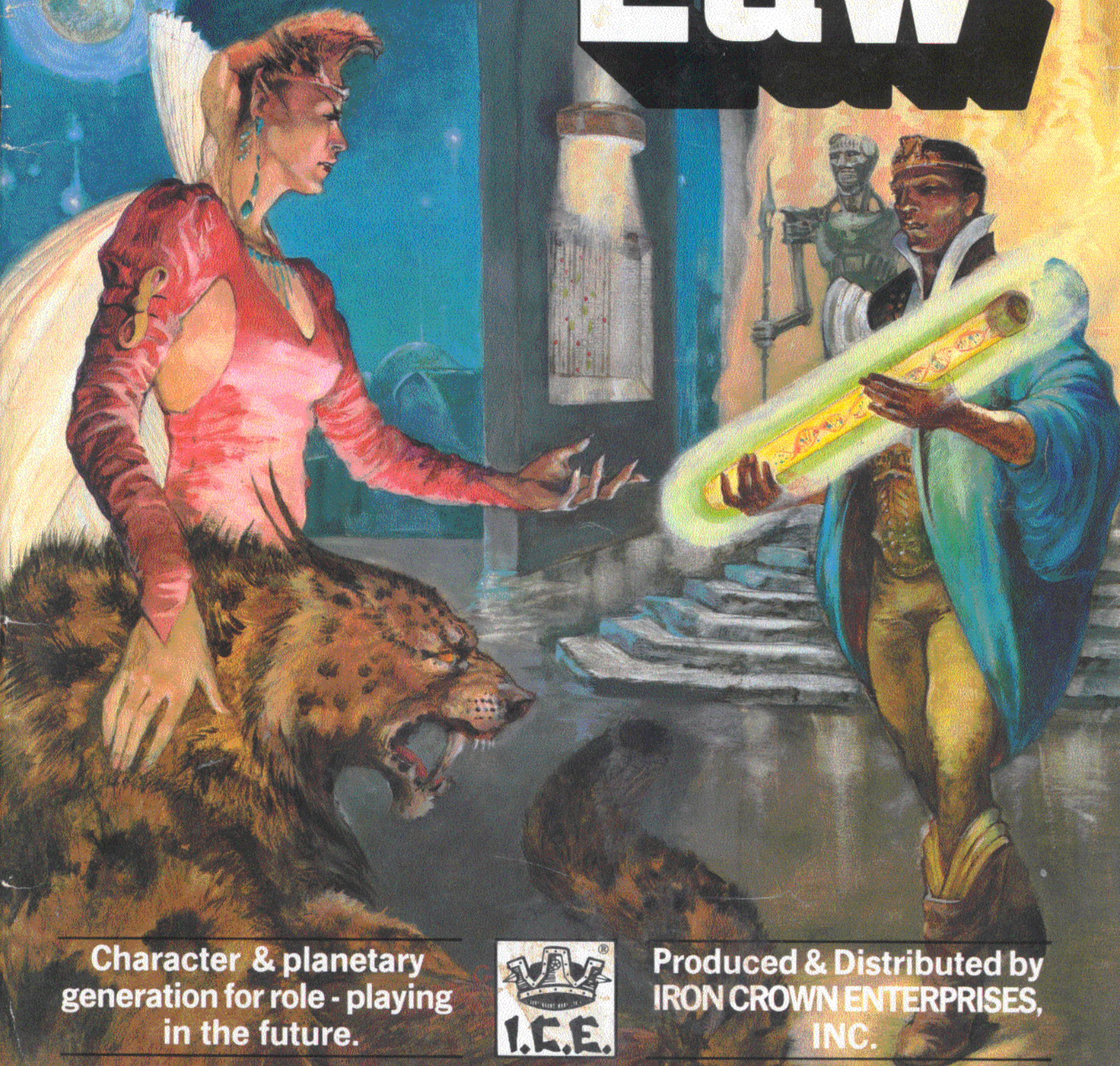


STOCK #9100

Future LawTM



Character & planetary
generation for role - playing
in the future.



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INC.

PLAYER CHARACTER RECORD

NAME:	LEVEL:
	AGE:
CLASS/PROFESSION:	RACE:
BASE HITS:	WEIGHT:
TOTAL HITS:	HEIGHT:
PSION POINTS:	HAIR:
ARMOR TYPE	EYES:

DEFENSIVE BONUS VERSUS				
	Energy	Projectile	Missile	Melee
Quickness				
Shield				
Armor Bonus				
TOTAL				

STATS	TEMP	POT	MOD.	DEV. PT.	EXPERIENCE POINTS:
CO					
AG					
SD					
ME					
RE					
ST					
QU					
PR					
IN					
EM					

[illegible]

MONEY: Elmonits: Monits (cash):

[illegible][illegible][illegible]

FUTURE LAW TABLE OF CONTENTS

PART I PREFACE

PART II CHARACTER GENERATION RULES

1.0 INTRODUCTION

- 1.1 Features of Future Law Character Generation
- 1.2 Definitions
- 1.3 How to Use Future Law

2.0 MENTAL AND PHYSICAL CHARACTERISTICS (STATS)

- 2.1 Temporary and Potential Stats
- 2.2 Development Stats
- 2.3 Primary Stats
- 2.4 Stat Bonuses
 - 2.41 Stat Bonus Functions
 - 2.42 Stat Bonus Table

3.0 SKILLS AND SKILL RANKS

- 3.1 Skill Rank Bonuses
- 3.2 Skill Rank Development
- 3.3 Resolving Actions Affected by Skills
- 3.4 Skills and Descriptions
 - 3.41 Maneuvering in Armor Skills
 - 3.42 Weapon Skills
 - 3.43 General Skills
 - 3.44 Special Skills
 - 3.45 Combat Skills
 - 3.46 Astronautic Skills
 - 3.47 Technic Skills
 - 3.48 Scientific Skills
 - 3.49 Engineering Skills
 - 3.410 Telepathic Skills
- 3.5 Secondary Skills
- 3.6 Similar Skills
- 3.7 Skill Charts
 - 3.71 Character Development Chart
 - 3.72 Secondary Skill Development Chart

4.0 PROFESSIONS

- 4.1 Astronauts
- 4.2 Machine Technicians
- 4.3 Research Scientists
- 4.4 Field Scientists
- 4.5 Telepaths

5.0 EXPERIENCE AND ADVANCING LEVELS

- 5.1 Experience Guidelines
- 5.2 Experience Point Chart
- 5.3 A Character's Level
- 5.4 Advancing a Level

6.0 RACE AND CULTURE

- 6.1 Some Hominoid Races and Variations
 - 6.11 Terran Mutations and Eugenic Products
 - 6.12 Alterant Replicants
 - 6.13 Androids
 - 6.14 Aliens
- 6.2 Sample Cultures
- 6.3 Language Development
 - 6.31 Computer Languages
 - 6.32 Language Skill Table
- 6.4 Death in Space Master
 - 6.41 Death Due To Excessive Concussion Hits
 - 6.42 Effects of Death
- 6.5 Racial Statistics Chart
- 6.6 Healing Rates Chart

7.0 BACKGROUND

- 7.1 Background Options
- 7.2 Background Option Table

8.0 KEEPING TRACK OF A CHARACTER

- 8.1 Player-Character Record
- 8.2 Skill Bonuses
- 8.3 Special Bonuses
- 8.4 RR Bonuses
- 8.5 Other Capabilities

9.0 THE ROLE OF THE CHARACTER

10.0 CREATING THE CHARACTER

- 10.1 Generating the Temporary Stats
- 10.2 Choosing a Profession and Other Factors
- 10.3 Generating the Potential Stats
- 10.4 Adolescent Skill Development
- 10.5 Apprenticeship Skill Development
- 10.6 Final Character Preparation
- 10.7 Bringing the Character to Life
- 10.8 Character Development Tables
 - 10.81 Stat Potentials Table
 - 10.82 Stat Gain Table
 - 10.83 Stat Effect Table
 - 10.84 Experience Points vs. Level Table
 - 10.85 Similar Weapons Chart
 - 10.86 Armor Chart
 - 10.87 Skill Level Bonus Table
 - 10.88 Player-Character Record
 - 10.89 Player-Character Worksheet
- 10.9 Physical Appearance

11.0 NON-PLAYER CHARACTERS

12.0 OPTIONAL RULES FOR SPACE MASTER

- 12.1 An Alternate Stat Gain Method
- 12.2 Optional Level Advancement Rules
 - 12.21 Partial Skill Advancement at Half-Level
 - 12.22 Additional Requirements For Skill Acquisition
- 12.3 Hobbies

13.0 ACTIVITY RULES AND CHARTS

- 13.1 Movement, Encumbrance and Exhaustion
- 13.2 Maneuver Chart
- 13.3 Static Action Table

PART III TELEPATHY RULES

14.0 CONCEPT AND DESCRIPTION

15.0 LEARNING LISTS

- 15.1 Types of Telepath
 - 15.11 True Telepaths
 - 15.12 Semi-Telepaths
- 15.2 Types of Pick Sets
- 15.3 Type "A" Pick Set
- 15.4 Type "B" Pick Set
- 15.5 Type "C" Pick Set
- 15.6 Type "D" Pick Set
- 15.7 Type "E" Pick Set
- 15.8 Pick Availability

16.0 CASTING PSIONS

- 16.1 Psion Casting Capabilities
 - 16.11 Inherent Capabilities
 - 16.12 Bonus Items
 - 16.121 Psion Multipliers
 - 16.122 Psion Adders
 - 16.13 Restrictions
- 16.2 Miscellaneous
- 16.3 Time Required to Cast a Psion
 - 16.31 Class III Psions
 - 16.32 Class II Psions
 - 16.33 Class I Psions

17.0 TACTICAL CONSIDERATIONS FOR PSION CASTING

- 17.1 Battle Round Sequence
- 17.2 Opportunity Action
- 17.3 Unusual Sequence Modifications

18.0 RESOLVING PSION EFFECT

- 18.1 Special Dice Rolls
 - 18.11 Low Open-ended Roll
 - 18.12 High Open-ended Roll
 - 18.13 Open-ended Roll
 - 18.14 Unmodified Rolls
- 18.2 Non-Attack Psions

18.3 Attack Psions

- 18.31 Psion Attack Roll
 - 18.311 Unmodified Rolls
 - 18.312 Modifications to the Psion Attack Roll
 - 18.313 Psion Attacks
 - 18.314 Effects of Psion Attack Roll
- 18.32 Resistance Roll

19.0 TABLES

- 19.1 Psion Attack Table
- 19.2 PAR Modifiers
- 19.3 Resistance Roll Table
- 19.4 Resistance Roll Modifiers
- 19.5 Psion Failure Table
- 19.6 Critical Hit Tables
 - 19.61 Burn Critical Hit Table
 - 19.62 Impact Critical Table
 - 19.63 Electricity Critical Table

20.0 PSION LISTS

PART IV CREATING AND RUNNING A SPACE MASTER CAMPAIGN

21.0 HISTORY

22.0 POLITICS

- 22.1 The Terran Empire
- 22.2 Encounter Chart

23.0 ECONOMY

24.0 TECHNOLOGICAL LEVEL

25.0 STELLAR SYSTEM GENERATION AND MAINTENANCE

- 25.1 System Generation Chart
- 25.2 Planetary Climate Chart
 - 25.21 Wind Table
 - 25.22 Temperature Table
 - 25.23 Precipitation Table

PART V A SPACE MASTER ADVENTURE

26.0 INTRODUCTION

27.0 THE CHARACTERS

- 27.1 The Players
- 27.2 Non-Player Characters

28.0 THE SETTINGS

- 28.1 Hyperion
- 28.2 The Hypershuttle
- 28.3 COL 72 Prime II
- 28.4 The TBD Relay Base

29.0 ADVENTURE REFERENCE INFORMATION

- 29.1 Special Equipment For the Players
- 29.2 Special Events
- 29.3 Non-Player Character Summary Sheet

PART VI SPACE MASTER AIDS

- Microbial and Chemical Poisons
- PC Game and Claim Sheet
- Combat Unit Roster
- Computer Status Sheet
- Special Robotics Programs
- Planetary Status Summary
- Planet Map Template

PART VII REFERENCE DATA

30.0 GLOSSARY

31.0 INDEX

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PART I

PREFACE

This booklet is **Future Law**, a Science-Fiction Role Playing supplement produced by Iron Crown Enterprises. It encompasses the development process for 13 primary professions and a multitude of specialized character sub-classes. **Future Law** also contains extensive rule guidelines for character backgrounds, skill development, Telepathic phenomena, and introducing non-human characters into the science-fiction setting. A star system generation rules section allows the Gamesmaster to quickly randomize new locales for his players to adventure in. ICE also presents, with this package, a backdrop setting for the upcoming line of ICE's **Space Master** campaign and adventure modules.

A plethora of Gamesmaster and Player aids can also be found herein; covering microbial and chemical poisons, robotic computer programs, experience point guidelines, random events, and more. Sheets for tallying experience points, recording character statistics, and quantifying combat unit specs are also supplied. A new concept from ICE, introduced in this package, is the *PC Game and Claim Sheet*. Using this sheet, the player can keep track of: his psion, exhaustion and hit points, his encumbrance and temporary stats, and his actions performed over the course of the game session. At the end of the session the player could give the sheet to the Gamesmaster who could then evaluate the character's performance and award the appropriate experience points.

The character, experience, and claim sheets found herein may be photocopied for non-commercial personal use only.

Future Law, when used with its companion book, **Tech Law**, is a complete Science-fiction Role Playing system. Together, these two books constitute ICE's **Space Master** package. Both **Future Law** and **Tech Law** may be used as SF supplements for the **Rolemaster** game system or many of the other Science-fiction Role-Playing systems on the market today.



PART II

CHARACTER GENERATION RULES

1.0 INTRODUCTION

Future Law is a complete set of rules and guidelines for generating, maintaining, and detailing the capabilities of characters to be used in a science-fiction role playing (SFRP) game. It is part of the **Space Master** system, which also includes **Tech Law** (a SFRP combat system). However, it can be adapted and used with many other role playing systems. It is important to note here that **Space Master** is complete within itself as a Science-fiction Role-playing system, although it is fully integrated with the rest of **Rolemaster** to unite Science Fiction with Fantasy. The basic philosophies of combat, psions (Telepathic powers) and Character development are the same in **Space Master** as in **Rolemaster**.

Future Law is designed to provide both the Gamesmaster and the player with tremendous flexibility. Characters playing under this system are able to advance in skill areas according to their desire and cost-effectiveness; restrictions are few. The many character classes are designed to indicate a mental state and life style which was molded by a player's early life. These classes dictate the ease with which a particular skill is developed, but they do not generally act to prohibit development in any given category. Thus, a player is allowed to enhance his power in certain skill areas which would not be accessible to his character class under other systems. Only the "cost" in time and lost opportunities in "easily developed" skill categories act to bias the selection process.

Future Law's unique approach to experience allows characters to select the psion lists and skills they wish to improve before embarking on a new level. A player must make choices and plan ahead. Under **Future Law**, wise budgeting of skill development becomes another important aspect of the FRP game.

Future Law also provides a unique approach to stats. Players familiar with **Rolemaster** will soon recognize the system. Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws. A character must choose his strengths and weaknesses. There are 10 stats used in **Future Law**. They provide detail and flavor and remain relatively simple to work with. By dividing them into two 5 stat groupings—development stats and primary stats—a Gamesmaster or player needs to work with fewer characteristics at any given time. One grouping is used to compute level advancement; the other is emphasized during day to day adventure.

1.1 FEATURES OF FUTURE LAW CHARACTER GENERATION

PERSONAL CHARACTERISTICS — As in most FRP systems, each character's physical and mental capabilities are described by a set of characteristics called "Stats." In **Character Law** there are 10 stats, each represented by a number between 1 and 100 (1-100), with 1 being the worst and 100 being the best (certain rare circumstances could result in a stat above 100). The stats include 4 physical characteristics: **strength, constitution, quickness, and agility**. They also include 4 mental characteristics: **intuition, empathy, memory, and reasoning**. Finally, there are two stats included that represent characteristics partially mental and partially physical: **Presence and Self Discipline**. These stats are described in detail in Section Two.

Each stat may affect the ability of the character to perform specific actions. How stats affect abilities is discussed in Section Two.

Each stat has two values (1-100). The "ultimate" (called **potential**) value reflects the highest value (genetically) that the character's stat can obtain. The "temporary" value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary stat for a particular stat can never be higher than the potential for the same stat. For example, a character could have a strength of 80 (temporary) and a potential of 92; and the 80 would be his effective strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in Section 2.1.

EXPERIENCE LEVELS — While adventuring, each character will reach stages of development called experience levels (or just "levels"). As each new level is reached, the character will become more powerful and skillful in his chosen areas of expertise. Ideally for realism, the character would develop after each activity or experience. However, this is sometimes difficult to arrange in practice. It necessitates stopping action in the game, performing book-keeping, calculating how valuable the experience was, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed further in Section Five.

SKILLS AND SKILL RANKS — As a character advances in levels, he trains in and develops certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g. fighting, maneuvering, psion casting, etc.). The key features of skills in this system are:

- 1) Any character may develop any skill regardless of character class (see Sections Three and Four). However, depending upon the specific character's training in early life, certain skills require more or less effort relative to other characters. How much effort is required to develop a skill is dependent upon the character class chosen by the player.
- 2) Depending upon the values of certain stats (Section Two), each character has a total amount of "effort" to devote to skill development on each level.
- 3) Each character has complete freedom in how to allocate his "effort" among the various skills he decides to develop. Trait costs will be the same for characters of the same class and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

The skill chart provides a list of skills and how much "effort" each one takes to develop for each of the character classes. These skills are the basic ones required by normal play, and a Gamesmaster can easily add more if his specific game requires others. Skills are further discussed in great detail in Section 3.0.

PROFESSIONS (character classes) — Each character has a profession ("character class") which reflects what his training and inclinations were in early life. Each profession requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a blaster, an Armsman might only have to expend 20% of the effort that a Planetologist might have to: this is because an Armsman is trained in physical activities (fighting in particular), while a Planetologist has spent much of his early life studying environmental sciences. However, the effort required for the same Armsman to learn to understand meteorological trends on alien planets might be 20 times that required of a Planetologist and he would never be very effective at it. Section Four discusses the details of profession.

INDIVIDUALIZING CHARACTERS — It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 19 character classes and complete freedom in skill development. We also provide a variety of other suggestions, including: equipment, non-human races, detailed personal backgrounds, special abilities, special items, and hobbies. These suggestions are discussed in Sections Six and Ten.

OPTIONAL RULES — The features mentioned above are those of the basic **Future Law** Role-playing system. These basic rules in Sections Eight, Nine and Ten will guide the development and evolution of FRP characters. However, for a more "realistic" game a group of more complicated rules are included. These optional rules work within the framework of the basic rules to provide more flexibility and detail. The Gamesmaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

1.2 DEFINITIONS

The majority of unique terms found in **Future Law** are not described below; rather they are usually described when encountered in the text. The terms defined below are frequently used or they are very important for using and understanding **Future Law**.

Action: An action is the activity which a character may perform during a round (10 seconds).

Campaign: An ongoing Science-fiction role playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often in **Future Law** an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1—100) is made and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails.

Critical Strike (Crit): Damage other than just hits which result from an attack.

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, superior armor, and position.

Dice Roll: See Roll.

Fumble: An especially ineffective attack which yields a result that is disadvantageous to the attacker.

Gamesmaster (GM): The Gamesmaster, judge, referee, dungeonmaster, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. He/she interprets situations and rules, controls non-player characters, and resolves conflicts.

Group: A collection of player characters.

Hits (Concussion Hits): Accumulated pain and bleeding, that can lead to shock and unconsciousness (also called Concussion Hits). Each character can take a certain number of hits before he passes out (determined by his Body Development).

Level: A Character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Maneuver: An action performed by a character that requires unusual concentration, under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers", and other maneuvers are called "Static Maneuvers". "Research" is also considered a "Maneuver" for the purpose of **Future Law**.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, psions, or missile weapons).

Non-Player Character (NPC): A being in a fantasy role playing game whose actions are not controlled by a player, but instead are controlled by the Gamesmaster.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages — including bonuses for the attacker's stats, superior weapon, skill rank, etc.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to affect one opponent's attack.

Player: A participant in a role playing game who controls one character: his player character.

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the Gamesmaster).

Power Points: A number which indicates how many psions (Telepathic exertions) a character may intrinsically cast each day (i.e., between periods of rest). Note that most psions require more than one Power Point.

Profession: (Character Class) A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Resistance Roll: A dice roll which determines whether or not a character successfully resists the effect of a psion, poison, disease, or some other form of adversity.

Roll: In **Future Law** two different colored 20-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. These dice can be used to obtain a variety of results. These results are described after the definitions under "Dice Rolling Conventions".

Round: The time (10 seconds) required to perform one action.

Session: A single sitting of game adventure. A number of sessions form a campaign.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Psion List: A collection of related psions which are organized according to level. A character who has "learned" a psion list is able to cast a psion from that list if its level is less than or equal to his own experience level.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops his skills, moves, fights, takes damage, absorbs information, etc.

Static Action (Static Maneuver): An action performed by a character which requires unusual concentration or thought under pressure and does not involve pronounced physical movement.

DICE ROLLING CONVENTIONS

As mentioned under the "Roll" definition, each die used in **Future Law** is a 20-sided die which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained:

1-100 Roll — Most rolls in **Future Law** are "1-100" rolls (also called "D100" rolls). When both dice are rolled together and one die is treated as the "ten's" die and the other as the "one's" die, a random result between 01 and 00 is achieved ("00" is used as 100, not 0).

Open-ended Roll — Most 1-100 rolls are "open-ended". Most of the time open-ended rolls yield a result between 01 and 100, but sometimes they yield results that are less than 01 or greater than 100. If a roll is open-ended:

A 1-100 roll over 95 calls for a second 1-100 roll to be made and added to the first.

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll — Roll one die, divide by 2, and round up ("D5").

5-50 Roll — Roll 1-10 five times and sum the results.

Other rolls — Any other rolls are variants of the above.

1.3 HOW TO USE FUTURE LAW

In a science fiction role playing (SFRP) game, each participant except for the Gamesmaster (GM) is a "player" and assumes the persona of one of the individual characters; these characters are the player characters (PC's). All other characters are controlled by the Gamesmaster and are called nonplayer characters (NPC'S). There are a variety of factors that control what each character is capable of in a fantasy role playing environment (e.g., mental attributes, physical attributes, background, physical appearance, skills, bonuses, etc.). These factors are discussed and described in Sections Two, Three and Four.

The Gamesmaster should first skim the rules to get an overall view of the system, then read all the rules thoroughly. If a section is not understood immediately, the GM should mark it and return to it after reading all the rules. Examples are included to aid in absorbing the rules. The Gamesmaster need not memorize or fully analyze the

significance of all of the rules at first. The rules are organized in such a fashion that many situations can be handled by referring to specific rules sections when they first arise. The Gamesmaster should also read the optional rules to determine if he wishes to use any of them in his game.

The players should first skim Sections Four through Nine and read any optional rules that the Gamesmaster has decided to use. Then they should each generate a character by following the procedure and examples outlined in detail in Section Ten, referring to parts of the earlier sections for explanations of the various aspects of a character.

2.0 MENTAL AND PHYSICAL CHARACTERISTICS (STATS)

The base mental and physical attributes of a character are represented by 10 statistics called stats: 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 100 for each of his stats (see Section 2.1). The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses (see Section 2.42) which apply to attempts to accomplish certain activities and actions.

An individual's stats represent his prowess in various areas in comparison to the average man. Joe Average the urban planet-dweller might have stats which are all 50's. Adventurers, however, are likely to be superior to the general population. Adventurers are presumed to start with no stat below 20, although the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the galaxy to seek their fortunes. (See Section 10.0, Creating the Character.)

2.1 TEMPORARY AND POTENTIAL STATS

Each stat has two values (1—100): a potential value and a temporary value. The potential value reflects the highest value (genetically) that the character's stat can obtain. The temporary value represents the the stat's current value. Thus, each character has a set of "temporary" stats and a set of "potentials". During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

2.2 DEVELOPMENT STATS

Some stats aid in character development. Constitution, Agility, Reasoning, Memory and Self Discipline are relevant in determining how many skills a character can learn. An average individual has 25 Development points. The exact amount that each of these stats contributes to the total amount of development points is given in table 2.42. This total may be adjusted up or down by high or low Development Stats. Note that the 5 stats above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

CONSTITUTION (CO) — The general health and well-being of the character, his resistance to disease and his ability to absorb more damage, are all reflected in his Constitution.

AGILITY (AG) — Manual Dexterity and liveness are the prime components of this characteristic.

SELF DISCIPLINE (SD) — The control of your mind over your body, the ability to push yourself harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual.

MEMORY (ME) — The ability to retain what you have previously encountered and learned. Note, in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the Gamemaster doesn't have time to devise and describe in great detail to each player.

REASONING (RE) — Close to intelligence, the ability to absorb, comprehend and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions.

2.3 PRIMARY STATS

The following characteristics have a vast influence on direct play, but do not aid in character development.

STRENGTH (ST) — Not brute musculature, but the ability to use your existing muscles to their greatest advantage; thus racial and sexual adjustments should be kept to a minimum (if used at all).

QUICKNESS (QU) — Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity.

PRESENCE (PR) — Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, Outward Appearance and the ability to use these to affect and control others are the principal elements of a character's presence.

INTUITION (IN) — A combination of luck, genius, insight, and the favor of the gods is embodied in this stat.

EMPATHY (EM) — The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural.

2.4 STAT BONUSES

2.41 STAT BONUS APPLICATIONS

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These stat bonuses are given in table 2.42 below. Often a combination of stats is indicated: to attain the correct bonus, average the actual stats involved. The averaged stat is then cross-referenced on table 2.42 to ascertain the appropriate bonus. Some unusual uses for stat bonuses are given below:

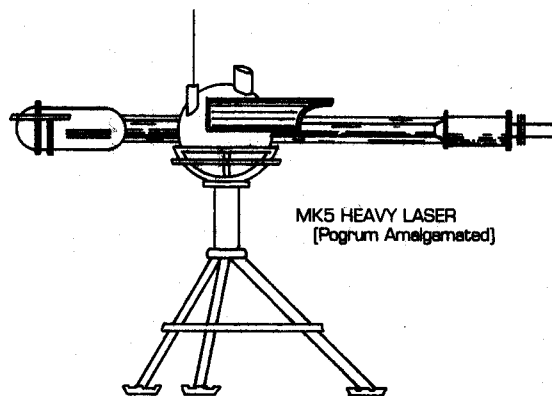
GENERAL MOVING MANEUVERS — If there is no skill which is specifically applicable to a given moving maneuver, then the character's Agility stat bonus should be used to modify that moving maneuver roll.

TOTAL HIT POINTS (Hits) — The hit point total used during play is the base hit point total (see Section 3.44) **plus** the base hit point total multiplied by the Constitution stat bonus divided by 100 (i.e., the Con stat bonus is used as a percentage figure).

Summary for Determining the Total Hit Points:

- 1) Start with a base hit point total equal to Constitution/10.
- 2) Each time the Body Development skill rank is increased by one, add 1—10 hits to the base hit point total (up to the racial max).
- 3) The actual hit point total = BHPT + (BHPT x Con Bonus / 100)

Example: Sky Cloud has a Constitution of 90 and a base hit point total of 14. His Constitution bonus (from Table 2.42) is +10 or +10% of 14, which is 1.4. We round to 1, and so young Sky can take 15 (14 + 1) total hit points, although his base hit points remains 14. Sky goes up an experience level and rolls 2 more ten-sided dice (D10) for hits and gets 2 + 8 additional hit points. He adds these to his base hit points (14) for new base hit points of 24, before modifying again for Constitution. He can now take 24 + 10% of 24 = 24 + 2 = 26 total hit points. Note that it is necessary to keep track of both the final total and the base number to date, to calculate hit points anew whenever a change results. Note also that a change in Constitution may change the hit point total of the character by changing or eliminating the bonus.



DEFENSIVE BONUS (DB) — A character benefits defensively from his quickness. Regardless of whether or not a character has any self-defense skills, he may add his quickness bonus to his defensive bonus provided he is not completely static (e.g. sleeping, knocked out, stunned and unable to parry, etc.). Note the 4th column on Table 10.86. These points are subtracted from the quickness bonus if the character is wearing the appropriate type of armor (and thus the quickness points are not subtracted from incoming attacks). Note that this column cannot reduce a quickness bonus below 0.

Example: Our example, Sky, (Quickness 98, yielding a bonus of +20) is unarmored. His armor type (AT) is 1-20. Attacks against him are resolved on the 1 column after subtracting 20. He puts on a Duralloy vest which has a quickness penalty of 5 pts. These 5 pts. are subtracted from his 20 pt. quickness bonus, leaving 15 pts. to be subtracted from incoming attacks. Those attacks are now resolved on the 10 column, however (AT 10-15).

RESISTANCE ROLLS (RR) — Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack.

RR's versus poisons, drugs and diseases are subject to the stat bonus for Constitution. Resistance rolls are resolved by assigning a level (potency for the poison) and resolving the Resistance Roll.

Example: For instance, *Virtulis* (a drug) is a level (potency adjustment) 15 drug which — if not resisted — causes the victim to truthfully answer all questions put to him. Sky has been captured by unpleasant entities who administer the drug to him. Assume Sky has a 90 Constitution and has a +10 bonus for that stat; he is now 6th level. Sky must roll on the Resistance Roll Chart 19.3. If his roll exceeded 62 on a D100 he would resist the poison, for he needs a 72+ on the table and his bonus is +10. Should he roll, say, a 51, the drug would take effect... 51 + 10 = 61 and does not exceed 72. Good luck, Sky.

2.4 BONUSES FOR UNUSUAL STATS

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additionally, columns are present to indicate the number of development points the character gets from his particular statistic and the number of spell points/level provided by that "stat." if it is the prime requisite for his type of spell casting.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

3.0 SKILLS AND SKILL RANKS

As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, repairs, etc.). As he develops and improves a skill his "skill rank" with that skill will increase, indicating a corresponding increase in abilities and bonuses with that skill.

The skills fall into 11 different areas: Maneuvering in Armor, Weapon Skills, General Skills, Special Skills, Combat Skills, Astronautic Skills, Technic Skills, Scientific Skills, Engineering Skills, Telepathic Skills, and Secondary Skills. The skills in each of these areas are described in Sections 3.4-3.6.

3.1 SKILL RANK BONUSES

Most skills have a skill rank bonus, which is generally included as part of a total skill bonus. Different skills use this bonus in different ways as described in the skill descriptions and Section 3.3. In general, skill ranks modify a character's chances of succeeding in certain actions.

The standard skill rank bonus is given in Table 10.87 Basically the table follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, 2 for each of ranks 11-20, 1 for each of ranks 21-30, and ½ for each rank above 30. Certain skills do not use this normal skill rank bonus, as specified in the skill descriptions (Sections 3.4-3.6).

3.2 SKILL RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the **Space Master** character development guidelines, at each level of development each character has a certain number of development points which he may expend as he wishes to begin learning or improving skills. It is assumed that he continues the process of learning throughout his adventures and he therefore receives those skills and the benefits derived from them when he reaches the next level of experience.

DEVELOPMENT POINTS — Development points are derived from one's characteristics. Each character has 5 Development Stats (Constitution, Agility, Self Discipline, Reasoning & Memory) which affect his ability to learn things. (A higher constitution lets you endure more rigorous training or study longer hours, etc. . . .) Each of these stats (temporary values, not potentials) gives the character a number of development points (see Table 2.42) which are totaled and may be expended in acquiring skills or otherwise developing a character.

Development points are received at each character level. Each time he attains a new level of development, a character receives a number of development points (determined by his stats as outlined above). These points must be expended immediately to begin the acquisition or improvement of skills. A character may not accumulate development points from level to level, nor may they be transferred from one character to another. (The expenditure of development points represents the effort that the character is putting into attaining that skill, the amount of time spent on it, etc.) Further they must be allocated immediately upon their acquisition — it is a basic premise of the system that the character spends his entire next level of development practicing and studying to attain these skills. He does not obtain these skills or improvement of skills until he reaches the next level.

SKILL DEVELOPMENT COST — The cost of a skill is determined by preadolescent training. The best reflection of this is profession: an Armsman is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, Telepaths begin at an early age to attune their minds to the acquisition of their chosen realm of Power. His early training is reflected in the Character Development Table, where the development point costs of acquiring various skills are listed. (see sec 3.71).

It is a basic premise of **Future Law** that these early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and adventuring; thus a character's skill rank in an area never affects the cost of improving that skill. An Engineer who has become a near expert with a Plasma Repeater Rifle is still an Engineer, with an Engineer's thought patterns and study methods, and must pay more to increase his skill with a Repeater Rifle than a beginning Armsman.

Certain environments of youth may lead to differences from the standard training received by each profession (character class). This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills.

NORMAL SKILL DEVELOPMENT — Generally a character expends the points called for on the character development chart and improves his skill in that area one rank. A character is born with rank 0 ability in all skills (getting to skill rank one may be termed either "acquiring" or improving it) and is generally allowed to develop any skill he wishes at a rate of one skill rank during each experience level at the cost (in development points) given for his chosen character class (profession) and after having studied it while attaining another experience level. A character may generally not, at any cost, develop a skill at a rate faster than one skill rank per character level (however, see below).

RAPID SKILL DEVELOPMENT — Preadolescent training may allow some skills to be developed at a faster rate than normal. Armsmen and weapons being a good example of such an area. If this is the case slash "/" will appear in the cost space of the character development chart. If a skill is to be raised one rank during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two ranks, the cost before the slash is paid for the first and the cost after the slash is paid for the second. Both skill ranks are received at the same time—when the character attains the next experience level. Some skills have three numbers separated by slashes. Three skill ranks may be picked in one level in this case.

Example: A Pilot with Skill Rank 2 in Orbital Piloting wants to increase it to Skill Rank 4. The cost listed is 1/2, indicating he expends 1 development point to progress to Skill Rank 3 and 2 more (total 3) for Skill Rank 4. He still pilots in orbital situations at Skill Rank 2, but upon attaining the next experience level, he will have a Skill Rank 4 Orbital Piloting ability.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and each rank of development has the same cost (the cost before the slash). These skills are often of a different nature than those that must be acquired at a slower rate. See the descriptions of individual skills for further description.

3.3 RESOLVING ACTIONS AFFECTED BY SKILLS

Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an offensive bonus: OB), or to a special purpose (SP). This section describes how each of these types of bonuses are used to resolve actions.

MANEUVERS — Maneuvers are actions (other than attacks and psion casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities (e.g. walking, climbing stairs, drawing a weapon, etc.) are not maneuvers, while unusual activities (swimming, climbing a rope, running up or down stairs, driving a vehicle, piloting a ship) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and require rolls. The Gamesmaster is the final judge as to what is a maneuver and requires a roll, and what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers, Vehicular Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

MOVING MANEUVER BONUSES (MM) — Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc.). If a character decides to make a Moving Maneuver as his action for a turn, the Gamesmaster should assign it a difficulty: routine, easy, light, medium, hard, very hard, extremely hard, sheer folly, or absurd. The maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement. The Gamesmaster may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10" since the galactic record is only around 30'). Assigning difficulty requires a familiarity with the Maneuver/Movement Table 13.2 and a subjective decision by the Gamesmaster (practice and experience will help).

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described below.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the Maneuver/Movement Table 13.2 to obtain the maneuver result.

To summarize:

- 1) The character states the nature of his maneuver.
- 2) The Gamesmaster assigns a difficulty and any special modifications to the maneuver.
- 3) The character decides whether or not to perform the maneuver.
- 4) If he decides to perform the maneuver, an open-ended roll is made.
- 5) All applicable modifications are made to the roll.
- 6) The total is applied to the Maneuver/Movement Table 13.2

VEHICULAR MANEUVERS (VM) — Vehicular maneuvers include driving, spaceship piloting (both normally and while in combat, and each type requires a different skill) as well as piloting any air or water craft. They are resolved — if using **Tech Law**, refer to section 7, the Vehicular movement table — in a fashion very similar to Moving Maneuvers.

STATIC MANEUVERS (SM) — Static Maneuvers include tracking, hiding, picking locks, astrogation, repairs, perception, influencing other characters, and any other complex or unusual activity not involving significant movement. If a character chooses a Static Maneuver as his action for a round, the Gamesmaster must assign any applicable modifications from the Static Action Table 13.3 and then the character must decide whether or not to actually perform the maneuver (see below for the effects of canceling an action). The Gamesmaster may require more than one round for maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

To summarize:

- 1) The character states the nature of his maneuver.
- 2) The Gamesmaster assigns a difficulty to the maneuver.
- 3) The character decides whether or not to perform the maneuver.
- 4) If he decides to perform the maneuver, an open-ended roll is made.
- 5) All applicable modifications are made to the roll.
- 6) Success: if the modified roll is over 100; Failure: otherwise.

OFFENSIVE BONUSES (OB) — Offensive bonuses are added to certain attack rolls.

SPECIAL PURPOSE BONUSES (SP) — Skills which are not applicable to moving maneuvers, vehicular maneuvers, static maneuvers or attacks are classified as "Special Purpose" skills. The effects of bonuses varies for each of these skills.

CANCELING ACTION — During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half his normal Offensive Bonus OR move half his normal (not running) movement OR make a maneuver modified by -30. The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

Use Self Discipline stat bonus for Stunned Maneuvers.

3.41 MANEUVERING IN ARMOR SKILLS

This is one of the areas that does not conform to the general skill bonus pattern. Each Armor Type (AT) has a maneuver penalty associated with it for untrained individuals (See Table 10.86). This penalty modifies Moving Maneuver rolls. Note that any type of heavy, restricting covering will constitute an Armor Type other than AT 1, which implies no encumbrance.

Each skill rank of maneuvering in a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks over 10) until the minimum maneuver penalty is reached. (This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent.)

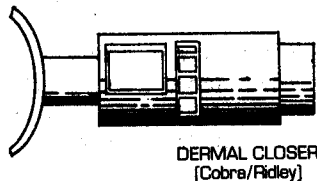
The basic armor groups are explained below.

Light Body Armor: Usually made up of lightweight alloys or cloths such as kevlar, these coverings provide limited torso protection.

CBA/Body Suit: Heavier than a standard vacuum suit, this armor incorporates layers of kevlar material and light alloy reinforcement. It also includes a helmet and can be sealed from the environment.

CBA/Exoskeleton: True armor, the exoskeletons offer full-body coverage, the amount of rigid plating varying with subtype. Like the bodysuits, this armor can be sealed and is equipped with environmental controls.

Power Armor: The ultimate space armor, this group embraces full-body reinforced, rigid armor, maneuverable only with the help of servo-mechanisms, and even then great skill is required to operate it. Some Powered Armor is capable of atmospheric and even interplanetary travel, in addition to being frequently equipped with a variety of weapons. For more on Powered Armor, see Tech Law, Section 3.115.



Notes on the Advantages of Armor Types: Armor types are designed to reflect the protective capability of one's covering. Heavier covering (e.g., AT 20) is usually much more cumbersome than light armor or mere clothing. It is easier to make contact with (i.e., hit) but resists penetration better than lower armor types. Therefore, fewer and lower severity critical strikes will be achieved against higher armor types; frequent but low hit results will also occur. These coverings make the target easy to hit but hard to damage.

Lower armor types have the advantage of providing the wearer with mobility. Fewer attacks will make contact because the agile defender will literally evade the attacker. When an attack does make contact, however, the result is more severe than that found with higher armor types: more concussion hits and frequent, severe criticals are the rule.

3.42 WEAPONS SKILLS

These skills determine how effective a character is when using weapons in combat (as opposed to Telepathic attacks). These skills must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus is usually added to any "attack rolls" made with that weapon.

There are twelve skill costs for weapons listed on the Character Development Table. There are twelve categories of weapons which these costs must be assigned to:

- One-handed edged weapons
- One-handed crushing weapons
- Two-handed weapons
- Bows
- Thrown weapons
- 1-handed projectile
- 2-handed projectile
- Support projectile
- 1-handed energy
- 2-handed energy
- Support energy
- Portable launcher

It should be noted that there are more categories than pick sets listed. Armsmen should assign a cost of 10 to all remaining unpicked categories; Explorers and Pilots assign 15's, and all others assign a cost of 20.

Note that the first five categories are taken from **Arms Law** for completeness and will not be dealt with in detail in **Future Law**. Some weapons fit into more than one category — a 9mm assault semiautomatic could also be used one-handed, and skills should be developed with both methods of using it separately.

During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making the type of weapon in that area easier to develop skill in. Thus each character may take the six skill costs listed for his profession in this area and assign them to the six weapon categories as he sees fit. An Armsman, for example, may have any two weapons not as easy to develop quickly, and one with cost 5. Once assigned, these skill costs are permanent; they may not be switched around later.

The Gamesmaster **may** determine that the culture the character grew up in would affect the character's choice of weapon.

Note that because skills with different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development cost of each is paid.

3.43 GENERAL SKILLS

These skills are principally a measure of the character's ability to cope with his physical environment. Spell users concentrating on things magical find these skills more difficult to acquire.

Climbing (maneuver) — This could range from the ability to climb sheer faces (absurd), through mountain climbing (very hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using handholds properly, etc. (use the difficulty chart).

The normal climbing rate for walls with adequate hand holds is 10'/round as a "medium" moving maneuver.

Swimming (maneuver) — Skill level 1 will prevent the character from drowning in water over his head. Further skill levels will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water. For this skill, armor penalties are tripled. Other factors such as treacherous water might increase the difficulty.

Disarming Traps (static) This skill enables a character to disarm a trap. Traps of more than moderate difficulty may be represented by subtractions from this total (to be assigned by the Gamemaster).

Picking Locks (static) As in Disarming Traps, this skill adds to a character's ability to pick a lock. Again, extremely complex locks can be represented by having the Gamemaster assign difficulty subtractions to all attempts to pick them.

Stalking: (maneuver) Stalking is the ability to move using camouflage and shadows to conceal your presence. Use Agility stat bonus for Stalking.

Hiding: (static) Hiding reflects the skill in using camouflage, darkness, shadows, etc., to remain absolutely hidden *while immobile*.

Perception: (static) This skill is the ability to notice the right things, to find *carelessly hidden objects*, the concealed microphone, the electronic eye triggering the alarm system, the nearly invisible seam around the secret panel. These are the things that the GM cannot mention to the PC's without calling attention to them. A bonus to the perception roll should be given to PC's who look in the correct area, or are seeking the correct type of thing.

Driving: (maneuver) Like riding, skill ranks in driving must be developed separately for different types of vehicles. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability, and sm quickness in maneuvers. This skill is useful only with regard to land vehicles (though this includes ground effect craft and antigrav vehicles which cannot rise above hover level).

