	Tri- or Bi-pod Mounted
Long**	15	2d4	2d6
Medium	10	2d3	2d5
Short	5	2d2	2d4
Single	0	—	N/A

* The indicated number of dice are rolled. This will give both the number of shots fired and the number of points additional damage inflicted if a hit is scored.

** Impossible for Automatic Shotgun.

Movement

MOVEMENT

Type of Movement	Round (10 sec.)	Turn (1 minute)	Strategic Unit (1hr)
Walk	45 ft.	88 ft.	3 mph
with observation	30 ft.	59 ft.	2 mph
with fire	15 ft.	*	*
Trot	90 ft.	528 ft.	6 mph
With observation	60 ft.	352 ft.	4 mph
with fire	30 ft.	*	*
Run**	150 ft.	880 ft.	----
with observation	100 ft.	590 ft.	----
with fire	50 ft.	*	----
All-Out Run ***	225 ft.	1320 ft.†	----

* As most weapons need reloading during this long a period of continuous fire, this action should be plotted in rounds. The other option is to allow the character to snap shots while moving.

** For a number of turns equal to END

*** No other action allowed

† For a number of turns equal to ½ END

---- Not allowed

LoD

LEVEL OF DIFFICULTY

LoD	Modifier to Skill Level
-2	+20
-1	+10
0	0
1	-10
2	-20
3	-30
4	-40
5	-50
6	-60
7	-70
8	-80
9	-90
10	-100

TM

CHARACTER SHEET

CHARACTER NAME _____ TYPE _____ AGE _____

PROFESSION _____

BACKGROUND _____

ATTRIBUTE	AST	COMBAT STATISTICS	HIT POINTS
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STR _____ _____ INITIATIVE FACTOR _____ TOTAL _____

AGL _____ DEFENSE FACTOR _____ HEAD _____

DEX _____ _____ DAMAGE BONUS CHEST _____

END PROJECTILE ABDOMEN

INT _____ _____ HAND HELD _____ RIGHT ARM _____

WIL _____ BONUS TO HIT _____ LEFT ARM _____

PSI _____ SHOCK RESISTANCE _____ RIGHT LEG _____

POWER POINTS ☐ HEALING RATE _____ LEFT LEG _____

SKILLS	LEVEL	LoD
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SKILL	LEVEL	LoD
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[illegible]

PSIONIC ABILITIES
ABILITY

ABILITY	COST	DURATION	RANGE	AST
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[illegible]

WEAPONS
NAME

RANGES (YARDS)

NO. OF SHOTS

DAMAGE