Atmospheric Pilot: (maneuver) This skill is in principle identical to Driving, but applies to all vehicles whose principle mode of travel is through the air. Again, like Driving, skill ranks in Atmospheric Pilot must be developed separately for different types of vehicles.

Marine Pilot: (maneuver) This skill applies to controlling all craft which operate on or below the water, including all boats, hydrofoils, and submersibles. (Craft hovering over the water still fall under Driving.) Like Driving, skill ranks in Marine Pilot must be developed separately for different types of vehicles.

3.44 SPECIAL SKILLS

Ambush: (special) This is the ability to strike effectively without first being noticed. To use his ambush skill a character must approach his foe undetected and be able to strike before the latter can react.

If the ambush skill is successfully used, the character gains a 'bonus' on the **Tech Law** critical strike roll. This bonus consists of the ability to adjust the critical strike roll by any number up to the *ambush skill rank* (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is ever allowed on a **Tech Law** critical strike roll. Note that to use this bonus, the attacker must first get a critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously multiplies the chance of an instant killing one.

Under most circumstances, *Ambush* is only allowed to be used by combatants using a melee (handheld) one-handed weapon. Note that in **Space Master**, where melee combat is relatively infrequent, the GM may wish to allow *Ambush* skill use for energy weapons (such as lasers, which can be accurately aimed) when the attacker is behind the target, the target is unaware of the attacker, and the attacker is at point-blank range. *Ambush* should be allowed for combatants using contact stunners under the above circumstances.

Since position is relatively unpredictable in a general melee situation, *ambush skill rank* is halved if the foe is in a melee.

Linguistics: (special) In **Space Master** there will of course be many different tongues with many racial origins. Each language must be developed individually in steps from a level at which the language cannot even be recognized to a level of full understanding (in which one comprehends inflection and idiom — and the snide jokes invariably made about off-worlders). See table 6.41 for the communication ability conferred by each rank of proficiency in a given language.

Adrenal Moves: (varies). These skills relate to the development of the art of superhuman effort. By concentration and Self-Discipline, the character skilled in Adrenal Moves must be prepared in the round before it takes effect. This is accomplished by taking a 20% penalty on action in the round of preparation. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

STRENGTH (static). This ability gives a character a +10 bonus on his offensive bonus (with a hand-wielded contact weapon) and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls D100, then adds the bonus for his skill rank in Strength Adrenal Move. A roll of 101 + indicates success and the abote bonuses apply for the next round. Failure means no bonuses are obtained the next round.

SPEED (static). This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in the psion of the same name. Speed is prepared just as Strength and success is determined in same way.

BALANCE (maneuver). This skill enhances the ability of the character to maintain his balance in one maneuver (requiring balance). The skill bonus is added to any maneuver roll required for the action (even if it takes several rounds).

LEAPING (maneuver). This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Maneuver Table can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

LANDING (maneuver). A character may automatically decrease the severity of a fall by his skill rank bonus times .5 meters. For example, if a character's skill rank bonus was 50, a 40 meter fall would be treated as a 15 meter fall. The severity of a fall can never be reduced below that of a 5 meter fall. For this adrenal move the penalty of -20% for a preparation round is applied the round after the fall (assuming he's alive and conscious). This is the recuperation round.

Body Development: (special). Each character starts with the capacity to take a number of hits equal to his constitution stat divided by 10 (round off). Each skill rank picked in body development entitles the character to roll one hit die of the type used by his race and increase the number of hits the character can take by the amount of the die roll. The sum of the starting hit points and the rolled hit points are the character's base hit points. Thus the maximum number of hits each character may have is determined by his race and constitution bonus, and is in no way a function of his character class, although fighter-type characters will develop to this maximum faster under normal circumstances.

Forgery: (static) The ability to reproduce official documents, identity disks, etc. Use the construction table, with appropriate modifiers as determined by the GM.

Counterfeiting: (static) The ability to reproduce official currency, as well as falsify MERLOGH Bank records, Elmonit Cards and card data, etc.

Survival: (special) A successful roll indicates that the character has avoided the adverse effects of the environment. One roll is usually made every 25 hours, but frequency and bonus can vary with intensity of environment, number of people in group, and available equipment. Three basic environments must be developed separately: Hot/Moist (Jungle); Hot/Dry (desert); Cold (Arctic). Skill includes foraging for food as well as utilizing shelter.

Scanner analysis: (static) A bonus when attempting to interpret information provided by portable scanning devices (Multiscanners, Medscanners, Repair Scanners). Skill must be picked in one of the three types specifically. This bonus is usable at half-value when attempting to utilize one of the other two scanner types than it was specifically picked for.

First Aid: (static) Successful use can reduce bleeding as much as 5 hits/round, or other first aid techniques such as cardio-pulmonary resuscitation. Skill in First Aid may also be used (at half of normal bonus, maximum of 25) when attempting to use basic medical equipment.

3.45 COMBAT SKILLS

Airborne Assault: (maneuver/OB) Skill bonus is added to an orientation roll in a given situation. It is also the § of the character's OB which can be used in an airborne assault situation.

Combat Pilot: (maneuver/OB) This skill is similar to atmospheric pilot in regard to maneuvering. The bonus is the OB or DB in combat situations. Orbital Pilots in ships under the influence of a gravity field may use this bonus. N-Space pilots may use this bonus with their ships in space.

NOTE: the Combat Pilot OB can never exceed the pilot's Atmospheric/Orbital/N-Space (whichever is appropriate) bonus. It can also never exceed the Motive Form Rating or Acceleration Rating (see **Tech Law**) of the ship being piloted.

AFV Crewmember: (special/maneuver/OB) Actually several skills, the character ability in driving, scanner analysis, mounted energy weapons, artillery and missiles.

Alien Environments: (special) The bonus for this skill is taken as the § of the character's offensive, defensive, or maneuver bonus under the given condition. Conditions must be developed separately; examples are: Zero-G, underwater, Extremely powerful gravity.

Missile Artillery: (OB) This skill bonus is part of the total combat OB applied when using ship-mounted (not aircraft or AFV's) missiles and torpedoes.

Heavy Energy Projectors: (OB) This skill bonus is part of the combat OB applied when utilizing a gunner interface program with energy cannon aboard star ships or large, stationary installations.

Mounted Weapons Ambush: (Special) Very similar in concept to normal Ambush (above), this allows a star ship (or SMAC fighter) energy projector gunner, utilizing his interface and targeting controls, to strike an opponent more precisely than normal, as reflected in manipulation of the critical roll. This is only possible when at least one of the following conditions is true: (1) the target ship is completely unaware that it is about to be under attack and so not employing evasive tactics; (2) the target ship's combat defensive shields are inoperative; (3) the ship is dead in space (engines not functioning).

3.46 ASTRONAUTIC SKILLS

Orbital Pilot: (maneuver) This skill bonus is applied to all maneuvers requiring atmospheric and gravity-field proximity flying of spacecraft: touch-down, take-off, docking, atmosphere entry and exit, etc. If utilizing **Tech Law**, the Vehicular Maneuvering Chart (section 7.2) is used.

N-space Pilot: (maneuver) This skill is applied when carrying out N-space astrogation plots, as well as any "seat-of-your-pants" interplanetary flying. If utilizing **Tech Law**, the Vehicular Maneuvering Chart (section 7.2) is used.

Hyperspace Pilot: (maneuver) Bonus used when programming and carrying out Hyperspace astrogation. If utilizing **Tech Law**, the Vehicular Maneuvering Chart (section 7.2) is used.

N-Space Astrogation: (static) Bonus is used to ascertain correct course for all N-space journey (usually interplanetary in nature) If utilizing **Tech Law**, the Vehicular Maneuvering and Astrogation Chart (section 7.2) is used.

Hyperspace Astrogation: (static) This skill is applied to program the correct Hyperspace course from computer data. If utilizing **Tech Law**, the Vehicular Maneuvering and Astrogation Chart (section 7.2) is used.

Sensor Analysis: (static) A bonus given when attempting to interpret shipboard sensor displays. Appropriate computer programs may further enhance this ability.

EW/Communications: (static) Necessary to operate the EW/Stealth screens of any vehicle, this skill also grants a bonus when using any other than personal communication devices.

3.47 TECHNIC SKILLS

The following are skills which aid in actual repairs and construction of mechanical, electronic and other physical constructs. If **Tech Law** is being used, the bonuses are applicable to the Construction and Research Chart (sec 4.5) and the Malfunction/Repair Chart (sec 6.51). Possessing these skills does not imply skill with diagnostic devices such as a Repair Scanner. That skill must be developed separately.

Mechanical Technics: (static) All machines involving moving parts, excluding the specific other skills mentioned below (ship landing gear and doors, for instance, are mechanical systems).

Weapons Technics: (static) All weapons and weapons systems, including Fire Control, Gunner interfaces, Mounted guns, hand energy and projectile weapons. This skill also encompasses shield generators and other defensive systems.

Electronics Technics: (static) Electronic devices which are not specifically computers or weapons, or specifically tied to the realms listed below. Examples are: scanning or communications equipment, ship tracking and cloaking, control boards, etc.

Computer Technics: (static) Skill related directly to computers and computer systems. Includes programming ability in the following structure: For each skill rank after the first rank, the character may choose one programming language in which he is proficient (e.g., a character with ten skill ranks is proficient in nine computer languages). Note that the character must have had access to learning materials related to the language chosen during the period of that skill rank gain. Languages must be chosen as the skill picks are made.

Power System Technics: (static) Includes all power generation units from batteries to M/A reactors, various drive systems and engines, including Star Drives.

Crime Technics: (static) Repair and construction of devices directly related to forgery and counterfeiting, surveillance, security, tracking, etc.

Medical Technics: (static) Related to all machines of a medical nature: diagnostic and surgical equipment; also cryogenics, and includes the field of cybernetics as far as bio-cybernetic device construction and repair.

Cybernetic Technics: (static) Embraces the field of robotics, and includes all aspects of robot and android repair and construction (mechanical, electronic, power and computer).

Genetic Technics: (Static) The science of genetic engineering involving the actual alteration of existing gene patterns and abilities as opposed to the breeding science, detailed below. This skill includes the ability to create Alterant Replicants and Clones.

3.48 SCIENTIFIC SKILLS

When utilizing the research skills below for design purposes, such as a system or computer program, and this book is being used with **Tech Law**, the Research and Construction Chart (4.5) should be used to determine time required and success likelihood.

General Physics: (Research) Force, energy, atomic structure, etc.

Tachion Physics: (Research) Hyperspace, sensor fields, Neutrinos, Photinos, etc.

Chemistry: (Research) Elemental composition, reactions, compounds, etc.

Planetology: (Research) A general science embracing the fields of Geologic, meteorological and geographic analysis in a planetwide context, concentrating on sweeping environmental systems.

Astronomy: (Research) Stellar analysis and survey.

Metallurgy: (Research) Elemental structure analysis; alloys, etc.

Advanced Math: (Research) Calculus, differential equations, basic relativity.

General Biochemistry: (Research) Analysis, basic genetics.

NOTE: *all of the "Xeno" skills below actually represent a myriad of sub-skills, much like the heading "Adrenal Maneuvers" above. A character wishing to apply his skill bonus based on knowledge of one planet's botany to the botany of another planet gets half-value of his skill bonus. A character choosing to develop the 'general' subskill is at -20 to all research rolls in that area, but would have an equal chance of being able to apply it to any planet/area.*

Xeno Botany: (Research) Plant life; either in-depth of a specific planet or a general education in botanical trends. Must be decided when skill picked. Several different 'botanies' may be developed simultaneously, assuming research materials available.

Xeno Zoology: (Research) Animal life; either in-depth of a specific planet or a general education in zoological trends. Must be decided when skill picked. Several different 'zoologies' may be developed simultaneously, assuming research materials available.

Xeno History: (Research) either in-depth of a specific planet/culture or general trends of other cultures' socio- historic backgrounds. Must be decided when skill picked. Several different 'Xeno Histories' may be developed simultaneously, assuming research materials available.

Xeno Anthropology: (Research) Linguistics, customs, habits and cultural trends of any known races and cultures. As with History, must either be very general, or a specific planet/culture chosen.

Xeno Psychology: (Research) Analysis of various racial psychologic makeups. As with History, must be either very general, or a specific race/culture must be chosen.

Medical Diagnosis (Research/Static) Understanding of anatomy and overall physiology of sentient races, as well as diagnostic ability. Bonus with diagnostic medical equipment. As with the Xeno skills above, one must pick the skill in either general diagnosis, or diagnosis of a specific race. General diagnosis skill of 30+ allows certification for simple medical practice on all races (use of field equipment and healing drugs). Diagnosis skill for a specific race of 30+ is required for surgical certification (and reasonable competence).

Medical Practice: (Maneuver) Bonus when attempting to perform operative procedures, including use of any medical equipment (Medscanner, Dermal Closer, lasknife, Medtab applicator, etc.) *Can not exceed the character's skill bonus in Medical Diagnosis.* Unlike Diagnosis, this skill is 'universal', meaning that surgical skill for one race is (essentially) as good as skill with any other. A skill rank of +30 bonus minimum is required to purchase and use medical field equipment and healing drugs. A skill of 50+ is required for certification in surgery and more powerful and/or recreational drugs.

NOTE: *These skill ranks for certification are recommendations; the GM may wish to raise, lower or abolish them as he sees fit in his game system.*

Genetics: (Research) Advanced understanding of genetic principles. Not simply basic genetic influences, but the ability to construct breeding patterns and match pairs of entities to achieve specific goals, reinforce trends, etc. (Eugenics)

Cybernetics: (Research) The design and development area complementary to the Technic skill of this type described above.

3.49 ENGINEERING SKILLS

Mechanical Engineering: (Research) The design and development area complementary to the Technic skill of this type described above.

Weapons Design: (Research) The design and development area complementary to the Technic skill of this type described above.

Electronics: (Research) The design and development area complementary to the Technic skill of this type described above.

Computers: (Research) Concentration on Program development and facets of software engineering, as well as new logic and memory systems.

Power Systems Theory: (Research) The design and development area complementary to the Technic skill of this type described above.



3.410 TELEPATHIC SKILLS

The skills available to **Space Master** characters are primarily limited to the Telepath psion lists. Concepts such as staves, runes and magic items, commonplace in a fantasy environment, are unheard-of in relation to Telepathic skills. See Part III of this book for detailed rules for skill acquisition, casting rules, and lists of Telepathic Powers.

3.5 SECONDARY SKILLS

The Primary Skills dealt with above are by no means the only factors applicable to a realistic SFRP game situation. The GM may discover other skills which have significant bearing on adventures and may wish to permit the PCs to develop them as they would those detailed in Section 3.0.

A sampling of additional skills is included below. These Secondary skills are more specialized than the basic Primary Skills discussed earlier. They are often tied to, or indicative of, a PC's profession or trade. Still, they add considerable detail and flavor to a game. GMs incorporating some or all of these skills can handle them exactly as they would Primary Skills, with the cost of developing skill ranks keyed to a PC's profession. Alternatively, the GM can assign a 2/5 development point cost to all secondary skills, regardless of the profession of the character involved. Secondary skill bonuses follow the same progression as primary skills.

SECONDARY SKILL DESCRIPTIONS

Ability	Related Stats	Applicable Maneuvers
Acrobatics	Ag/Qu	Bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. Helps reduce the effects of falls.
Acting	Pr/Em	Bonus for impersonating others, devising new identities, etc.
Advertising	In/Re	Bonus for successfully marketing a product or service. Must be developed separately for each culture encountered; otherwise bonus is halved for all but specific culture researched.
Administration	In/Em	Bonus for functioning successfully within any entity where record keeping, personnel interaction, and bureaucracy is present.
Animal Healing	Em/Re	Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 3 hits/rd bleeding.
Athletic Games	Ag/Qu	Bonus for playing any one game primarily involving agility, coordination and motor skills.
Caving	SD/Re	Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave.
Contortions	Ag/SD	Bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps escapes from bonds, etc.
Dance	Ag/In	Bonus when attempting to recreate a dance one witnesses, including rituals, etc.
Diplomacy	Pr/In	Bonus for operating successfully in a complex, bureaucratic environment, such as a royal court or any other large governmental or corporate structure. Tact, negotiation, and deceit are all facets of Diplomacy.

Diving	SD/Ag	Bonus for controlled falling maneuvers.
Drug Tolerance	Co/SD	Bonus for resisting the effects of any one type of intoxicant, poison, or other chemical substance. Bonus is applied directly to the RR. Skill must be developed separately for each type of drug (e.g., alcohol, sodium pentathol). One need not be conscious to have the bonus.
Falsification	Re/SD	Bonus for creation of false but believable manual writings or illustrations (e.g., forgery, counterfeiting, etc.).
Gambling	Me/Pr	Bonus when playing any game with a significant element of luck or bluffing.
Music	Ag/Em	Bonus knowledge of any one instrument, bonus skill in any one written musical language.
Navigation	Re/In	Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienting, and is applicable on land or water. Skill must be developed separately for each planet it is to be used on.
Propaganda	In/Em	Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large campaigns.
Public-speaking	Em/Pr	Bonus for impressing, entertaining, or manipulating large groups. Diplomacy is used when dealing with individuals.
Sailing	Em/In	Bonus for sailing maneuvers, and 5%/Skill level knowledge of a particular water-lore (e.g., about bays).
Seduction	Em/Pr	Bonus when attempting to emotionally, sensually, or sexually manipulate someone.
Signaling	Me/SD	Bonus when using any form of signal communication other than language. Signals can be visual (hand motions, flares) or audio.
Singing	Pr/In	Bonus for attempts to mimic tunes and vocalized notes.
Star-gazing	In/Me	Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to one's navigation skill. Must be developed separately for each planet; otherwise bonus is halved for all but specific planet researched.

Subduing	Ag/Qu	Bonus for attempts to immobilize a foe by applying a sharp, hand-delivered blow to precise point on the victim's upper body. An attack roll of 101+ results in a successful attack, although the victim still receives a RR. In order to use this skill, the character must approach the foe undetected and be able to strike before the latter can react. Should the foe be engaged in melee, the subduer's skill bonus is halved. Subduing attacks cannot be made against foes whose armor covers the entirety of their body above the legs.
Tracking	In/Re	Bonus for tracking maneuvers.
Trading	Pr/Em	Bonus for transactions involving a bargained exchange of money or goods.
Trickery	Pr/Qu	Bonus for any maneuvers involving sleight of hand: picking pockets, confusing sight tricks, and sleight-of-hand diversions.
Tumbling	Ag/SD	Bonus for horizontal dives, rolling, or vaulting maneuvers, or swinging on stationary objects.
Visual Arts	In/Em	Bonus for creating and comprehending works of art; Creation must be developed separately for each medium.
Weather-watch	In/Em	Bonus chance of determining local weather for next Standard Day.

3.6 SIMILAR SKILLS

3.61 WEAPON SKILLS FOR SIMILAR WEAPONS

Certain weapons require skills that are very similar to other weapons. For example, the use of a Blaster Pistol is very similar to the use of a Laser Pistol. In the basic rules, skill in every weapon must be developed separately.

This optional rule allows for skill in one weapon to affect the skill of a character in a "similar" weapon. The skill rank bonus with a particular weapon is the skill rank bonus with that weapon **or** half the skill rank bonus of any similar weapon — whichever is higher. Table 3.62 shows which classes of weapons are similar to one another. Any weapon not on Table 3.62 can be assigned a class by the Gamesmaster. The Gamesmaster might also vary the degree of "similarity" by varying the percentage of the bonus applied to similar weapons.

Example: Ryk has a +70 bonus with a Blaster Rifle and a +20 bonus with a Laser Rifle. Since they are "similar weapons" and 1/2 of 70 (i.e., 35) is higher than +20, Ryk can use a Laser Rifle with a +35 bonus.

Alternatively, a Gamesmaster may decide to allow weapons to be utilized with half the **skill rank** of a similar weapon, instead of half of the skill rank bonus.

3.62 DRIVING SKILLS FOR SIMILAR VEHICLES

This rule is identical to 13.11, except it allows similarity of driving skills for "similar" vehicles. The Gamesmaster may indicate the classes of similarity for the vehicles that exist in his world system.

Example: A group of similar vehicles might include gravitic cars and small gravitic trucks, as well as ground-effect cars.

The Gamesmaster should average the stat **bonuses** for the stats involved instead of averaging the stats themselves. This leads to higher stat bonuses; it also makes the integration of special stat bonuses.

3.72 SECONDARY SKILL DEVELOPMENT COST TABLE

ID# Skill	Stat	Skill Development Cost (Per Profession)												
		Armsman	Pilot	Explorer	SysTech	Electr.	ArmsTch	Rsrchr	Physcn	Engnr	CrimeT	Med T	Planetlgst	Telepath
1) Acrobatics	Ag/Qu	1/3	1/4	1/3	2/5	2/5	2/5	3/6	1/5	2/7	1/5	2/5	2/5	2/7
2) Acting	Pr/Em	2/5	1/5	1/4	2/5	3/6	3/5	3	1/5	2/7	1/4	2/5	2/6	2/7
3) Advertising	In/Re	7	5	3	4	4	5	2/5	3/6	2/7	1/4	3/6	3/6	2/7
4) Administration	In/Em	5	4	3	4	4	4	1/4	1/5	2	2/5	2/5	1/5	5
5) Animal Heal.	Em/Re	4	4	2/5	3/5	5	5	5	1/2	4	1/5	1/2	2/5	5
6) Animal Train	Em/In	2/7	2/5	1/4	4	5	5	4	2/5	2/5	1/4	2/4	2/5	1/6
7) Athletic Games	Ag/Qu	1/2	1/3	1/2	2/5	2/5	2/5	3/5	1/5	2/5	1/5	1/4	2/5	1/4
8) Caving	SD/Re	1/4	2/5	1/2	3	3	3	2/5	4	5	1/4	2/7	2/7	3
9) Contortions	Ag/SD	1/3	1/4	1/2	1/5	1/5	1/5	5	3/7	2/6	1/4	3	3	2/5
10) Diplomacy	Pr/In	2/5	1/4	1/3	2/5	2/5	2/5	1/4	1/4	1/4	1/2	1/3	1/3	1/3
11) Diving	SD/Ag	1/3	1/3	1/2	2/4	2/4	2/5	2/6	2/5	2/5	2/4	2/5	2/5	2/4
12) Drug Tolerance	Co/SD	1/3	1/3	1/2	2/5	2/5	2/5	5	2/5	2/6	1/3	2/5	2/6	1/2
13) Falsification	SD/Re	3	2/6	2/5	3	3	2/4	2/6	2/5	2/5	1/2	1/5	2/5	3
14) Gambling	Me/Pr	2/4	2/5	1/4	2/5	2/6	2/5	2/6	1/5	2/6	1/3	2/5	2/5	1/5
15) Music	Ag/Em	2/6	2/6	1/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/5
16) Navigation	Re/In	2/6	1/4	1/5	2/6	2/6	2/6	2/6	2/5	2/5	1/5	2/6	1/4	2/6
17) Propoganda	In/Em	4	4	2/5	3	3	3	2/6	3	3	1/4	2/5	2/5	2/4
18) Public-speak	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	1/5	2/5	2/5	1/4
19) Sailing	Em/In	2/6	2/6	1/5	2/6	3	3	3	2/7	2/6	2/5	3	3	3
20) Seduction	Em/Pr	2/6	2/5	1/6	2/6	2/5	2/5	4	2/6	2/7	2/4	2/6	2/6	2/4
21) Signaling	Me/SD	1/4	1/3	1/2	2/5	1/5	2/4	1/5	2/5	2/5	1/2	2/6	2/5	1/5
22) Singing	Pr/In	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5
23) Star-gazing	In/Me	2/6	2/6	1/5	2/5	2/6	2/6	2/6	2/5	2/5	2/5	2/6	2/6	1/5
24) Subduing	Ag/Qu	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	2/5
25) Tracking	In/Re	2/5	2/5	1/4	3	4	4	5	2/6	3	1/3	3	3	2/6
26) Trading	Re/Em	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	3/6
27) Trickery	Pr/Qu	2/6	2/5	1/5	3	3	3	4	3	3	1/4	3	3	1/5
28) Tumbling	Ag/SD	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	1/5
29) Visual Arts	In/Em	3	2	2	2/5	2/5	3	2/5	3/7	3	3	3/7	3	2/5
30) Weather-watch	In/Em	2/7	2/7	1/5	3/7	3/7	3/7	2/7	3	2/5	2	3	1/4	3
		Armsman	Pilot	Explorer	SysTech	Electr.	ArmsTch	Rsrchr	Physcn	Engnr	CrimeT	MedT	Planetlgst	Telepath

Semi-Telepaths use the 2ndary skill costs for their non-Telepath profession.

3.71 CHARACTER DEVELOPMENT CHART

CLASS	Maneuver in Armor				Weapons Skills		General Skills											
	Light Body Armor	Armored Suits	Armored Exoskeleton	Powered Armor	1-handed edged 1-handed crushing 2-handed Bows Thrown Pole Arms	1-h projectile 2-h projectile Support Projectile 1-h energy 2-h energy Support Energy Launchers	Climbing	Swimming	Riding	Disarm Traps	Pick Locks	Stalking and Hiding	Perception	Driving **	Atmospheric Pilot **	Marine Pilot **		
Armsman	1/*	1/*	2/*	2/*	1/5,2/4,2/7,2/7,2/7,5		3/7	2/6	2/6	4/8	4/8	2/5	2/5	1/6	3/6	3/7		
Pilot	1/*	1/*	2/*	4	2/5,2/7,3/9,4,4,4		3	3	3	4	4	3	2/4	1/4	2/4	2/5		
Explorer	1/*	1/*	2/*	4/*	2/5,2/5,3/9,3/9,3/9,5		3/7	2/5	2/5	2/5	3/6	1/4	1/4	1/6	3/6	2/5		
Systems Tech	1/*	2/*	3/*	4/*	2/7,2/7,4,4,4,6		3/7	2/6	2/6	2/5	2/5	3/6	2/5	1/5	4/9	2/5		
Electrician	1/*	2/*	3/*	4/*	2/7,3/9,5,5,5,7		3/7	2/6	2/6	4/8	4/8	3/6	2/5	1/6	4/9	3/7		
Arms Tech	1/*	2/*	3/*	4/*	2/7,3/9,5,5,5,7		3/7	2/6	2/6	4/8	4/8	3/6	2/5	1/6	4/9	3/7		
Researcher	1/*	3/*	3	11	2/7,6,7,9,9,9		5	3	3	7	7	6	3	1/6	4/9	3/7		
Physician	1/*	3/*	3	11	3/9,6,7,7,7,15		5	3	3	7	7	6	3	1/6	4/9	3/7		
Engineer	1/*	2/*	3	4	2/7,2/7,4,4,6,8		5	3	3	4/8	4	5	3	1/6	4/9	3/7		
Criminologist	1/*	2/*	3	11	2/4,2/5,2/7,2/7,5,5		3/7	2/6	2/6	2/5	1/4	1/4	1/3	1/6	4/9	3/7		
Med Tech	1/*	2/*	3	11	2/7,3/9,5,8,8,15		3/7	2/6	2/6	5	5	5	2/5	1/6	4/9	3/7		
Planetologist	1/*	2/*	3	11	2/5,2/7,3/9,4,4,15		3/7	2/6	2/6	2/5	4	3/6	1/4	1/6	4/9	2/5		
True Telepath	1/*	2/*	3/*	11	2/5,3/9,4,7,8,15		3	3	2	5	5	3	2	1	5	3		
Semi-Telepath	1/*	2/*	3/*	11	2/5,3/9,4,4,6,8		3	3	2	4	4	3	2	1/6	4	3		
Special Skills																		
	Ambush	Linguistics	Adrenal Moves **	Adrenal Defence	Marital Arts **	Body Development	Forgery	Counterfeiting	Survival **	First Aid	Scanner Analysis **	Airborne Assault	Combat Pilot	AFV Crewmember	Alien Environments	Missile Artillery	Heavy Energy Projectors	Mounted Weapons Ambush
Armsman	3/8	3/*	5	20	1/5	2/5	5	5	1/3	1/3	1/3	1/2	2/4	1/2	1/2	2	2	2/5
Pilot	3	2/*	5	20	3/7	2/7	5	5	1/3	1/3	1/3	2/4	1/2	2	1/2	2	2	3/7
Explorer	2/5	3/*	5	20	3/7	2/7	5	5	1/2/2	1/3	1/2	2	2/4	3	1/2	2	3	3/8
Systems Tech	5	3/*	6	20	3/7	3/8	5	3	1/4	1/4	1/3	2	4	1	2	2	3	5
Electrician	5	3/*	6	20	3/7	3/9	5	5	1/4	1/3	1/3	2	4	3	2	2	3	5
Arms Tech	5	3/*	6	20	3/7	3/9	5	5	1/4	1/4	1/3	2	4	3	2	1	1	2/5
Researcher	9	1/*	6	20	3/8	6	5	5	2/4	2/4	2/5	8	10	10	4	10	10	9
Physician	9	1/*	6	20	3/8	3	5	5	1/4	1/2	1/3	8	10	10	4	10	10	9
Engineer	9	1/*	6	20	3/8	3	4	5	1/4	1/4	1/3	4	4	4	4	4	4	9
Criminologist	2/5	2/*	5	20	2/7	3/8	2/5	2/5	1/4	1/4	1/2	4	8	4	4	8	8	3
Med Tech	5	2/*	6	20	3/7	3/9	5	5	1/4	1/2/2	1/2	4	8	4	4	8	8	5
Planetologist	3	1/*	5	20	2/7	3/8	5	5	1/3	1/4	1/2	4	8	4	1/3	8	8	3
True Telepath	3	2/*	5	7	2/7	5	5	5	1/4	1/4	3	8	10	10	4	10	10	10
Semi-Telepath	3	2/*	5	15	3/7	5	5	5	1/4	1/4	2	8	10	10	4	10	10	10
Astronautic Skills																		
	Orbital Pilot	N-Space Pilot	Hyperspace Pilot	N-Space Astrogation	Hyperspace Astrogation	Sensor Analysis	Electronic Warfare/Communication	Mechanical Technics	Weapons Technics	Electronics Technics	Computer Technics	Power Systems Tech	Crime Technics	Medical technics	Cybernetic Technics	Genetic Technics		
Armsman	3	3	4	4	4	3	2/4	3	2	3	3	4	4	4	3	5		
Pilot	1/2	1/2	1/2	1/2	1/2	1/2	1/2	2	2	1	2	2	4	4	3	5		
Explorer	1	1	1	1	1	1/2	2/4	3	3	3	3	3	3	3	2	5		
Systems Tech	3	3	3	4	5	4	4	1/2/2	1/2	1/2	1/2	1/2	2	2	1/2	5		
Electrician	4	4	4	4	5	4	2/4	1/3	1/3	1/2/2	1/2/2	1/3	2	2	1/2	5		
Arms Tech	3	3	4	5	4	4	4	1/3	1/2/2	1/2	1/3	1/2	2	2	1/2	5		
Researcher	5	5	5	5	5	3	8	2	2	2	2	2	2	2	2	2		
Physician	5	5	5	5	5	3	8	4	4	4	4	5	6	1/2/2	1/2	1/2/2		
Engineer	3	3	4	4	5	3	5	1/2	1/2	1/2	1/2	1/2	1/2	4	1/2	1/2		
Criminologist	5	5	5	5	6	4	2/5	1/3	1/2	1/3	2/4	2/4	1/2/2	2	2	5		
Med Tech	5	5	5	5	6	4	4	2	2	2	2	4	4	1/2/2	1/2	2/4		
Planetologist	5	5	5	5	6	1/2	2/5	2	2	2	2	2	4	2	3	5		
True Telepath	5	5	5	5	6	6	7	4	3	3	3	4	4	4	4	10		
Semi-Telepath	5	5	5	5	5	5	6	3	3	3	3	4	4	4	4	10		

	Scientific Skills																
	General Physics	Advanced Math	Chemistry	Planetology	Astronomy	Metallurgy	Tachion Physics	Biochemistry [XENO]	Botany [XENO]	Zoology [XENO]	History [XENO]	Anthropology [XENO]	Psychology [XENO]	Medicine [XENO]	Medical Practice	Genetics	Cybernetics
Armsman	1	1	2	2	2	3	3	2	2	2	3	3	3	8	8	5	6
Pilot	1	1	2	2/4	2/*	3	3	2	2	2	3	3	3	8	8	5	5
Explorer	1/2	1/2	2	1/4	1	2	3	1	1	1	2	2	2	8	8	5	5
Systems Tech	1/*	1/*	2	2	2	3	3	2	2	2	3	3	3	8	8	4	3
Electrician	1/*	1/*	2	2	2	3	3	2	2	2	3	3	3	8	8	4	2
Arms Tech	1/2	1/2	2	2	2	3	3	2	2	2	3	3	3	8	8	4	4
Researcher	1/*	1/*	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	5	6	1/2	1/2
Physician	1/2	1/2	1/2	2	2	3	3	1/2	1/2	1/2	2	2	2	1/2	1/2	1/2	1/2
Engineer	1/*	1/*	1/2	1/2	2	2	2	2	2	2	2	2	2	8	8	3	1/2
Criminologist	1	1	2	2	2	3	3	2	2	2	2	2	2	8	8	4	3
Med Tech	1/2	1/2	1	2	2	3	3	1	1	1	2	2	2	5	6	2	2
Planetologist	1/2	1/2	1/2	1/2/2	1/2	1/2	2	2	1	1	1	1	1	4	7	5	4
True Telepath	1	1	2	2	2	3	4	2	2	2	3	3	3	10	8	10	10
Semi-Telepath	1	1	2	2	2	3	4	2	2	2	2	2	2	8	8	8	8

	Engineering Skills					PsLists			
	Mechanical Engineering	Weapons Design	Electronics	Computers	Power Systems Theory	Psion Lists Costs			
Armsman	5	4	5	6	7	—	—	—	—
Pilot	5	5	5	6	6	—	—	—	—
Explorer	5	5	5	6	7	—	—	—	—
Systems Tech	1	3	5	6	4	—	—	—	—
Electrician	5	5	2	2	6	—	—	—	—
Arms Tech	5	2	5	6	3	—	—	—	—
Researcher	1	1	1	1	1	—	—	—	—
Physician	5	5	5	6	7	—	—	—	—
Engineer	1/2	1/2	1/2	1/2	1/2	—	—	—	—
Criminologist	5	5	4	5	6	—	—	—	—
Med Tech	6	6	6	6	7	—	—	—	—
Planetologist	6	6	6	6	7	—	—	—	—
True Telepath	6	6	6	7	10	1/*	2/*	3/*	4/*
Semi-Telepath	5	5	5	6	7	2/*	5/*	—	—



4.0 PROFESSIONS

Each character must have a profession, sometimes called a character class. A character's profession reflects the fact that his early training and apprenticeship have moulded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills; it merely makes some skills harder and others easier to develop.

Every profession falls into one of 5 different categories based upon its area of concentration: the realm of Astronautics, the realm of Machine Technology, the realm of Science, the realm of Field Science, and the realm of Telepathy or combinations of Telepathy and one of the other realms.

For each profession, two out of the ten stats are especially important; these two stats are called the profession's "prime requisites". A character is guaranteed of having at least 90's in each of his prime requisites (see Section 10.1).

Let it first be said that the Character Classes given below are suggestions, and are even less absolute than the **Character Law** classes. In the more complex society of **Space Master**, with so many variable overlapping skills, dozens of 'Professions' suggest themselves. The Class of *Researcher* is an excellent example of a general concept from which dozens of specific professions can spring. Thus the Gamesmaster should feel free to create other, custom Classes, using these rules as a guide. As always, though, care should be taken to maintain play balance.

4.1 ASTRONAUTS

ASTRONAUTS: The following three classes involve the front line of adventuring in **Space Master**, concentrating on the skills of combat, and operating the myriad weapons and ships available.

Armsman: The arms specialists of **Space Master**, Armsmen learn most combat related skills more easily than any other character class. Picks in both hand and mounted weapons are readily accessible, as well as driving and some combat pilot skills. They also gain Tech skills fairly easily. In addition to their skill with weapons, Armsmen receive a bonus of +3 per level on all conventional and energy weapons attacks, both hand and mounted, up to and including 20th level. The Prime Requisites for Armsmen are Quickness and Constitution.

Pilot: As the name suggests, Pilots focus on skills relating to the control of vehicles, from land cars to spacecraft. They also pick up many Tech skills with relative ease, as well as shipboard combat abilities. In addition to their skill with weapons, Pilots receive a bonus of +2 per level on all Driving, Piloting, and Astrogation skills, up to and including 20th level. The Prime Requisites for a Pilot are Quickness and Agility.

Explorer: A fusion of Armsman and Pilot, Explorers can gain some skill in both weapons and piloting. In addition they are often skilled in Survival skills, First Aid, Stalking and Hiding. Explorers receive a bonus of +2 per level on all Piloting, Astrogation and Survival skills, up to and including 20th level. The Prime Requisites for an Explorer are Quickness and Agility.

4.2 MACHINE TECHNICIANS

MACHINE TECHNICIANS: The following classes use skills relating to the actual repair and construction of mechanical and electrical devices. Although they have access to Research/Design skills, that is not their specialty.

Systems Tech: This profession specializes in Mechanical and Power systems — including ship drives and reactors — and receives a +2 per level (up to and including 20th) when engaging in repairs or construction in those areas. Prime Requisites for the Systems Tech are Intuition and Agility.

Electrician: Electrical Techs concentrate on Computer systems, all non-weaponry electronics large or small, and all robotics repair and construction. Electricians receive a +2 per level (up to and including 20th) when using Electronics Technics, Computer Technics, and Cybernetic Technics skills. Prime Requisites for the Electrician are Intuition and Agility.

Arms Tech: These Technicians have a special aptitude not only for repairing and building hand arms, but mounted weaponry, fire control systems, and associated gunnery equipment. Arms Techs receive a +2 bonus per level, up to and including 20th, when using Mechanical Technics, Electronics Technics, and of course, Weapons Technics skills. Prime Requisites for the Arms Tech are Intuition and Agility.

4.3 RESEARCH SCIENTISTS

SCIENTISTS: The classes listed below are less adept at field work than research and design skills. They have easiest access to Scientific Skills.

Researcher: The general Academician, Researchers embrace the full range of physical and social sciences, with the exception of Engineering, Medicine and Computers, which are huge realms in themselves. Researchers gain +1 per level in all Scientific skills except Psychology, Medicine, Medical Practice, Genetics and Cybernetics. The Prime Requisites for the Researcher are Intuition and Memory.

Physician: The role of the Physician in **Space Master** includes more than ever before. They possess an aptitude not only for surgical and diagnostic skills, but also Cybernetics and Genetics. Physicians gain +2 per level in First Aid, Psychology, Medicine, Medical Practice, Cybernetics and Genetics, as well as Medical Technics and Genetic Technics. Prime Requisites for the Physician are Empathy and Reasoning.

Engineer: While Engineers have access to the Technic skills, their concentration is more in the design of machines, systems and programs rather than hands-on repair and construction. As a result, they are more able to analyse and understand new and unknown items. Engineers gain +2 per level in all Engineering skills. Prime Requisites for the Engineer are Intuition and Reasoning.

4.4 FIELD SCIENTISTS

FIELD SCIENTISTS: The next three professions combine the abilities of a research scientist with aptitudes in combat and Astronautic skills.

Criminologist: Those choosing this profession can fall on either side of the Law, being either masters of the technologies of committing crime (devices to forge, infiltrate and pick locks) or to deter and apprehend criminals. Criminologists receive +2 per level in Crime Technics, Scanner Analysis, Forgery and Counterfeiting, as well as the Secondary skills of Drug Tolerance, Falsification, Seduction and Subduing. The Prime requisites for a Crime Tech are Agility and Intuition.

Med Tech: Combining First Aid skills with those of Medicine, Cybernetics and Genetics, Med Techs have the most general aptitudes in the field of Medicine, though they concentrate more on the 'machine' aspects: medical equipment repairs, etc. Med Techs receive a +2 per level in Medical Technics, Cybernetic Technics, First Aid, and Medscanner analysis. The Prime requisites for a Med Tech are Agility and Empathy.

Planetologist: With aptitudes in survival and other field skills as well as Planetology and related sciences, Planetologists often serve with field archeological teams and Survey parties. Planetologists receive a +2 bonus per level in Planetology, Scanner Analysis and the Xeno Scientific skills of Biochemistry, Botany, Zoology, History and Anthropology. The Prime requisites for a Planetologist are Reasoning and Intuition.

4.5 TELEPATHS

TELEPATHS: A special character class, a Telepathic PC has the option of not only choosing the profession of Pure Telepath, but being a combined Character Class, such as Explorer/Telepath. For detailed rules on these professions, refer to Section III.

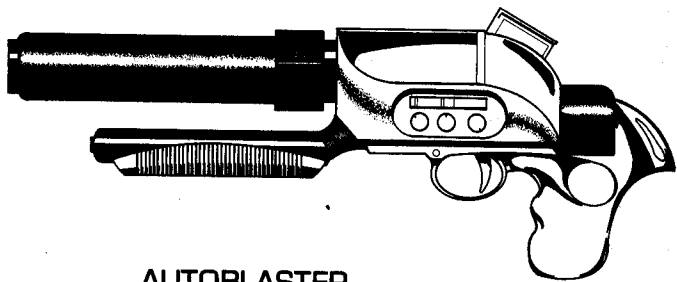
True Telepath: This profession is devoted solely to the powers of the mind. Those who are True Telepaths have access to all Psion lists. The Prime Requisites for True Telepaths are always Self-Discipline and Presence. Self-Discipline is used to determine Psion Points.

Semi-Telepath: When this option is chosen, the Telepath may replace two boxed sets of Telepath pick costs ("Weapon Skills" or "Astro Skills" for instance) with the pick costs of the other Profession, reflecting a better aptitude in those skills. His Prime Requisites are based upon what field of Telepathy he chooses:

Field	Prime Requisites
VISION	Intuition, Memory
ALTERATION	Empathy, Self-Discipline
CONTROL	Presence, Intuition
SELF-MASTERY	Self-Discipline, Reasoning

In each case, the first stat is used to determine Psion Points.

Part III should be carefully read before development of a Telepath or Semi-Telepath attempted. Note that Semi-Telepaths do not receive the per-level skill bonuses that the regular full professions do.



AUTOBLASTER
Neufeld

5.0 EXPERIENCE AND ADVANCING LEVELS

Each character in a fantasy role-playing game has a "level" that represents how capable he is. Characters become more powerful and skilled by advancing levels as they gain "experience". Experience is represented in play by experience points which the Gamesmaster awards to characters for certain activities and achievements. Normally, a character starts play as a 1st level character, and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain totals, as explained in Section 5.0 and Table 10.86.

5.1 EXPERIENCE GUIDELINES

The rewards derived from fantasy role playing are many, and among these, experience point accumulation is probably the most graphic. It is a significant factor under most SFRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the Gamesmaster, especially in cases where the computation of the points is time-consuming.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the Gamesmaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines; the Gamesmaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamesmaster may total and reward experience points at any convenient time. This usually occurs at the beginning or end of a session of play.

THE EXPERIENCE GUIDELINE CHART — The basic point values for certain experiences are given in Table 5.2. They are the normal rewards and are subject to modification as a result of circumstance. The experience multipliers reflect the "uniqueness" and the learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless otherwise specified by an "****".

To calculate a player's experience points, simply find the number of points he or she receives from each experience point category and then (1) apply the relevant bonuses; (2) use the multipliers to get an adjusted figure in those categories where the experience was unique or routine; and (3) add the adjusted totals to get the experience sum awarded. The GM may wish to install his own categories or bonuses if needed (e.g., "quest points" or "miscellaneous points").

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. This includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a Psion in a given fix, or has a given religious experience periodically.

EXPERIENCE POINT MULTIPLIERS — All of the experience point guidelines given in Chart 5.2 may be multiplied by 5 if the activity has never been performed before by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine.

NEGATIVE EXPERIENCE POINTS — Negative points can be awarded if the Gamesmaster feels that the actions of a character demonstrate a regression in the learning process. ICE feels these cases should be rare, if they exist at all.

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level, he loses all benefits earned for that level (Resistance Rolls and combat bonuses), although he retains his acquired skills. Skills currently being learned and stat gains are not acquired until he next reaches a level he had not previously attained.

MISCELLANEOUS POINTS — Most of the experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity usually under time constraints, such as fighting, maneuvering and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment). Travel points reflect the experience gained by traveling through new and stimulating regions. The Gamesmaster should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, etc.).

These points may also be awarded by the Gamesmaster for events that have special significance to a given character (e.g., having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat Psions, etc.). They are also awarded for any actions or accomplishments that the Gamesmaster deems worthy of reward.

5.2 EXPERIENCE GUIDELINES CHART

BASIC EXPERIENCE MULTIPLIERS(relates to specific characters and situations):

1st Time	2nd Time	Subsequent Times	Routine
x5	x2	x1	x½

EXPERIENCE VALUES: Exper. Category (and multipliers)	Value	Notes																		
1) Kill Points Kill points Kill point bonus for own race Kill point bonus for other races Kill points for non-personnel targets Kill point multipliers 1/10x - foe is unarmed 1/5x - foe is underarmed 1/5x - foe has no opportunity to respond to the attack 1x - foe has comparable arms 1 1/2x - foe has superior arms	$\#hits + (20 \times lvl)$ 150 100 - 2000 $\#hits + (10 \times AT)$ with bonus points determined by the Gamemaster if justified.	E.g. A human kills another human who is 10th level and takes 75 hits. The victim is worth 375 Kill Points: $20 \times 10(\text{level}) + 75(\text{hits}) + 100(\text{own race})$. E.g. A Devonian gunship obliterates an armed 1000 hit exploration vessel in a quick battle. It was AT 23. The gunship gunners would share 1230 Kill Points: $10 \times 23(AT) + 1000(\text{hits})$. Add bonus to standard Kill Point value before applying the multipliers. For vehicular battles, Kill Points are distributed equally to all personnel directly involved in the combat at the time of the kill. For personal combat, Kill Points are awarded to the character delivering the killing blow. While in a vehicular unit, experience for Hit Points received are distributed equally among all command personnel. Experience for hits delivered are distributed directly to the persons responsible.																		
2) Hit Points 1/2x - You are knocked out 2x - Foe is knocked out	1 experience point for every hit you receive or deliver. 1 experience point for every hit the vehicle receives or delivers.																			
3) Critical Points 1/10x - Foe is unconscious 1/10x - Foe is immobilized or disarmed 1/5x - Foe is stunned 1/5x - Foe vehicle is unshielded/sensor blind 2x - In single combat with foe	A Critical = $5 \times lvl$ B Critical = $10 \times lvl$ C Critical = $15 \times lvl$ D Critical = $20 \times lvl$ E Critical = $25 \times lvl$	These points are given for any criticals inflicted on a foe, regardless of their effect.																		
4) Idea Points	50% of sum of the group's total points (other than ideas) where one's plan was the reason for the success. If more than one character conceived of the plan, allot equal portions of the Idea Points to each of them.	Calculate the total number of points the members of the group got as a result of the event or action. Divide figure in half, rounding up. This is the group Idea Point total, and should be awarded to the one or more persons who conceived of the successful plan. Where there was no plan (they succeeded through sheer luck or brute force), no Idea Points can be awarded. E.g. A group gains 4000 experience points during a successful excursion planned by two group members. The Idea Point total equals 2000: $4000 \times 1/2$. Each planner gets 1000 points provided that each made an equal contribution to the plan.																		
5) Maneuver Points 1/2x - Routine thru Medium 1x - Hard thru Extremely Hard 2x - Sheer Folly and Absurd (extra 1 1/2x - Damaged)	Value is equal to the number of experience points which were generated as a direct result of the maneuver, even if those resultant points were generated by a character other than the one which performed the maneuver. The Gamemaster may also award Maneuver Points for unique or daring moves. In this case the GM can consult the following chart. <table><tr><td>Routine</td><td>0</td></tr><tr><td>Easy</td><td>5</td></tr><tr><td>Light</td><td>10</td></tr><tr><td>Medium</td><td>50</td></tr><tr><td>Hard</td><td>100</td></tr><tr><td>Very Hard</td><td>150</td></tr><tr><td>Extremely Hard</td><td>200</td></tr><tr><td>Sheer Folly</td><td>300</td></tr><tr><td>Absurd</td><td>500</td></tr></table>	Routine	0	Easy	5	Light	10	Medium	50	Hard	100	Very Hard	150	Extremely Hard	200	Sheer Folly	300	Absurd	500	Calculate the total number of experience points that resulted from someone's successful, planned maneuver of a truly inspired nature (E.g. Mr. B, the neo-human, is pinned down by hostile laser fire while his commander, Jocko, who is about to be eaten by an ugly carnivore, is in a large pit only 10 meters away. Mr. B sees Jocko's MLA pistol 2 meters in front of him, near some cover. Mr. B braves the fire and tumbles towards the pistol, grabbing and hurling it towards Jocko, while following through with his tumble and getting behind the cover. Jocko catches the pistol and kills the beast at the last possible moment. In this case, if Mr. B survived, he would get Maneuver Points equal to the total that Jocko got for killing the ugly carnivore.) If Mr. B's maneuver had allowed him to kill the beast, he would have received the Kill Points, and the Maneuver Points.
Routine	0																			
Easy	5																			
Light	10																			
Medium	50																			
Hard	100																			
Very Hard	150																			
Extremely Hard	200																			
Sheer Folly	300																			
Absurd	500																			

6) Near Death Points	One half of your own kill point value.	Calculate the value of the player using the basic Kill Points. Do not use the "own race" bonus. If the player was given a normally mortal wound, but survived, then the player would receive half of his own Kill Point total.
7) Travel Points 2x - Rugged/moderately dangerous terrain 2x - For Astrogator supplying accurate course plot 2x - For Pilot successfully executing all the required maneuvers. 3x - Extremely dangerous terrain/territory	5 experience points for every 10 kms that a character travels while conscious and able to interact with the environment. 1 experience point for every 20 kms of air, sea, or vehicular ground travel. 1 experience point for every 100 LS of N-space travel. 1 experience point for every LY of hyperspace travel. 10 experience points for every successful orbital maneuver.	Calculate a player's travel distance and take great care when applying the multipliers. Do not be concerned with distance accumulated traveling around the house or in a space ship, etc. This value should be a simple approximation based on "travel". Do not award points for travel while asleep, or during induced unconsciousness. Also do not award the points for instantaneous travel like teleportation. Hypershunting can not be modified due to travel through dangerous territory because it occurs in an alternate and impartial universe.
8) Psion Points	1 experience point for every power point used by the player.	E.g. Karlson casts a 5th level psion using 5 power points. On top of any other points he may have received as a result of the psion's effects, he is awarded 5 experience points just for casting it. The psions cast must have some purpose; a telepath gets no points for just using all of his points at the end of the day.
9) Research Points 1/2x - Subsequent attempt at same problem 0x - Routine 1x - Easy 2x - Moderate 5x - Hard 10x - Complex 50x - Very Complex 500x - Absurd (Basic experience multiplier is applicable for the scientific skill type used, not the specific problem encountered.)	Experience points equal the % of the total research accomplished in the attempt.	Experience points for research are distributed equally to all persons on the research team. E.g. 500 Research Points are generated in an atmospheric analysis. Two scientists use their skills in a joint effort, so they get 250 experience points each.
10) Modification / Construction Points 2x - Equipment works under field conditions after the initial modification/construction. 1/2x - Equipment works under field conditions only after a subsequent mod/construct. 0x - Routine 1x - Easy 2x - Moderate 5x - Hard 10x - Complex 50x - Very Complex 500x - Absurd (Basic experience modifier for new mods/constructs, only apply to the relevant technic skill used.)	Experience points awarded equal the unmodified dice result rolled for a successful mod/construct attempt.	Modification/Construction points are awarded after the character(s) know that their equipment works under field conditions. Points are distributed equally among team members. This category can also be used for awarding points for successful medical operations.
11) Repair Points 1x - Routine 2x - Light 3x - Moderate 4x - Severe 5x - Very Severe 10x - Extremely Severe	Experience points awarded equal the final unmodified dice result rolled for the completed repair. ALSO 1 experience point granted for every damage point repaired on any vehicular (robot, ship, aircraft, etc.) unit.	Repair Points are divided equally among the repair team members.

5.3 A CHARACTER'S LEVEL

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. Table 10.84 summarizes which experience point totals correspond to which levels.

Levels have no effect whatsoever on skills, maneuvers or any areas except as specifically stated below. Characters of 20th level and above, however, are generally classified as "Masters" and are usually identifiable amongst a collection of lesser beings by their bearing and the deference shown them by others knowledgeable of their status.

LEVEL COMBAT BONUSES — Certain character classes derive combat bonuses from their level. In addition to specific weapons skills, characters in certain professions can accumulate extraordinary combat knowledge that is generally applicable. Simple things like knowing where to strike an opponent in a situation where two targets present themselves, kicking dust at your opponent in a power sword duel, and generally getting the maximum out of your own skills and abilities are all examples of bonuses that Armsmen can acquire over Psion Scientists. The former concentrate heavily on learning them, while the latter must devote themselves to at least maintaining their Psion abilities.

Armsmen get +3 per level added to their OB's.

Explorers and Pilots get +2 per level added to their OB's.

All Field Scientists get +1 per level added to their OB's.

All other professions get no level combat bonus.

These level combat bonuses are applicable to all Offensive Bonuses (see Section 10.87), including both missile and melee OB's. The number of points that a character spends to develop weapons skills has no effect on this bonus for level. The acquisition of skills may allow a character to function, minimally, in another profession, but it will not override years of adolescent training and apprenticeship in molding a character's study habits and attitudes.

This level combat bonus due to level does not increase after 20th level.

5.4 ADVANCING A LEVEL

When his character advances (goes up) a level, a player must perform several actions. He must make "stat gain rolls" to determine if his character's temporary stats rise or fall (see below). His skill ranks increase for the skills which he has been learning and developing since he last advanced a level, and he begins the skill development process once again. To develop a skill, he allocates development points to it in order to increase the skill's rank. This process is identical to apprenticeship skill development and is described in Sections 10.4 and 10.5. Finally, any skill bonuses whose components have changed must be re-totaled.

STAT GAIN ROLLS — Upon reaching a new experience level, a character is entitled to make stat gain rolls to determine if his temporary stats rise or fall. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value. For each stat, roll D100. A roll of 01-04 results in a decrease in that stat of the indicated number of points (a temporary regression of 2-8 due to overstress). A roll of 05 or higher on a stat that has not yet reached its potential may result in a stat gain. Consult Table 10.82, cross-indexing the roll with the difference between the temporary (real) and potential value of that stat; the result is the increase in the affected temporary stat.

Example: Teruk's Empathy is a 57, his potential is 71 (a difference of 14). He rolls a 47, which (on the 12-14 column) yields a +5. His empathy is now 62. He proceeds to his Intuition and rolls again.

SKILL DEVELOPMENT — Upon reaching a new experience level, a character gains the benefits of skills he has been learning and begins to learn new ones. Provided they have been developing the skills to the satisfaction of the Gamesmaster, characters are considered to have acquired their skills by the time they reach the next level. At this point they again begin the skill development process, determining the number of development points they have on the basis of their (possibly) new stats and expend those points to begin to learn skill.

Should a character gain an experience level without having first completed this process (i.e., enough experience points attained to advance two levels), he gains the skills picked at the previous level. For example, if a character gets enough experience to advance 2 levels, he would acquire twice the skill levels being developed.

SUMMARY — This is a summary of the process usually followed when advancing an experience level.

- A. Make stat gain rolls.
- B. Receive benefits of skills developed since previous level (if 2 levels advance, double benefits).
- C. Receive special level bonuses and modifications; level combat and level spell bonuses; Resistance Roll modifications due to level.
- D. Update Psion lists (if applicable).
- E. Expend development points on skills to be developed for next level.

6.0 RACE AND CULTURE

6.1 SOME HOMINOID RACES AND VARIATIONS

Let us begin this discussion by defining the parameters of the sentient beings that players in the **Space Master** universe will likely be encountering. The majority of sentients encountered by the players (or used as characters) will ultimately harken back to Terran stock. Because the **Space Master** universe is so far in our future (about nine thousand years), the old racial connections to Terra will be blurred, as many cultures will have been separated from their forefathers for millennia. If one accepts the hypothesis that ancient alien beings visited earth during man's infancy and transplanted *Homo sapiens* stock to other planets, (and even performed genetic alterations there), then the presence of subspecies humans can also be justified. Below, in section 6.14, a few options for alien beings in **Space Master** will be introduced for the bold.

In most cases then, players will be interacting with hominoids. Hominoids are defined as any being or machine which resembles the classic Hominid form. In **Space Master**, the most common hominoids are: Terran humans (that's us), xeno-humans (humans of other worlds), humanoids (naturally occurring genetic drift mutations), transhumans (eugenic improvements on the base human), neo-humans (constituting the next natural evolutionary threshold of humanity in general), Alterant Replicants (beings which are genetically altered in the pre-fetal stages), hominid clones (exact duplications), cybernetic organisms (half-hominid, half-machine beings), Androids (sentient machines in hominid form), and any other sentient beings with hominid configurations having a hydrocarbon based physiology. This latter classification of the hominoid is the source of the most "alien" of creatures that one will find in **Space Master**, as their evolution and technological development would be incomparable to human standards.

Below are discussed a number of races, racial improvements, and even Androids as possibilities for player-characters. The GM is cautioned, as always, to make every effort to maintain play balance when granting PC's extra abilities. Within each of the following sections (Terran Mutations and Eugenic Products, Alterant Replicants, and aliens) are detailed a few variant types, which refer directly to the types in the Racial Statistics Chart, 6.5.

6.11 TERRAN MUTATIONS AND EUGENIC PRODUCTS

This division includes hominoids derived from basic Terran stock races; minor natural mutations which may have occurred due to genetic drift, and improvements made through selective breeding. In some cases an actual sub-species of mankind will have been the result of the manipulation.

Natural Mutations

Humanoid I: A once human population which has been influenced by a heavy gravity field. This sub-species has therefore developed more bulky and powerful muscles, but their mental abilities, reflexes and agility have suffered due to other environmental effects. The conquering Terrans have found this type of humanoid appropriate for heavy labor and warrior-related purposes.

Humanoid II: A race which has become quicker and more agile than average, but perhaps not as strong as the stock specimens.

Humanoid III: A highly intelligent hominoid race whose muscle and bone structures have atrophied somewhat. When Humanoid III's are integrated into normal human societies, they excel at the research sciences.

Another mutation type is known as the Eugenics product. They are the result of careful parental selection over generational spans to reinforce positive attributes and suppress inferior ones. It is an artificially accelerated evolution. Keep in mind that the examples given below are just that — examples. Many variations are possible, but the GM must keep in mind at all times the necessity for play balance.

Eugenic Improvements:

Transhuman I: Bred to be fighters, this type is extremely strong, though not particularly agile, and rather slow-witted. Excellent bodyguards or mercenary warriors.

Transhuman II: Excellent agility and memory for technical systems; understands same very well. They make perfect technicians and engineers.

Transhuman III: Highly intelligent mutations, these are bred for research and information maintenance. They are often trained in *Memory Mode*.

Transhuman IV: Superb Telepath potential, at the expense of other abilities.

Transhuman V: "The Ultimate Man" (or woman, etc.), this type combines superiority in all abilities. A PC should rarely be one of these, and if so, they should have a serious flaw elsewhere in their makeup. They tend to suffer from overconfidence, and often have a real ego problem, making them intolerable traveling companions but excellent foes.

6.12 ALTERANT REPLICANTS

Alterant Replicant is the name given to the product of a radical departure from standard breeding techniques, where the pre-fetal organism has its genetic material altered to create a new being.

Often the resulting Replicant is sterile, though more recent and specialized models are capable of viable reproduction. In these latter cases the offspring reflect the genetic alterations. As one can probably surmise from the Alterant Replicant production method, a producer needs a good base stock of genetic material in order to create the best modifications. Therefore, there is a bustling Black Market for excellent (and unwary) genetic specimens.

As with the Eugenic mutations, keep in mind that the types below are just general guides; other specialized types are available — but play balance remains an important factor.

Note that while Replicants are in general more resistant to poison and disease, they are highly susceptible to certain viruses and bacteria which are harmless to normal humans.

Type I: Excellent Armsman or Astronaut, though not given to creative thinking. Often equipped with additional physically-related special abilities.

Type II: Can be bought complete with data on many systems pre-programmed. Unsurpassed tech, though not useful when dealing with unfamiliar equipment.

Type III: Often an aide or assistant, this Type is usually trained in *Memory Mode* and *Truthtrance*.

Type IV: Sometimes called the 'basic pleasure model', this Type is used for "personal recreation". He is always endowed with superior appearance and is often specially 'skilled'.

Type V: It is inevitable that any given technological breakthrough that may help mankind will eventually become twisted in the extreme. Such is the case with the Labor model of the Alterant Replicant. This being's creative and intellectual thought processes have been retarded so that he may be used as the ultimate source of inexpensive labor. This model's presence is morally repugnant in many societies.

6.13 ANDROIDS

First let us draw the distinction between Android and Robot: an Android is built to resemble closely a humanoid (or other race) being. Androids by the time of **Space Master** are so well constructed that a Multiscanner (or similar probe device) is required to differentiate their presence. Advances in synthetic materials and micro-circuitry allow for such luxuries as heat units to warm the skin, and pseudo-vascules pumping fluids to simulate blood flow, etc. His eyes and mouth are moist; body hair articulated, etc.

Robots, on the other hand, tend to be more specialized, less flexible, and do not resemble living beings in the least. Robots come in a variety of forms, and their only real defining features are that they are usually mobile, and possess manipulative limbs. Player-character Robots are discouraged because of their great differences from most hominoids.

Android player-characters, if allowed, should be very rare indeed, for a machine capable of independent thought would have to be self-programming and extremely sophisticated. Many cultures would find the concept distasteful or even frightening; they might even be outlawed in some places. Androids would be able to gain experience, but only their mental statistics would have normal Temp and Potential Factors. Physical stats could only be improved by alteration at a service facility. Thus, they might start out ahead of human PC's, but advancement would be minor. The acquisition of funds would allow for better programming and 'parts', however, so the Android could improve himself by leaps and bounds with the right facilities. Also, being self-programming, it could 'learn' many skills, such as piloting, weapons, languages, etc. It would suffer critical hit damage on the normal tables, though it may be allowed some protective bonus due to superior structure, etc., at the discretion of the Gamesmaster.

See **Tech. Law** for more information concerning Android construction and subsequent improvements.

6.14 ALIENS

Let it first be said that any alien race contacted by humanity would drastically diverge, both culturally and physically, from what would be considered to be "normal". This is due to the fact that, free of outside manipulation, each biosphere will produce unique life forms along specialized paths of development. Too many evolutionary probability paths exist for near identical organism development, despite the tremendous number of worlds which could sustain the evolutionary process. However, the chemical basis for sentient life is often quite similar from world to world. Therefore, one often finds that the only similarity, or common ground, between humans and aliens is in their primordial biochemical heritage. But that is usually where any similarity ends.

There are three factors which determine the extent of the relative technological differences between any two alien cultures (one of which may very well be Terran in origin). They are: i) the frequency of occurrence (density) of sentients, ii) their relative age, and iii) their rate of technological advancement. It is safe to say that even if there are several million sentient cultures in the galaxy, the probability of running across one at random is quite low considering the billions of star systems which any of them could be inhabiting. One may also assume that given the absolutely arcane age of the galaxy, a given race could be anywhere from a million to four billion years old (a factor of 4000). Finally, the rate of technological advancement would be a function of a creature's adaptability to his environment, his capacity to physically manipulate that environment, and the complexity of his biological data storage faculty. One can see that, given the great multitude of factors which determine the relative difference between the technological levels of any given set of aliens, the likelihood of coming into contact with another culture that even remotely assimilates to one's own technological level is low at the very best.

Klakytheris Adanak: A race of bipedal, hydrocarbon based sentients. They are exceptionally strong, intelligent, and long-lived. They are one of the few starfaring cultures that the Terrans have encountered and been able to communicate with, but the **Adanak** remain somewhat aloof from man because of the Terran preoccupation with conquest and exploitation. The **Adanak** civilization predates humanity by several million years, and they are not so concerned with interstellar colonization as with philosophy of being and individualism. It is therefore not surprising that the **Adanak** no longer maintain a central representative government for law generating purposes; rather, each individual is ultimately responsible for his own actions. There are three major sexual distinctions between **Adanakees**. A few distinct male and female types exist, but they are outnumbered by the quasimale contingent. The quasimales are capable of procreating with any **Adanakee**.

Adanakee starships are exclusively sublight and carry a form of deflective shielding to protect them from space debris. They bear no armament. The **Adanakee** have settled a few worlds, but mostly pass their time in conversation (in a language which few humans can master because of its complexity of innuendo). The **Adanakee** see humans in general as an annoying intrusion into their laid-back lifestyle, but the younger ones like human company for the excitement they generate.

Unfortunately for these younger **Adanakee**, few humans can stand the sight of them. **Adanakee** are faintly amphibian in configuration and have no noticable sensory receptors on the surface of their skin. This lack of reference points on their bodies makes them appear malevolent and mysterious to humans. **Adanakee** "perceive" through highly adapted electromagnetic and chemical interpreters in their pores. **Adanakees** rarely carry offensive armaments.

Olze Alcirra-Mukarram: The **Olzes** are tremendously large (5 - 10 cubic meter) creatures who at some point in their long history were able to enter into a symbiotic relationship with virtually inert crystal lattice structures. Able to extend their lives by virtue of the symbiosis and manipulate the structures that they were joined to, the **Olze** have been able to create unimagined technological feats, of which any individual may be an integral part. Needless to say, no two **Olze** look alike.

Humans do not interact well with the **Olze** because they are just too alien. **Olze** motivations and personal communication techniques are beyond human understanding, as well as that of human-built computers.

Pearta Ghed: Apparently a race of very advanced Androids. Researchers cannot be sure of this, but their cellular replicative technique could have been an induced fabrication in the race's infancy. Needless to say, DNA has very little to do with these interesting creatures, as living metallic molecules are involved in their basic biochemical makeup. If they are Androids, their creators have not made themselves available for comment.

The **Ghedians** appear as man-sized bipedal felines covered with a great deal of fur. They are intelligent and integrate well into human societies. They are excellent mimics, and have been able to pick up human tongues with ease. They rarely procreate (or it is rarely successful), but they are nearly immortal by human standards. However, they do tend to be reckless and do not have a firm conceptualization of self-worth. Therefore, the Ghedians often get themselves killed.

While creating alien races for his universe, the Gamemaster should keep in mind that their culture, motivations, appearance, and outlook will not resemble mankind by any great stretch of the imagination. This should be what makes aliens "alien". Below are described three sample alien races that a Gamemaster may use as a guide to create his own. The names given are Terran assignments of genus and species designations. In 99% of cases, an alien's species name for itself (if they even bother with such tiresome conventions) is unrepresentable in roman characters. Below are three sample alien types which a Gamemaster can use in his **Space Master** game.

6.2 SAMPLE CULTURES

In this section are listed three sample cultures for the **Space Master** universe. They are intended as a guide for the Gamemaster as he embarks on creating his own campaign's cultures. Keep in mind that a given culture might encompass a mere state on a minor continent, or it may span several worlds. As a rule of thumb, the greater the amount of time that sects of the same culture have been separated on different worlds, the greater the cultural differences between them will be. This is *cultural drift* on the interstellar scale.

THE SPHERANXE

Racial Origins: The Spheranxe are migrants from the Merak system, presently residing on the continent of Spherinx on Hyperion IX. They are a race of xeno-humans who, in millennia past, migrated from the Sol system in the old sub-light colony ships to Alpha Mensae. But, being religious extremists, they kept getting bumped from one system to the next, because their views were never appreciated by the other colonists.

Adapted Ecosystem: Spheranxe tolerate human norms of environmental conditions.

Political Structure: The Spheranxe are ruled through a cult priesthood, who are in turn controlled by secretive leaders who do not show themselves in public (giving rise to the suspicion that the leaders are actually the massive Spheranxe computer centers). The society is totalitarian, with little or no freedom granted to the citizens. Although the cult priests live exemplary passive and ascetic lives, they have direct control over the populace. Therefore, the priests also compose the civil policing force and carry the "cyber-activators". These devices are capable of immobilizing any Spheranxe citizen at a considerable range. The activator's electromagnetic pulse triggers a small electro-stunner implantation that every Spheranxe citizen has cybernized into him at the base of the spine.

The xenophobic Spheranxe leaders now maintain their autonomy from outside political forces that would wish to administrate them by threatening mass genocide (by overloading everyone's electro-stunner) if off-worlders were to invade their independent state. The threat of the slaughter of one billion innocent beings has kept the Spheranxe nicely segregated from the rest of the galaxy.

Social Structure: The Spheranxe know nothing of marriage, descent, family. However, their education does enforce the ideas of labor, worship and sacrifice. The only similarity between the Spheranxe society and the Terran norm is a strong sense of community and universal father figures, which they perceive as the leaders of the priesthood.



POWER SWORD
(Cobra Systems)

Military Structure: The Spheranxe maintain a fairly well-kept, and exceptionally well organized, military defense force. They are not equipped for extended offensive actions, but they are capable of defending their mainland against their worst enemies, smugglers. The Spheranxe black market is small but lucrative. The bulk of the military strength of the society is therefore deployed for internal security operations. The state's cybernization program protects the state from outside invasion because of the threatened mass genocide (see above). The Spheranxe military has also rigged all industrial complexes for demolition lest an invading force care not about the fate of the population.

Currency: The Spheranxe do not utilize a currency because the state distributes the food and supplies accommodation, and luxury items do not exist to be purchased.

Language: The Spheranxe speak a uniform mix of old Terran tongues in a specialized dialect.

Appearance: The average citizen is uniformly small and hunched over, with pasty skin. He always appears to be burdened by a heavy invisible weight. He is generally unkempt.

Housing: State-controlled dormitories are the norm for citizen habitation, and private property ownership is forbidden. Rigid security permeates all aspects of dorm life.

Diet: Most citizens are preoccupied with the harvest of the sparse Spherinx crops. These comprise the majority of their malnutritious diet. Meat is rare.

Worship: The Spheranxe worship a god whose manifestations and wishes are determined by the leaders of the society, as it suits them at a given time. Uniformly, outworlders are portrayed as demonic harbingers of vice. This has, more than anything else, perpetuated the acute xenophobia which all Spheranxe citizens have adopted as a cultural trademark.

THE MESHESHA

Racial Origins: The Meshesha are a Humanoid II race with an additional -10 penalty on all mental statistics except intuition. They inhabit many jungle regions of the world known as Machni Jinsena in the Saiph system. Geneto-chemical tests performed on this primitive race indicate that they are not indigenous to the planet, yet they lack the technology of space flight. It is hypothesized that they have their roots in ancient Terran hominid stock and were transplanted to Machni Jinsena in ancient times by an alien culture.

Military Structure: The Meshesha have no formal army. Each family unit fends for itself when danger is present. The Meshesha technology is a mix of "home grown" items and a steadily increasing supply of off-world goods. It is therefore understandable why the Meshesha's weapons are a mixture of bows and assault rifles. If the Meshesha are slow at developing their own technology, they are very quick to utilize what is given to them.

Currency: The Meshesha have no standard currency and generally do not accept outworlder's Monits because they do not make good tools. Barter is the norm for commerce.

Language: The Meshesha use a complex language (considering their simplicity of lifestyle) of hoots and hisses. They can communicate over long distances with a series of distinct cries capable of transmitting a wealth of information.

Appearance: The Meshesha are about 1.5 meters tall, with the alpha males reaching 2 meters rarely. They are hairless, with dark bronze or tan skin. They have excellent night vision, facilitated by their cat-like slit pupils. They also have an inner eyelid to protect them from their bright sun. The Meshesha are characterized by their exceptionally long limbs in relation to their body size. Their digits are also very long and dexterous. Meshesha wear animal skins and ornate headresses when not hunting.

Housing: Meshesha housing differs from region to region but ground burrows and tree houses are favored. Ground burrow construction takes advantage of natural terrain features which are easily covered over with earth, vines and fronds. Because the Meshesha lack even archaic building techniques, their tree houses are constructed without nails but nonetheless have tremendous resilience.

Diet: Fortunately, the Machni Jinsena ecosystem has a chemical basis compatible with this transplanted species. In their jungle environment, it would be an understatement to say that the Meshesha diet was varied.

Worship: Anthropologists are still trying to figure the Meshesha religion out. It seems that beliefs and rituals are different and changing for any given tribe. Worship does seem to be connected to demigods which are manifested in new-born children, the strongest of which grow to be leaders. When they die, it is believed that the stronger spirits are remanifested in another new-born.

Favored Ecosystems: The various tribes of the Meshesha exclusively inhabit tropical jungle regions. They are well adjusted to moist warm environments. The system's stellar primary bombards the planet's surface with relatively intense ultraviolet radiation which the Meshesha are also exceptionally resistant to.

Political Structure: The Meshesha are primitive, and tribal. Their higher learning centers are undeveloped, rendering them incapable of adopting outworlder's political structures (which require a great deal of organization capabilities). The most organized Meshesha unit is the family, which leads a hunting/ foraging existence. Families are tied together by intermarriage to create the basis for a loose tribal structure. No off-world culture has been able to integrate these masters of the jungle into an alien society.

Social Structure: The leader of each family unit is the alpha male, the strongest warrior and best hunter. Females gather most of the vegetable food substances, and children train themselves in jungle survival (this aspect of the culture is perhaps the most unique from an anthropological point of view, but deserves more space than can be given it here. Suffice to say that there is a lot of inherent knowledge born into the young which they apply with the sink-or-swim attitude.) The members of the family unit are all ultimately answerable to the alpha male for their actions. The greatest warrior in a tribal unit is usually considered to be the tribal leader.

THE XIOMARA RAMAS

Racial Origins: The Ramas are an alien race of sentient robots with a highly structured society who are presently located on Mintaka VII, but did not originate there. They possess the matter/antimatter technology to instigate contemporary hypershunting, but no spacefaring vessels remain to be studied by the Terrans to tell them from where the race originated (and the Ramas contend that they do not know themselves).

Favored Ecosystems: Most Ramas are tolerant of extremes in temperature and pressure ranges. They operate best in dense (earth-like) gravity, and prefer not to subject themselves to intense radiation. Very adaptable.

Political Structure: Surprisingly (for robots), the Ramas have a convoluted bureaucratic hierarchy which Terrans can not quite figure out. The Ramas are immensely old (some estimate their core brain units - the basis of their learning center - to be over a billion years in age), and therefore have had a long time to rank themselves in intellectual prowess. This is how they determine leadership. The Ramas have integrated themselves into human society with little difficulty (it took the first encountered Ramas twenty minutes to speak the Terran tongue fluently). Unfortunately, the Ramas could not contribute significantly to Terran technological advancement; they could do a lot of neat tricks (like interchanging body parts between individuals), but they were definitely restricted in their capabilities. Many Terrans would do anything to study a Ramas brain but the Ramas will not permit it. So as it stands now, the Ramas comprise an interesting, if mysterious, component in the Terran scheme of things.

Social Structure: Ramas think a lot. As a matter of fact it occupies all of their time unless other trivial matters disturb them (then the bureaucracy comes into play to solve the problem). It seems that one Ramas is always deferring responsibility to the next Ramas. They are social beings and they often communicate with one another. Ramas are occasionally inclined to produce a new Ramas, which is done in secret. Infant Ramas development bears a haunting resemblance to Terran infant development. There is a period where the new Ramas actually *learns* about his environment and how he can interact with it. The new Ramas then takes up his position in the intricate Ramas scheme of things.

Military Structure: The Ramas have no formal military structure, but most are capable of altering themselves into the most totally awesome combat units the Terrans are ever likely to see. This threat of power has kept the Ramas safe for a long time, and it seems that it will for some time to come.

Currency: It is not used among themselves (debt is a trivial thing to them), but in all other dealings, Ramas use the standard currencies of their allies.

Language: Ramas are excellent linguists, capable of conversing with almost any sentient that they meet. Their own language remains a mystery to even the most devoted researchers.

Appearance: Any fully functional Ramas is able to manipulate the configuration of his own body, given the time and material. They therefore come in all shapes and sizes, but are uniformly metallic and favor antigravitational motive forms.

Housing: Ramas construct simple arched subterranean dwellings which are very functional, if not beautiful.

6.3 LANGUAGES

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier which can kill a hearty group of adventurers. Since most worlds embrace a number of tongues, and few characters know ALL the languages, translating devices and cooperative efforts may be necessary to solve the language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity is injected into the game.

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in his "linguistic" skill for that language.

The Gamemaster should decide which languages are automatically known by each of the races in his galactic system. Each character may then expand on this base through the skill acquisition process.

6.31 COMPUTER LANGUAGES IN SPACE MASTER

In the universe of *Space Master* there are many producers of computer software and hardware. By virtue of military and industrial secrecy, it is rare for two computer systems from opposite ends of colonized space to be able to speak to one another. To reflect this in terms of the game, each computer system should be designated as being fluent in one or two computer languages. Artificially intelligent systems will often be able to decipher non-compatible computer languages, but this would take some time. Below are listed some sample computer languages which characters can learn through the Computer Technics skill or through the normal linguistics process. With the listings are the primary application fields for the particular languages.

- Tablet - General research.
- FOA - Self-monitoring weapon systems.
- FOA - Self-monitoring weapon systems (satellites).
- Mechan - Industrial robotics.
- Medic - Medical diagnostic and monitoring systems.
- CM - Communication interpretation systems.
- CS - Communications (specialized security adaptation).
- SEN 67 - Self-contained sensor buoys.
- Mer-Lanex-Tau - Commercial space vessel computers.
- Z-Weda - Commercial space vessel computers.
- Nav 4a - Low security military operations.
- Nav 20 - Medium security operations.
- Nav 10 (alpha - epsilon) - High security fleet systems.
- SPS - Black market computers (monitor systems).
- SPS - Black market computers (space vessel systems).
- DD-EG - Black market computers (space vessel systems).
- Edic - Education systems.

6.32 LANGUAGE SKILL TABLE

All trait development in this area is broken down into two categories: mastery of the spoken word and reading-writing ability. In order to achieve a semblance of fluency in a language a character must advance to 5 or 6 stages (picks, boxes, etc.) in each area. Beyond that point, the character can refine his language skills so that he can translate more complex speech and writings, understand changes in dialect, and get a feel for subtle patterns that more learned natives may employ.

Skill Level	Conversational Ability	Reading/Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
2	Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g. eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages. Allows recognition of the language in translated form.
3	User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases if being's communication form is compatible with the language. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e. at primary education level).
4	User might be able to converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, news dispatch level reading ability. Allows user to write sentences of simple nature.
5	Allows user to converse freely in everyday conversation of an average nature (e.g. market talk, shooting the breeze, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Allows reading of most everyday writings and normal computer spools. User can write on a moderate level.
6	Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level if physically capable.	Reading and writing level of the average literate creature.
7	True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	Allows one to write at past primary level, and reading ability is that of average member of the stratified classes.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	Secondary education writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Allows one to write very complex passages, technical manuscripts and read the same, but only in the chosen dialect. Allows moderate translation of closely related (possibly offworld) dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome if the creature has relocated from several planets.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.
10+	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Islamic, or the rare religious dialects of certain forgotten colonies).	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Islamic, or the rare religious dialects of certain forgotten colonies).

Language Multipliers:

Multiply the trait development cost by one of the following factors should the student be beset with the given situation:

Situation (regarding language)	Multiplier
Character knows a related language	× ½
Character has writing but no teacher/* instructor programs.	× 2 for learning reading/writing; × 5 for learning spoken tongue.
Character has teacher* but no writings.	× 8 for learning reading/writing if teacher cannot write language;* × 2 for learning spoken tongue if teacher cannot write language.
Character has no writings, no teacher.*	— Character cannot learn language.

Note: 1) The teacher must have language skills in the tongue that are higher than the level being taught. The "teacher" requirement may be fulfilled by residing or traveling in an area where the language is spoken. Alternatively, this requirement is fulfilled if a traveling companion or acquaintance has conversations with the student for a couple of hours a day;
2) In order to use the ½ multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher level than that of the skill level he is attempting to acquire in the new tongue;
*3) This factor may vary according to the language attempted and the character's ability to visualize sound relating to writing and reading. In order to learn reading and writing, even at ×8, the character should be familiar with the symbols/alphabet associated with the given language (e.g. his home tongue uses the same symbols or very similar ones).

6.4 DEATH IN SPACE MASTER

6.41 DEATH DUE TO EXCESSIVE CONCUSSION HITS

If a character receives more concussion hits than the sum of his total hit points + his constitution stat, he begins to die. After a number of rounds equal to his constitution divided by 10 (rounded off), the character is dead. This process of dying can be halted by lowering the number of hits on the character below the critical point. However, once the character dies, the normal death rules apply.

EXAMPLE: Sanvok takes 24 hits and has a 90 Constitution. He receives 115 hits in a round of brutal projectile fire. Once he reaches 115 he drops and begins to die of massive shock. If nothing is done to help Sanvok, he will "die" in 9 rounds. After another brief period, his "soul" will depart (see below).

6.42 EFFECTS OF DEATH

There are two major effects of death under this rule: (1) the deterioration of stats due to a lack of oxygen flow to the brain following "death," and (2) the departure of the "soul" from the body. Death, for the present purpose, is a halting of the major bodily functions (heart beat, breathing, etc.). Under these rules drugs and machines can halt the process of dying at any point; healing the cause of death also halts both effects, but does not reverse them. If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to zero -- see below); however any stat loss remains. A Preservation Unit (see **Tech Law** page 10) will prevent the soul from leaving, but a body kept in one longer than 25 hours will begin to deteriorate as below.

If the soul has left the body before the cause of death is repaired, the body is functional but the character is in a coma and at -75% for even subconscious activity. In general, there is nothing that can be done to help this person, but some races and cultures allegedly have the ability, through mystical rituals, to return the soul to its body. The GM may wish to allow a mingling here of cultures. Masters of Channeling (**Rolemaster**) can call back the soul of a dead man. Alternatively, the GM may wish to add the ability of recalling a soul as a Telepathic power.

Deterioration of Stats

Only the mental stats (Memory, Reasoning, Self Discipline, Empathy, Intuition, and Presence) normally deteriorate. Each round after a character dies a roll is made on Table 10.82 for each mental stat. The column used is as follows: Column 1 for rounds 1-6 after death Column 3 for rounds 7-18 after death Column 6-7 for all other rounds after death.

The results on this table are the amounts by which the stats are reduced. Only the temporary stats are reduced, not the potentials. Certain races add to the column number used (see Table 6.6). If any stat is reduced to 0 or below, the stat is at 0 and the character will remain in a coma even if the cause of death is repaired.

Every hour after a stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of Table 10.82. Sixty rounds (10 minutes) after death, the physical stats (Strength, Constitution, Agility and Quickness) begin to deteriorate. Each hour roll on column 6-7 of Table 10.82 for each of these stats, and decrease each one by the amount shown. A stat cannot be reduced below 0; however any further deterioration is taken off of the appropriate potentials. The character can be brought out of this coma if the 0 stats are raised above 0.

Deteriorated temporary stats can be raised to previous levels (but not above potentials) by the following methods: normal level advancement, certain healing drugs, and/or by a normal healing rate of 1 point/stat/month. If potentials have deteriorated, stats cannot be raised above the new, inferior potentials until the potentials are restored (usually only by very powerful drugs or something beyond **Future Law** technology).

During a battle, a gamesmaster will probably find it convenient to keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, the calculation of stat reductions can be made.

Departure of the Soul.

Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. This time will vary depending upon the race of the dead character (see Table 6.6).

6.5 RACE ABILITIES CHART

Four chief factors are given in Table 6.5: modifications to bonuses due to stats, modifications to resistance rolls, modifications to the effects of death and injuries, and the number of languages an average member of a race knows when adventuring begins. Certain races will have advantages in certain of these areas, but penalties in others.

STAT BONUS MODIFICATIONS — Modifications to stat bonuses are in addition to the bonuses described in Section 2.4 and detailed in Table 2.42. For example, a Transhuman I and a Humanoid III could both have 99 strengths, even though the Transhuman was a muscular 6'7" and the Humanoid III was 5'8" and weighed 60 kilos. However, due to the stat bonus modifications given in Table 6.5, the Transhuman I's bonus due to strength is +40 (+20 normal for 99 ST + (+20) due to race); while the Humanoid III's bonus due to strength is +15 (+20 normal + (-5) due to race). Stat bonuses may become negative through such modifications.

6.5 RACIAL STATISTICS CHART

(all bonuses are cumulative with other modifications)

RACE	Stat Bonus Modifications									
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Terran Standard										
Human	+5	+0	+0	+0	+0	+0	+0	+5	+0	+0
Natural Mutations										
Humanoid I	+10	+0	-10	+0	+0	+10	-5	-15	-5	-5
Humanoid II	-10	+10	-5	+0	+0	+0	+10	-20	-5	+0
Humanoid III	-10	+0	+0	+10	+10	-5	+0	-5	+5	+10
Eugenics Products										
Transhuman I	+20	-5	+10	+0	-10	+20	-5	-5	-5	-10
Transhuman II	+0	+15	+0	+0	+0	+0	+20	-5	-10	-10
Transhuman III	-5	+0	+0	+5	+0	-5	+0	-5	+15	+15
Transhuman IV	+0	+0	+20	+0	+0	+0	+5	+0	+10	+5
Transhuman V	+15	+15	+15	+10	+0	+20	+15	+5	+15	+10
Evolutionary Mutation										
Neo-human	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5
Alien Replicants (Samples Only)										
Type I	+20	+20	+0	+0	+0	+10	+20	-10	+0	+0
Type II	+0	+0	-10	-5	+20	+0	+20	-20	+0	+20
Type III	+0	+0	+10	+5	+0	+0	+0	-10	+20	+10
Type IV	+5	+5	+20	-10	+10	+5	+5	-20	-10	-10
Type V	+0	+0	-10	-15	-20	+0	+0	-20	-20	-20
Aliens										
Klakitheris Adanak	+15	-5	+0	+20	+20	+20	+0	+15	+20	+30
Olze Alcirra-Mukarram	-2	-2	+5	+10	+30	-2	-2	+30	+30	+30
Pearla Ghed	+10	+10	+0	+15	+0	+10	+10	-30	+25	+0
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE

6.6 HEALING RATES CHART

	StDp	StDt	RecMp	StLng	TyHtD	MxHts
Terran Standard						
Human	12	0	1x	2	D8	120
Natural Mutations						
Humanoid I	12	0	.7x	1	D10	150
Humanoid II	12	0	1x	2	D8	120
Humanoid III	12	0	1.5x	3	D6	100
Eugenics Products						
Transhuman I	10	-1	.5x	2	D10	150
Transhuman II	10	-1	.7x	3	D8	120
Transhuman III	10	0	1x	6	D8	120
Transhuman IV	10	0	1x	4	D8	120
Transhuman V	12	-2	.5x	4	D10	150
Evolutionary Mutation						
Neo-human	12	-1	1x	3	D8	130
Alterant Replicants (Samples Only)						
Type I	2	+4	.5x	1	D10	180
Type II	2	+5	.5x	1	D10	130
Type III	2	+5	1.5x	1+	D8	100
Type IV	2	+5	1x	1	D8	120
Type V	2	+6	1x	0+	D6	100
Aliens						
Klakytheris Adanak	12	0	.7x	4	D12	200
Olze Alcirra-Mukarram	10	-3	.5x	3	D20	300
Peara Ghed	8	-2	1x	4	D8	120
	StDp	StDt	RecMp	StLng	TyHtD	MxHts

Key to Healing and Injury codes: **Soul Departure:** rounds before the "Soul" of the being departs and he/she/it is no longer revivable. For Androids, this indicates the 'death' of the Molecutronic Brain. **Recovery Multiplier:** this is a function of the relative time it takes for the being to heal. **Starting Languages:** The number of Languages initially known. **Type of Hit Die:** The die used when rolling to determine hits **Max Hits:** the maximum number of hits the being can take (plus Con bonus if using **Future Law**).

*The Resistance Roll Modifiers vs spells and Psions given for Androids reflect their RR against spells which effect 'inanimate' objects (such as spells which destroy certain materials). Androids are immune to Spells and Psions which affect living sentients, such as mind attacks and controls, and nervous sytem or muscular attacks.

RESISTANCE ROLL MODIFICATIONS

	Ess.	Chan.	Men/Tel	Poison	Disease
Terran Standard					
Human	-50	-50	+0	+0	+0
Natural Mutations					
Humanoid I	-50	-50	-5	+0	+5
Humanoid II	-50	-50	-5	+0	+0
Humanoid III	-50	-50	+0	-10	-20
Eugenics Products					
Transhuman I	-50	-50	-5	+15	+15
Transhuman II	-50	-50	-5	+10	+10
Transhuman III	-50	-50	-5	+0	+5
Transhuman IV	-50	-50	+5	+0	+0
Transhuman V	-30	-30	+0	+15	+20
Evolutionary Mutation					
Neo-human	-25	-25	+0	+5	+5
Alterant Replicants (Samples Only)					
Type I	-50	-50	-20	+30	+30
Type II	-50	-50	-10	+10	+10
Type III	-50	-50	+10	+10	+10
Type IV	-50	-50	+0	+10	+20
Type V	-50	-50	-20	+0	+0
Aliens					
Klakytheris Adanak	-50	-50	+10	+15	+25
Olze Alcirra-Mukarram	-50	-50	+5	+30	+30
Peara Ghed	-50	-50	+20	+20	+0
	Ess.	Chan.	Men/Tel	Poison	Disease

7.0 BACKGROUND

Variety and flavor are important assets in any good SFRP game. One of the principal problems with some campaigns/systems is a lack of desire to, or means for, allowing the Gamemaster and players a great deal of choice when selecting and developing characters. In this section are a few tips for injecting more flexibility into the generation and development process, thus enabling Gamemasters to further vary characters of the same class.

7.1 BACKGROUND OPTIONS

This background options section helps Gamemasters and players determine what special skills, attributes, or possessions a player character obtains in his or her early life. Using the Background Option picks shown below, a player can choose his fortune, assets, or special abilities prior to the beginning of the campaign. These options should be selected after the player character completes adolescence development and prior to apprenticeship development.

Alternatively, the Gamemaster may wish to change the selection sequence, or assign the options in his own manner. Whatever the case, ICE suggests that these tables should only be used once in the course of a character's life.

7.11 USING THE BACKGROUND OPTION TABLES

(1) Each character, regardless of profession, is allotted a certain number of background option picks. The number of picks one receives is dependent upon the character's race and is noted in the following chart.

RACE	BACKGROUND OPTION PICKS
Human	4
Neo-human	4
Humanoid	(1-4)
Transhuman	3
Alterant Replicant	2
Android	1

Remember that background option picks are not to be confused with skill development picks.

Should a characters race fall outside of the classifications listed here (e.g. aliens), we suggest that the Gamemaster should assign the number of option picks allowed to the character. He may also add special option catagories for these types of player charaaters, or delete some or all of the categories listed here.

(2) Characters expend one Background Option Pick for each selection they make on the category tables which follow. (i.e., each option pick expended permits one choice or roll).

(3) Prior to making a roll on (or pick from) the category tables which follow, the character must allocate his picks to the various tables. There are four to chose from: Special Skills, Special Items, Special Status, and Special Wealth. Characters are free to apply more than one option pick to each category if they desire (e.g. Tarmak the Armsman has chosen to expend all four of her Background Option Picks in the Special Items category).

(4) Once the character allocates his picks, he rolls once for each pick on the chosen category table. He then cross-indexes the roll to find the result. The Gamemaster may wish to allow the characters to choose the results, rather than having them make rolls.

7.12 BACKGROUND OPTION CATEGORIES

Special Skills: An option pick used in this category will result in skill bonuses being added to the character's primary, secondary, or hobby skills. The pick may also result in increased stats.

Special Items: The items here include: property, capitol goods, extraordinary weapons and miscellaneous items. The Gamemaster may stipulate that a special item is an *heirloom*, and that the character is emotionally bound to the item, in which case the character will not sell the item in question except under extreme circumstances. If multiple rolls or choices are taken in this category, ICE suggests that characters have the right to combine item bonuses into one item, or spread them out into several different devices. No bonus should ever exceed +30, and no single device should deliver more than an "E" critical.

Special Status: Characters opting for two picks in this category may receive only one result. Generally, this will be the choice with the highest status. ICE suggests that only rolls (not choice) be allowed in this category.

Special Wealth: This category provides the character with financial reserves prior to the beginning of play. The Gamemaster should stress to the players that they should not take the elmonits generated on this table and spend them all on neat little gadgets. A character's elmonit reserves should be directed towards living expenses, which can become rather high, dependant on life style and location. ICE suggests a monthly drain of about 150 - 400 Elmonits per month for personal maintainance (shelter, food, personal effects, etc.).

7.2 BACKGROUND OPTIONS TABLE

7.21 SPECIAL SKILLS CATEGORY

ROLL RESULT

01-50	Add a +15 bonus to one secondary skill.
51-65	Make an additional 2/1 hobby pick (see section 12).
66-75	Select one additional language to be written and spoken at skill rank 10. (The character may choose proficiency with a computer language at his option.)
76-85	Player takes skill rank 5 in a random secondary skill, or one chosen by the Gamemaster to reflect the character's background.
86-95	Add a +10 bonus for one primary skill.
96-100	Increase one stat by 2 or three stats by 1 each; both temporary and potential stats (to a maximum of 101).

7.22 SPECIAL ITEMS CATEGORY

(Many of the technological items can be found in **Tech Law**).

ROLL RESULT

01-04	Medtab applicator with a cartridge of Jirolene.
05-06	Medtab applicator with a cartridge of Triadenaline.
07-08	Medtab applicator with a cartridge of Fir-Queline.
09	Medtab applicator with a cartridge of Stirene.
10-15	Medtab applicator with a cartridge of recreational tabs.
16-17	Wheeled car.
18-22	GEM car.
23-25	Grav car.
26-29	All Terrain Vehicle.
30-31	Recreational speedboat.
32-33	Airboat.
34-36	Hydrofoil.
37	Recreational helicopter.
38	Personal gravitic belt.
39	A small prop-plane.
40	Gravitic flitter.
41-42	Access to a private suborbital shuttle as a non-paying passenger or co-pilot.
43-48	Real estate : undeveloped land.
49-56	Real estate : modest dwelling.
57-68	Real estate : moderate dwelling.
69-75	Real estate : extravagant dwelling.
76-80	Personal body armor.
81-83	A multiscanner.

84-87	A trap device encoded against activation to the character only. It can be attached to almost anything, and will deliver up to 5 "A" electricity criticals (or 1 "C" and 2 "A"'s or any such combination) before power depletion. It is activated by manual contact.
88-91	+5 weapon.
92-94	+10 weapon.
95-97	Personal velocity shield.
98	Personal deflector shield.
99	Personal absorption shield.
100	Personal barrier shield.

7.23 SPECIAL STATUS CATEGORY

ROLL STATUS

01-10	Curses. Your family is cursed with one of the following banes:
(01-20)	you can not refuse an offer of hospitality, regardless of the source or circumstances (within reason);
(21-30)	low empathy towards non-sentient animal life, therefore you may never befriend an animal;
(31-40)	you can not refuse a plea for help from either an innocent or an underdog - even if it means endangering your own life or intervening against an ally - but you have a +20 bonus to all actions taken during such an endeavor;
(41-60)	you can not refuse a personal, one-on-one challenge, but you have a +15 bonus to all actions taken during such an endeavour;
(61-80)	you can not accept a loan without repaying it back threefold;
(81-100)	you can not harm a creature that has not first shown aggressive behaviour.
11-20	Exceptionally impoverished family. You have aquired any money you possess through questionable practices.
21-30	Criminal background. Your family is associated with an organized crime network. You carry a recognition device associated with the group.
31-40	Guild background. Your family is connected with an association of merchants or high-tech personnel. You carry the device or phrase of recognition employed by the guild.
41-50	Multi-cultural, multi-linguistic background. You are fluent (10 skill ranks written and spoken) in 2-6 additional languages of your choice and have a basic understanding of the associated cultures.
51-60	Your family has a background in animal empathy. You possess an intimate understanding of one species of animal wildlife. You may empathically communicate very basic ideas to the animal when in close quarters.
61-70	Race-friend. You possess an intimate understanding of any one race other than your own, including their language, ways of thinking, lifestyle, and racial secrets.
71-80	Your family possesses traces of the blood of a recognized and powerful family (possibly noble).
81-90	Conspiratorial background. You (or your family) are connected with an association of powerful individuals (e.g. a cult) intent upon rebelling against local, regional, or provincial officials. They control assassins, sub-cults, and other subversive elements, as well as legitimate political and mercantile organs. You carry the recognition device of the group.
91-96	Your family is well-off; make a free wealth roll.
97-100	You are charmed. Events tied to sheer luck or happenstance (i.e. involving no skill or concerted thought) are skewed in your favor by 20%.

7.24 SPECIAL WEALTH CATEGORY

ROLL	ELMONITS ON ACCOUNT
01-02	500
03-05	750
06-10	800
11-15	950
16-20	1000
21-25	1100
26-30	1200
31-40	1300
41-50	1400
51-60	1500
61-65	2000
66	2000 + 100 per month (investment income)
67-70	2200
71-75	2400
76-80	2600
81-85	2000 + 150 per month (investment income)
86-90	2000 + 200 per month (investment income)
91-93	3000
94-95	3000 + 100 per month (investment income). Character also possesses valuable jewelry (1-2 K worth).
96-99	4000 + 200 per month (investment income)
100	1000 and character also possesses a "black market" elmonit account. Funds placed in this account are untaxable. Possession of that Elmonit card is illegal.

8.0 KEEPING TRACK OF A CHARACTER

In a science-fiction role playing game each player must keep track of the factors defining and affecting his character, while the Gamesmaster must keep track of the non-player characters. In **Future Law** each player can keep track of his character on a Player Character Record (10.88). The Player Character Record has places for all of the important statistics and factors which are important to a character. The Gamesmaster may want to use Player Character Records for certain crucial non-player characters (NPC's), but in general he only needs to keep track of their levels. This allows him to refer to the Non-Player Character Chart 11.0 in order to obtain non-player character bonuses required during play.

The rest of this section discusses the Player Character Record and the different types of capabilities and bonuses that the players should keep track of.

8.1 THE PLAYER CHARACTER RECORD

The Player Character Record has space for all of the factors which affect a character's bonuses and capabilities (e.g., skill ranks, skill bonuses, languages known, Psion lists known, height, weight, etc.). A player should fill in all of the appropriate spaces (this process is described step by step in Section 10.0). When this process is completed the character is ready to play and has on his Player Character Record all of the bonuses which can affect his actions.

Anyone using **Future Law** may photocopy as many Player Character Records as he wishes for use in his game; however, they may not be copied for commercial usage. Players can use the back of the Character Record Sheet to keep track of the character's supplies, equipment and other possessions.

8.2 SKILL BONUSES

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB), Moving Maneuver Bonuses (MM), Vehicular Maneuver Bonuses (VM) and Static Maneuver Bonuses (SM). Each skill bonus has its classification indicated on the Player Character Record.

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on the Character Record Sheet. The specific bonuses include the skill rank bonus (see Section 3.1), the stat bonus (see Section 2.4), the level bonus (see Section 5.2), item bonuses, and any special bonuses.

The Player Character Record has a set of boxes for each skill row which can be used to keep track of skill rank development. Use a "/" to indicate that the skill is **being** developed, and convert it to an "X" when the development is completed.

8.3 SPECIAL BONUSES (SP)

Several of the skills do not fall in the general pattern outlined above: Learning Psion lists, Linguistics, Body Development, and Ambush. Psion lists are listed on separate skill rows and are marked as **either** learned to a certain level **or** unlearned with a chance of learning. Languages are listed on separate skill rows with only the skill rank recorded. The Body Development Bonus is the number of hits which a character can take before passing out (see Section 3.4). The Ambush **skill rank** is a modification to critical rolls resulting from a sneak attack on the rear of an opponent (see Section 3.4).

8.4 RESISTANCE ROLL BONUSES (RR)

Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character (see Section 4.5). The types of attacks are Telepathy, Poisons, Drugs, and Diseases. The attack's level (caster level if it is Psionic, attack level if a poison drug or disease) is cross-indexed with the target's (defender's) level on the Resistance Table 4.52 to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number.

Resistance Roll Bonuses consist of a stat bonus, any item bonuses, and race bonuses (place in one of the special spaces). The bonuses for the following stats affect the listed Resistance Rolls:

Telepathy — Presence
Drugs — Constitution
Poisons — Constitution
Diseases — Constitution

8.5 OTHER CAPABILITIES

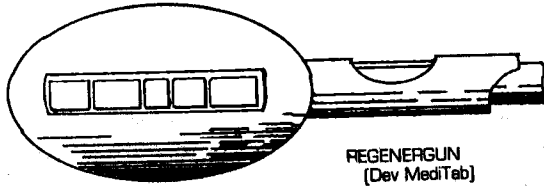
Other information is kept on the Player Character Record. This information is not used as much during play as the skill bonuses, but it is still important to keep track of it.

STATS — In the "STATS" section of his Player Character Record, the character should record his stats. The stats are numbers between 1 and 102 that represent the physical and mental capabilities of the character (see Section 2.0). The character's temporary stats are placed next to the stats in the column marked "TEMP". The character's potential stats are placed next to the stats in the column marked "POT". Each temporary stat has a bonus associated with it (from Table 2.4); each of these bonuses is placed in the "BONUS" column. Each of the "development stats" (see Section 2.1) has a number of development points (from Table 2.4) associated with it; each of these numbers is placed in the "DEV PT" column.

LEVEL AND EXPERIENCE — Each character has an Experience Point total (see Section 5.0) and a level. These should be recorded in their respective space on the Player Character Record.

ARMOR TYPE AND DEFENSIVE BONUS — Each character has an Armor Type and a Defensive Bonus which should be recorded on the Player Character Record.

CONSTANT INFORMATION — Certain information concerning a character is relatively constant and unchanging. The Player Character Record provides spaces for a character's name, race, height, weight, hair, eyes, demeanor, and profession. A space is also provided for any special properties the player might wish to record.



9.0 THE ROLE OF THE CHARACTER

There are certain factors which are not formalized in Science-Fiction Role Playing but which still affect the role of a character, and in particular a player character. These are factors which are neither capabilities of nor restrictions to the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life in terms of the game, and they make the character seem more realistic to the character's player as well as to the other players and the Gamesmaster. Three of the most important of these intangible factors are Personality, Motivation and Alignment in the struggle between Good and Evil.

PERSONALITY — Many players may inject their own Personality into their character, which is very acceptable and enjoyable. However, sometimes it is exciting, stimulating and rewarding to embody your character with a personality other than your own. Whatever you decide to do, it is important to carefully consider your character's personality.

MOTIVATION — Another question that should be answered about the character is: What is his/her/its motivation? What are his/her/its/their objectives in the game? It may be to adventure and have a good time. It may be to amass as many Elmonits, rare artifacts and Ardinium-plated starships as possible. It may be to kill and fight. It might be to defeat evil wherever it exists, and thus make the empire safe for Androids (or any other race). It might be to defeat the good guys and gain immense power yourself. Whatever your character's motivation, it helps to flesh him out.

ALIGNMENT — The player should determine what his or her character's philosophy, morals, and social tendencies are; so we group these factors under alignment. In most SFRP settings, the easiest decision is: is the character good, evil, or neutral (neither good or evil, but out for yourself — otherwise known as an opportunist)? The significance of this decision is dependent upon the Gamesmaster and the universe in which you are adventuring.

The next question is: What are the morals and philosophy of the character? — Does he believe that the end justifies the means? This often leads to the corruption of otherwise "good" characters. — Does he respect rigid laws? Some good characters might not, while evil ones might. — Is he fatalistic? A good person might feel that evil will triumph regardless of what he as an individual might do, so why bother resisting. — Is he a hedonist? Good or evil, his prime concern would be to indulge himself. — All of these are interesting examples; there are many other options that can add dimension and complexity to a character.

10.0 CREATING AND MOLDING A CHARACTER

In a Science-Fiction Role Playing game, each participant (player) except for the Gamesmaster (GM) assumes the persona of one of the individual characters — his player character. Each player must first "generate" his player character in order to determine the character's attributes, background, physical appearance, skills, etc.; in short, he must determine all of the various factors that control what the character is capable of doing in a Science-Fiction Role Playing environment. To generate a character the player should perform each of the following steps (as described in Sections 10.1—10.8):

- 1) Decide in general what type of character to play.
- 2) Roll and assign the character's 10 temporary stats.
- 3) Choose a profession, a race, and a realm of telepathy.
- 4) Replace none, one or both prime requisites by 90.
- 5) Determine the stat potentials.
- 6) Determine the character's base hit points.
- 7) Develop the character's adolescence skills (level 0).
- 8) Develop the character's apprenticeship skills (level 1).
- 9) Expend development points for level 2.
- 10) Determine the character's background.
- 11) Outfit the character.
- 12) Total the character's penalties and bonuses.
- 13) Develop a persona for the character.
- 14) Start play; character is at level 1.

Before beginning to generate a character, a player should make a general decision as to what type of character he wants to have. This decision should concern the character's profession, race, and his physical and mental attributes.

Example: The character *Sky Cloud* will be used in all of the examples in this section. The player controlling *Sky* wants to play a human Armsman with good physical characteristics.

10.1 GENERATING THE TEMPORARY STATS

First the player must generate the stats (temporary) which determine his character's mental and physical prowess (see Section 2.0). To determine the stats for a character, first make 10 rolls (1-100) and record them on a piece of paper. Ignore rolls of less than 20; you need 10 rolls above 19. This reflects the premise that exceptionally weak characters will not be likely to seek their fortune in a hostile world.

Example: The player generating *Sky* rolls: 25, 87, 76, 19, 36, 82, 47, 20, 98, 61. Noting that the 19 is below 20, he scratches it out and rolls a 57 to replace it. He curses the roll of exactly 20, but he must keep it.

To provide greater flexibility for the players, they may assign the 10 randomly generated values to their 10 stats as they desire. This allows the players to run the type of character they want. (After all, the idea is to have fun). Some strict Gamesmasters may wish to have the players assign stats in the order they were rolled.

Example: *Sky* chooses to allocate his stats as follows:

ST: 87	QU: 25	EM: 57	IN: 47	PR: 36
CO: 98	AG: 20	SD: 82	RE: 61	ME: 76

Remember, the higher the stat, the more capable your character will be when performing an action using that particular stat. Keep in mind that when a profession for the character is chosen (see Sections 4.0 and 3.2), the value assigned to the prime requisite for the character may be replaced with a value of 90. Thus it is often a good idea to assign your lowest stat to the prime stat.

These stats are now the character's temporary stats (see Section 2.1).

10.2 CHOOSING A PROFESSION AND OTHER FACTORS

After a character's temporary stats have been assigned, the player must choose his race/culture (see Section 6.0) and one of the 13 professions (see Section 4.0).

To ensure that adventurers will be the finest examples of their profession, the prime requisites (see Section 4.0) of each character **may** be raised to 90. This also has the effect of preventing an otherwise playable character from being crippled by a single bad stat and tends to even characters out, at least at the start, so that players start at about the same level in at least their chosen profession. If a character wishes to have a stat higher than 90 in his prime requisite, he may of course keep the naturally rolled stat which he assigned, but he may not raise another stat to 90 (except for his other prime requisite, of course).

Example: Sky decides to be a Human Armsman. Sky cheerfully replaces the stats for Agility and Quickness (the prime requisites for an Armsman), discarding the 20 and 25 and substituting 90's. He could not adjust his Intuition or Empathy to 90 since they are not prime requisites for an Armsman.

10.3 GENERATING THE POTENTIAL STATS

To determine a character's potential stats (see Section 2.1), roll 1-100 and consult Table 10.81, cross indexing the roll with the range into which the initial stat falls. The number resulting is the potential stat (potential), the value to which that stat could actually rise in the course of play. Generally this level cannot be exceeded, except perhaps with the aid of the most powerful drugs.

Example: Sky's rolls to determine his stat potentials are:

57 for ST 89 for QU 72 for EM 56 for IN 22 for PR
96 for CO 83 for AG 14 for SD 34 for RE 41 for ME

Starting with his Strength, Sky determines the potential is the same as his temporary (the chart yields a "-" result, indicating that initial and potential stats are the same). Next, his Constitution. His potential is a 99, due to his lucky '96' potential gain roll. (Sky will be able to resist the Truth drugs when the Lectroids capture him!). His Quickness (now 90, because he was able to raise his prime requisites to that figure), is raised to a 95 with the help of his 89 roll. Following this process for the other stats (try it and check your results) he gets:

ST: 87(87) QU: 90(95) EM: 57(71) IN: 47(63) PR: 36(36)
CO: 98(99) AG: 90(90) SD: 82(82) RE: 61(61) ME: 76(76)

The first number is the initial temporary value of the stat, the second (in parentheses) is its potential value.

STAT GAIN ROLLS — Studies show that many human attributes do not reach their peak until the late twenties, after they have reached the adult level that most characters begin adventuring. To reflect the fact that exercise and stress will help a character develop his physical and mental attributes, **Character Law** experience guidelines allow him to make stat gain rolls (See Section 5.0) until his temporary stats reach his potentials. When a character reaches the second level of experience, and every level thereafter, he will be entitled to make stat gain rolls to determine if his adventures affect his stats. Yet remember, stats may seldom be improved beyond their potential values.

EFFECT OF POTENTIALS — Potentials have no effect on play whatsoever. Permanently disabling injuries may be reflected in a reduction of potential stats; shorter term disabilities may result in temporary stat reductions.

10.4 ADOLESCENCE SKILL DEVELOPMENT

After a character has generated his stats and chosen a profession, adolescence skill development must be performed. The character must assign his weapon skill development costs, total his development points, and then expend those points to develop his skills (see Section 3). This process reflects one experience level of development, representing what the character learned in his childhood and adolescence. A character who has completed this process is considered to be level 0. Section 3 describes how development points are obtained and expended. The following example illustrates how adolescence skill development proceeds.

Example: Sky has 37 development points (see stats in the previous example) — based on his 5 temporary "development stats": 8 for Agility, 9 for Constitution, 7 for Self-Discipline, 6 for Reasoning, and 7 for Memory (Check Development Points Column of Table 2.4).

Sky notes that the weapons development cost sub-categories are not set (see Section 3). He assigns the cost figures to the weapons classes, choosing lower costs for the weaponry he most favors. Since he is an Armsman, he matches categories and costs as follows:

1/5 1-h Energy
2/4 1-h Projectile
2/7 2-h Energy
2/7 1-h Edged
2/7 Assault Projectile
5 Launcher

Sky favors one-handed energy weapons and 1-hand projectile weapons.

Naturally (not being the self-destructive type) he wants to survive. His character starts with 9 hit points as a result of his CO (see Section 3), but he would feel comfortable taking more. Sky feels 9 is inadequate for a serious Armsman. Consequently, he expends 7 of his 37 pts. to acquire 2 body development skills (Cost 2/5. The first skill rank costs 2, the next 5, for a total of 7). This enables him to roll 2 ten-sided (D10) dice and add the result to his point total. Sky now has 30 development points remaining.

Looking to his armor needs, he decides to begin adventuring in a Duralloy Vest AT 10 (-15). Consulting Table 10.84 (Armor Penalties for Maneuvers), he notes that the penalty for untrained combatants in a Duralloy vest is -15; the minimum maneuver penalty for trained persons using the armor is -0. He desires the smallest penalty possible (which in this case is fortunately zero, but realizes he must acquire skill rank 3 before he can reduce the -15 to a -0 (each skill rank equaling 5 proficiency: $3 \times 5 = 15$, $15 - 15 = 0$).

The cost figure in this area (Light Body: 1/*) indicates that for 1 point per skill rank, he can acquire as much maneuvering in the duralloy vest he needs. Since Sky only chose a relatively unencumbering armor, he need only spend 3 points. Had he chosen to wear a Type 3 Armored Exoskeleton, it would have cost him 24 development points (2 points per rank under "Armored Exoskeleton", and 12 ranks to reduce the -55 to the minimum of -15).

Turning to weapons, he decides to concentrate on developing Blaster Pistol expertise. He assigned the 1/5 cost breakdown to 1-hand Energy weapon development and must pay 1 pt. for the first skill rank and 5 pts. for the second skill rank, should he attempt to rise two skill increments immediately. Wanting to become good with a blaster quickly, Sky expends 6 of his development points. He cannot progress more rapidly, since picking up 3 skill ranks when calculating any one experience rank's trait development is not allowed (except for areas marked with a number followed by /4).

Sky now has 21 of his original 37 development points remaining. Next he decides to learn to use a MLA pistol. At a cost of 2 pts. He rises to skill rank one (note that 1-h Projectile weapons costs for him are calculated at 2/5). He wants to go no further than skill rank 1 at this time. His remaining development point total is 19. Sky then decides that he really wants to be able to use a Plasma Repeater Rifle. His skill rank cost for 2-h Energy is 2/7, so he expends 2 pts. for the first rank and 7 pts. for the second. Note that, had Sky thought earlier about how badly he wanted to use a Plasma Rifle well, he should have assigned it a lower point cost, rather than 1-h projectile. He has chosen, however, and must abide by his earlier decision. This leaves him with 10 points.

Rounding out his character, he picks up skill rank 1 in Climbing (cost 3), Perception (cost 2), Scanner Analysis (cost 1) and Driving (cost 2), choosing to learn to drive a gravitic floater car. Sky remembers that Skills marked with a "..." (such as Driving, Atmospheric Pilot, Heavy Energy Projectors, etc.) are actually general and the skill ranks must be picked in specific areas. He also picks a skill rank in Heavy Energy Projectors, choosing to develop Laser Cannon. Note that he can only pick one rank per level in this skill. Sky totals his expended development points ($3 + 2 + 1 + 2 + 2 = 10$) and notes that he has reached his limit.

Sky has finished his period of adolescent development. His non-zero skill ranks and their cost are:

Adolescence

- 2 - 1st Skill Rank in Body Development
- 5 - 2nd Skill Rank in Body Development
- 3 - 3 Skill Ranks in Maneuvering Light Body Armor
- 1 - 1st Skill Rank in Blaster Pistol
- 5 - 2nd Skill Rank in Blaster Pistol
- 2 - 1st Skill Rank in MLA Pistol
- 2 - 1st skill rank in Plasma Repeater Rifle
- 7 - 2nd skill rank in Plasma Repeater Rifle
- 3 - 1st Skill Rank in Climbing
- 2 - 1st Skill Rank in Perception
- 1 - 1st Skill Rank in Scanner Analysis
- 2 - 1st Skill Rank in Driving a gravitic floater car
- 2 - 1st Skill Rank in Laser Cannon

Since he has obtained two skill ranks in Body Development, he rolls 2 D10 (result $6 + 7$) and adds the total to his base hit points ($13 + 9 = 22$) and modifies it for Constitution (98 gives a 20% bonus, 20% of $22 = 4$; he has 26 total hit points). Had he been a Telepath and picked any skill rank in a group of Psions, he would now make a Psion gain roll.

10.5 APPRENTICESHIP SKILL DEVELOPMENT

After a player has completed the adolescence skill development process for his character, he performs his apprenticeship skill development. This represents the professional training or apprenticeship that he is presumed to have gone through. Thus, each character goes through the entire skill acquisition process (and receives the skills picked) twice before starting play. Note that the development points from these two levels may not be combined, and that they are treated in all ways as separate experience levels. Telepath characters are entitled to make Psion gain rolls after expending the development points for each of the two levels. (Thus it is quite possible for a character to begin with more than one list of Psion). After completing both skill development processes, a character is 1st level and has 10,000 experience points.

Example: Next Sky expends development points for the skills he wants to develop during his apprenticeship. Still feeling his total hit points are inadequate, he develops 2 more body development skills (7 pts.).

Continuing his strong — some might say obsessive — effort to learn the use of a blaster pistol, he expends a further 6 points to raise his skill to rank 4 (1 pt. for the first rank raised — to skill rank 3 — and 5 more to raise it one more — to skill rank 4). He also improves his skill with his handy Plasma Rifle by two ranks (to rank 4) at a cost of 9 pts.

Sky improves his Scanner analysis ability (from rank 1 to rank 3, cost 4 pts.). He wants to learn to swim, so he expends 2 points for 1 skill rank (now he can tread water). Sky then hones his driving skills by two ranks at a total cost of 7. He has expended 35 of his 37 points so far, and having 2 left, decides to learn the basics of shipboard Sensor Analysis. Summarizing his picks:

Apprenticeship

- 2 - 1st Skill Rank in Body Dev.
- 5 - 2nd Skill Rank in Body Dev.
- 1 - 1st Skill Rank in Blaster Pistol
- 5 - 2nd Skill Rank in Blaster Pistol
- 2 - 1st Skill Rank in Plasma Repeater Rifle
- 7 - 2nd Skill Rank in Plasma Repeater Rifle
- 1 - 1st Skill Rank in Scanner Analysis
- 2 - 2nd Skill Rank in Scanner Analysis
- 2 - 1st Skill Rank in Swimming
- 1 - 1st Skill Rank in Driving gravitic car
- 6 - 2nd Skill Rank in Driving gravitic car
- 2 - 1st Skill Rank in Sensor Analysis

He has finished his apprenticeship and receives these skill ranks as well as those already gained during adolescence. He again rolls 2 D10 for the body development ranks he acquired during his apprenticeship (result $7 + 8$) and adds them to the base hit points he had previously rolled (before they were modified for constitution), $9 + 22 = 31$, and again modifies the total for his high constitution (20% of $31 = 6$, $31 + 6 = 37$). Sky begins play with 37 total hit pts.

Sky must now repeat the process of expending development points for the skills he will develop as he progresses from experience level 1 to level 2. He does not receive these skills until he attains experience level 2. (This development is not included in this example.) Remember that all development points are expended before one embarks on a new experience level.

The skills with which Sky begins play are:

Maneuvering in Armor:

Light Body 3 Bonus: 15

Weapon Skills:

Blaster Pistol:	Rank 4 . . . Bonus: 20
MLA Pistol:	Rank 1 . . . Bonus: 5
Plasma Repeater Rifle:	Rank 4 . . . Bonus: 20

General Skills:

Climbing:	Rank 1 . . . Bonus: 5
Swimming	Rank 1 . . . Bonus: 5
Perception:	Rank 1 . . . Bonus: 5
Driving (grav. car)	Rank 3 . . . Bonus: 15

Special Skills:

Scanner Analysis:	Rank 3 . . . Bonus: 15
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Combat Skills:

Laser Cannon:	Rank 1 . . . Bonus: 5
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Astro Skills:

Sensor Analysis:	Rank 1 . . . Bonus: 5
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All other skills are at rank 0 (Bonus: -25). Sky can take 37 hits.

10.6 FINAL CHARACTER PREPARATION

Once the player has completed the steps outlined in Sections 10.1-10.6, he needs to obtain equipment and supplies for his character. He also needs to total each of his bonuses (i.e., Offensive Bonuses, Defensive Bonus, and all of the other skill bonuses).

10.61 OUTFITTING

Each character begins the game with two normal weapons of his choice. He must have a skill rank of 1 or more in each weapon skill that applies. In addition, he begins with clothes, holsters and carrying straps for his weapons, a weapons belt, and normal personal effects.

Each character starts with some money (see Section 7) with which to buy equipment and to survive on until he can get more. The character may purchase (and start the game) with any equipment and supplies that he wishes. The Gamesmaster may wish to make other equipment and supplies available (e.g. healing drugs, other equipment, etc.).

10.62 TOTALING THE BONUSES

At this point the player must determine and total his bonuses for skills and other capabilities.

SKILL RANK BONUSES — The number of skill ranks is totaled for each skill, and the bonus is determined from Table 10.87 and recorded on the Player Character Record on the appropriate skill's bonus line.

STAT BONUSES — For each stat, the stat bonus is obtained from Table 2.4 and written in the appropriate space next to the stat on the Player Character Record. These stat bonuses are also recorded on the bonus line of any skill to which they apply.

PROFESSIONAL BONUSES — Some professions receives level combat bonuses and Psion bonuses (see Sections 4.0 and 5.2) for certain skills. These bonuses are recorded in the appropriate spaces on the Player Character Record.

ITEM BONUSES — Certain weapons or equipment provide bonuses to certain skills. These bonuses should be recorded on the Player Character Record.

SPECIAL BONUSES — These bonuses can come from background, Psion, armor penalties, etc. Some of these bonuses are already on the Player Character Record. Total these bonuses for each skill and place them in the appropriate spaces on the Player Character Record.

Finally, for each skill, all of the bonuses are summed to obtain the total bonus which is used in play.

10.7 BRINGING THE CHARACTER TO LIFE

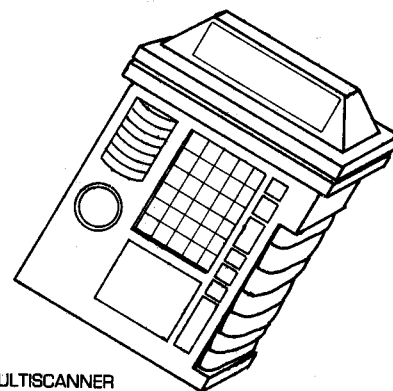
The player should develop a scheme and outline of his player character's basic character traits (see Section 9.0). These may be the player's own traits, in which the player character is basically the player himself placed in the game world and situation. Alternatively, the player may choose a persona entirely different from his own, or some medium between the two extremes.

Total Hit Points: The hit point total used during play is the base hit point total (BHPT) **plus** the BHPT multiplied by the Constitution stat bonus divided by 100 (i.e., the Con stat bonus is used as a percentage figure). Thus, the total hit points can exceed the racial limitation mentioned above.

Summary for Determining the Total Hit Points:

- 1) Start with a base hit point total equal to Constitution/10.
- 2) Each time the Body Development skill rank is increased by one, add 1—8 hits to the base hit point total.
- 3) The total hit points = BHPT + (BHPT x Con Bonus / 100)

Death Due to Massive Concussion Hit Damage: If a character takes more concussion hits than the sum of his total hit points and his constitution, he will die in 6 rounds due to massive shock and internal bleeding. See section 6.4.



MULTISCANNER
(Carlisle Comtech)

STAT BONUSES

1-100 Stat.	Bonus on D100*	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

10.81 STAT POTENTIALS TABLE

Roll on D100	Range of the Initial Stat									
	under 25	25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
52-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.



10.82 STAT GAIN TABLE

Roll on D100	DIFFERENCE BETWEEN TEMPORARY AND POTENTIAL STAT								
	1	2	3	4-5	6-7	8-9	10-11	12-14	15+
01-04	*	*	*	*	*	*	*	*	*
05-10	0	0	0	0	0	0	+1	+1	+1
11-15	0	0	0	0	0	+1	+1	+2	+2
16-20	0	0	0	0	+1	+1	+2	+3	+3
21-25	0	0	0	+1	+1	+2	+2	+4	+4
26-30	0	0	+1	+1	+2	+2	+3	+5	+5
31-35	0	+1	+1	+1	+2	+2	+3	+5	+6
36-40	0	+1	+1	+1	+2	+3	+4	+6	+7
41-45	0	+1	+1	+2	+3	+3	+4	+6	+8
46-50	0	+1	+1	+2	+3	+3	+5	+7	+9
51-55	+1	+1	+2	+2	+3	+4	+5	+7	+10
56-60	+1	+1	+2	+2	+4	+4	+6	+8	+11
61-65	+1	+1	+2	+3	+4	+4	+6	+8	+11
66-70	+1	+2	+2	+3	+4	+5	+7	+9	+12
71-75	+1	+2	+2	+3	+5	+5	+7	+9	+12
76-80	+1	+2	+3	+3	+5	+6	+8	+10	+13
81-85	+1	+2	+3	+4	+5	+6	+8	+10	+13
86-90	+1	+2	+3	+4	+6	+7	+9	+11	+14
91-95	+1	+2	+3	+4	+6	+7	+9	+11	+14
96-99	+1	+2	+3	+4	+6	+8	+10	+12	+15
100	+1	+2	+3	+4	+6	+8	+10	+12	+15

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll D100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is REDUCED BY DOUBLE THE AMOUNT ROLLED (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

NOTE THAT THIS TABLE CAN ALSO BE USED TO DETERMINE RECOVERY FROM INJURY OR DISEASE. The Gamesmaster merely assigns a reduction in the appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (eg: bedrest). In this case, the column would be determined substituting the temporary value of the stat before reduction for the potential, and rolls might continue until the previous temporary was achieved (but not beyond).

10.83 STAT EFFECT TABLE

Action/Skill	Type	Stats Used			
Maneuvering in Armor	MM	AG/ST	Anthropology [XENO]	R	IN/EM
Stunned Maneuvers	MM	SD	Psychology [XENO]	R	IN/EM
Fire arm (Projectile)	OB	AG/ST	Medicine [XENO]	R	IN/EM
Fire arm (Energy)	OB	AG	Medical Practice	MM	AG/EM
Melee	OB	ST/ST/AG	Genetics	R	IN/RE
Bow	OB	AG/AG/ST	Cybernetics	R	EM/RE
Thrown	OB	AG/ST	All Engineering	R	IN/RE
Striking Martial Arts	OB	ST/ST/AG			
Sweeps and Throws M.A.	OB	AG/AG/ST	Second list Psion aquisition		
Adrenal Moves	MM/SM	PR/SD	per level for:		
Adrenal Defense	DB	-	Self-Mastery	SP	SD
Defensive Bonus	DB	QU	Control	SP	PR
			Alteration	SP	EM
Climbing	MM	AG	Visions	SP	IN
Swimming	MM	AG			
Riding	MM	EM/AG			
Disarm Traps	SM	IN/AG	MM - Action is a moving maneuver.		
Pick Locks	SM	IN/RE/AG	SM - Action is a static maneuver.		
Stalking	MM	AG/SD	OB - Stat bonus is applied to the appropriate Offensive Bonus.		
Hiding	SM	SD	DB - Stat bonus is applied to the Defensive Bonus.		
Perception	SM	IN/IN/RE	SP - Action is treated in a special manner (see the skill description).		
Driving	MM	AG/QU	R - Stat bonus is applied to the appropriate research roll.		
Atmospheric Pilot	MM	AG/QU			
Marine Pilot	MM	AG/QU			
Ambush	SP	-			
Linguistics	SP	-			
Body Development	SP	-			
Forgery	SM	AG/RE			
Counterfeiting	SM	AG/RE			
Survival	SP	CO/RE			
First Aid	SP	EM/RE			
Scanner Analysis	SM	IN/EM/RE			
Airborne Assault	MM/OB	AG/SD			
Combat Pilot	MM/OB	IN/AG/AFV			
Crewmember	MM/OB	AG			
Alien Environments	SP	AG/SD			
Missile Artillery	OB	IN/AG			
Heavy Energy Projectors	OB	IN/AG			
Mounted Weapons Ambush	SP	IN/SD/AG			
Orbital Pilot	MM	AG			
N-Space Pilot	MM	IN/RE			
Hyperspace Pilot	MM	IN/RE			
N-Space Astrogation	SM	RE/RE/IN			
Hyperspace Astrogation	SM	IN/IN/RE			
Sensor Analysis	SM	IN/EM/RE			
EW/Communications	SM	IN/RE			
Mechanical Technics	SM	AG/EM/RE			
Weapons Technics	SM	AG/EM/RE			
Electronics Technics	SM	AG/EM/RE			
Computer Technics	SM	AG/EM/RE			
Power Systems Technics	SM	AG/EM/RE			
Crime Technics	SM	AG/IN/RE			
Medical Technics	SM	AG/EM/IN			
Cybernetic Technics	SM	AG/EM/RE			
Genetic Technics	QM	AG/AG/RE			
General Physics	R	ME/RE			
Advanced Math	R	ME/RE			
Chemistry	R	EM/RE			
Planetology	R	EM/RE			
Astronomy	R	EM/RE			
Metallurgy	R	EM/RE			
Tachion Physics	R	EM/IN			
Biochemistry [XENO]	R	IN/RE			
Botany [XENO]	R	IN/RE			
Zoology [XENO]	R	IN/RE			
History [XENO]	R	IN/ME			

10.84 EXPERIENCE POINTS VS. LEVEL TABLE

To begin with, all folk have experience from bygone days. Thus, the "first level" adventurer begins his wanderings and antics having a base of 10,000 experience points. The following chart illustrates the progression from this stage on.

LEVEL	POINTS REQUIRED
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000*
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000*
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000*
17	380,000
18	420,000
19	460,000
20 (Lord)	500,000
21	550,000*

All of the levels after one attains "lord" status (i.e., after 20th level) cost an additional 50,000 experience points.

* All of the asterixed points denote an increase in the required points necessary for progression.

10.85 SIMILAR WEAPONS CHART

Since certain weapons are actually variations on a theme, similarities in patterns of skill development may enable an adventurer to increase his skill in two or more items at the same time.

The following is a breakdown of common weapons into similar categories. These divisions will help provide guidelines for the categorization of other arms.

Players may use one-half of their skill level bonus when using a weapon in the same **similar weapons** category as a weapon that they have developed skill in. For example: Jym-bob has a skill level bonus of +35 with a blast pistol. In the heat of battle, Jym-bob drops his blaster (its power cell dissipated after only two shots) and scrambles to a prone ally. On the ground he finds a laser pistol. Jym-bob realizes that a laser pistol is similar to the blast pistol he normally wields, so he picks it up and fires, but with only a +18 skill level bonus (1/2 of +35 rounded up).

CONCEALABLE HAND WEAPONS	ENERGY ASSAULT WEAPONS	ENERGY SUPPORT WEAPONS
5mm body pistol	Assault blaster Assault stunner	Medium laser Heavy laser Medium blaster Heavy blaster Heavy stunner
PISTOLS	RIFLES	FLAMERS
7mm automatic 11mm automatic 5mm body pistol 5mm MLA pistol 3mm needle pistol	5mm rifle 10mm heavy rifle Light assault rifle 7mm rocket rifle 15mm MLA rifle 15mm shotgun 15mm flechette shotgun	Flame pistol Flame rifle
ENERGY PISTOLS	ENERGY RIFLES	FIELD ENERGY GUNS
Laser pistol Blast pistol Stun pistol	Laser rifle Blast rifle Stun rifle	Mk. 6-9 laser cannon Mk. 6-9 ion cannon Mk. 6-9 blast cannon Mk. 6-9 disruptor cannon Mk. 6-9 plasma cannon
ASSAULT WEAPONS	SUPPORT WEAPONS	
Light assault rifle 9mm smg 15mm autoshotgun	9mm light machine gun 12mm heavy machine gun	

10.87

SKILL LEVEL BONUSES

Skill Level	Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus 1/2 for each skill level over Skill Level 30.

10.86 ARMOR RATING AND ENCUMBRANCE

ARMOR/SUIT TYPE						
	AT (DB)	MIN MANEUV PENALTY	MAX MANEUV PENALTY	MISSILE ATTACK PENALTY	QUICKNESS PENALTY	RADIATION BONUS
Environmental Suit	2 (10)	0	0	-25	-20	0
Kevlar Vest	5 (15)	0	-10	0	0	0
Kevlar Suit	10 (15)	0	-20	-10	-5	0
Duralloy Vest	5 (30)	0	-15	-5	-5	0
Armored Bodysuit						
Type 1	15 (10)	-10	-40	-10	-10	-1 lvl
Type 2	15 (20)	-15	-45	-10	-15	-1 lvl
Type 3	15 (30)	-20	-50	-15	-20	-1 lvl
Exoskeleton						
Type 1	12 (30)	-20	-60	-20	-10	-2 lvls
Type 2	20 (20)	-30	-70	-25	-20	-2 lvls
Type 3	20 (30)	-40	-80	-30	-25	-2 lvls
Powered Armor						
Type 1	20 (110)	0	-100	-100	-5	-3 lvls
Type 2	20 (120)	0	-100	-110	-5	-3 lvls
Type 3	20 (150)	0	-100	-120	-5	-4 lvls
Type 4	20 (170)	0	-100	-120	-5	-4 lvls

Radiation Bonus: indicates how many critical severity levels the armor will protect the wearer from. For instance, a character in a Type 2 Powered armor suit is exposed to an "E" severity radiation attack. The armor reduces the severity 3 levels, from an "E" to a "B".

[illegible]

11.0 NON-PLAYER CHARACTERS

NON-PLAYER CHARACTER CHART

			Weapon Skills				General Skills						Special Skills				Combat Skills	Astro Skills	Tech Skills	Science Skills	Eng Skills	Telepathic Skills						
CLASS	lvl	Maneuvering in Armor	Primary Attack	Secondary Attack	Tertiary Attack	Total Concussion Hits	Climbing	Riding/Swimming	Disarm Traps/Pick Locks	Stalk/Hide	Perception	Driving/Pilot	Forgery/Counterfeiting	Survival (per type)	First Aid	Scanner Analysis	# of skill areas bonus	# of skill areas bonus	# of skill areas bonus	# of skill areas bonus	# of skill areas bonus	# of skill areas bonus	# of skill areas bonus	# of spell lists known to 10th lvl	# of spell lists known to 20th lvl			
Armsman	1	AE	35	25	15	20	10	10	-25	10	10	10	-25	5	5	5	2	15	0	-25	0	-25	1	5	0	-25	—	—
	3	AE	60	50	20	35	15	15	-25	20	20	20	-25	5	5	5	3	20	1	10	0	-25	1	10	0	-25	—	—
	5	ANY	85	75	25	50	20	20	5	30	30	30	-25	10	10	10	3	30	1	15	1	10	1	15	0	-25	—	—
	7	ANY	110	95	35	65	25	30	10	40	40	40	-25	10	10	15	3	45	1	25	1	15	1	20	0	-25	—	—
	10	ANY	120	110	45	90	35	40	20	50	50	50	5	15	15	20	4	55	2	25	1	25	1	25	0	-25	—	—
	15	ANY	165	125	55	125	45	50	25	60	60	60	55	10	20	20	25	4	65	2	35	1	35	2	25	1	10	—
20	ANY	190	140	65	130	55	60	25	70	70	65	15	30	30	35	5	75	2	40	1	45	2	25	1	20	—	—	
Pilot	1	LB	25	15	-25	20	5	5	-25	5	15	15	-25	5	5	5	2	15	2	20	0	-25	1	5	0	-25	—	—
	3	LB	40	30	10	35	10	10	-25	10	20	25	-25	5	5	5	2	20	3	25	1	10	1	10	0	-25	—	—
	5	AS	55	40	15	50	15	15	5	15	35	40	-25	5	10	10	2	30	3	35	1	15	1	15	0	-25	—	—
	7	AS	65	50	20	60	20	20	10	20	40	55	-25	10	10	15	3	40	4	45	1	20	2	15	0	-25	—	—
	10	AE	75	60	30	80	30	30	15	30	55	70	5	10	15	20	3	50	4	55	2	25	2	20	0	-25	—	—
	15	AE	100	70	40	115	40	40	20	40	65	85	10	20	20	25	3	60	5	65	2	30	2	30	1	10	—	—
20	AE	110	80	50	120	50	50	20	50	75	105	15	30	30	35	4	65	6	75	3	35	2	40	1	20	—	—	
Explorer	1	AS	25	20	10	20	10	10	5	15	15	10	-25	15	5	10	1	10	2	10	0	-25	1	10	0	-25	—	—
	3	AS	45	30	15	35	15	15	10	30	30	20	-25	20	10	20	2	15	2	20	1	10	2	10	0	-25	—	—
	5	AS	60	45	20	50	20	25	15	40	40	30	-25	25	15	25	2	20	3	30	2	10	2	15	0	-25	—	—
	7	AS	80	55	25	60	25	35	20	50	50	40	-25	35	20	30	2	30	3	40	2	20	2	20	0	-25	—	—
	10	AE	95	65	35	80	35	45	25	60	60	50	5	45	25	35	3	40	4	45	2	30	3	20	0	-25	—	—
	15	AE	110	75	50	115	45	55	30	70	70	55	10	55	30	40	3	50	4	55	3	35	3	30	1	10	—	—
20	AE	125	90	60	120	55	65	35	80	80	70	15	65	35	50	3	60	5	60	3	45	3	40	1	20	—	—	
Criminologist	1	NONE	20	15	-25	15	10	10	10	15	20	10	10	5	5	10	0	-25	0	-25	1	20	1	10	0	-25	—	—
	3	LB	40	30	10	30	15	15	20	30	40	20	20	5	5	15	0	-25	0	-25	1	30	1	15	0	-25	—	—
	5	LB	60	50	20	40	20	20	30	45	50	25	30	5	10	20	0	-25	1	5	2	35	1	20	0	-25	—	—
	7	AS	85	60	30	50	25	30	40	55	60	35	35	10	15	25	1	10	1	10	2	45	2	20	0	-25	—	—
	10	AS	105	70	40	60	35	40	50	65	70	45	40	15	20	30	1	15	1	15	2	55	2	25	0	-25	—	—
	15	AS	120	80	50	80	45	50	60	75	80	55	50	20	25	35	2	20	1	20	3	60	2	30	1	10	—	—
20	AS	135	90	60	100	55	60	75	85	85	65	60	25	30	40	2	25	2	25	3	70	2	35	1	20	—	—	
MedTech	1	NONE	20	-25	-25	15	10	10	-25	-25	10	10	-25	5	10	10	0	-25	0	-25	1	20	1	10	0	-25	—	—
	3	AS	30	20	10	30	15	15	-25	-25	20	20	-25	5	20	20	0	-25	0	-25	1	30	1	20	0	-25	—	—
	5	AS	40	25	10	40	20	20	-25	-25	30	25	-25	5	30	25	0	-25	0	-25	2	40	2	25	0	-25	—	—
	7	AS	50	30	20	50	25	30	5	5	40	35	-25	10	40	30	0	-25	0	-25	2	45	2	30	0	-25	—	—
	10	AS	60	40	30	60	35	40	10	10	50	45	-25	15	50	35	1	10	0	-25	3	50	3	30	0	-25	—	—
	15	AS	75	55	30	75	45	50	15	15	60	55	-25	20	70	40	2	15	0	-25	3	60	3	35	0	-25	—	—
20	AE	85	65	40	95	55	60	25	25	70	65	5	25	90	45	2	20	1	10	3	70	3	40	1	20	—	—	
Planetologist	1	NONE	25	15	-25	15	10	10	5	5	15	10	-25	5	5	10	1	15	1	15	0	-25	1	20	0	-25	—	—
	3	NONE	40	30	10	30	15	15	5	10	30	20	-25	5	5	20	1	25	1	25	0	-25	2	25	0	-25	—	—
	5	AS	55	40	15	40	20	20	10	40	30	-25	10	10	25	1	35	1	35	1	10	2	30	0	-25	—	—	
	7	AS	65	50	20	50	25	30	20	15	50	40	-25	15	15	30	1	45	1	45	1	20	2	40	0	-25	—	—
	10	AS	75	60	30	60	35	40	30	25	60	50	5	20	20	35	2	50	2	50	1	30	3	45	0	-25	—	—
	15	AS	100	70	40	80	45	50	40	40	70	55	10	25	25	40	2	55	2	55	1	35	3	55	0	-25	—	—
20	AS	110	80	45	100	55	60	50	55	80	70	15	35	30	50	2	60	2	60	2	40	3	65	1	20	—	—	
Tech	1	NONE	20	-25	-25	15	10	10	5	5	10	10	-25	-25	5	5	0	-25	0	-25	1	30	1	10	1	10	—	—
	3	LB	30	20	10	30	15	15	5	10	20	20	-25	5	5	10	1	10	0	-25	2	35	1	15	1	15	—	—
	5	LB	40	25	10	40	20	20	5	10	30	25	-25	5	10	15	1	20	1	10	2	45	2	20	1	20	—	—
	7	LB	50	30	20	50	25	25	10	15	40	35	5	10	15	20	2	20	1	20	3	50	2	25	1	30	—	—
	10	AS	60	40	30	60	35	35	20	25	50	45	15	15	20	30	2	25	1	30	3	60	2	30	1	35	—	—
	15	AS	70	50	30	75	45	45	25	40	60	55	20	20	25	40	2	35	2	30	3	70	2	40	2	40	—	—
20	AS	80	60	40	95	55	55	30	55	70	65	25	25	30	50	2	45	2	40	4	80	3	45	2	45	—	—	
Scientist	1	NONE	10	-25	-25	10	-25	5	-25	-25	5	10	-25	-25	5	5	0	-25	0	-25	1	10	3	25	2	25	—	—
	3	NONE	25	10	-25	20	5	5	-25	-25	5	20	-25	5	5	10	0	-25	0	-25	2	15	3	35	2	35	—	—
	5	NONE	30	10	-25	25	5	5	-25	5	10	25	-25	5	10	20	0	-25	0	-25	2	20	3	45	2	45	—	—
	7	NONE	40	10	10	35	5	10	5	5	20	35	-25	10	15	30	0	-25	1	10	2	25	4	50	2	50	—	—
	10	NONE	50	20	10	40	10	20	5	10	20	45	5	15	25	40	1	10	1	15	2	30	4	60				

10.9 PHYSICAL APPEARANCE

In addition to each character's stats (which affect his capabilities during play), it is desirable to have some measure of the character's appearance. In this section, suggestions for determining factors affecting a character are given (i.e., demeanor, hair color, eye color, height, weight, etc.). The Gamesmaster should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

GENERAL APPEARANCE — Appearance (AP) is a value (01—00) which gives a general idea of the character's exterior look (e.g., an 01 or 02 appearance indicates a really ugly person, while a 99 or 00 appearance would indicate a very handsome or beautiful character). This is a very subjective rating and the Gamesmaster should treat it as a general guideline during play.

DEMEANOR — This is an indicator of the general attitude that the character seems to present to the world. This is up to the character and Gamesmaster, but typical demeanors might include: calm, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, aloof, condescending, shy, overbearing, etc.

PHYSICAL APPEARANCE FACTORS — Such factors as height, weight, hair color, eye color, gender, age, and so on should be determined by the Gamesmaster and the players.

12.0 OPTIONAL RULES

These rules are meant to provide more flexibility and variety when starting player characters. Gamesmasters should realize that these rules allow characters to start play with more skills than are normal under the basic rules.

12.1 ALTERNATIVE STAT GENERATION METHODS

Under the basic rules, the 10 temporary stats are rolled and then assigned to the 10 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat.

Under this optional rule, the order in which the steps of this process are performed is changed. The 10 temporary stats are rolled normally, then the potentials are rolled, then the temporary/potential stat pairs are assigned to specific characteristics, and finally the profession is chosen.

This rule is included because often stats will be rolled and assigned, with low stats in characteristics that a player does not want to emphasize. Then the player will choose his profession and roll his potentials. If he is lucky in those areas where he has placed his low stats and unlucky in other areas, he can end up with higher potentials in unwanted areas. This optional rule allows the players more control over their stats, specifically their potentials. If a Gamesmaster wants a random stat potential situation, he should use the basic rules.

To handle the replacement of prime requisites by 90's, the actual D100 rolls for potentials should be recorded so that if the prime requisites are replaced with 90's the original D100 rolls can be used to calculate the new potentials.

12.2 OPTIONAL LEVEL ADVANCEMENT RULES

These optional rules concern the process of character and skill development. They make the level advancement process slightly more complicated but more realistic.

12.21 PARTIAL SKILL ADVANCEMENT AT HALF-LEVEL

When a character reaches an experience point that is more than half way to his next level, he can advance 1 skill rank in up to 3 skill areas. He may only select skill areas he is currently developing.

The reasons for including this rule are threefold. At the lower levels the amount of experience required to advance a level is more than in other SF role playing systems. This reverses at the higher levels since our experience progression is arithmetic, rather than geometric. Secondly, it is a compromise between the reality of a continuous learning process and the playability of developing skills only at discrete intervals. Finally, if the three skills chosen are skills that have recently been employed in the adventure in progress, then this rule reflects the action in the game.

The Gamesmaster has two options when using this rule; he may allow the player to choose the three skills, or the Gamesmaster can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The Gamesmaster may also choose to vary these options depending upon the situation.

If one of the skills chosen is Telepathy, the character may be allowed to roll to learn the spell list being developed. If he is successful, then he will only be able to cast Psions on the list that are of a level equal to or lower than his current level.

12.22 ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to learn a skill are (1) to expend the development points and (2) then gain an experience level. This assumes that the character practices and meditates on the skills which he is learning. The following rules provide requirements that must be met before skills can be learned. The Gamesmaster can adopt some, none, or all of the following optional rules. These rules add some extra bookkeeping and complexity to the skill development and level advancement process.

PRACTICE AND STUDYING — Under this rule a certain amount of time must be spent practicing and/or studying a skill to be developed (whichever is appropriate). The amount of time spent should be determined by the Gamesmaster depending upon his world system and the pace that he wants to set for his game. The suggested values are 1 day/skill rank and 1 week for a Psion list. This practice or study can occur anytime after the skills have been chosen for development.

The practice or study should take approximately 8 hours per day. The time could be spread over a long period of time at 8 hours/skill rank and 56 hours per Psion list. Under some world systems (or for some races) this might be more or less than 8 hours per day.

EQUIPMENT AND FACILITIES FOR PRACTICE — A Gamesmaster may want to require equipment and facilities for practice. This could be accomplished by having gyms, practice arenas, schools, guilds, etc. This adds complexity, but provides a reason for adventure in a town or city setting in a campaign game.

MATERIAL AND FACILITIES FOR STUDYING — For reasons similar to those given above, the Gamesmaster may want to require material and facilities for learning and studying spell lists, linguistics, etc. This requirement would also allow the Gamesmaster to restrict the use of certain spell lists that do not fit into the world system being used. It also can be used to initiate quests and adventures to obtain certain rare and expensive Psion lists.

MEDITATION PERIOD — Often when an experience level is reached by a character it occurs at an active moment during a game. If the character has already completed his practice, he may reasonably request that he be allowed to advance his developed skill ranks. This can be very disruptive.

Under this rule, once an experience level is reached the skills developed are not advanced until the character has slept or meditated for 8 hours (more or less depending upon the wishes of the Gamesmaster). This reflects the character thinking or dreaming over the experience that he has gained during the last level and how it applies to his skills and abilities.

12.3 HOBBIES

Characters usually begin play with fairly normal science-fiction role playing characters. Due to the cost effectiveness of developing certain skills, this may seem very restrictive to some people. This option suggests that a simulation of hobby skills be used. Hobbies are defined to be in this case skills or abilities that do not normally coincide with the profession of the character. For example, healers are rarely mass murderers.

At the end of the development period for adolescence, the character may choose a skill as his primary hobby and another skill as his secondary hobby. At the end of his apprenticeship development period (before spell rolls), the character receives 4 extra skill ranks in his primary hobby and 2 extra skill ranks in his secondary hobby. Any skill can be chosen to be a hobby, and the skill ranks obtained are in addition to any developed by the normal process. A hobby area cannot have a skill acquisition cost of 20 or more.

This optional rule is only meant to provide a guideline for the use of hobbies. We have found they make characters more individualized and unique. A Gamemaster may want to change the number of hobbies or the number of skill ranks anyway he wants between the two hobbies (i.e., 5-1, 4-2, or 3-3). The Gamemaster may want to restrict the use of hobbies to coincide with the individual backgrounds or his world system.

13.0 ACTIVITY RULES AND CHARTS

13.1 MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

This section deals with (1) the effects of carrying encumbering loads, and (2) the results of over-exertion or exposure to severe elements. The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere, notably on the Maneuver Chart (Table 13.2). Here we are dealing with "dead weight," that which one carries rather than wears.

NOTE: It is very important to keep in mind that most of these factors are geared towards movement in Terran-normal gravity. The section on encumbrance (13.12) includes rules on calculating the approximate encumbrance of inertial mass, but the movement and exhaustion rates will (obviously) be skewed in environments of differing gravity.

13.11 MOVEMENT (SPEED CHART)

Below is a handy movement chart keyed to a character's stat bonuses, armor maneuver penalties, and encumbrance subtractions. The assumptions here are: (1) a 100 Quickness will result in a "world class" sprinter; (2) the average character (QU 25-74) walks at 5.5 miles per hour; and (3) bonuses and penalties should be applied to the Avg. Walking/Movement Rate before using the speed multipliers based on faster paces (e.g., the x2 multiplier for "run").

When using the Speed Chart simply cross-index your quickness stat (D100) with the Walking Pace (Avg. Speed); the resulting figure is the number of feet the character can move in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty).

1-100 Stat Quickness* (QU Bonus)	Add (Normal Moved/Rd)	Average Speed (Max. meters at Walking Pace)
102+	+35	31 meters
101	+30	29
100	+25	27
98-99	+20	25
95-97	+15	23
90-94	+10	21
75-89	+5	19
25-74	0	17
10-24	-5	15
5-9	-10	14
3-4	-15	12
2	-20	10
1	-25	08

*Option: Some GM's may wish to average Quickness and Agility when using this column.

13.12 ENCUMBRANCE

The following steps should be taken to calculate encumbrance penalties: (Step 1) Calculate the normal body weight for the character under the current gravity. (Step 2) Determine how much "dead weight" (in kilograms) the character is carrying; this is his "load." (Step 3) Average this with the mass of the dead weight. This is to reflect the fact that the dead weight will have inertial mass even in a weightless environment, though it will be less encumbering than with gravity. This is the "dead mass." (Step 4) Divide the dead mass by the weight allowance (round up). (Step 5) Determine the encumbrance penalty using the table below.

Mass allowance = 10% of body mass (if in normal mass range vs. size).

Number of mass allowance units in load	Encumbrance Penalty
1x	0
Greater than 1x, less than 2x	-10
2x	-20
3x	-25
4x	-30
5x	-35
6x	-40
7x	-50
8x	-60
9x	-70
10x	-80
11x	-90
12x	-100
13x	-110
14x	-120

(Step 6) Now subtract any penalty the character has for wearing armor ("live weight"). The armor penalties are found on Armor Table (10.86). (Step 7) Once a character has determined his average unencumbered speed and resolved the applicable penalties for excess dead weight (his load) and his covering (his armor), he then adds any bonus he has for his Strength stat. (Step 8) The net encumbrance penalty is subtracted from the average unencumbered speed to get a character's rate of movement during a round of 10 seconds.

OPTIONAL ADJUSTMENTS: The GM may also wish to include the adds or subtractions from stat bonuses that are based on the character's race. In this case both Quickness and Strength bonus adjustments should be made and the resulting bonus is the one employed for all rules determinations including movement computations.

The GM may also wish to include adjustments for a character's length of stride. This factor should be used whenever racial adjustments are employed, for shorter beings often have adds to their Quickness bonus and will move disproportionately fast considering their short strides. For purposes of this rule, simply note that the stride of the average 1.85 meter person is used as the norm; every 15cm difference will result in an add or subtraction of 5:

Height	Add/Subtraction Due to Stride	Bonus (in meters)
2.30m	+15	+6
2.15m	+10	+4
2.00m	+5	+2
1.85m	-0	0
1.70m	-5	-2
1.55m	-10	-4
1.40m	-15	-6
1.25m	-20	-8
1.10m	-25	-10

13.13 FAST MOVEMENT AND EXHAUSTION

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason we include rules for exhaustion at this point. We also include provisions for melee and bow fire. Note that all increased rates of speed are measured in units of average (walking) speed (e.g., "run" = 2x walk or average speed). A person's exhaustion allowance, the number of points he can expend before he needs to rest and/or recuperate, is equal to his Constitution (e.g., a character with CO 90 would have an exhaustion allowance of 90 "exhaustion points").

Pace	Speed Multiple	(Unencumbered Avg) Movement/Rd	Exhaustion Pt Cost/Rd
Walk	1x	17 meters	1/5 min. (1/30 rds)
Fast Walk/Jog	1.5x	25m	1/min. (1/6 rds)
Run	2x	35m	1/2 rds
Sprint/Fast Run	3x	52m	5 rd
Fast Sprint	4x	70m	25/rd
Dash	5x	85m	40/rd

EXAMPLE: An unencumbered Bandring travels 17 meters per round (having only average Quickness) when walking. His Constitution is 90 and he can walk for 450 minutes (7 1/2 hours) without a rest (90 x 5 minutes). If he were to sprint he could move at a rate of 52m per round; but he would exhaust his 90 point exhaustion allowance in 16 rounds (3 minutes) keeping that pace (5 x 18 = 90). If Bandring was moving with a 3 x weight allowance load, average speed (walking) would be but about 6 meters per round and he would be "sprinting" (and exhausting himself) in order to cover 60 per round.

Encumbering loads and armor will prevent anyone from reaching certain speeds (regardless of their stat bonuses). A super character with racial adds to his +25 bonuses for Quickness and Strength (QU, ST 100) may move quite far walking even while burdened with armor and heavy load. Nonetheless, he could not move at either a "Fast Sprint" or "Dash" rate. The following prohibitions apply:

Penalty	Prohibited Movement Rate
Armor Penalties -10 thru -20	Dash
Armor Penalties -21 thru -50	Dash, Fast Sprint
Armor Penalties -51 plus	Dash, Fast Sprint, Sprint
Load 2 x Weight Allowance	Dash
Load 4 x Weight Allowance	Dash, Fast Sprint
Load 6 x Weight Allowance	Dash, Fast Sprint, Sprint

USE THE MANEUVER CHART FOR MOVEMENT UNDER EXTREME PRESSURE.

Where an individual or group is "under pressure" from attackers, the weather, or some other perceived threat — or time is a major factor — have him/them roll on the Maneuver/Movement Chart 13.2. Simply choose the appropriate difficulty factor; the resulting percentage is the percentage of the distance they would normally move given their rate of speed.

EXAMPLE: Bandring is fleeing from the dreaded Malevolent Moose. He is running and would normally move 35 meters per round (since he is unencumbered and wearing no armor). Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Bandring knows the terrain, so the difficulty category assigned is "Easy". Bandring rolls an adjusted D100 and the result is 100%. He moves the full 35 m. Had he rolled lower and gotten a 60% result, he would move but 21m that round. Had the chase been at night a higher difficulty category may have been applicable.

EXHAUSTION MODIFIERS: The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. If used, they should be cumulative.

Factor	Modification on Pts Expended
Temp. above 40 degrees C	2x
Temp. above 50 degrees C	4x
Temp. above 55 degrees C	8x
Temp. below -5 degrees C	2x
Temp. below -10 degrees C	3x
Temp. below -15 degrees C	5x
Temp. below -20 degrees C	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
High Winds	2x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x

EXHAUSTION AND COMBAT: When fighting a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

Character's Situation	Exhaustion pt Expenditure
Melee	1/2 rds
Firing a Bow	1/6 rds (1 per minute)

13.14 EXHAUSTION EFFECTS

A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Exhausted characters (those with no remaining exhaustion points) must rest. They replenish pts. at a rate of 1 per round.

13.15 SUMMARY

Movement rate = walking pace
 + encumbrance penalty
 + armor penalty
 + strength bonus
 + stride modification

fast movement

- 1) Find movement rate
- 2) Determine pace (check restrictions)
- 3) Movement/rd = (movement rate) x (speed multiplier)
- 4) Expend exhaustion points.

PERSONAL MANEUVER CHART				Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
	Routine	Easy								
-201	Fall down, +2 Hits. You are out 3 rounds.	Fall back, self out. You are out for 17 rounds. + 9 Hits.	Fall. Break arms. +10 Hits. You are out for 9 rounds.	Fall. Break arms. +10 Hits. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall. Break neck. You die in 3 rounds.	Fall sends you into coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) — (-151)	Fail to act.	Fail down, lose 7 rounds. + 7 Hits.	Fail down + 3 Hits. You are out for 4 rounds.	Fail down + 3 Hits. You are out for 4 rounds.	Fail. Break leg. +15 Hits. You are out 6 rounds.	Fail. Break leg. +15 Hits. You are out 6 rounds.	Fail. Break arm. +20 Hits. You are out 18 rounds. Arm useless.	Fail. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fail. You smash your backbone and are in a coma for 1 year.	Fail paralyzes you from neck down.
(-150) — (-101)	10	Fail to act.	Fail down. + 3 Hits. You are out for 2 rounds.	Fail down. Sprain ankle. You are at 25%. +6 Hits.	Fail. Break arm. +10 Hits. You are out 4 rounds. Stunned 1 round.	Fail. Break leg. +15 Hits. You are out 6 rounds.	Fail. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fail. +10 Hits. Break arm. You are out for 4 rounds.	Fail. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fail. You smash your backbones and are in a coma for 1 year.
(-100) — (-51)	30	10	Fail to act.	Fail down. Lose 2 rounds. +3 Hits.	Fail down. Sprain ankle. You are at 25%. +5 Hits.	Fail. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fail. +30 Hits. You are out 9 rounds. Shatter knee. You are at 80%.	Fail. +12 Hits. Break arm. You are out for 6 rounds.	Fail. Break back and legs. +25 Hits. Paralyze of lower body.	Fail. Break back and legs. +25 Hits. Paralyze of lower body.
(-50) — (-26)	50	30	10	Fail to act.	Fail down. +5 Hits. You are out 3 rounds.	Fail. Sprain ankle and tear ligament. You are at 30%. +15 Hits.	Fail. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose.	Fail. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose.	Fail. +12 Hits. Break arm. You are out for 6 rounds.	Fail. You are out 18 rounds. You break both arms. +25 Hits.
(-25) — 0	70	50	30	5	Fail to act.	Fail down. +5 Hits. You are out 3 rounds.	Fail down. +5 Hits. You are out 3 rounds.	Fail. Sprain ankle and tear muscle. You are at 30%. +10 Hits.	Fail. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fail. +10 Hits. You break your leg. You are at 75%. You are out 6 rounds.
01 — 20	80	60	50	10	5	Fail to act.	Fail to act.	Fail down. +5 Hits. You are out for 3 rounds.	Fail. +5 Hits. You pull a leg muscle. You are out 2 rounds.	Fail. +15 Hits. Break arm. You are out for 4 rounds.
21 — 40	90	70	60	20	10	10	5	Fail to act.	Fail down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fail. Knock yourself out. You are out for 30 rounds. +10 Hits.
41 — 55	100	80	70	30	20	20	10	5	Fail down. +5 Hits. You are out for 3 rounds.	Fail. Sprain ankle and tear ligament. You are at 30%. +15 Hits.
56 — 65	100	90	80	40	30	30	20	10	Fail to act.	Fail down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
66 — 75	100	100	90	50	40	40	30	20	5	Freeze for 2 rounds.
76 — 85	100	100	100	60	50	50	40	30	10	Fail to act.
86 — 95	100	100	100	70	60	60	50	40	20	5
96 — 105	110	100	100	80	70	70	60	50	25	10
106 — 115	110	110	100	90	80	80	70	60	30	20
116 — 125	120	110	110	100	90	90	80	70	40	30
126 — 135	120	120	110	100	100	100	90	80	50	40
136 — 145	130	120	120	110	100	100	100	90	60	50
146 — 155	130	130	120	120	110	110	100	100	70	60
156 — 165	140	130	120	120	120	120	110	100	80	70
166 — 185	140	140	130	130	120	120	120	110	90	80
186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Great move. You feel better. Subtract 4 hits from current total.	Excellent move. You are unstunned. Add 10 to allies' rolls for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	120	100	90
226 — 275	150	140	Brilliant move. You are unstunned. Subtract 3 from your current hit total.	Brilliant move. You are unstunned. Subtract 3 from your current hit total.	Move inspires your allies. Add 15 to friendly rolls for 3 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
276+	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant move. You are unstunned. Subtract 3 from your current hit total.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.

13.3 STATIC ACTION TABLE

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Perception	Maneuvers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS:

Speed & Strength	For each consecutive round of preparation using 100% activity.	—	+10
Hiding	Quality of hiding place	Bad	-20
		Fair	0
		Good	+10
		Very Good	+30
		Excellent	+50
	Presence of Hider in the area is known to searchers.	—	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.	—	+20
	For each time the trap/lock has been tried without success.	—	-30
	Disarmer/picker has disarmed/picked this trap/lock before.	—	+50
	Disarmer/picker has disarmed/picked this type of trap/lock before.	—	+30
	Disarmer/picker has the construction of the mechanism described to him.	—	+20
Perception	Player mentions the appropriate thing being perceived. (e.g. the player says he is actively looking for an ambush or trap)	—	+30
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).	—	+20
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)	0
		Medium (weapons/armor and belt equipment)	-10
		Heavy (weapons/armor and normal pack)	-20
		Very Heavy (all personal equipment and 50-100 lb.)	-30
		Burdened (all personal equipment and over 100 lb.)	-50

*Modifications to maneuvers are applied to a roll on the Maneuver Table

¹ These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, not heavy).

NOTE: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g. a character attempting to pick a lock may have taken 77% of his hits, only the -20 modification is applied and not the other two).

PART III TELEPATHY IN SPACEMASTER

One of the basic aspects of this system is the use of psion lists and experience levels (or just levels). The ability to cast and learn psions is closely tied to the character's level. These "levels" are factors determined by the character development system (see **Part Two**).

14.0 CONCEPT AND DESCRIPTION

A *psion* is a specific Telepathic power, the equivalent of a *spell* in a Fantasy milieu. In **Future Law** psions are grouped into lists.

A psion list is an ordering of psions based upon the correlation of level, intricacy, and potency of the psion. All psions in a list have common characteristics and attributes, although each may have vastly different effects and applications. Psion lists are learned in stages, as the character progresses in experience, knowledge and power. Quite often a character learns a list only to a certain level. In such a case, the character would know, and potentially be able to cast a psion when his experience level is greater than or equal to the level of that psion.

If there is no psion on a list at a given level, it signifies that no new psion ability is gained from knowledge of that list at that level.

NOTE: A Telepath who learns a psion list or part thereof (through the normal learning process—see 15.0) immediately acquires the ability to use the psions he now knows (of his level or below).

15.0 LEARNING LISTS

Psion users learn lists up to and including certain levels by spending picks, as is true with all other skills in **Space Master**. However, this area diverges from the standard skill and bonus rule. Under the **Space Master** system, a character who is trying to learn psions makes a Psion Gain Roll upon reaching each new experience level. This is a 1-100 roll (NOT open-ended) with a roll of 101+ required for success. An add is allowed for the amount of practice/training the character has done in that particular area (list) of Telepathy, as measured by the number of development ranks (or 'picks') level he has committed to it, as well as the applicable stat bonus.

When a character expends development points to acquire skills, he may attempt to study one such list of psions. Each time he expends the points required for psion acquisition (this varies depending on the chosen concentration of the Telepath — see sections 15.11 and 15.12 for details on determining pick costs) he announces what List he is attempting to learn and records one practice pick for that List. Depending on cost, a Telepath may acquire several practice picks for a list at one time. These practice picks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those psions, through meditation, practice, etc.; the GM must be the judge of the availability and cost of that information to the character.

1) When making a Psion Gain Roll, the character adds his accumulated practice picks x 5 to his roll on D100. Thus 20 practice picks guarantee that the character will learn his psion list. If the roll is not successful, the accumulated practice is not lost, rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had time to ponder his experiences and has gained further understanding of his universe (the next time he gains a higher level) he may make another Psion Gain Roll, gaining the full benefit of his accumulated practice picks (which he may increase by further development in the meantime). Eventually the character will acquire the use of those psions (assuming he survives and continues to go up levels).

2) Once a successful Psion Gain Roll is made, the character is considered to have learned the use of the psions he was practicing and may use them as long as such use complies with other rules for their use (psion power points, etc.). The number of practice points or picks has no further affect on the game. It does not matter how much effort the character put into learning the psions from this point forward. Note that, under **Future Law**, lists of Telepathic power are divided at various levels and further practice must be done on a list at certain intervals to learn it above each break point. In such a situation, practice points used to acquire lower psions of the list have no effect on attempts to acquire the higher psions — as long as the Telepath as learned the lower group of psions.

3) *Partial practice may only be done on one list at a time.* Characters may not partially study a variety of lists and count on the luck of the dice to give them psion abilities. A character must study only one group of psions at a time.

4) If a character is able to allocate enough picks to bring his total with the list he is currently working on to 20 — insuring its gain at the next level of experience — he gains the use of the first level spell on that list (if any) immediately (before reaching the next level of experience) and may begin working on the acquisition of a second group of psions. When he gains the next level of experience, he will acquire the normal use of the first list and be entitled to make a Psion Gain Roll for the second.

NOTE: *Optionally, the Gamesmaster may allow a bonus on the second Psion Gain Roll (as in "4" above). In this case, the Telepath may add the appropriate stat bonus. True Telepaths use Self-Discipline, no matter what their chosen priority of Field. Semi-Telepaths' bonus statistic varies depending on which field they choose to concentrate in: those who choose lists from the field of Vision use Intuition; those concentrating in Alteration use Empathy; those choosing lists in Control use Presence; and those using Self-Mastery employ Self-Discipline.*

If a character, after making an unsuccessful Psion Gain Roll, wishes to begin the study of *another* list, he may do so, but he forfeits all practice points accumulated with the first group of psions. Such points may be neither transferred nor retained if the character wishes to switch his efforts to some other group of psions. He may, if he has the points, allocate enough development points to bring the total with the first list to 20 picks and then begin to study the second as described above.

Psions, once learned, may be cast at any time by the expenditure of power points (see sec. 13.0). The Psion Gain roll, successfully made, means the character is generally capable of throwing the psions on the list. To cast the psion, the character states he is doing so and expends power points. The minimum number of power points to cast the psion is equal to the level of the spell. Thus to cast a third level psion, the character must expend three power points.

15.1 TYPES OF TELEPATH

In **Future Law**, There are two types of Telepath: the True Telepath and the Semi-Telepath. True Telepaths are the only ones who may choose more than one Field of psions (the Fields being Vision, Alteration, Control, and Self-Mastery). Semi-Telepaths are normally allowed to choose lists from only one Field, their Base Field. That Field must be chosen when the character is developed, and can never be changed. Optionally, the GM may allow a Semi-Telepath to pick lists in one other Field. This option is reflected in the 5/* pick cost on the Character Development Chart. Semi-Telepaths allowed to choose this second Field may only learn psions up to 10th level in that Field.

15.11 TRUE TELEPATHS

True Telepaths are characters who have chosen to pursue the learning of mental powers above all else. They have access to all of the psion lists, but prioritize their **Fields of Endeavor**, much like other characters prioritize their weapons pick costs. Referring to the Character Development Table, in the True Telepath row under psions there are four number-slash combinations (1/*, 2/*, 3/*, 4/*). These represent the costs for lists in each of the four Fields, and may be assigned to the fields as the Telepath desires. The lists in the Field chosen to have the 1/* pick cost is considered the Telepath's **Base Field**, and all of the lists within it are Base Lists. Theoretically, the True Telepath may learn psions in these lists to 50th level. They may learn psion lists in the other Fields to 20th level.

15.12 SEMI-TELEPATHS

Semi-Telepaths are a profession which combines the attributes of the Telepath with those of one of the other professions. Refer to the Character Generation Table; note the row of skill costs for Semi-Telepaths. This row is not used in its entirety; rather most of it is used, with the exception of two Skill Pick Sections (e.g., Weapons Skills, Astronautic Skills, etc.). Depending on the other profession desired, the character may switch the skill costs of two blocks from the other profession down to replace the skill costs in the Semi-Telepath row. Obviously, the character would switch down the pick sets most advantageous to his semi-profession.

EXAMPLE: Kevyk has decided to be an Armsman-Telepath. He looks over the Character Development Chart and decides to 'flip down' the sections of **Weapons Skills** and **Combat Skills** to the Semi-Telepath row for his character. When Kevyk fills out the skill costs on his character development worksheet, all of the skill pick costs will come from the Semi-Telepath row, except for his Weapons and Combat skills, which will come from the Armsman row. Kevyk decides to choose Alteration as the Field of Telepathy he wishes to concentrate in. Again checking the table, his cost is 2/* for all the lists in that Field. If the GM allows Semi-Telepaths to choose lists from other Fields, Kevyk's cost for his other Field would be 5/*

15.2 TYPES OF PICK SETS

A pick set is, not surprisingly, the group of practice picks devoted to an attempt at learning a psion list. The set may be from one to twenty practice picks, the number of picks indicating the percent chance of learning the list when a Psion Gain Roll is made. See 15.0, **Learning Lists**.

When a Psion Gain Roll for a pick set is successfully made, the character may learn some of the psions on a single list. The Telepath may learn from one to ten new psions; for each pick set he expends (dependent upon the level and profession of the psion user, the list on which the pick set is expended, and the prior knowledge of that list that the Telepath had). Remember that the Telepath does not gain the ability to cast these psions until he reaches their level, and that even then he must abide by all the normal restrictions for casting psions.

There are five types of "pick sets" that may be made. Generally a profession will be restricted to using certain types of picks on certain types of lists (reflecting the relative difficulty of learning these lists). Certain professions cannot use certain types of pick sets at all, and others may be restricted from picking certain types of psions or psions beyond a certain level.

15.3 TYPE "A" PICK SET

A type "A" set results in learning the chosen list up to and including level 5 (1-5th level).

15.4 TYPE "B" PICK SET

A type "B" set results in learning the chosen list up to and including level 10 (1-10th level).

15.5 TYPE "C" PICK SET

A type "C" set can only be made if a type "A" pick set has already been made in the psion list and the Telepath is level 5 or higher. (In effect, he can already cast the psions below the ones he is attempting to learn). The type "C" pick set results in the list being learned up to and including level 10 (5-10th level).

15.6 TYPE "D" PICK SET

A type "D" pick can only be made if a type "B" pick set has already been made in the psion list and the Telepath is level 10 or higher. A type "D" pick set results in the list being learned through level 20 (10-20th level).

15.7 TYPE "E" PICK SET

A type "E" pick set can only be made in a list already learned to level 20 (through a type "B" pick and a type "D" pick previously made). This pick results in a single 25th, 30th or 50th level psion being learned. All psions of lower level on this list must have already been learned (including the 25th level psion if the 30th level psion is the one being learned, or both of the above if a 50th level psion is the one to be picked). In addition, the Telepath must be at least the same level as that of the psion being chosen.

15.8 PICK AVAILABILITY

Certain professions may only make certain types of picks, dependent on their Field, their classification, and the classification of the list they wish to learn. These restrictions on picks are summarized in the following table:

	Base Field	Other Fields
TRUE TELEPATHS	B,D,E	B,D
SEMI-TELEPATHS	B,D,E	A,C*

*if option chosen.

EXAMPLE: Suppose a Telepath reaches 26th level, and knows one of his Base Field lists to level 20, one Outside Field lists to level 20 and another to level 10. With one pick he could (a) learn a new psion list up to and including 10th level, a Type "B" pick; (b) learn the 25th level psion on the Base Field list he already knows to 20th level, a Type "E" pick; or (c) learn the 11th-20th level psions on the second Outside Field list (the one he already knows to 10th level), a Type "D" pick. Note that because the other Outside Field list is not a Base Field list, he could not learn its 25th level psion by means of a type "E" pick.

16.0 CASTING PSIONS

Once a list is known to a given level, a Telepath can cast those psions he knows at his level or below. Normally, however, a Telepath is restricted in how long it takes to cast a psion and how many psions can be cast without rest.

16.1 PSION CASTING CAPABILITIES

The number of psions which can be thrown by a character is dependent upon his power points and the level of the psions cast. The number of power points expended to cast a psion is equal to the level of the psion (e.g., a 5th level psion costs 5 power points to cast). Power points, once used, can be regained by a period of sleep or meditation (usually around 8 hours for most humanoid).

16.11 INHERENT CAPABILITIES

Each Telepath should get a number of power points per level dependent upon his profession and mental characteristics. For a character of extraordinary faculties it could be as high as three or four power points. True Telepaths use Self-Discipline, no matter what their chosen priority of Field. Semi-Telepaths' psion power point determining statistic varies depending on which field they choose to concentrate in: those who choose lists from the field of **Vision** use *Intuition*; those concentrating in **Alteration** use *Empathy*; those choosing lists in **Control** use *Presence*; and those using **Self-Mastery** employ *Self-Discipline*. Semi-telepaths who brave the expenditure of psions from other realms still use their PP's from their Base Realm.

EXAMPLE: Suppose a 15th level True Telepath had a Self-Discipline of 92, then the Telepath would have 15 power points each day ($1/\text{level} \times 15\text{th level}$). If his Self-Discipline were 95, then he would have 30 (2×15) power points per day, and if his Self-Discipline were 100 he would have 45 (3×15) power points per day. Assuming the last power point total (45), the Telepath could cast 3 of his highest level psions (15th), or 4 of his 10th level psions and a 5th level psion, or any combination of psion levels adding to 45.

Under certain circumstances, the Gamemaster may find it desirable to allow all psion using professions a minimum of one power point per level. Players wishing to have psion using characters may be severely handicapped if their prime requisite is not high enough to allow them any inherent power points.

Power points are regenerated only after a proper rest period, usually involving 8 hours of sleep (or uninterrupted meditation, or whatever is standard for the race).

16.11 Bonus Items

Certain items can enable characters to throw more psions per day. The most "common" of these (though all such items are extremely rare) are called *Focus Crystals* or sometimes *Psion Prisms*. These gems are imbued with a psi-power of their own, which can be tapped by Telepaths and used to enhance their own psion casting abilities. Focus crystals must be worn (usually set into a piece of jewelry) to be used. They should rarely exceed +3 or x2 in power (see 6.111 and 6.112 below).

There also may exist artifacts of the Ancient races which predate the current spacefaring civilizations. Though even more rare than focus crystals, these items might be even more powerful and interesting, perhaps fashioned into ornamental jewelry, crowns, bracelets, etc.

16.111 Psion Multipliers

The power points of a Telepath with a psion multiplier are increased by the factor of the item. For example, a Telepath with a "x2" item and an inherent power point total of 7 has a net power point total of 14 points.

16.112 Psion Adders

Each +1 on a psion adder means that the owning Telepath may throw (once) any one psion which can normally be cast and not expend any power points. These psion items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own psion points).

EXAMPLE: Suppose a 15th level Telepath in the example above had an intuition of 92 (15 power points) and a +2 psion adder. He could cast any combination of psions he knows costing up to 15 power points and any 2 other psions (the levels of these two additional psions would not matter at all for the purposes of calculating the power points he had expended). If the same Telepath had a "x2" psion multiplier, he would have 30 power points to expend in the normal manner.

16.12 RESTRICTIONS

Gamemasters must be very careful in handing out psion bonus items as they can distort the balance of the system. Any type of power point enhancer in **Space Master** should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of two x2 psion items does not multiply your psion points by 4), and items should be usable by only one character per day. Psion items are required to be held (or at least worn) when used (e.g., a Telepath would have to wear his +4 Focus crystal on a pendant around his neck if that were his bonus item).

16.2 MISCELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Telepathic spiritual source might result in increased power points, or proximity to areas rich or poor in unmined focus crystals would affect a Telepath's power points. This is a factor which is decided by the Gamemaster.

16.3 TIME REQUIRED TO CAST A PSION

The time required to cast a psion will be described in terms of rounds (we suggest 10 second rounds, but this may vary from game system to game system). The time required to cast a psion is based on the level of the Telepath and the psion he is trying to cast. (Most psions become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the psion being cast.)

During psion preparation, a Telepath must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of psion effect (when it is actually "cast" or "thrown"), a Telepath may operate at 25% effectiveness (which means he may not cast another psion). If a caster is dropped, stunned or killed during preparation, the psion is cancelled but no power points are expended. Note that certain psions are instantaneous in effect and do not require preparation. Treat these as Class I psions regardless of the level of the caster. Instantaneous psions are marked as such on the psion lists and in the descriptions.

16.31 CLASS III PSIONS

Class III psions require 3 rounds to cast; two rounds of preparation and one round for effect. Class III psions have a level equal to the caster, one level less, or two levels less (a Telepath of level 7 would have all of his 5th, 6th and 7th level psions as class III psions).

16.32 CLASS II PSIONS

Class II psions require two rounds to cast; one round of preparation and one round for effect. Class II psions have a level of three less than the caster, four less than the caster, or five less than the caster (a Telepath of level 7 would have all of his 2nd, 3rd, and 4th as class II psions).

16.33 CLASS I PSIONS

Class I psions require one round to cast; zero round to prepare and one round for effect. Class I psions have a level of at least 6 less than the caster (our hypothetical level 7 psion user would have all his 1st level psions as Class I psions, when he advanced to 8th level, his 2nd level psions would become class I psions too, etc.). All instantaneous psions are considered to be class I psions regardless of the level of the caster.

17.0 TACTICAL CONSIDERATIONS FOR PSION CASTING

This tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns. Six rounds equal one turn, each round having a ten-second duration. For the purposes of this psion system, the most important occurrence is psion casting. However, this must be integrated with missile firing, movement and melee combat in a combat situation (in less time-dependent situations, this is not necessary). This is the same sequence detailed in a companion package for this system, **Tech Law**.

17.1 BATTLE ROUND SEQUENCE

During each battle round, play proceeds through each phase of the Battle Round Sequence in the following order (Note: this sequence is intended to help organize the action among a group of characters. At times, the Gamemaster may have to modify it to suit a situation peculiar to the particular melee).

- 1) Psion Phase
- 2) Psion Results Phase
- 3) Psion Orientation Phase
- 4) Fire Phase (A)
- 5) Fire Results Phase (A)
- 6) Movement and Maneuver Phase
- 7) Fire Phase (B)
- 8) Fire Result Phase (B)
- 9) Melee Phase
- 10) Melee Result Phase
- 11) Final Orientation Phase

PSION PHASE: All combatants who will cast psions or prepare psions during the round must specify any pertinent information (e.g. psion type, target area, any opportunity to fire, etc.).

PSION RESULTS PHASE: All Psions specified in the previous phase are resolved simultaneously, unless an exception is indicated by the Gamemaster. Results are applied immediately, except for opportunity psions (see section 17.2). Movement for all Telepaths is reduced to a maximum of 10% if they are preparing a psion, and 25% if they are actually casting it.

PSION ORIENTATION PHASE: All combatants who performed unusual activities during the previous phase (for example, Telepath transportation) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll (15 or less) might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll (96+) would indicate the best possible result (intermediate values should be adjusted by the Gamemaster if necessary). The Gamemaster must determine what constitutes unusual activity within the context of the situation.

FIRE PHASE (A): All combatants who will fire or throw missiles during this round (they cannot have thrown or prepared a psion) must specify missile type, target/target area, and any other pertinent information. Users of self-reloading weapons (energy and automatic/semi-automatic projectile) are able to fire in both this and Fire Phase B. Users of missile (bôw) weapons and thrown weapons may fire in either phase, *but only one*.

FIRE RESULT PHASE (A): All missile attacks specified in the previous phase are resolved simultaneously (unless an exception is indicated by the Gamemaster). All results are applied immediately, except opportunity missile attacks. Activity for all combatants performing missile fire or attempting opportunity attacks is reduced to 25% of normal.

MOVEMENT-MANEUVER PHASE: All combatants in play may move up to the maximum of their movement allowance — see section 13 — and modified by actions taken previously in the round such as psion casting or missile fire). Any conflicts in movement (such as two characters who are headed for the same space) should be resolved by a comparison on maneuver rolls (higher roll having choice of position) and by common sense (a combination of the two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him). An extraordinary maneuver may be resolved in much the same way, with a high roll indicating a degree of success and a low roll a failure of some type (and possible injury).

FIRE PHASE (B): Same as the fire phase above, except that only self-reloading weapons users (or other who opted to hold their fire for opportunity) may fire again. Anyone firing this phase sacrifices *all* movement and melee ability for this round (with certain exceptions, as noted in **Tech Law**).

FIRE RESULT PHASE (B): Essentially the same as fire phase A above.

MELEE PHASE: All combatants may attempt to conduct melee attacks except those who have done the following:

- 1) Cast a psion in the current round (or prepared one);
- 2) Fired or thrown a missile in the current round;
- 3) Moved more than 50% of their normal movement this round;
- 4) Failed an orientation roll or maneuver roll this round;
- 5) Announced opportunity action that has not been executed;
- 6) Been previously incapacitated.

MELEE RESULT PHASE: Within each group of combatants attempting to melee attack with each other, attacks are conducted according to the following sequence:

- 1) Determine order in which involved combatants will swing.
- 2) First combatant attacks and results take effect immediately.
- 3) Second combatant attacks and results take effect.
- 4) Third combatant attacks, etc.
- 5) First combatant attacks again with any additional weapon.
- 6) Second combatant, third, etc., attack with second weapons.

FINAL ORIENTATION PHASE: In the judgment of the Gamemaster, any combatant who has been under significant pressure (e.g. surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

17.2 OPPORTUNITY ACTION

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his psion until he sees who is going to attempt to fire a bow (maybe at him), and then cast the psion at the Bowman. Opportunity action is announced during the correct phase for the desired action (e.g., instead of performing missile fire, the player declares that he will wait for opportunity fire). Movement restrictions apply as if the combatant had actually performed the action during the correct phase (see 17.1). A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or cancelled. Opportunity fire occurs first in a phase, unless otherwise indicated by the Gamesmaster.

EXAMPLE: During the psion phase, a combatant with a prepared psion announces opportunity psion fire. He may then cast the psion in any of the following phases of this and the following rounds. Until he fires, however, he may neither melee or missile attack, actively defend (parry), nor make extraordinary maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the psion or else he cancels his opportunity action. During the missile phase of some following round, a Bowman attempts to fire his bow. The Telepath who has planned opportunity fire now casts his psion, resolving it before the bow may be fired. If the Bowman is killed or incapacitated, the bow attack will not take place at all.

17.3 UNUSUAL SEQUENCE MODIFICATIONS

Certain psions will modify the normal turn sequence to some degree. The most common of these modifications will be *Haste* or *Speed*. A person who is *hasted* will basically have 200% normal activity, but will still have to abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a *hasted* person could not move, fight and then move again, denying his adversary the chance to swing back). A *hasted* person could fire a bow, move and then melee, or attack twice in a melee phase (once at the beginning and once at the end). Psions take a *hasted* caster 1/2 the normal time to prepare and throw, but throwing more than one psion/round is still prohibited.

Example:

Psion Class	When takes effect	Remaining Moves
I	Psion Results Phase	125%
II	Psion Results Phase	35%
III	Next turn	20%

In the case of a class III psion prepared by a *hasted* caster, it should be treated as a class I psion next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is *hasted* that round or not.

Note: If the Gamesmaster is prohibiting the casting of two psions in one round, as is suggested, he may also wish to prohibit the preparation of a second psion in the same round another is cast.

18.0 RESOLVING PSION EFFECT

Once a psion is cast, the effect of the psion must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the psion failing to operate correctly to the psion being overwhelmingly successful.

18.1 SPECIAL DICE ROLLS

All dice rolls in this system are rolled with percentile dice (01-00, with the latter being read as 100). In certain cases, rolls have special results.

18.11 LOW OPEN-ENDED ROLL

A roll of 01-05 on a low open-ended roll indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and also subtracted and so on until a non 96-00 roll is made. The total difference of these rolls is the open-ended roll.

18.12 HIGH OPEN-ENDED ROLL

A roll of 96-00 on a high open-ended roll indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the high open-ended roll.

18.13 OPEN-ENDED ROLL

An open-ended roll is both high open-ended and low open-ended.

18.14 UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all psion attack rolls of 01-02 indicate immediate psion failure, regardless of target, caster, or any other considerations.

18.2 NON-ATTACK PSIONS

Non-attack psions include all psions which cannot adversely effect an opponent. These are indicated in the psion descriptions and include all those marked: informational, defensive, etc. When a non-attack psion is cast, the caster makes a roll. If the roll is 03-00, the psion succeeds, but if the roll is 01-02 the psion fails. In the case of a failure, another high open-ended roll is made, the roll is applied to the non-attack section of the Psion Failure table (sec. 19.5), and the result is immediately applied to the psion or caster (whichever is indicated by the table).

18.3 ATTACK PSIONS

Attack psions include all spells which are not non-attack psions (not surprising). Base attack psions are resolved by the caster making an attack roll (NOT open-ended) and then applying the results to a resistance roll (open-ended) made by the target (or Gamesmaster). This net resistance roll will indicate if the psion has affected the target.

18.31 PSION ATTACK ROLL (PAR)

The Psion Attack Roll is NOT open-ended and represents the effectiveness of the caster's psion.

18.311 Unmodified Rolls

An unmodified roll of 01-02 indicates automatic psion failure while a roll of 96-00 indicates psion success and a higher than normal resistance roll modification.

18.312 Modifications to the Psion Attack Roll

Modifications are additions or subtractions to the base attack roll, if the original roll was not 01-02 or 96-00. If the Psion Attack roll thus modified is less than 03 then the net base attack roll is 03, if the modified roll is greater than 95 then the net base attack roll is 95. These modifications are summarized in table 19.2.

Level of Caster

The level of the caster is added to the PAR (Psion Attack Roll) if the caster is a pure Telepath. Semi-Telepaths do not get this bonus. This bonus does apply if the psion is being cast from an item by any Telepath.

Range

The distance from the caster to the target can modify the PAR. The modifications are printed on the Psion Attack Table (table 10.1). They range from +30 if the caster is touching the target to -30 if the range is greater than 300 feet.

Race or Unusual Material

Certain creatures and races are especially hard to affect. These creatures should be given a modification by the Gamesmaster based upon his world system. Similar modifications should be given to certain unusual materials.

Cover and Situation

Certain situations can result in modifications being given by the Gamesmaster. For example, if the target is detected but not seen, a subtraction of -20 might be given.

18.313 Psion Attack Table

The Psion Attack Table (19.1) has four columns based upon the effect armor types have against Telepathy. Shields are treated as a subtraction — see modifiers table 19.2. To find the appropriate column, choose the one which applies to the target. If none of the armor columns applies, the general column is used.

18.314 Effects of the Psion Attack Roll

The net PAR is cross-indexed with the column chosen and the result is read off the base attack table.

Psion Failure

A "F" result on the Psion Attack Table means the psion has failed and a high open-ended roll must be made on the Psion Failure Table (19.5). This roll is applied to the attack section of the psion failure table and the results are immediately applied to the psion or caster as indicated by the table.

Resistance Roll Modification

A result of a positive or negative number indicates a result which must be added to the resistance roll.

18.32 RESISTANCE ROLL (RR)

The target of an attack psion MUST make a resistance roll if the psion has not failed — see chart 19.3. This roll represents the target's innate resistance to the effects of the psion and may be modified by Telepathic items in his possession (but they do not obviate the necessity for such a roll) and many other factors. This roll is open-ended and thus always represents a chance that the target may not be affected by a very powerful psion or may fail to resist a very weak psion.

Modifications to the Resistance Roll

Modifications to the RR are additions or subtractions to the RR which result in a net RR. These are summarized in table 19.4.

Psion Attack Roll Modifications

The modification indicated by cross-indexing the PAR with the appropriate target column is added to the RR (see table 19.1).

Critical Hit Charts

Some Psion attacks call for a roll on one of the Critical Hit Charts (section 19.6). In these cases, the PAR and Resistance Rolls are made as usual, and if the Target fails their RR, the Telepath casting the psion then makes an unmodified roll on the appropriate column of the chart indicated.

Statistic Bonus

Depending upon the Field of power, certain mental characteristics of the target may result in a bonus or penalty to be applied to the RR. Suggestions for these bonuses are given in the Stat table, in section 2.4.

Items and Psions

Certain items or psions may give a target a modification to his RR. These modifications depend upon the item or specific psion.

Race

Certain races are unusually resistant to Telepathic power and may be given a modification by the Gamesmaster based upon his galactic system.

Willing Targets

Certain targets may submit themselves as willing participants in a psion, in such a case, the RR should be modified by -50, and the level of the target should be I for the purposes of the RR.

Powerful Attack Psions

A few psions are very difficult to resist and have their own additional modification to any RR made against them.

Resistance Roll Table

To use the Resistance Roll table (sec. 19.3), cross-index the attack level (usually to the level of the caster) with the level of the target. If the net resistance roll is greater than or equal to the result of this cross-indexing, the target has successfully resisted the psion. Otherwise, the target has not resisted the psion and suffers the results given in the description of that psion (see sec 20.0 for details of individual psion effects).

Certain psions will indicate partial results based upon the difference between the net RR and the result from the resistance table. Certain psions also have minimum effects even if a successful RR is made.

During psion preparation, a Telepath must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of psion effect (when it is actually "cast" or "thrown") a Telepath may operate at 25% effectiveness (which means he may not cast another psion). If a caster is dropped, stunned or killed during preparation, the psion is cancelled but no power points are expended. Note that certain psions are instantaneous in effect and do not require preparation. Treat these as Class I psions regardless of the level of the caster. Instantaneous psions are marked as such on the psion lists and in the descriptions.

19.1 PSION ATTACK TABLE

ROLL	RR MODIFIER
01-02 (UM)	F
03-04	+80
05-08	+70
09-12	+65
13-16	+60
17-20	+50
21-24	+45
25-28	+35
29-32	+30
33-36	+20
37-40	+15
41-44	+5
45-48	0
49-52	0
53-56	-5
57-60	-10
61-64	-15
65-68	-20
69-72	-25
73-76	-30
77-80	-35
81-84	-40
85-88	-45
89-92	-50
93-95	-55
96-97 (UM)	-75
98-99 (UM)	-100
100 (UM)	-125

19.2 PAR MODIFIERS

Category	Effect	Note
Level of Caster	+1 per level	—
Psions	+/- (variable)	Depends on psion
Items	+/- 5 per bonus	—
Race	+/- (variable)	Of target
Full Cover	-20	Detected, but not sighted.
Partial Cover	-10	Less than 1/2 of target sighted.
Static Target	+10	Applies only if no cover.
Range	-30 to +30	See Psion Attack table.
Velocity Shield	-10	—
Deflector Shield	-15	-20 vs. Psions delivering an Energy Attack (Energy Channels)
Absorption Shield	-5	—
Barrier Shield	-25	—

19.4 RESISTANCE ROLL MODIFIERS

PAR Modifications	-125 to +70	Apply result from Psion Attack Table
Psions	+/- (variable)	Depends on Psion
Items	+/- 5 per bonus	—
Race	+/- (variable)	—
Willing Target	-50	Target wants psion cast at/on him
Target's Stat Bonus	-25 to +35	Use Table 2.41, Self-Discipline.

19.3 RESISTANCE ROLL TABLE

ATTACK LEVEL *

TARGET LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	

*The Attack level is the level of the psion caster.

**For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

19.5 PSION FAILURE TABLE

Class I Psions — -20	90	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.
Class U Psions — -10	91—96	Severe strain causes misfire. +5 hits. Stunned 3 rounds.
Class P Psions — +0	97—99	Target's powerful mind causes psion to backfire. Reverse roles of target and caster in psion effects.
Class M Psions — +10	100	Identity crisis. Lose psion casting capabilities for 2 weeks.
Class F Psions — +20	101—106	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rounds.
-29—05	107—109	Caster internalizes psion. Lose all psion casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.
06—20	110	Strain causes severe stroke. Paralyzed from the waist down.
21—35	111—116	Psion strays and travels to a point 5 meters right of target. Anyone in line takes an unmodified attack. Stunned 3 rounds.
36—50	117—119	Psion strays and travels to a point 5 meters left of target. Anyone in line takes an unmodified attack. Stunned 3 rounds.
51—65	120	Mental Collapse. Psion is cast in direction opposite to the intended line. Lose all psion casting ability for 100 days.
66—79		
81—86		
87—89		
06—20		You have second thoughts. Psion lost, but not power points. No psion may be cast or prepared next round.
21—35		Indecision due to mild mental lapse. Psion delayed one round, it may be cast next round.
36—50		Serious mental lapse. Psion lost, but not power points. -30 to activity for 3 rounds.
51—65		Moderate but serious strain. Psion lost along with power points. Stunned 1 round.
66—79		Subconscious fear. Psion lost along with power points. Stunned 2 rounds. Psion internalized. +15 hits. Knocked down. Stunned 1 hour.
81—86		Serious strain. Psion lost, but not power points. Stunned 3 rounds.
87—89		Internalization overloads senses. +20 hits. Blinded and deaf for 10 minutes.

19.61 BURN CRITICAL TABLE

	"A"	"B"	"C"	"D"	"E"
01-05	Hot air. +0 hits.	Hot draft; +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 round. +4 hits.
11-15	Foe loses initiative for 1 round. Hard, hot breeze. +2 hits.	Foe loses initiative for 1 round. Strong heat; little effect. +2 hits.	Foe loses initiative for 1 round while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singed. +4 hits.	Foe feels heat. Foe loses 1 round initiative. If he has no armor, he loses 2 rounds initiative. Either way, +5 hits.
16-20	Foe loses initiative for 1 round. The nearby fire gives foe 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rounds. +4 hits.	Foe loses initiative for 2 rounds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits; foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +9 hits. Foe takes 2 hits per round.
36-45	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 round. +10 hits. Foe takes 3 more hits per round.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 round. +10 hits. Foe takes 3 hits per round. If foe is using a non-metallic tool or weapon, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a non-metallic tool, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rounds and takes 1 hit per round.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rounds. +9 hits. If foe has leg armor, he takes 1 hit per round. If not, foe takes 3 hits per round.	Blast stuns foe for 2 rounds. If foe has a helmet he takes 8 hits and 2 per rnd; otherwise he takes 11 hits and 4 per round.	Foe reels back 3 feet. +13 hits. Foe is stunned and unable to parry for 1 round. Foe takes 3 hits per round from hot blast.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor: +8 hits. If not: +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. +12 hits. Foe is stunned and unable to parry for 1 round. Takes 2 rounds to extinguish fire. Foe takes 9 hits each round aflame.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rounds. If foe has leg armor, he takes +7 hits and one hit per round. If not, he takes 10 hits and 3 hits per round.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rounds and unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits per round. If not, +13 hits and 6 hits per round.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop whatever he is holding. +9 hits. Foe is stunned and unable to parry for 2 rounds. He fights at -15. Chest burns.	Foe is stunned 2 rounds. If foe wears non-metallic armor, it is now useless. +10 hits. Foe takes 4 hits per round from chest blast.	Chest blast knocks foe down. +12 hits. If foe has arm protection, he takes 2 hits per rnd; if not his weapon arm is useless and he takes 4 hits/rnd.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and taking 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 round. Foe takes 3 hits/rnd; all organic material on his back is destroyed.	Blast to foe's left arm. If using a 2-handed weapon, drops it. If he has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd, arm useless.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add 10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's non-weapon arm. If foe is using a two-handed weapon, he drops it. He is stunned 6 rounds, loses use of arm and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is down, takes 6 hits/rnd, fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stun foe for 2 rounds. Foe takes 2 hits per round. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If foe has a shield, he drops it. If it is an organic shield, it is destroyed. If foe has no shield. He is stunned 6 rds, loses use of arm, fights at -50%.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's non-weapon arm. Foe loses use of arm and is knocked unconscious. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds, and burns deliver 2 hits per round. He is at -20; +8 hits.	Back blast. Foe is knocked down. All organic material on foe's back is destroyed. Foe is stunned 1 rnd and takes 2 hits/round.	Blast to foe's non-weapon arm. Foe is stunned and unable to parry 6 rounds, loses use of arm, and fights at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms (drops whatever he was holding) and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per round until extinguished — which takes 1 round. Foe is stunned for 3 rounds. +10 hits.	Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for six rounds, takes +3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out and takes 2 hits/rnd. If not, foe dies in 12 rounds from organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. oe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helm, he takes 8 hits per round and loses 50% of head hair.	Upper leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes +4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a closed helmet, he is in a coma for 2 days. If not, foe dies in 6 rounds due to shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is utterly destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add 10 to your next roll.
100	Searing blast to foe's head. +15 hits. If foe has helm, he is knocked out and takes 7 hits per rnd. If not, foe is in a coma for 1 month and loses 50% of Presence.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carried. He is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add 20 to your next roll.

19.62 IMPACT CRITICAL TABLE

	"A"	"B"	"C"	"D"	"E"
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit.	+2 hits. Pretty weak.	+3 hits.
06-10	+1 hit.	+2 hits	+3 hits.	+4 hits.	Blast stuns foe for 1 round. +3 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast unbalances foe. +6 hits and foe must parry 1 round.	Foe stunned for 1 round. +9 hits.
21-35	Foe is unbalanced, takes +5 hits, and loses 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Foe unbalanced by blast. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and he is stunned for 1 round.	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add 5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
51-55	Blow unbalances foe. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add 5 to your next action.	Foe is really staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered as he takes 10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down. +20 hits. Foe is out of action for 2 rounds.
61-65	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
66	Blast break's foe's non-weapon shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helmet you kill him. If foe has a helmet he is out for 3 hours, but faceplate is cracked with slow leak.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit; fine punch.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down, takes 15 hits and is out of action for 2 rounds. Add 5 to your next act.	Blast to foe's non-weapon arm. Foe is stunned 1 round and has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken non-weapon arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
81-85	Blow to foe's back. +10 hits. Foe has broken ribs and torn cartilage, fights at -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds, fights -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rounds and is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helmet he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits. Helmet broken and useless.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helmet, he is knocked out and in a coma for 1 month. If foe has helmet he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add 20 to your next action.
100	Head strike. +25 hits. If foe has helmet, it is broken and foe is knocked down and out for 1 day. If no helmet, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add 10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add 25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

19.63 ELECTRICITY CRITICAL TABLE

	"A"	"B"	"C"	"D"	"E"
01-05	A lot of static. +0 hits.	Foe's hair stands up. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 round. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he wears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
16-20	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lose 1 round of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rounds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Foe must parry next round. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe and he loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rounds of vital initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rounds. Foe takes 1 hit per round. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 round. +5 hits.	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10% for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rounds. Foe fights at -10% for 2 rounds. +12 hits.
46-50	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned for 2 rounds. If not foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10% for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rounds. If not, foe is stunned for 2 rounds. +13 hits.
51-55	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. With leg armor — stunned 1 round. If not — stunned and no parry for 1 rnd & takes +3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 round. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 round. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round. Leg hit. +9 hits.	Strike to foe's shield arm. If foe has no shield and has metal armor, he is knocked out for 1 day. If not, +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand, and is stunned for 2 rds. Foe takes 2 hits per rd.
61-65	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. 2 nd 10 hits.	Armor over abdomen — 2 hits per rd & stunned 2 rds by minor burns. If not — stun for 6 rds and 3 hits per rd.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rounds, takes 3 hits per round, and fights at -20%. +15 hits.	Chest strike. With metal armor on arms & chest — armor fused & cannot use arms. If not — knocked out for 6 hrs & +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. With leather helm — helm destroyed & foe in coma 2 months. If not — brain fried & instant death. +10% to next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rounds. Burns force foe to fight at -10%. +11 hits.	Back strike. Foe is knocked down and out of action for 1 round. Minor shock. Foe fights at -20%. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25%. +15 hits.
71-75	Blast stuns foe for 3 rounds. Foe fights -5% for 6 rounds. +8 hits.	Strike to foe's shield arm. With shield — stunned for 4 rounds. If not, arm useless and foe is stunned and no parry for 2 rds.	Strike to shield arm. With metal shield — stunned 6 rds & +12 hits. If not — knocked down, arm useless, & +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in weapon arm. Muscle and cartilage damage. Arm useless & stunned 6 rds, & +3 hits per rd.
76-80	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. With chest armor — stunned for 6 rds, takes 2 hits per rnd, & fights -5%. If not — knocked out for 3 days in shock.	Chest strike. With metal chest armor — knocked out & +25 hits. If not — stunned & unable to parry for 6 rounds & +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage lost foe +3 hits per round. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10%. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones break and torn cartilage. Foe is stunned for 4 rounds and fights -40%.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes +3 hits per round. +15 hits.	Foe becomes a conductor & strike rearranges entire nervous system. Drops and lies in shock for 12 rounds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. With leg armor — stunned and no parry for 6 rds. If not, leg broken & has damaged nerves, and stunned 6 rds and fights -50%.	Blast shatters knee and destroys variety of nerves. Fights at -60% and stunned and unable to parry for 2 rounds.	Abdomen strike. With armor over abdomen — stunned 9 rounds and +6 hits per rd. If not — dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
91-95	Hip strike. If foe has hip armor, +10 hits, and foe is stunned 6 rounds. If not, foe is stunned 3 rounds and acts at -50% due to shock and nerve damage.	Head strike. Foe loses nose, stunned 9 rounds, and temporarily blinded for 2 weeks. Fights at -95% while blind. If without helm — knocked down.	Strike to lower abdomen. Massive shock & bleeding. Abdomen armored — fights at -75% & 5 hits per rnd. If not — dies in 6 inactive rds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rounds. If not, he is knocked out and loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 5 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20% if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add 10% to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10% to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add 15% to your next roll.	Foe returns to the dust from which he came. Add 20% to your next roll.

20.0 PSION LISTS

VISIONS

MIND DETECTION

- 1) Presence *c •
- 2)
- 3) Mind Pattern *c
- 4)
- 5) Pattern Store *
- 6) Pattern Analysis *
- 7) Mind Location (30m/lvl) c
- 8) Mind Compass (300m/lvl)
- 9) Presence True *c
- 10) Awareness *c
- 11)
- 12) Proximity Warning
- 13)
- 14) Mass Patterning
- 15) Awareness True
- 20) Proximity Warning True
- 25) Mind Location (10km/lvl)
- 30) Mind Compass True
- 50) Mind Location True

MIND'S TRUTH

- 1) Emotion Touch
- 2)
- 3)
- 4) Thought Scan
- 5) Truth I
- 6) Thought Analysis
- 7)
- 8) Truth III
- 9)
- 10) Far Thought Scan (100m/lvl)
- 11) Truth V
- 12) Mind Scan
- 13)
- 14) Truthtrance I
- 15) Far Mind Scan (100m/lvl)
- 20) Truthtrance III
- 25) Mind Probe
- 30) Truth True
- 50) Truthsaying

MIND'S EYE

- 1)
- 2) Intuition I
- 3)
- 4) Death's Vision
- 5) Forewarning I ◀
- 6)
- 7)
- 8) Fate's Vision
- 9)
- 10) Empathic Warning ◀
- 11) Forewarning III ◀
- 12)
- 13) Empathic Vision ◀
- 14) Death's Vision True
- 15) Far Empathic Warning ◀
- 20) Forewarning True ◀
- 25) Fate's Vision True
- 30) Far Empathic Vision ◀
- 50) Far Empathy True ◀

MIND IN THE PAST

- 1) Origins
- 2) Flash Behind (1 day/lvl)
- 3)
- 4)
- 5) Item Purpose
- 6) Past Sight (1 hr/lvl)
- 7)
- 8) Flash Behind (1 yr/lvl)
- 9) Delving
- 10) Past Patterning
- 11) Past Sight (1 yr/lvl)
- 12) Past Compass
- 13) Flash Behind True
- 14) Past Location
- 15) Past Sight (10 yrs/lvl)
- 20) Event Lock
- 25) Past Analysis
- 30) Past Sight (1000 yrs/lvl)
- 50) Past Sight True

MIND DETECTION

- 1) **Presence (P*c) DUR: C Range:** 3m/lvl. Caster is aware of the presence of all sentient/thinking beings within his range.
- 3) **Mind Pattern (P*) DUR: C Range:** 3m/lvl. Caster gets general idea of the race and level of one entity being scanned; entity must first (if not in sight) be located via *Presence*.
- 5) **Pattern Store (P*) DUR: — Range:** 3m/lvl. Caster stores mental pattern of target; can be later used to locate that specific sentient through *Mind Pattern*, *Mind Location*, or *Mind Compass*.
- 6) **Pattern Analysis (I*) DUR: — Range:** 3m/lvl. Caster gets race, profession, and level of target.
- 7) **Mind Location (I) DUR: C Range:** 30m/lvl. Caster gets direction and distance to any one unshielded mind which he has *Pattern Stored*.
- 8) **Mind Compass (I) DUR: C Range:** 300m/lvl. Caster gets direction to any unshielded *Pattern Stored* mind he desires.
- 9) **Presence True (P*) DUR: C Range:** 30m/lvl. Caster can discern presences in one 10 meter radius up to 50 meters away.
- 10) **Awareness (I*) DUR: C Range:** 3m/lvl. As *Presence*, plus a general knowledge of the actions of each being in range (e.g., being is firing a weapon, but not what kind of weapon, or at whom).
- 12) **Proximity Warning (S*◀) DUR: 1hr/lvl. Range:** 3m/lvl. Caster is immediately alerted (even awakened from sleep) when a *Presence* enters the range. Comrades' presences can be 'filtered' to not trigger the spell, if *Pattern Stored*.
- 14) **Mass Patterning (I) As Mind Pattern**, except caster may 'pattern' one being per round.
- 15) **Awareness True (I) As Awareness**, except that caster is aware of more specific information (e.g., someone is firing a laser at target x).
- 20) **Proximity Warning True (S*◀) As Proximity Warning**, except caster immediately gains data from the intruding presence(s) as if *Pattern Analysis* and *Pattern Store* had been cast.
- 25) **Mind Location (I) As above**, except range is 10km/lvl.
- 30) **Mind Compass True (I) As above**, except range is unlimited,
- 50) **Mind Location True (I) As above**, except range is unlimited, and caster can have *Awareness* 20m radius around the target.

MIND'S TRUTH

- 1) **Emotion Touch (I) DUR: 1 rnd. Range:** T Caster receives detailed information about target's current emotional state (e.g., depressed, angry, happy, frightened).
- 4) **Thought Scan (IM) DUR: 1rnd/lvl. Range:** 20m. Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening.
- 5) **Truth I (I*) DUR: — Range:** 5m. Caster is able to tell whether a specific statement is a deliberate lie. Psion must be cast immediately before statement is made. Also, target may make a RR (at -50) against lie detection with any *Acting* skill he/she might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is truth. Caster must have at least 5 skill ranks in language being used.
- 6) **Thought Analysis (IM) As Thought Scan**, except caster also gets reasoning and thought patterns behind surface thoughts.
- 8) **Truth III (I*) DUR: 3 minutes. Range:** 10m. As *Truth*, except caster may determine the Truth of any 3 statements within the duration and range of the spell.
- 10) **Far Thought Scan (IM) As Thought Scan**, but the range is 100m/lvl. Target must have been *Pattern Stored* previously if out of sight.
- 11) **Truth V (I*) As Truth III** except Psion holds for 5 minutes or five statements.
- 12) **Mind Scan (IM) As in Thought Analysis**, except caster can also scan target's conscious memories.
- 14) **Truthtrance I (I) DUR: 1 hour Range:** 10m. More powerful than the *Truth* Psions, all deliberate lies within range and duration are detected. Unlike the *Truth* psions above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 rnds. to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance used. Caster can be awakened before the hour if their name is called.
- 15) **Far Mind Scan (IM) As Mind Scan**, except caster's range is 100m/lvl. Target must have been *Pattern Stored* previously if out of sight.
- 20) **Truthtrance III (I) As Truthtrance**, except duration is 3 hours.

25) Mind Probe (IM) As in *Mind Scan* except caster can probe target's subconscious memories (i.e. all experiences).

30) Truth True (I) As *Truth*, except duration is 1 statement or 1 minute per level.

50) Truthsaying (I) As *Truthtrance*, except duration is as much as 5 hours, caster is able to speak freely, and is at -50 to other activity (no other Psions may be cast).

MIND'S EYE

2) Intuition I (I) DUR: — Range: S Caster gains vision of what probably will happen to *him/her* if he/she takes a specified action within the next minute.

4) Death's Vision (I) DUR: — Range: S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased. He also gets a view of the killer (if any). Caster must be within 3m of the corpse, who must have died within a number of years equal to the caster's level.

5) Forewarning I (I) DUR: 1 hour. Range: 1m/lvl Caster is alerted as far as one minute in advance if someone within range is planning violence against him. Caster receives no details of who or exactly where, however.

8) Fate's Vision (I) DUR: — Range: 3m. If target of Psion is likely — as determined by the GM — to meet a violent death or near-death (assassination, heart attack, etc.) within 25 hours, caster receives a momentary vision of the event, including the perpetrator (if any).

10) Empathic Warning (I◀) DUR: until triggered (can be days, weeks, etc.). Range: 10 km/lvl. Caster can key this psion to one being previously *Pattern Stored*. If the keyed entity is killed or in an *immediately* life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster cannot have more than one *Empathic Warning* active at one time, but can cancel and cast a new one.

11) Forewarning III (I) As Forewarning I except duration and range are tripled.

13) Empathic Vision (I◀) As Empathic Warning, except caster gets a vision of target's death as in *Death's Vision*.

14) Death's Vision True (I) DUR: — Range: S Caster gets a vision of the events surrounding the death of any 1 being within 3m. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age as long as it is (reasonably) intact. A couple of bones or teeth fragments is not 'intact'; a complete skeleton is.

15) Far Empathic Warning (I) As Empathic Warning, except range is 1 light-year/lvl.

20) Forewarning True (I) As Forewarning, except that duration is until triggered and range is up to 10m/lvl.

25) Fate's Vision True (I) As Fate's Vision, except caster has a vision of the (most likely) ultimate fate of target, no matter how far in the future.

30) Far Empathic Vision (I) As Empathic Vision, except caster's range is 10 light-years/lvl.

50) Far Empathy True (I) Allows caster to have as many *Far Empathic Visions* (or lesser *Empathic Visions* or *Warnings*) simultaneously keyed as he desires.

MIND IN THE PAST

1) Origins (I) DUR: — Range: T Gives the area of origin of the item (a planet, if the item is extra-terrestrial), the race of the being who made it, and when it was made (within 10% of total actual age).

2) Flash Behind (I) (1 day/lvl) DUR: one second Range: T Caster gets a 'flash' silent image of an event associated with a given item or place, up to 1 day in the past per level of caster. Image is of a random, but relatively significant event. Flash is too quick for caster to make out more than most prominent persons or nearby objects.

5) Item Purpose (I) DUR: — Range: T Caster gains detailed understanding of a given item or place's original intended purpose.

6) Past Sight (I) DUR: C Range: T As *Flash Behind*, except the view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10x normal time speed. Time range of Psion is 1 day/lvl of caster.

8) Flash Behind (I) As Flash Behind, except time range is 1 year per level.

9) Delving (I) DUR: — Range: T Combines the abilities of *Origins* and *Item Purpose*, also providing the name of the creator, the exact date and location of construction, and the material makeup if an item.

10) Past Patterning (I*) DUR: — Range: S Caster may use this Psion while in a *Past Sight*; it saves the image/mental pattern of a person that can later be used with another *Past Sight* to key in on the saved image in another place or time.

11) Past Sight (I) As Past Sight above, except time range is 1 year per level.

12) Past Compass (I) DUR: V Range: T When cast before a *Past Sight* it allows the caster to scan the past very rapidly, seeking the temporal location of significant events.

13) Flash Behind True (I) As Flash Behind, except time range is unlimited. Image is usually of most significant event in item's past (e.g., death of a ring's wearer while it was worn).

14) Past Location (I) DUR: — Range: S If caster has a general description concerning an event or place relating to an item to be used in a *Past Sight*, casting this psion first will key on to the event or place in time most closely matching the description.

15) Past Sight (I) As Past Sight above, except time range is 10 yrs/lvl.

20) Event Lock (I*) DUR: 1 min/lvl. Range: S Allows caster to stop concentration while using *Past Sight*. He is, in essence, locked in the past time and place. Though he has not *physically* travelled there, he is able to cast psions from the **Mind Detection** and **Mind's Eye** lists for the psion duration. There is a chance (.1% x 10yrs past x 1 minute stayed) however, that the caster is unable to return; his body a mindless vegetable in the present while his mind is caught up in the past.

25) Past Analysis (I*) DUR: — Range: 3m Allows the caster, while using a *Past Sight* Psion, to perform a *Pattern Analysis (6th lvl Mind Detection)* on anyone in the *Sight*. This Psion does not entail any risks, unlike *Event Lock*.

30) Past Sight (I) As Past Sight above, except time range is 1000 yrs/lvl.

50) Past Sight True (I) As Past Sight above, except time range is unlimited.

ALTERATION

TELEKINETICS

- 1) Manipulate I
- 2) Levitation I
- 3) Mind's Hand I
- 4) Deflection I
- 5) Levitation (15m/rnd)
- 6) Manipulate True
- 7) Flight
- 8) Mind's Hand (10kg/lvl)
- 9) Deflections II
- 10) Hurling I
- 11) Levitation (100k/lvl)
- 12) Deflections III
- 13) Landing True
- 14) Mind's Hand (100kg/lvl)
- 15) Deflections V
- 20) Deflections True
- 25) Hurling III
- 30) Reaiming
- 50) Mind's Hand (1000k/lvl)

MIND OVER MATTER

- 1) Warm Matter
- 2) Cool Matter
- 3) Portal Jam
- 4) Heat Matter
- 5) Chill Matter
- 6) Psion Shield
- 9) Shatter
- 7) Refresh Atmosphere
- 8) Vacuum
- 10) Disintegration
- 11) Psion Armor
- 12) Heat Matter (10 cumet/lvl)
- 13) Chill Matter (10 cumet/lvl)
- 14) Undoer
- 15) Great Vacuum
- 20) Unstone
- 25) Mold Matter
- 30) Eyes of Disintegration
- 50) Transmutation

MIND INTO ENERGY

- 1) Energy Perception
- 2) Drain Energy Cell
- 3) Radiation Shield
- 4) Electric Charge
- 5) Human Battery
- 6) Energy Dispersal I
- 7) Drain Energy Cell
- 8) Radiation Armor
- 9) Cloaking
- 10) Energy Dispersal III
- 11) Charge Energy Cell
- 12) Power Surge
- 13) Energy Dispersal V
- 14) Energy Retaliation
- 15) Human Battery True
- 20) Energy Dispersal True
- 25) Power Enhancing
- 30) Power Routing
- 50) Power Enhancing True

TELEPATHY

- 1) Phrase
- 2) Speak (T)
- 3) Phrase (10m/lvl)
- 4) Speak (3m/lvl)
- 5) Phrase (10km/lvl)
- 6) Listen (T)
- 7) Speak (10km/lvl)
- 8) Mass Speech
- 9) Speech True (10m/lvl)
- 10) Telepath (10m/lvl)
- 11) Master of Speech (10m/lvl)
- 12) Mass Speech True
- 13) Far Phrase (1 LM/lvl)
- 14) Telepath True (10m/lvl)
- 15) Distant Phrase (10 LY/lvl)
- 20) Lord Telepath
- 25) Far Speak (1 LM/lvl)
- 30) Far Telepath True (1 LM/lvl)
- 50) Distant Telepath True (10 LY/lvl)

TELEKINETICS

- 1) Manipulate I (F) DUR: C Range:** 3m/lvl. Caster is able to operate one control switch, button, lever, etc., for the duration of the Psion. Only one control may be manipulated per Psion, and it must be of a type normally operable by one finger (e.g. not a huge, manual lever).
- 2) Levitation I (F) DUR: 1min/lvl. Range:** S Allows caster to move up and down vertically 3m/rnd, horizontal movement is possible only through normal means.
- 3) Mind's Hand (F) DUR: C Range:** 30m. Caster can move one object, up to 1kg/lvl in mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Items moved about with *Mind's Hand* do not have enough kinetic force to be an effective attack. See *Hurling*.
- 4) Deflection I (F*) DUR: — Range:** S Deflects one missile or projectile fired at the caster (not an energy attack); that missile/projectile has 100 subtracted from its attack (missile must be in caster's field of vision).
- 5) Levitation (F)** As above, except rate is 15m/rnd.
- 6) Manipulate True (F) DUR: C Range:** 3m/lvl. As *Manipulate* above, except Caster may operate the number of controls equal to his level each round.
- 7) Flight (F) DUR: 1min/lvl. Range:** S Caster can fly at a rate of 5m/rnd (or 1.8 kph).
- 8) Mind's Hand (F)** As above, except caster may move an object of up to 10kg/lvl in mass.
- 9) Deflections II (F*)** As *Deflections* above, except caster may either deflect any two missiles/projectiles in his field of vision and which pass within 30m (they need not be directed at him) each being at -100. The psion can be used to deflect two projectile shots in sequence (one in Fire Phase A and one in Fire Phase B) if desired. Other options are: deflecting one attack at -200; or one attack passing within 60 meters.

10) Hurling I (F) DUR: — Range: 30m Caster may "hurl" one object of 1kg or less mass with sufficient force to deliver an Impact Critical Hit. A PAR (Psion Attack Roll) is made with the usual modifiers, and the target gets his full defensive bonus. The attack is treated as a *thrown* attack. The severity of critical is determined from the result on the PAR table: if target fails by (1-10) he takes an "A" severity Impact critical; (11-20) a "B" crit; (21-30) a "C" critical; (31-40) a "D" critical, and (41+) an "E" critical.

11) Levitation (F) DUR: 10minutes/lvl Range: 3m/lvl. Note that this levitation allows the caster to lift other objects than himself, but allows no lateral movement. Mass limit is 100kg/lvl., and object can be moved as quickly as 3m/rnd in the vertical plane — as long as object does not pass out of range.

12) Deflections III (F*) As *Deflections II* except caster may affect 3 missiles, or any combination of 1 or 2, with a total range of 90m (in units of 30m).

13) Landing True (F*) Caster can land safely from a fall of any height, in any gravity field (up to 10x Terran normal) 99% of the time.

14) Mind's Hand V (F) As above, except caster may move an object up to 100kg/lvl, or a number of objects equal to his level, each massing 100kg, or any combination between. Caster can control and move the objects simultaneously and independently as long as the remain within range.

15) Deflections V (F*) As *Deflections III* except caster may affect 5 missiles (including all five shots from a 'burst' projectile weapon) in one round, or one at -500 or one at a range of 150 meters, or any combination.

20) Deflections True (F*) All missile/projectile attacks made against caster during the round of psion effect are at -100.

25) Hurling III (F) As *Hurling I*, except caster may hurl up to three objects, each of 1kg/level in mass, at one target. For each kg of mass add 2 to the PAR roll. (Thus, at 25th level, a Telepath could hurl three 25kg objects, each with a +50 bonus, plus his base +20 per-level bonus = 70). Three separate PAR's are made for the attacks, the first also determining whether the Psion failed.

30) Reaiming (F*) DUR: — Range: S All missile/projectile attacks made against caster are reversed to their source with a +10 modification.

50) Mind's Hand (F) As below, except range is 10m/lvl and caster may move an object up to 1000kg/lvl in mass.

MIND OVER MATTER

- 1) **Warm Matter** (F) **DUR: 25 hrs. Range:** T Caster can warm up to 1 cubic meter/level of solid material to 40° Centigrade.
- 2) **Cool Matter** (F) **DUR: 25 hrs. Range:** T Caster can cool up to 1 cubic meter/level of solid material to 0° Centigrade. If trying to affect a very hot object (such as an overheating reactor) caster can reduce the temperature by 30° (but never lower than 0).
- 3) **Portal Jam** (F) **DUR: 25 hrs. Range:** T Caster can cause any portal (as large as 3m x 3m x 5cm) to jam by manipulating temperature and/or humidity. Door can only be opened by breaking through, or by countering the psion by casting another *Portal Jam* to reverse the first — which receives a RR. Door can be jammed open or shut.
- 4) **Heat Matter** (F) **DUR: 1 minute/lvl. Range:** T As *Warm Matter*, except temperature can be raised to 200° C. at the rate of 50° per round. Caster is immune to this heat.
- 5) **Chill Matter** (F) **DUR: 1 minute/lvl. Range:** T As *Cool Matter*, except caster can lower temperature to -50° C. or cool something as much as 100° — but never lower than -50. Caster is immune to the cold.
- 6) **Psion Shield** (D*) **DUR: C Range:** S Creates a shimmering, transparent energy shield in front of the caster, which subtracts 20 from all frontal Telepathy attack rolls. If the Caster performs no other actions during the round, he can 'parry' one psion attack. Parry consists of diverting his own normal psion attack bonus to defense, therefore subtracting it from the attack roll being made on him.
- 9) **Shatter** (F) **DUR: — Range:** 3m/lvl. Causes any nonmetallic object of up to 1000 cubic centimeters (10x10x10) to shatter. Target must be a single piece of material, not a multi-part object. Those nearby may suffer damage; if using **Tech Law**, it is suggested that anyone unprotected and within 3m make a RR, and those failing suffer an Automatic weapon/shrapnel attack; use amount of RR failure as attack bonus. Caster must be able to see the target. Items held by someone or on their person receive a RR vs shattering.
- 7) **Refresh Atmosphere** (F) **DUR: P Range:** T Caster can convert up to 10 cubic meters of air per level. Stale, carbon-dioxide laden air is altered to a fresh, breathable mix. Poison gases make a RR against this psion based on their attack level.
- 8) **Vacuum** (F) **DUR: — Range:** 30m Creates a 5m radius near-perfect vacuum for an instant; all within the radius take a "B" Impact critical as the air leaves, then returns implodingly.
- 10) **Disintegration** (F) **DUR: P Range:** T Caster can cause an object of up to 1kg in mass or 100cm in volume to disintegrate into dust. This could include an entire 'unit' (such as a small gun or other assembled device).
- 11) **Psion Armor** (D*) **DUR: — Range:** S All Telepathy attacks against caster are at -50.
- 12) **Heat Matter** (F) As above, except that volume is 10 cubic meters/lvl and caster can raise temperature as high as 500° (or until material melts).
- 13) **Chill Matter** (F) As above, except that volume is 10 cubic meters/lvl, and caster can cool objects by as much as -200° Centigrade.
- 14) **Undoor** (F) **DUR: P Range:** 3m Causes any single door or portal (as large as 3m x 3m x 5cm) to vaporize totally.
- 15) **Great Vacuum** (F) **DUR: — Range:** 30m As *Vacuum*, except that the target radius is 10 meters, and a "D" severity impact is delivered to all within.

20) **Unstone** (F) **DUR: P Range:** 10m Caster can disintegrate as much as 100 cubic meters of rock or earth per level. Metal, living flesh and artificial substances are unaffected.

25) **Mold Matter** (F) **DUR: P/C Range:** T Caster may shape up to 1000 cubic centimeters of any matter by molding it with his hands like putty. Material is soft while caster concentrates; rehardens in new form immediately afterwards.

30) **Eyes of Disintegration** (F) **DUR: 1 rnd/lvl Range:** 3m/lvl. Caster can use any one of the following psions once per round for the duration and at the range of *this* psion: *Shatter*, *Disintegration*, *Undoor*, and *Unstone*. Caster need only look at the target and will the psion to be cast.

50) **Transmutation** (F) **DUR: P Range:** T Caster can transmute 10 grams of any element into 10 grams of any other element that the caster has a sample of. Useable but once per 25 hour day.

MIND INTO ENERGY

- 1) **Energy Perception** (P) **DUR: C Range:** 3m/lvl. Caster is able to trace and perceive energy potentials and flows (such as in power cells and circuits). Adds +10 to all repair rolls on such devices.
- 2) **Drain Energy Cell** (F) **DUR: — Range:** T Allows caster to totally drain the power from one energy cell (a battery, *not* a reactor) in one round. Caster must touch the cell itself, not simply the machine it is in. Energy is radiated harmlessly by the caster.
- 3) **Radiation Shield** (D) **DUR: 1 min/lvl Range:** S Caster's radiation protection level is raised by 1 factor (**Tech Law** Radiation criticals are reduced in severity by 1).
- 4) **Electric Charge** (F) **DUR: — Range:** T Caster delivers an "A" Electricity critical to target (failing to resist).
- 5) **Human Battery** (F) **DUR: C Range:** T Caster is able to power any piece of equipment which normally requires one standard energy cell (not a weapon or shield power pack).
- 6) **Energy Dispersal I** (F*) **DUR: — Range:** S Caster can absorb part of the effects of one energy attack (e.g., laser, blaster, plasma rifle) directed against him. Attack is at -100. (attacker must be in caster's field of vision). Caster extends hand and energy bolt strikes caster's palm and is diffused.
- 7) **Drain Energy Cell** (F) As above, except caster can drain an energy cell up to 10m/lvl away. Cell may be in a weapon or device, and can be in operation. Items on a person's living body, however, receive a RR based on the person's level.
- 8) **Radiation Armor** (D) As *Radiation Shield*, except caster's radiation protection factor is raised by 2 factors.
- 9) **Cloaking** (F) **DUR: C Range:** S Allows caster to 'warp' scanner and sensor beams so that he has a chance of not being so detected. Bonus is base 10, +2 per level.
- 10) **Energy Dispersal III** (F*) As *Energy Dispersal*, except caster may subtract 100 from any three attacks made against him. Alternatively, caster may subtract 300 from one attack, or any combination between. Attacker(s) must be in caster's field of vision.
- 11) **Charge Energy Cell** (F) **DUR: C.V Range:** T Caster draws energy from about him to charge power cells. If there is a reactor or similar high-energy source nearby (within 10m), caster requires: 1 minute for an energy cell, 10 minutes for a pistol or shield pack, 15 minutes for a rifle pack, 2 hours for a vehicular energy cell cluster. If no high-energy source near, charge times are multiplied x10.

- 12) Power Surge (F) DUR: — Range:** T Caster is able to cause a damaging power surge in a device or system; item which must be already activated or charged. Level of damage (see Malfunction/Repair chart — 6.51 — in **Tech Law** or make a percentile roll and treat as minutes x multiplier for time to repair) is dependent upon PP's expended: 1x (12PP) grants a *Routine* malfunction. 2x (24PP) causes a *Light* malfunction, etc. The system invariably ceases functioning, then the GM should make the roll on the table to determine severity.
- 13) Energy Dispersal V (F*)** As *Energy Dispersal III*, except caster can subtract 100 from any five attacks made against him — including all five strikes from an energy burst weapon. Attacker(s) must be in caster's field of vision.
- 14) Energy Retaliation (F*) DUR: — Range:** S Caster can cause any one energy attack made against him to be reversed against the attacker with a +10 bonus.
- 15) Human Battery True (F) DUR: 1 rnd/lvl Range:** 1 meter. As *Human Battery*, except caster need not concentrate to maintain the psion, and the item to be powered must only be within 1 meter.
- 20) Energy Dispersal True (F*)** As *Energy Dispersal*, except all energy attacks made against the caster in the round the psion is cast are at -100. Caster need not be able to see the attacker(s).
- 25) Power Enhancing (F) DUR: C (max 15 hours/day) Range:** T Caster is able to increase the power output of any system by one increment. If using **Tech Law**, this would translate into Mark Number, Function Rating or Displacement Rating, e.g., a starship with Sublight Acceleration Rating (SAR) of 6, if this psion was used on it, would have an effective SAR of 7. Telepath must, in this case, stay in the engine room with hands on the drives.
- 30) Power Routing (F) DUR: C Range:** 30m Caster is able to act as a human power conduit and transformer. He can tap into reactor as far as 30m away and charge a power cell 30m in the other direction, as per *Charge Energy Cell* for time required. If there is a ship critical indicating "severed power conduit..." he can annul that critical by acting as the conduit.
- 50) Power Enhancing True (F)** As *Power Enhancing* except caster can double a system's function rating. Note that in **Tech Law** this does not necessarily mean that the net output (DB, Acceleration, etc.) is doubled. Consult the declining return ratios detailed in ship construction, section 4.

TELEPATHY

- 1) Phrase (I*) DUR: 3 words/images; 1 rnd Range:** T Caster may mentally 'speak' to any one other sentient being. Unless the other being perceives reality in a radically different way, communication should be fairly clear, as Telepathy translates into thought-images rather than words. Note that caster can speak with this psion, but cannot get a reply (unless he casts *Hear* or the other is also a Telepath and casts *Phrase* or *Speak*.)
- 2) Speak (I*) DUR: C Range:** T As *Phrase*, except caster may 'speak' as long as he wishes to concentrate.
- 3) Phrase (I*)** As above, except range is 10 meters/lvl.
- 4) Speak (I*)** As above, except range is 3 meters/lvl.
- 5) Phrase (I*)** As above, except range is 10 kilometers/lvl.
- 6) Listen (I*) DUR: C Range:** T Caster is able to 'hear' communication produced in the mind of another sentient. Sentient must understand what he/she/it is to do (can be told via *Speech*), wish to cooperate, and be in physical contact with caster. Note that, to carry on a conversation, the caster will have to cast a psion every time he speaks and listens (until he can cast one of the 'True' psions below).
- 7) Speak (I*)** As above, except range is 10 km/lvl.

- 8) Mass Speech (I*) DUR: C Range:** 30m Caster may mentally speak to a number of individuals equal to his level within range. All 'hear' everything the caster 'says'.
- 9) Speech True (I*) DUR: 1 rnd/lvl Range:** 10m/lvl. As above, except caster need not concentrate. Note that caster can only speak to one target at a time; to change focus he must re-cast the psion.
- 10) Telepath (I*) DUR: C Range:** 10m/lvl. Caster may mentally *Speak* and *Listen* to one other sentient for as long as he concentrates.
- 11) Master of Speech (I*) DUR: 1 rnd/lvl Range:** 10m/lvl. Caster can interchange the powers of *Speak* and *Mass Speech* at will for the duration of the psion.
- 12) Mass Speech True (I) DUR: 1 minute/lvl Range:** 10m/lvl. As *Mass Speech*, except caster need not concentrate.
- 13) Far Phrase (I*) DUR: — Range:** 1 Light-minute/lvl. As above, except range is interplanetary in scope.
- 14) Telepath True (I*) DUR: 1 minute/lvl. Range:** 10m-lvl. As *Telepathy*, except caster need not concentrate.
- 15) Distant Phrase (I*) DUR: — Range:** 10 Light-years/lvl. As above, except range is interstellar.
- 20) Lord Telepath (I*)** As *Telepath True*, except caster may speak and listen to as many as 20 people over the duration of the psion.
- 25) Far Speak (I*) DUR: C Range:** 1 Light-minute/lvl. As *Speak*, except range is interplanetary in scope.
- 30) Far Telepath True (I*)** As *Telepath True*, except range is 1 light-minute per level.
- 50) Distant Telepath True (I*)** As *Telepath True*, except range is 10 Light-years per level.

CONTROL VOICE

Note: All psions on this list (which specifically mention that the caster speaks) are ineffective unless the target has at least two skill ranks in the language used. Regarding psions with extended durations, once the target has failed the initial attack, the caster can continue to control him via a vocal communicator, though with each such command there is a 10% chance the target will snap out of the control.

- 2) Question (M) DUR: — Range:** 3m Target must answer one, single-concept question truthfully.
- 4) Befriend (M) DUR: 1 min/lvl. Range:** 10m Target believes that caster is his friend (but will not necessarily obey an order from caster). Caster must *speak* to target at least once per round, though this does not require concentration.
- 5) Command (M) DUR: — Range:** 10m Target will obey a single command (up to 3 words) from caster, e.g. "drop your gun!". If the command is for inaction (such as "don't move!") the target is at 25% of activity and technically 'static' for the remainder of the round.
- 6) Fear (M) DUR: 1 min/10% failure Range:** 30m Target fears caster and will attempt to flee from his sight.
- 7) Suggestion (M) DUR: V Range:** 3m Target will follow a single suggested act that is not completely alien to him (e.g. suicide, blinding himself, etc.)
- 8) Beguile (M) DUR: V Range:** 3m Caster may speak one lie to the target, who will believe it to be absolute truth until presented with irrefutable evidence to the contrary.
- 9) Holding Word (M) DUR: C Range:** 10m Caster speaks the word "Hold!" Target is forced to meet the caster's eyes and is paralyzed until caster breaks eye contact (stops concentrating).

- 10) Control (M) DUR: 10 min/lvl. Range:** 3m Target must obey the caster as specified in *Suggestion*, but for the duration of the psion.
- 11) Sow Suspicion (M) DUR: 1min/lvl Range:** 10m Caster can use this psion to turn opponents against each other by making insinuating statements. Targets failing to resist forget the caster and argue amongst themselves.
- 12) Seduce (M) DUR: 1 hour/lvl Range:** 10m MOD: -30 if target of opposite sexual preference and same race. Caster is able to emotionally, sensually, or sexually seduce the target, who will also obey him as in *Control* for the duration. There is a 20% chance that the target is *permanently* emotionally tied to the caster afterwards.
- 13) True Command (M) DUR: — Range:** 30m MOD: -50 As *Command*, except for range and modifier (to target's detriment) and if target ordered to freeze, he is paralyzed for 1 rnd/10 failure.

- 14) Mass Suggestion (M) DUR: V Range:** 10m radius. As *Suggestion*, except caster may affect a number of targets equal to his level. Those who fall under the suggestion will automatically attempt to convince any who resist to also follow it (though they will not use force, instead ignoring them).
- 15) Control II (M) As Control**, except caster may simultaneously control two targets.
- 20) Lord Control (M) DUR: 1 hour/lvl Range:** 30m MOD: -20 As *Control*, but with increased effectiveness.
- 25) Control True (M) As Lord Control**, except target will obey caster in *all* things, including murder, suicide, etc.
- 30) Great Control (M) DUR: P Range:** V As *Control True*, except psion is permanent, until caster dies or annuls it.
- 50) Mass Control (M) As Lord Control**, except caster can affect everyone in a 100 meter radius.

CONTROL VOICE

THOUGHT INTO PAIN

- | | |
|---------------------|-------------------------|
| 1) Question | 1) Numbing |
| 2) Befriend | 2) Pain |
| 3) Command | 3) Choke |
| 4) Fear | 4) Unbalance |
| 5) Suggestion | 5) Touch of Disruption |
| 6) Beguile | 6) Agony |
| 9) Holding Word | 7) Pain III |
| 10) Control | 8) Choke True |
| 11) Sow Suspicion | 9) |
| 12) Seduce | 10) Energy Channel |
| 13) True Command | 12) Agony III |
| 14) Mass Suggestion | 13) Disruption |
| 15) Control II | 14) True Agony |
| 20) Lord Control | 15) Mass Pain |
| 25) Control True | 20) Energy Channel True |
| 30) Great Control | 25) Torment |
| 50) Mass Control | 30) Disruption True |
| | 50) Thought Into Pain |

THOUGHT MASTER

- | | |
|-----------------------------|------------------------------|
| 1) Detect Tampering | 1) Distraction |
| 2) Forget (1 min) | 2) Touch of Unconsciousness |
| 3) Confusion | 3) Disorientation |
| 4) Lapse | 4) Firenerves |
| 5) Mind Blank | 5) Blinding |
| 6) Forget (10 min) | 6) |
| 7) Mind Restoration | 7) Paralyze |
| 8) Unlearning (1 min) | 8) Unconsciousness |
| 9) Forget (1 hour) | 9) Firenerves True |
| 10) Implant Thought | 10) Mind Shout * (10m) |
| 11) Unminding | 11) Transferral |
| 12) Forget True | 12) Coma |
| 13) Unlearning (1 day) | 13) |
| 14) Amnesia | 14) Sensory Deprivation |
| 15) Implant Memory | 15) Mind Shout * (20m) |
| 20) Cruel Unminding | 20) Lord Paralyze |
| 25) Unlearning True | 25) Great Shout * (10m) |
| 30) Mind Break | 30) Mind Break |
| 50) Implant Thought Pattern | 50) Great Shout True * (30m) |

MIND ASSAULT

THOUGHT INTO PAIN

- 1) Numbing (F) DUR: C Range:** 30m Random limb is numb and useless.
- 2) Pain (F) DUR: C Range:** 30m Target feels pain, and operates at -30.
- 3) Choke (F) DUR: C Range:** 3m Target feels something around his neck. First round he is at -10, second round -20, etc., until after 10 rounds he is unconscious (max hits). If the caster wishes to concentrate 10 more, target is dead.
- 4) Unbalance (F) DUR: — Range:** 30m Target is unbalanced. If he is moving he trips and falls (1-4rnds to recover); if performing a maneuver he must attempt it at -100.
- 5) Touch of Disruption (F) DUR: P Range:** T Bones and tissues of target's body are disrupted as if he had fallen a long distance. If target fails his RR, by (1-10) he takes an "A" **Impact** critical; (11-20) = "B"; (21-30) = "C"; (31-40) = "D"; (41+) "E".
- 6) Agony (F) As Pain**, except target operates at -60
- 7) Pain III (F) Caster may cause Pain** to three individuals.
- 8) Choke True (F) As Choke**, except caster need not concentrate (he may cancel the psion at any time, however). Alternatively, he may, with concentration, *immediately* cause the target to be at -90 and hold him there for as long as 10 rounds (when target loses consciousness).

- 10) Energy Channel (F) DUR: C Range:** 3m MOD: -30 A destructive channeling of raw Psion power. Caster extends hands and bolts of energy lance out to strike the target, who is immediately at -50 and receives one "B" severity **Electricity** critical per round. Caster must expend 10 PP's every round psion is in effect. (Target only receives the one initial RR.)

- 12) Agony III (F) Caster may cause Agony** to three individuals.

- 13) Disruption (F) As Touch of Disruption**, except range is 30m.

- 14) True Agony (F) As Agony**, except duration is 1 rnd/10 failure.

- 15) Mass Pain (F) Caster may affect a number of targets equal to his level with Pain.**

- 20) Energy Channel True (F) DUR: C Range:** 10m MOD: -50 As *Energy Channel*, except target is at -90 and receives a "E" **Electricity** critical every round.

- 25) Torment (F) As Pain**, except target is at -90 due to intensity of the discomfort.

- 30) Disruption True (F) MOD: -20 Range:** 60m As *Touch of Disruption*, except for modifier and range, and target takes an "E" **Impact** if he fails to resist.

- 50) Thought Into Pain (F) DUR: C Range:** 100m Caster may use any one of the psions on this list at the rate of one per round as long as he concentrates.

THOUGHT MASTER

- 1) **Detect Tampering** (M) **DUR: — Range:** 3m Allows caster to detect whether the target's mind has been telepathically tampered with (as with the psions on this list and **Mind Assault** especially). Original 'tampering' psion may resist detection at the level of the original psion's caster.
- 2) **Forget** (M) **DUR: P Range:** 10m Target forgets a 1 minute block of time from his memory; the time lost is the caster's choice.
- 3) **Confusion** (M) **DUR: 1rnd/5 failure Range:** 30m Target is incapable of making decisions or taking offensive action. He may continue to fight a current foe *if in melee* or act in self-defense.
- 4) **Lapse** (M) **DUR: 1 rnd Range:** 30m Target momentarily forgets how to do whatever he was planning to do that round (e.g., the ability to fire his laser he just drew: skill rank zero (-25); or how to cast a certain psion, in which case he loses concentration). A target making a superior orientation roll might be able to act upon another option that round, however.
- 5) **Mind Blank** (M) **DUR: 1 rnd. Range:** 30m Target's mind is temporarily blank and he can do nothing.
- 6) **Forget** (M) As *Forget*, except duration of lost memory is ten minutes.
- 7) **Mind Restoration** (M) **DUR: P Range:** T This psion acts to reverse the effects of other **Mind Control** and **Mind Assault** psions. The original attack psion must fail a RR: the attack psion's level is equal to the level of the caster of that psion and it must fail against the level of the caster of this psion to be cancelled. If the original attack psion is not cancelled, the caster of this psion may not try to cancel it again until he has gone up another experience level. Another Telepath may try, however.
- 8) **Unlearning** (M) **DUR: 1 minute Range:** 30m Target loses one skill for the duration of the psion (e.g., the ability to fire the blaster in his hand: he is at -25 skill rank for one hour). Caster must know that target has the skill before he can make the target *Unlearn* it. (Though seeing a blaster in the target's hand is enough for the caster to assume...).
- 10) **Implant Thought** (M) **DUR: P Range:** 30m Caster is able to implant one single-concept thought in the target's head. the thought must not be absolutely contrary to the target's normal lines of thinking, or target is at a +50 for his RR. If target resists by more than 25, he perceives what is being attempted.
- 11) **Unminding** (M) **DUR: 1 rnd/5 failure Range:** 30m Target's mind is completely blank for the duration. He cannot perceive events, time, or activity, and he is stunned 1 round after his mind wanders back.
- 12) **Forget True** (M) As *Forget*, except period of time lost is up to 1 hour/level.
- 13) **Unlearning** (M) As above, except duration is one standard day.
- 14) **Amnesia** (M) **DUR: 1 day/5 failure Range:** 30m Target forgets who he is, who his friends are, and his entire life background for the duration. He *does* retain all of his skills and psion knowledge (if any).
- 15) **Implant Memory** (M) Caster can implant one memory in target's mind, causing the target to believe that he did or said *something in the past*. Same restrictions as per *Implant Thought* above.

20) **Cruel Unminding** (M) **DUR: 1 rnd/5 failure Range:** 30m Similar to *Unminding*, except target forgets *all* skills, but is unaware that he has forgotten each one until he tries. Each attempt to cast a psion inevitably ends in failure; any maneuver or attack is done with a skill bonus of -25.

25) **Unlearning True** (M) As *Unlearning*, except effect of psion is permanent. Target is allowed to learn the skill again as if he had never known it.

30) **Mind Break** (M) **DUR: 1 day/lvl Range:** 30m Target's Reasoning, Intuition, and Memory drop to 02 for the duration of the psion. He may be led about and fed, but is essentially a mindless buffoon and useless. He can take **no** independant action.

50) **Implant Thought Pattern** (M) **DUR: V Range:** 30m Caster can alter target's entire way of thinking, i.e. change his personality, who he thinks his friends are, his 'alignment'. His old memories are repressed, but skills remain unaffected. Target gets to try to resist the psion's effects once every 10 standard days. If cast immediately after an *Amnesia*, the psion has a -30 to target's RR, and target gets no RR for the duration of the amnesia.

MIND ASSAULT

- 1) **Distraction** (M) **DUR: C Range:** 30m Target is at -30 for all actions.
- 2) **Touch of Unconsciousness** (M) **DUR: — Range:** T Target falls into a state resembling natural sleep. He can be awakened, but is at -25 for the first two rounds afterwards.
- 3) **Disorientation** (M) **DUR: 1 day/5 failure Range:** 30m Target must subtract 25 from all orientation and initiative rolls.
- 4) **Firenerves** (M) **DUR: 1 minute/lvl Range:** 30m Target's brain receives pain stimulus: target *in effect* receives 50% of his hits remaining before unconsciousness. These 'hits' are relieved when the psion duration is expired — unless the target is driven over maximum hits in the meantime, in which case they become real.
- 5) **Blinding** (M) **DUR: C Range:** 30m Target is blind and at -90 for all activity.
- 7) **Paralyze** (M) **DUR: 1 rnd/10 failure Range:** 30m Target is paralyzed.
- 8) **Unconsciousness** (M) AS *Touch of Unconsciousness*, except range is 30 meters.
- 9) **Firenerves True** (M) As *Firenerves*, except target takes all but 10 hits from unconsciousness.
- 10) **Mind Shout** (M*) **DUR: 1 rnd/10 failure Range:** 3m radius Everyone within the radius is a target, and all failing to resist are stunned. As with all of the *Shout* psions, targets have a +30 to RR's if they are unable to hear the actual shout.
- 11) **Transferral** (M) **DUR: V Range:** 30m Target's mind and caster's mind are interchanged. The caster can operate at -50 in the target's body. Target in caster's body is inactive but aware. Caster may cancel the psion at any time (takes 1 rnd); the target can only cancel the psion if he makes a successful RR (which he gets to attempt every hour). If either body is destroyed the psion is broken and the body's original mind is also destroyed. The other mind is returned, but he is in a coma for one day.
- 12) **Coma** (M) **DUR: 1 hour/10 failure Range:** 30m Target is in a coma (unconscious and unwakeable).
- 14) **Sensory Deprivation** (M) **DUR: 1 day/10 failure Range:** 30m Target is totally deprived of sensory input; virtually incapable of action without artificial aid. Mental breakdown may result if condition lasts more than 5 days (GM discretion).

- 15) Mind Shout (M*)** As above, except radius of effect is 20m.
- 20) Lord Paralyze (M) DUR: 1min/10 failure Range: 30m MOD: -20.** Target is paralyzed.
- 25) Great Shout (M*)** As *Mind Shout* except radius is 30m and all failing their RR by more than 50 are unconscious and at max hits.

- 30) Transferral True (M)** As *Transferral*, except caster can operate at -10 effectiveness in target's body, and target may only make RR's once per day.
- 50) Great Shout True (M*) DUR: V Range: 30m radius. MOD: -20 to all Telepaths.** Those failing to resist are unconscious as per *Great Shout*; those failing to resist by more than 50 are dead.

SELF-MASTERY

TELEPORTATION

- 1) Blink
- 2) Blink
- 3) Phasing (1 min/lvl).
- 4) Leaving (30m)
- 5) Merge
- 6) Long Door (30m)
- 7) Leaving (100m)
- 8) Phasing True
- 9) Teleport
- 10) Passing
- 11) Long Door (100m)
- 12) Merging True
- 13) Mind's Portal
- 14) Long Door (300m)
- 15) Passing True
- 16) Mind's Portal True
- 17) Teleport True

METABOLIC CONTROL

- 1) Clotting I
- 2) Pain Relief I
- 3) Unstun I
- 4) Mask Pain (25%)
- 5) Cut Repair I
- 6) Tissue Repair
- 7) Fracture Repair
- 8) Unstun III
- 9) Vessel Repair
- 10) Resist Poison
- 11) Mask Pain (50%)
- 12) Tissue Repair True
- 13) Pain Relief True
- 14) Fracture Repair True
- 15) Neutralize Poison
- 16) Regeneration
- 17) Resist Stun
- 18) Trance
- 19) Renewal True

MIND DISCIPLINE

- 1) Detect Probe ◀
- 2) Concentration I
- 3) Recall
- 4) Memory Trance
- 5) Observation
- 6) Concentration III
- 7) False Pattern ◀
- 8) Unpresence
- 9) Mind Block
- 10) Concentration V
- 11) False Presence True ◀
- 12) Correlation
- 13) Sensitivity
- 14) Total Recall
- 15) Observation True
- 16) Sensitivity True
- 17) Correlation True
- 18) Mind Master

BODY DISCIPLINE

- 1) Touch I
- 2) Leaping
- 3) Speed III
- 4) Dodging I
- 5) Flip I
- 6) Hold Breath
- 7) Great Leap
- 8) Dodging III
- 9) Flip III
- 10) Wallwalking
- 11) Haste III
- 12) Speed V
- 13) Landing True
- 14) Haste V
- 15) Wallrunning
- 16) Dodging True
- 17) Haste X
- 18) Ceilingrunning
- 19) Master of Self

SELF-MASTERY TELEPORTATION

- 2) Blink (F) DUR: 1 rnd/lvl Range: S** Caster is able to 'blink' out of normal space-time for up to a number of rounds equal to his level. Caster must decide when casting the psion how long he intends to stay 'blinked out'. While 'blinked out', he has no perception of events during his absence, and in fact has no sense of time passage. He returns to exactly the same spot with the same orientation as before.
- 4) Phasing (F) DUR: 1 minute/level Range: S** Allows caster to put himself and his personal equipment 'out of phase'. Caster's perception while out of phase is at -50, and he cannot be hit by any weapon, nor can he attack or cast psions. Caster is visible as three images of himself overlapping imperfectly: one blue, one red, one yellow. He may move at a rate of 10m/rnd, but at a risk of 'dissembling'. For each meter (or fraction) moved, caster has a 1% chance of dissembling. Roll is made when psion is terminated. If a dissembly rolled, caster dissipates in a colorful display (and is dead).
- 5) Leaving (F) DUR: — Range: S** Caster teleports himself to a point up to 30m away, but there can be no intervening physical or energy barriers (shields) in a direct line between the caster and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 6) Merge (F) DUR: 1 min/lvl Range: S** Allows caster to merge (body + 10cm depth) into any normal material. Caster cannot move or see while merged.
- 7) Long Door (F)** As *Leaving*, except caster can pass through barriers by specifying exact distances. An attempted *Long Door* which would put the caster inside a solid object or send him through an energy shield simply bounces him back where he started; he must also roll a Psion Failure.
- 8) Leaving (F)** As above, except range is 100m.

- 9) Phasing True (F) DUR: 1min/lvl Range: S** As *Phasing*, except caster's perception is only -25, and he can move 10m/rnd safely. Attempting to move anymore will risk dissembly as above.
- 10) Teleport (F)** As *Long Door*, except movement range is 10 kilometers/lvl. This is also more risky. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) = 25%; Studied (25 hours) = 10%; Studied carefully (10 days) = 1%; Lived there (100 days) = .01%. In case of teleport failure, first determine direction of end-point error, then distance (open-ended roll for number of meters).
- 11) Passing (F) DUR: 1 min/lvl Range: S** Caster is able to shift his molecules and so pass through any normal material of thickness up to 10 centimeters/lvl. If caster attempts to pass through an activated energy shield of any type, he must resist versus a 1st level attack or his molecules will be hopelessly scrambled (he is dead). A successful RR cancels the psion and bounces him back safely into a normal state.
- 12) Long Door (F)** As above, except range is 100 meters.
- 14) Merging True (F)** As *Merge* except caster can turn around and see out.
- 15) Mind's Portal (F)** As *Teleport*, except there is no danger if caster is in mental communication (*Telepathy*) with a friendly entity at the destination point.
- 20) Long Door (F)** As above, except range is 300 meters.
- 25) Passing True (F)** As *Passing*, except caster may pass through up to 1 meter of material per level, and senses the proximity of energy shields.
- 30) Mind's Portal True (F)** As *Mind's Portal*, except caster's travel range is unlimited — even to interstellar distances.
- 50) Teleport True (F)** As *Teleport*, except caster's travel range is unlimited.

METABOLIC CONTROL

- 1) **Clotting I** (H*) **DUR: C Range:** S Reduces hits/rnd by 1, and after one minute of concentration the stoppage is permanent.
- 2) **Pain Relief I** (H*) **DUR: C Range:** S Takes off one concussion hit/minute.
- 3) **Unstun I** (H*) **DUR: — Range:** S Caster is relieved of one round of accumulated stun.
- 4) **Mask Pain** (H*) **DUR: 1 min/lvl. Range:** S Caster is able to sustain an additional 25% of his total concussion hits before losing consciousness. Hits are still taken and remain when the psion lapses.
- 5) **Cut Repair I** (H) As *Clotting I*, except 1 hit of bleeding is permanently stopped every round.
- 6) **Tissue Repair** (H) **DUR: P Range:** S Caster is able to repair one damaged (but not 'destroyed') muscle or tendon. This requires one hour of concentration.
- 7) **Fracture Repair** (H) As *Tissue Repair* except this psion will repair bone or cartilage which is broken, cut or torn (but not 'shattered' or 'destroyed').
- 8) **Unstun III** (H*) As *Unstun I* except three rounds of stun are immediately relieved.
- 9) **Vessel Repair** (H) As *Tissue Repair*, except repairs one vein or artery.
- 10) **Resist Poison** (S*) **DUR: C Range:** S Delays the effect of a poison as long as the caster concentrates.
- 11) **Mask Pain** (H*) As *Mask Pain*, except additional 50% hits can be taken.
- 12) **Tissue Repair True** (H) As *Tissue Repair* except caster need not concentrate. Wounded area must be kept immobile, however. Will repair a 'destroyed' muscle or tendon in 25 hours while caster is in a trance.
- 13) **Pain Relief True** (H*) As *Pain Relief* except 1 hit/round is relieved, and caster need not concentrate.
- 14) **Fracture Repair True** (H) As *Tissue Repair True*, except will repair bones and cartilage.
- 15) **Neutralize Poison** (S*) **DUR: C/V Range:** S The poison is the target and must make a RR vs the attack by this psion. Failure means that the poison is permanently rendered harmless. Caster must concentrate for 1 hour to completely destroy the poison, and the effect is delayed for as long as the caster concentrates in any case.
- 20) **Regeneration** (H*) **DUR: V Range:** S Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Note that, if caster is supposed to die from such a wound in a given period, this psion will not save him unless it completes the repair before that time. Time required varies: 5-100 days for a limb (finger to leg); 10 days for damaged organ; 50 days for destroyed organ. Naturally, if the heart, liver, etc is destroyed or damaged, the caster will die unless he is in a Medstasis unit or otherwise kept artificially alive. If the organ is a kidney, eye, etc., he will be able to hold out.
- 25) **Resist Stun** (S*) **DUR: — Range:** S Any stun delivered to caster is immediately annulled.
- 30) **Trance** (S*) **DUR: V Range:** S If caster is struck a death-blow, this psion places him in a trance-like state. He does not die, but is in suspended animation. If caster is able to subconsciously utilize the repair psions above (or, ideally, *Renewal True*, below) the trance will last until he is able to regain consciousness — even if it requires days.

50) **Renewal True** (S*) **DUR: V Range:** S If caster is forced to revert to *Trance* (above) or otherwise rendered unconscious, this psion is triggered, and it utilizes all psions necessary to repair the caster, at a total cost of only 50 PP's.

MIND DISCIPLINE

- 1) **Detect Probe** (I*◀) Psion is triggered whenever caster's mind is being probed, attacked or monitored in any way, and probing psion fails a RR at -25.
- 2) **Concentration I** (U*) Adds 10 to any maneuver (not combat).
- 4) **Recall** (U) **DUR: — Range:** S Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).
- 5) **Memory Trance** (P) **DUR: P Range:** S Caster enters a trance-like state where he is unable move or talk, and is in fact not consciously aware of his surroundings. He is able, however, to absorb and flawlessly memorize audio or visual information at 10x normal speed. The session can last up to 5 hours, and the caster can pre-arrange the ending time, or have the computer (or whatever is feeding the information) give a signal which terminates the trance. Otherwise the trance is difficult to come out of, and the caster is groggy for 2-20 rounds if disturbed or wakened by someone unaware of the 'trigger'. Useable once per day only.
- 6) **Observation** (U) **DUR: — Range:** S Caster gains insight or facts by observing a person or thing (as far away as 30m or equivalent with high-quality equipment) with intense concentration.
- 7) **Concentration III** (U*) As *Concentration*, except bonus is 30.
- 8) **False Pattern** (P*◀) **DUR: — Range:** S This psion is triggered any time someone attempts to *Mind Pattern* or *Pattern Store* the caster and fails to resist detection (with a 50 modification to the Patterner/Storer's detriment). It generates a false Mental pattern, different every time. Patterner/Storer is unaware that he has taken a false pattern.
- 9) **Unpresence** (P) **DUR: C Range:** S Caster is undetectable by *Presence*, *Mind Pattern* and similar psions.
- 10) **Mind Block** (P) **DUR: 1 min/lvl Range:** S Caster gains a +20 to his RR vs all Telepathic attacks.
- 11) **Concentration V** (U*) As *Concentration* except caster has a +50 bonus.
- 12) **False Presence True** (P*) **DUR: 1 day/lvl Range:** S As *False Pattern*, except caster may pre-set any false pattern he desires.
- 13) **Correlation** (P) **DUR: 1 topic Range:** S Caster is able to correlate known facts to obtain conclusions (i.e. help is given by the GM based on a roll).
- 14) **Sensitivity** (P) **DUR: — Range:** S Similar to *Observation*, except using all senses in concert (caster must be physically present to fully utilize the psion). Caster might detect hidden presences by breathing or heartbeat, note air patterns, minute temperature changes, odors, sounds (or lack thereof) and thus deduce useful data. Caster should roll, using any Perception bonus. Generally, range is about 100m.
- 15) **Total Recall** (P) As *Memory Trance*, except caster is fully aware of his surroundings and can break the psion at any time.
- 20) **Observation True** (P) **DUR: 1 min/lvl Range:** S As *Observation* except virtually nothing escapes the notice of the caster of this psion. Also, there is a duration, which implies that the caster is constantly receiving input — including from other persons in the room: nervous gestures, significant glances, body language, etc. The GM should be aware of the enormous amount of information which can be gained by the truly observant.

25) Sensitivity True (P) DUR: 1 min/lvl Range: S As Sensitivity, but with the added potential as discussed in *Observation True* above multiplied by all senses.

30) Correlation True (P) As Correlation, except no roll is involved and conclusions are obtained automatically, based even on scant information.

50) Mind Master (P) DUR: 10 min/lvl Range: S Caster is able to freely use *Total Recall*, *Sensitivity True*, and *Correlation True* at will for the duration of the psion.

BODY DISCIPLINE

1) Touch (U) DUR: one maneuver Range: S Caster gains superior tactile sensitivity, enabling him to perform small maneuvers (repairs, picking a lock, a surgical procedure) at +10. Can be cumulative with *Concentration*.

2) Leaping (F*) DUR: 1 rnd Range: S Allows caster to leap 20m laterally or 5m vertically (on Terran-normal gravity) in the round that the psion is cast.

3) Speed III (F*) DUR: 3 rnds Range: S Caster may act at twice his normal movement rate, but must spend a number of rounds equal to the rounds 'Speeded' at half-rate (immediately afterwards). Caster must still act within the round sequence.

4) Dodging I (F*) DUR: 1 rnd Range: S Allows caster to dodge one nonenergy attack (missile, projectile or melee). The attack must be in caster's field of vision, and 50 is subtracted from it.

5) Flip I (F*) DUR: 1 rnd Range: S Allows caster to somersault in midair, landing up to 3m away, fully oriented and facing any direction. Caster adds 30 to his DB while 'flipping'.

6) Hold Breath (U*) DUR: 1 rnd/lvl + 6 rnd base Range: S Caster is able to hold his breath for an extended period by conserving oxygen.

7) Great Leap (F*) As Leaping, except limit is 3m/lvl laterally and 2m/lvl vertically (on Terran-normal gravity).

8) Dodging III (F*) As Dodging I except 3 attacks can be dodged.

9) Touch III (U) As Touch except 30 is added to the maneuver.

10) Haste III (F*) As Speed III except no half-rate rounds are assessed.

11) Flip III (F*) As Flip, except 3 rapid 'flips' may be executed in quick succession.

12) Speed V (F*) As Speed III except caster is 'Speeded' for five rounds.

13) Landing True (F*) DUR: until landing Range: S Allows the caster to land safely in a fall of up to 15m/lvl.

14) Haste V (F*) As Haste III except caster is 'hasted' for five rounds.

15) Wallrunning (F*) DUR: 1 min/lvl Range: S Caster is able to walk or run on any solid surface up to 90° from the gravity source as if he were on 'flat ground'.

20) Dodging True (F*) As Dodging except all (including energy) attacks against caster are at -50.

25) Haste X (F*) As Haste III except caster is 'hasted' for ten rounds.

30) Ceilingrunning (F*) DUR: 1 min/lvl Range: S Caster can walk or run on any solid surface as if he were acting against his home-world gravity. This includes surfaces on which no gravity field is operating (e.g., the outside of a spaceship) as well as 'ceilings'.

50) Master of Self (F*) DUR: 1 rnd/lvl Range: S Caster may utilize any one of the non Speed/Haste psions on this list every round.

DEFINITIONS AND NOTATIONS

D = Defensive Psion; allows caster to resist or withstand the effects of a psion, the elements, etc.

F = Force Psion; involves the manipulation of matter, energy, the elements, etc. through the use of psionic force.

I = Informational Psion; a psion which gathers information.

M = Mental attack Psion; an attack psion affecting the target's mind.

P = Passive Psion; a general use psion that usually involves another person or thing, but not actively.

S = Subconscious Psion; a psion that is triggered by the subconscious. Some do not require the conscious casting of the caster.

U = Utility Psion; a general use psion that doesn't physically affect anyone or anything but the caster.

DURATION:

C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other psions while concentrating.

(C) = Concentration required, except duration cannot exceed the given limit in any case.

P = Permanent; psion has a permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates of after the casting procedure is complete, the effect may be altered by outside forces; e.g., the psion may be cured, disturbed by another psion or physical forces.

V = Variable; depends on the nature of the psion cast.

Time/lvl = Duration is the time multiplied by the level of the caster.

Time/x failure = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the psion) divided by a number (x) multiplied by the (time).

— = Instantaneous (or negligible time); psion's effect is instantaneously applied.

RANGE:

S = Self; psion can only be cast on the caster himself.

T = Touch; caster must touch target in order to cast the psion.

Distance R = Effect is felt in an area (radius defined, usually around caster unless otherwise noted).

Distance/lvl = Psion can take effect anywhere within (distance) x (level) of the caster. Area psions have a center, and the caster must lie within the range.

TERMS ABBREVIATED:

rnd or rd = round (battle round; 10 seconds in *Future Law*)

lvl = level (normally of caster)

min = minute(s)

hr = hour

RR = Resistance Roll

R or Rad = radius

km = kilometer(s)

m = meter(s)

kph = Kilometers per hour

• = Free; psion does not require Power Points to cast.

*** = Instantaneous;** psion doesn't require preparation.

◀ = Latent; psion will be triggered by an external event

Mod or mod = modification or modifier (usually to a RR)

pt = point

PART IV CREATING AND RUNNING A SPACE MASTER CAMPAIGN

In creating a Science-Fiction Role Playing environment, one must get a feel for its history, economics, political climate, and (perhaps most importantly) its technology, to present a realistic and cohesive design. The more complete the background, the more rich and interesting the environment for the Player-characters. In the next four sections are presented the facets of the Empire of **Space Master**, which will be further detailed and elaborated upon in Space Master Campaign and Adventure modules.

21.0 HISTORY

The future universe that ICE postulates for its **Space Master** campaign setting is one that has evolved from Terran Man's exploration and exploitation of the star systems in relative proximity to earth. From the perspective of the **Space Master** timeframe, the history of man spans more than 156 centuries, so no monumental attempt at chronicling all of man's endeavors can be made here. Below is a time line which shows but a few of man's many achievements and historical events.

Imperial

- 475. Time period of the **Space Master** universe.
- 0. Consecration of the Imperium and 27 provincial territories. The Great Hoarding.

Prelimperial

- 3. MERLOGH (Merchantile League of Great Houses) begins operating as the financial monitor of Terran space.
- 12. VegaPol (an independent policing force) which supports the Galactic Court of Humanity and MERLOGH is granted operational status.
- 14. *This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian population.*
- 27. The first Truthsayers are used in the Galactic Court of Humanity.
- 39. The GCH opens its doors to hear interstate grievances of political, military, and economic natures.
- 256. The Imperium-to-be issues a declaration to all inhabited worlds stating that it owns every system colonized/conquered by man.
- 270. The fledgling political unit that will soon gel as the Imperial Court unleashes brute force to deal with the old democratic leaders which refuse to come into the fold.
- 320-275. The pre-imperial worlds initiate a massive arms race as they construct the awesome Imperial Navy.
- 323. Several sectors and homeworlds declare their independence from the Terran Federated Democracy, and begin to fortify their systems against attack.
- 324. The Terran Federated Democracy holds sway over Terran Humanity and the homeworlds of affiliated alien races. This was the first (and almost successful) attempt at a unified political structure to administer all of the colonized worlds.
- 1076-457. An attempt to reunify the scattered cultures of humanity leads to the Wars of Integration, as many societies have become violently xenophobic.

- 1076. The invention of the Tachion Beam Dictor. This device allows instantaneous communication over great interstellar distances.
- 1190. The first successful hyperspace shunt utilizing matter/antimatter power source.
- 1921. Andrium, the elemental source of powerful antimatter reactions, created.
- 4002-3621. There is a booming interest in Temporal Physics; hypotheses of alternate universes and practical applications abound.
- 5603. The Relative Inertial Field Suspension Effect is discovered.
- 5655. Molecutronics sparks an Android construction boom.
- 8068-5655. The study of molecular electronics leads to the advent of living circuitry.
- 8450-5698. The period required by Terran researchers to gain a mastery of the gravitic field.
- 5705. Humanity is firmly entrenched upon ten core worlds but communication problems lead to cultural drift, especially with respect to the frontier colonies.
- c.7600. Tachion Physics becomes all the rage in the scientific community.
- 7900. The first known sentient alterant replication is produced.
- 8104-8068. The research period of molecular data storage for informational processing systems.
- 9540. The first practical microfusion reactor is put into production.
- c.9600. Cryogenic sleep units are in widespread use for interstellar journeys; also for those who are near death and wish to be frozen so that they may be revived at some later time in the future.
- 9660-9608. Feasible fusion power generators are developed.
- 9600. The first successful sentient cloning of a human being.
- 9700. The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.
- c.15000. The dawn of civilized man.

At the time of **Space Master**, Terran humanity finds itself under the thumb of a rather tyrannical empire. The historical sequence of events leading to the consecration of the Imperium and the First provincial Territories will dominate this short discussion.

Man, in his early history, was typified as the barbaric warrior bent on aggression and glory. Unfortunately, the passage of ten millenia have done little to change the stereotype. The fact that man was able to survive his own destructive technology is considered by many philosophers to be a fluke of nature. Needless to say, a unified world government of earth, although attempted several times, never made it. However, it was this very political climate which drove man to the stars, perhaps his greatest of achievements.

As old earth was in the process of being crushed under the weight of its domestic problems, the segmented earth governments were powerless, as individuals to elevate the human condition. Each state found that, as time passed, more and more social welfare programs had to be dished out to the skyrocketing population. As a result, states became less and less involved (financially) in R & D and exploration of the solar system. It turned out that corporate conglomerates (the entities with money to spare) developed the technologies required for serious interstellar exploration. As development and colony ships made their way to the new homeworlds of man, central governing bodies began losing their power base - their very constituent populations. The further that manish societies removed themselves from one another, the more strained their communication links became. Ultimately, humanity was nothing more than a collection of isolated xenophobic islands.

There were numerous attempts to reunify man into one brotherhood, but they all doomed to failure because the technologies of instantaneous communications and faster-than-light travel were not available. When these sciences turned from mere hypotheses to practical technologies there was a renewed drive for Terran Cultural integration. As one might expect, a 'renewed drive' really meant 'renewed carnage', and the Wars of Integration were indeed bloody. The result was the Terran Federated Democracy. The leaders of humanity at that point believed that a democracy could hold the immense human population of the galaxy together. The plan was doomed to failure, as the central Terran parliament was incapable of satisfying the veritable tumult of diverse interests possessed by the democracy's constituents. Again humanity was sundered, but there were a few of the politicians of old who thirsted for the power which eluded the democratic leaders.

Driven by a terrible conquest-lust, the old core worlds banned together to build the greatest flotillas of warships ever seen. In time, they sent out their ultimatum to every planet that was still accepting outside contact... "Accept a Solar Emperor or Die." Needless to say, it was the various independent governments who supported the imperial drive that were greatly rewarded when the Empire became a reality. The reward invariably involved a seat of power in one of the new Empire provinces.

The first significant Imperial decree was a production ban on nuclear and biotoxin attack delivery systems. The illegality of such production lead to the Great Hoarding as everyone and his brother stowed away their mass destruction devices to be used only in dire necessity.

22.0 POLITICS

THE TERRAN EMPIRE

With the lessons of the Old Democracy to guide them, the Imperial Court was not about to assume direct political control of the freshly subdued Empire. Their answer to the problem of political control was a haunting throw-back to quasi-feudalism. By delegating authority over sectors not handily controllable from earth, the Emperor was able to expand his sphere of influence without incurring the costs involved in such an undertaking. Initially, the Emperor would demand a great tithe from prospective provincial leaders followed by annual payments of products and Elmonit reserves. In turn, the provincial leader was given a somewhat free reign of control over his territory, which might encompass upwards of ten systems. Such provincial leaders set up dynasties to perpetuate their legacy through the generations. This, of course, gave rise to the concept of Great or Royal Families. These Royal Families were granted the right to field their own personal armies in order to defend their provinces, and mint their own hard currency (Monit).

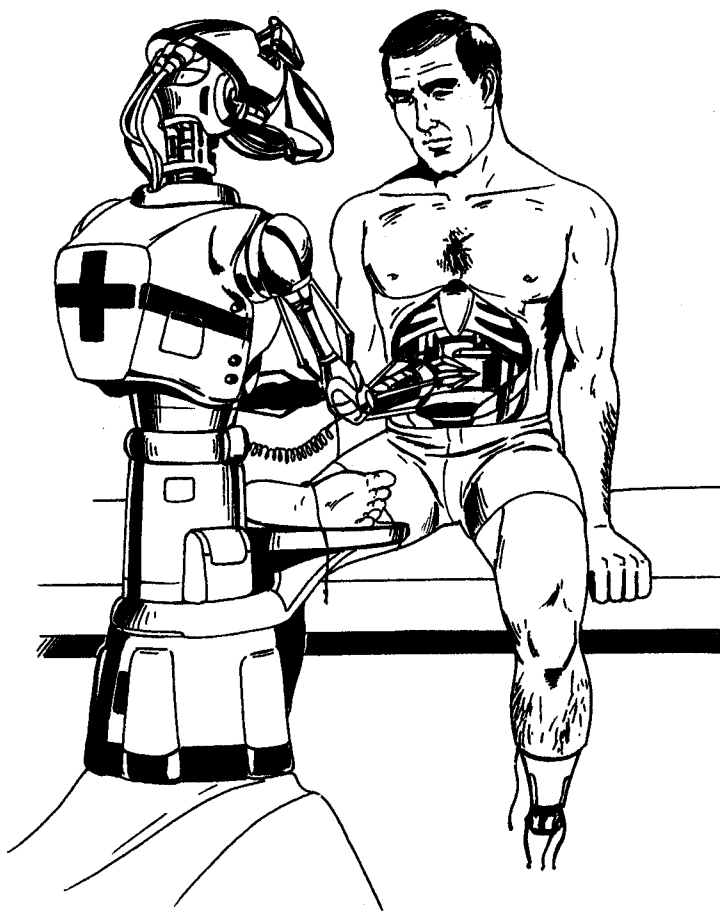
Independent worlds which are deemed capable of governing themselves are granted minor clan status. Similar to the major families in principal, they govern their assigned planet, state, or city with some semblance of autonomous control. The clans are forbidden, however, from keeping their own soldiery and they may not mint their own monits. The clans are granted Imperial garrisons when need be, and they use the Imperial Monit exclusively.

As the exploration of space continues, and the boundaries of the Empire are pushed ever outwards, more and more frontier provinces are brought into being. Generally they are administered by minor clans with heavy Imperial support. Although prevented from fielding military craft, the frontier clans deep extensive flotillas of exploration vessels. In order to keep tabs on newly discovered systems, the frontier exploration ships carry a hefty compliment of Imperial "observers".

Every province competes economically with the other provinces in order to improve their relative strengths. These competitions have often proven themselves to be violent in nature, and escalations to full warfare, although rare, are not unheard of. The Galactic Court of Humanity would be within its jurisdictional realm to adjudicate interprovincial strife but the Major Families prefer to settle their disagreements out of court.

Digressing to the beginning of the Empire: the number of initial provincial territories was but a mere handful when compared to those that would be consecrated over the next few centuries. Most of those original territories are now called Inner provinces (since they boarder on, or are within Imperial Territory), and share the closest political and cultural ties to the Imperium. Of the First Inner provinces; Devon, Jade-London, Moskava, Carlisle, Hulugu, Kashmer, and Colos were the strongest and still are. Most of their power bases extend far back into Pre-Empire times when these "families" were actually large corporate structures which controlled the resources of many worlds in a given sector.

Since the sanctification of the Imperium and the first provincial territories, the number of inner provinces has grown two fold, and no less than one hundred frontier provinces have been formed. In order to keep a tight reign on such a diffuse populace, the Emperor not only monitors exploration, but also discourages technological advances and research performed by the provinces. The Emperor realizes that in a society so firmly rooted in the principals of science, any given technological breakthrough could usurp his mastery of the known galaxy.



ANDROID REPAIR

SPACE MASTER ENCOUNTERS

[1] Group makes an open-ended PRESENCE roll.

MODIFIERS:		
Group size: 1	-50	Terrain: Mountainous -60
2	-20	Forest/Rough -50
3-4	0	Forest/Flat -25
5-10	+20	Light/Rough -10
11-20	+50	Light/Flat 0
21-50	+75	Open/Rough 0
51+	+100	Open/Flat +50
		[Using road +30]
Travel mode: Interplanetary	-100	
Sneaking	-50	
Sea-submerged	-30	
Carefull	-20	
Walking	0	
Walk/Jog	+10	
Running	+15	
Riding	+20-+40	
Driving	+20-+50	
Air	+30-+50	
Sea-surface	+30	
Activity: Night adapted		
creatures during day	-40	
Hostile population	+25	
Night adapted		
creatures during night	+40	
Patrolled area	+50	
Pursuit	+100	
[Hostile/Patrol/Pursuit		
with Scanners or Sensors	+50]	
Environment: Dark night	-50	Psions/Spells: Variable
Light night	-40	
Storm	-40	
Precipitation	-10	

Electronic warfare: If the group's EW rating is higher than the highest Hostile / Patrol / Pursuit EW rating, then subtract the EW rating difference.

[2] Gamemaster makes an open-ended ACTIVITY roll.

[3] Add the two results together and cross index with the regions population category.

	Dense	Moderate	Light	Uninhabited	Waste	Interplanetary Space
-0	-/-	-/-	-/-	-/-	-/-	-/-
1-30	s/-	-/-	-/-	-/-	-/-	-/-
31-40	e/-	s/-	-/s	-/s	-/-	-/-
41-50	e/-	s/-	-/q	-/s	-/-	-/-
51-60	e/-	s/-	s/s	-/s	-/-	s/-
61-70	e/-	e/-	s/s	-/s	-/s	s/-
71-80	e/-	e/s	s/s	-/s	-/s	s/-
81-90	e/-	e/s	e/s	-/s	-/h	s/-
91-100	h/s	e/s	e/s	-/h	-/h	s/-
101-120	h/h	e/s	e/h	s/h	-/h	s/-
121-140	a/h	h/h	h/h	e/h	s/a	s/-
141-160	a/a	a/h	h/h	e/h	e/a	e/-
161-180	a/a	a/a	a/h	h/a	h/a	h/-
181-200	t/a	a/a	a/a	a/a	a/t	a/-
201-	t/t	t/t	t/t	t/t	t/t	t/-

Code: s = Sighting by other group; Sensor detection in space; possible Scanner detection on the ground.

e = Encounter, basically neutral.

h = Hostile group.

a = Attacking group.

t = Trep/ambush/surprise attack.

Result: Activity of social being / Activity of wild beast

23.0 ECONOMY

MERLOGH (Mercantile League of Great Houses) is nothing less than the Terran Galactic stock market, but it is also much more. Every currency generating political entity within the Empire has its Monit rated in comparison to its contemporary counterparts. All Monits, including the Imperial Monit, are also rated against the Terran standard elmonit, the value of which is set by MERLOGH. Provincial and Imperial treasury bills, savings bonds, megacorp and subsidiary stocks, and various monits are but a few of the capital items which may be purchased and sold through MERLOGH.

On the personal level, each Imperial or provincial citizen receives an Elmonit card at the age of maturity. From central Elmonit Adjustment Monitoring Facilities, a person's financial reserve records can be modified to reflect income and expenditures. Local terminals of these facilities are equipped to issue elmonit statements upon personal request and dispense the appropriate provincial or Imperial Monit for pocket cash. The computer monitors at a given central adjustment facility are quite capable of foiling fraudulent use of Elmonit cards along with preventing overdrafts. The adjustment facility is also capable of setting up automatic withdrawals on an Elmonit account in order to pay for big ticket purchases via installments.

Most minted monits, the hard currency of **Space Master**, appear as small, flat disks with apparently unmarked faces which hold a dull lustre. Coming in a variety of denominations, the Monit is invariably formed from the most precious of metals: a platinum-titanium alloy. The Monit is a standard size and mass, and has a set base value of its own (the mineral worth of the platinum/titanium itself). Though this is significantly lower than the theoretical value of the Monit piece, it provides the House with some material backing should their economy suffer a total collapse. This also allows for individual fluctuations within House Economies. The material value is usually enough to discourage counterfeiters, since a scanner analysis quickly reveals composition; and to prevent fabrication of individual House mints, the Monits are inprinted with a laser-grain code on either side. This code is invisible normally, but when a Monit is held under a Coherent Decoder Lamp (Code I), the light strikes the intricately burned facets of the face to generate a holographic image in full color: the symbol of the House. Each House owns its set of laser plates, but under the supervision of MERLOGH and its police. It is advisable to remember that although the material value of the Monit fluctuates rarely, the economic value fluctuates rapidly, as a function of the province's MERLOGH performance.

Houses gained their wealth by either having access to planets with significant platinum and titanium wealth, (both these minerals having substantial value in the Imperium for technological reasons) or because of some other material or technic monopoly which allowed the purchase of such elements in volume. Naturally the latter houses are on less stable ground, not having a relatively open-ended supply of wealth. MERLOGH does monitor how much money each House mints, and occasionally imposes controls, but the relative influx of Monit wealth is part of the cause of the differential in the value of the individual Monit from House to House.

Most large exchanges of currency are performed using Elmonits (Electronic Monits), the Imperial standard unit of money. Although people are paid and purchase items in the Monits of their home province, their account with the MERLOGH bank is maintained in Imperial Elmonits, thus the balance could fluctuate day-to-day, depending on the strength of the House relative to the other members of MERLOGH. This has no effect on their purchasing power, of course, since the entire economy within the province gains or loses as a unit, and so their buying power remains the same. Citizens with no interest in interprovince politics care very little what their Elmonit balance is, paying attention only to the Monit worth.

Their Elmonit Card is not a 'credit card', rather it corresponds more to "traveller's cheques" of Old Terra. It is more convenient than carrying a large number of Monits. One simply goes to the nearest MERLOGH transactor machine, inserts their Elmonit card, suffers the voice and retinal checks, and requests a withdrawal from the account. The machine checks the individual's balance while also monitoring the patron's vital signs; if tension is indicated, the patron may be withdrawing under duress (being robbed) and authorities are alerted. If the patron has the requested balance on record, the amount is transferred to the Elmonit Card (in Elmonit value) along with the date of transaction. Any previous balance encoded on the card is removed, revalued (since the Monit value will have probably changed since the last withdrawal), and added to the new card balance.

Shopkeepers of any considerable size have MERLOGH Transactor machines right in the store, so that when a purchase is made the Transactor reads the encoded amount and date, revalues the Monits to the present, and deducts this from the Elmonit Card Balance. The store is immediately credited. Smaller vendors have 'personal transactors' which deduct the amount from the customer's card and hold the amount in memory. The shopkeeper then visits a Transactor machine at the end of the day, the machine reading the amounts and crediting the shop's account. The personal transactor is also updated to correctly calculate Monit-Elmonit differential for the next day's business.

With the use of Elmonit Cards, tourists and interprovince businessmen may travel freely outside of their home province, and their Elmonit Card is welcome, currency easily obtained.

Elmonit cards are extremely difficult (though not impossible) to alter or falsify. They include Retinal data, as well as a very sophisticated laser coding system. One major deterrent to Elmonit Card Fraud is the MERLOGH Police, and the stiff penalties for convicted counterfeiters: death or mind-cleansing. It is rumored that the Police often act without waiting for the technicality of a trial, however.

There is a general tendency throughout the Empire for provinces to be diversified almost to the point of self sufficiency, with a concentration of industry on unique specialties (which may have been the province's claim to fame in the first place.) Most large provinces are well balanced with respect to agricultural and industrial land use, with deficiencies made up through interprovincial trade. It should be noted here that every province guards its resources very jealously, and they are always on the lookout for usurpers and smugglers trying to muscle in on their business. Even minor drops in production can have dire economic consequences in the MERLOGH circles, so intraprovincial security is uniformly tight. See the following section on the technological level of the SPACE MASTER universe to get an idea of the major industries of the Empire.

24.0 Technological Level

One may assume that the technological level of the SPACE MASTER universe encompasses all technical possibilities postulated in the **Tech Law** and **Future Law** rule booklets. However, these rule limits apply ONLY to the Terran Empire, and the achievements of man. In no way should a Gamesmaster feel that he should limit his alien races to Terran technologies. In general, the technological developments of different cultures and races should vary greatly, but the Gamesmaster should always keep an eye on the game balance.

Below is a listing of the general technical limitations and achievements of man:

- * Sentient cloning and alterant replications of all carbon based lifeforms whose genetic structure is encoded upon DNA strands.
- * Controlled mutation of genetic material to create new *extremely simple* life forms. This is normally performed on the microbial level to produce biotoxins and antidotes.
- * Cryogenic suspension of lifeforms.
- * Gravitic field control to annul, enhance, or manipulate gravity on the sub-planetoid level.
- * Artificial sentience brought about by growing molecular superconductor "brains".
- * Controlled Matter/Antimatter reactions are the most powerful energy source available to man.
- * Microfusion reactors provide the limit for efficient, productive, and portable energy sources.
- * Present technologies allow faster-than-light travel at the rate of about 0.4 light years displaced per hour.
- * Controlled laser, particle beam, plasma, and electromagnetic pulse technologies which form the basis for destructive weaponry on the large and small scales.
- * Manipulation of atomic force fields and electromagnetic radiation allow the assimilation of defensive screens.



SMAC FIGHTER COCKPIT

25.1 SYSTEM GENERATION

Make one high open ended roll to determine the star's spectral class. Once that is determined, roll one percentile die to determine the star's relative temperature rating within the spectral class. In this case, 0 is low and 9 is high.

Roll	Spectral Class	Notes
01-75	M (0-9)	
76-81	K (0-9)	
82-86	G (0-9)	
87-91	F (0-9)	
92-95	A (0-9)	
96-120	Cluster	Roll for 1-5 random stars within significant gravitational influence of one another.
121-140	B (0-9)	
141-160	O (0-9)	
161-180	N (0-9)	
181-200	S (0-9)	
201+	Phenomenon	Mostly brown dwarfs, but also includes black holes, neutron, dwarf, pulsar and variable stars, and nebulae.

Once the spectral class of the primary has been determined, find the stellar type by rolling one percentile die:

Roll	Result
1-6	(V) Main sequence star
7	(IV) Sub-giant
8	(III) Giant
9	(II) Bright
10	(I) Super-giant

Once the number of satellites has been determined, check for the satellite type by rolling one percentile die.

Roll	Result
1	asteroid belt
2-5	rock planet
6-10	gas giant

A primary's stellar ecosphere is defined as an imaginary orbital belt around a sun within which a planet would receive an amount of stellar radiation favorable for the existance of a given lifeform. Each different species would have its own favored stellar ecosphere dependent on their racial tolerances and atmospheric shielding.

To determine the number of planets within the stellar ecosphere which are surrounded by an atmosphere (and therefore might be able to support life), make a D100 roll and check the results below.

Roll	Result
01-50	No suitable planets
51-75	1 planet
76-95	2 planets
96-99	3 planets
100	4 planets

If the result from STEP 5 indicates that there is at least one hospitable planet in the stellar ecosphere, use the chart below to generate its environmental parameters. Begin at the left with **Atmosphere**, and proceed to the next right hand column only if an asterisk(*) result is obtained. The roll on this chart is open on both the high and low ends. Keep in mind that a *separate* roll is made for each column.

Find the spectral class along the top of the chart and then roll to find the natural satellite grouping and number:

[illegible]

STEP 6 ENVIRONMENTAL PARAMETERS FOR A PLANETARY BODY

Roll	Atmosphere	Hydrosphere	Climate	Biosphere
- (00)	Atmosphere is presently escaping the planet.	No standing water.	This place is an ice ball.	Biotoxins in atmosphere. They are so exotic as to be normally undetectable.
01-20	Plethora of toxic trace metals and gases in atmosphere.	World is predominantly desert.*	Arctic climate prevails.*	Biotoxins in atmosphere.
21-40	Exceedingly thin atmosphere.	Arid.*	A cool temperate mix.*	No life.
41-60	Predominantly chlorine.	Semi-arid.*	Temperate mix.*	No life.
61-80	Predominantly ammonia and methane.	Balanced.*	A warm temperate mix.*	No life.
81-100	Predominantly carbon dioxide.	Ocean World.*	Hot.*	Proto-organisms.
101-150	Oxygen/Nitrogen/Carbon dioxide and contaminants.*	Water vapor is major component of atmosphere.*	Greenhouse Inferno.	Proto-organisms and plant-like life.
151-239	Oxygen/Nitrogen with few contaminants.*	Water vapor is major component of atmosphere.*	Variable due to an eccentric orbit.	Non-sentient lower life forms.
240-249	Oxygen/Nitrogen with significant ozone component in stratosphere.*#	Water vapor is major component of atmosphere.*	Variable due to an unusual rotation period.*	Sentient beings present. Developmental stage should be chosen or randomly generated.
250+	A thick atmosphere which is predominantly oxygen and nitrogen.*#	Water vapor is major component of atmosphere.*	Hellish.	Highly evolved or unusual life form.

Key * - Roll on the next column to the right.

- If a biosphere roll is required, add 100 to the roll.

If a Gamesmaster or the players decide that a world should be explored, the Gamesmaster can assign the planet unique characteristics to suit his vision of it. Some factors worth considering are: gravitational pull, atmospheric pressure, local climatic anomalies, orbit eccentricity, axial tilt, orbital period, rotational period, radiative permeability of atmosphere, weather patterns, currents, tides, and moons. The **Star System Generation** guidelines will be enough for the Gamesmaster to quickly "roll-up" a system on the spur of the moment, but the more time that the Gamesmaster puts into developing his game locations, the more detailed his descriptions can become.

25.2 PLANETARY CLIMATE CHARTS

The charts below allow the Gamesmaster to generate basic weather patterns for planets with an atmosphere basically similar to Terran normal. The GM may wish to include extra ranges to the table extremes to generate even more severe climate conditions.

25.22 TEMPERATURE TABLE

The following chart gives temperature ranges for a variety of locales. The Gamemaster should (a) note the size of the range, (b) roll the dice, and (c) apply the results with high rolls corresponding to high temperatures. Each planet's year has been broken into 10 relatively equal portions known as months. Please note that the count of the month is dependant upon the hemisphere occupied for the purposes of determining temperature ranges. The beginning of month 1, for the given hemisphere, corresponds to the equatorial equinox which leads to that hemisphere's summer solstice. The beginning of month 6 then corresponds to the equatorial equinox which leads to that hemisphere's winter solstice. It should then be clear that the beginning of month 1 for the arbitrarily designated "northern" hemisphere, would be the beginning of month 6 for the "southern" hemisphere. Planets with no axial tilt will not experience the seasonal temperature range changes represented on this chart (they will constantly have a month 1 or month 6 temperature distribution). Planets with extreme axial tilts will experience temperature ranges far in excess of the ones given here (the Gamemaster may want to almost double the extreme temperature possibilities). Planets with extremes in rotational

periods will undergo unusual temperature conditions. Fast spinning planets will have more constant day and night temperatures, while slow spinning planets will experience plummeting night temperatures and skyrocketing day temperatures. The Gamemaster will have to adjudicate these unusual conditions.

Temperatures are given in degrees centigrade.

MONTH	HOT	WARM	TEMPERATE	COOL	ARCTIC
1	35-40	20-35	5-15	(-10)-0	-(30)-10
2	35-45	20-35	10-20	(-5)-5	-(25)-5
3	40-55	25-40	15-30	0-15	(-15)-0
4	55-60	35-45	20-35	5-15	(-5)-10
5	50-55	30-40	20-30	5-10	(-5)-0
6	40-50	25-30	10-20	0-10	-(10)-5
7	35-40	20-30	5-15	(-5)-0	-(20)-10
8	25-35	15-25	(-10)-5	(-20)-5	-(40)-20
9	20-25	15-20	(-30)-5	(-40)-20	-(50)-30
10	25-35	15-25	(-5)-10	(-40)-5	-(45)-25

25.21 WIND TABLE

The chart below illustrates the effects of wind on land and water surfaces. The dice rolls are open-ended. Subtract 10 from rolls made for all-sea areas, subtract 5 from rolls made for coastal regions, also subtract 5 for thick atmosphere and/or greenhouse conditions. Add 5 if the atmosphere is thin. These modifiers are cumulative. Note that under thin atmosphere or greenhouse conditions, the wind and weather of an area will generally have a longer duration of effect than under other conditions. An * result is never modified due to locale. The Gamemaster may introduce his own modifiers dependant on his view of a given world's weather.

ROLL	WIND SPEED (kph)	TYPE	WAVE FORM/HEIGHT(m)	EFFECTS AT SEA	EFFECTS ON LAND
100+	under 1	Still	None	None	None
99-100*	under 2	Calm	None	Sea like mirror.	Calm; smoke rises vertically.
86-98	2-6	Light air	Calm, glassy 0	Ripples with appearance of scales; no foam crests.	Smoke drift indicates wind direction; vanes do not move.
66-85	8-12	Light breeze	Rippled, under 1	Small wavelets; crests of glassy appearance; not breaking.	Wind felt on face; leaves rustle; vanes begin to move.
46-65	13-18	Gentle breeze	Smooth, under 1	Large wavelets; crests begin to break; scattered whitecaps	Leaves, small twigs in constant motion; light flags extended.
31-45	19-30	Moderate breeze	Slight, 1	Small waves, becoming longer; numerous whitecaps.	Dust, leaves, and loose paper raised up; small branches move.
21-30	31-40	Fresh breeze	Moderate, 1-2	Moderate waves, taking longer form; many whitecaps, some spray.	Small trees in leaf begin to sway.
16-20	41-52	Strong breeze	Rough, 3-4	Larger waves forming; whitecaps everywhere; more spray.	Larger branches of trees in motion; whistling heard in wires.
11-15	53-65	Moderate gale		Sea heaps up; white foam from breaking waves begins to be blown in streaks.	Whole trees in motion; resistance felt in walking against wind.
06-10	66-80	Fresh gale	Very rough, 5-6	Moderately high waves of greater length; edges of crests begin to break into spindrift; foam is blown in wellmarked streaks.	Twigs and small branches broken off trees; progress generally impeded.
(-49)-05	81-94	Strong gale		High waves; sea now rolls; dense streaks of foam; spray may reduce visibility.	Slight structural damage occurs; slate blown from roofs.
-(75-50)	95-110	Whole gale	High, 7-10	Very high waves with overhanging crests; sea takes white appearance as foam is blown in very dense streaks; rolling is heavy and visibility reduced.	Seldom experienced on land; trees broken or uprooted; considerable structural damage occurs.
-(100-76)	111-125	Storm	Very high, 11-15	Exceptionally high waves; sea covered with white foam patches; visibility still more reduced.	
-(150-101) -(175-151) -(200-176) -(250-201) -(300-251) -(-301)	126-140 141-160 161-180 181-200 201-220 221+	Hurricane	Phenomenal over 15	Air filled with foam; sea completely white with driving spray; visibility greatly reduced.	Very rarely experienced on land; usually accompanied by widespread damage.

25.23 PRECIPITATION TABLE

The following chart gives the precipitation means and probabilities for a variety of locales. Gamemasters should note that the numbered months represent trends and no more. See the discussion in the **Standard Temperature Chart** for a definition of the month structure used in **Space Master**.

The first figure represents the mean precipitation in centimeters for an arbitrary standard 36.5 day month; the parenthetical value is the probability percentage. Rolling equal to or less than the probability number indicates that there will be precipitation that day. The lower the number rolled, the heavier the quantity the precipitation over the given time period.

Note that the precipitation type will be dependant on the chemical make-up of the geosphere and the climate. On some planets it may snow methane crystals, or even rain liquid nitrogen, but this is up to the Gamemaster to decide. For the purposes of water planets (hopefully the ones that the players will be hanging around most often), precipitation will be in the form of rain if the temperature is above 0, sleet at 0, and snow if the temperature is below 0 degrees centigrade. When it snows there is a 1% chance of hail, and a 4% chance of an ice storm. An "****" indicates that the precipitation is in the form of a mist, dew or fog 50% of the time. RAINY - Hot or warm; one dry month; wet the rest of the year; frequent heavy rains.

HUMID and TEMPERATE - Precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours occur on occasion; heavy fogs in highlands or along coast lines.

WET and DRY - Distinct and extreme wet and dry seasons; little or no precipitation during the dry period.

DRY - Areas with cold or hot climates; modest precipitation concentrated during warm moderate temperature periods; dry the rest of the year.

ARID - Extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorption in the hot regions.

Month	1	2	3	4	5	6	7	8	9	10
Rainy	27 cm (90)	18 cm (80)	10 cm (40)	5 cm (20)	4 cm (15)	8 cm (20)	13 cm (50)	28 cm (90)	30 cm (90)	28 cm (90)
Humid	10 cm (75)	12 cm (85)*	14 cm (80)	10 cm (75)	16 cm (95)*	15 cm (90)	8 cm (40)	6 cm (25)	5 cm (20)	6 cm (25)
Temperate	4 cm (15)	5 cm (20)	8 cm (30)	8 cm (30)	6 cm (25)*	9 cm (35)	6 cm (25)	6 cm (25)	5 cm (20)	4 cm (15)
Wet/Dry	2 cm (08)	6 cm (20)	8 cm (30)	12 cm (45)	13 cm (50)	28 cm (95)	30 cm (99)	18 cm (70)	2 cm (10)	1 cm (02)
Dry	1 cm (02)	1 cm (02)	3 cm (07)	4 cm (15)	4 cm (15)	2 cm (10)	2 cm (10)	1 cm (02)	- (01)	- (01)
Arid	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*	- (01)*

26.0 INTRODUCTION

The backdrop for this adventure is the conflict between two of the Empire's Inner Provinces. To be specific, the Royal Family of Jade-London is about to economically devastate the Colosian province, primarily for personal economic gain and as a favor for one of their Minor Clan supporters. The Colosians, being underhanded and cruel, are in the process of purging the Minor Clan of Nitio-Jairus, of the Rho Perclaræ system, so that the resource installations there may be subsequently claimed (it is hoped) in the name of Lord Kibakee Colos I. The Thain ("ruler") of Nitio-Jairus has become aware of his impending doom and has approached his friends of the Jade-London court for assistance. Ever seeking an excuse to foil Colosian plans, the Jade-London intelligence teams have immediately begun forming plans to defeat the Colosian coup.

Both Nitio-Jairus and Jade-London are aware that the Colosians will be implementing their heinous scheme via Tacion Beam Dictor transmissions to one of their MERLOGH agents (their plot must involve a fair amount of economic manipulation), in concert with some sly and covert activities directly affecting Nitio-Jairus. To foil the Colosians, Jade-London has planned subtle parrying maneuvers to utterly embarrass Lord Colos, exposing his criminal activities for all to observe. The Jade-London plan is grandiose in its logistic immensity, but it involves the active participation of relatively few men, none of whom will be Jade-London citizens or soldiery (the Jade-London court is not stupid). The plan requires several synchronized operations involving sabotage.

The successful execution of the Jadist plan will invariably lead to a weakened Colosian performance in MERLOGH circles, so the Jadists have planned a secondary (but infinitely more satisfying) aspect to their operation. After the Colosian design has been exposed, the value of their Monit should plummet. In anticipation of this event, the Jadists have set up innumerable third-party brokers to buy up Colosian Monits when their value bottoms out. In turn, Jade-London then plans to absolve the Colosians of the Nitio-Jairus takeover bid by setting up yet another Family (a Minor Clan would suffice) to be the patsy for the whole sordid scheme. This could be pulled off because the Colosians will be vehemently denying their embroilment in the whole affair, after its failure. Ergo, the Colosian monit will rise to its former level and the Jadists will turn a handsome profit as they sell-off their now inflated Colosian Monit reserves. (They are so sneaky.)

This particular sample adventure covers one aspect of the initial Jadist plan to prevent the Colosian bid to usurp Nitio-Jairus. As mentioned previously, Jade-London is aware that Colos' operation will begin with Tacion Beam Dictor (TBD) transmissions to the MERLOGH organization. The sheer distances intrinsic to such communications preclude the possibility of direct transmission, so relay bases will have to be employed. Therefore, the first part of the Jadist plan involves the infiltration of the initial line of TBD relay bases likely to receive the transmissions. If this segment of the Jadist plot can be pulled off, the Colosian transmissions could be 're-routed', and falsified MERLOGH confirmations and reports could be sent back to the Colosian court. Confident that their preliminary takeover moves had succeeded, Lord Colos would invoke the execution of the rest of his plans for Nitio-Jairus. At this point, supplementary Jadist maneuvers could expose the Colosians, red-faced, in the act of purging a Minor Clan in a terribly illegal fashion.

Fortunately for Jade-London, each of the four likely initial TBD relay bases are staffed by Colosians, so personal liquidations will not directly affect or infuriate the Imperium or innocent bystanding territories. Plans call for the supplanting of the resident technicians, at the various candidate relay bases, with stand-ins capable of operating the base equipment and manipulating the TBD transmissions. Failing that, the receiving, interpretive, and transmissive efficiency of the given base should be sabotaged so that the Colosians would require an alternative rout for their transmissions (hopefully to an infiltrated base). Failing that, and as an absolutely last resort, the base in question would have to be demolished.

Not wanting to use their own troops in the operation, the Jadists have approached other families seeking revenge upon the Colosians (they are not a popular group), offering exorbitant monetary benefits to execute various portions of the master plan. For the purposes of this scenario, the Provincial Family acting as the Jadist's middle-man functionary is the Major Family of Devon. Devon is an ideal functionary from the Jadist point of view because the Devon/Colos rivalry has been long and bloody, so the Devonians would stop at nothing to gain an upper hand in their feud.

Wishing to maintain his superficial appearance as an upstanding citizen of the Empire's power structure, Lord Yama Pythagor III Devon has chosen to wash his hands of his involvement in the Jade-London conspiracy by delegating the execution of the sub-plots to the Free Traders (read "Smugglers") of Hyperion. Hyperion is presently an independant world which happens to fall within the operating jurisdiction of Devon Province. Being free of an occupational administrative garrison, Hyperion has become one of the gravitating points for the flotsam and jetsam of the Empire's society. Hyperion is also the home for several of the Empire's more prolific privateersmen. Its proximity to the Devonian Homeworld of Karoline is more of a boon than a threat to the Devonian court because of the influx of high security information which smugglers and crimelords intrinsically bring with them. Lord Yama Pythagor III Devon has charged two of his Hyperion contacts with arranging and performing three of the assigned relay base infiltrations to coincide with the Jadist's timetable.

27.0 THE CHARACTERS

27.1 THE PLAYERS

This scenario is well suited for the leading edge of adventuring characters: Armsmen, Pilots, Explorers, and Techs. However, the Gamesmaster should not feel intimidated by players who want to start with a character of a different profession. Below are listed the various character classes along with some sample background and motivation options so that any class may find a purpose within the context of this sample adventure.

The characters begin this scenario on Hyperion, either contacted by the privateersmen organizing the operation, or as Devonian agents along for a secondary purpose. The Gamesmaster may also wish to allow characters who have ulterior motives with respect to the mission. Spys, enemy agents, or even an alien being could be thrown into the character mix.

Armsman: i) A pure mercenary, selling his services to the highest bidder. ii) A fugitive from the Devonian Forces requiring Monits to pay off smugglers who would get him out of Devonian space. iii) An escapee from Spherinx seeking a new life so that one day he may return and raze the Temples of the priests to the ground.

Pilot: i) Born on Hyperion, the son of a successful privateersman out on his first mission. ii) An amazon from the Minor Clan of Baburnica, acting as a back-up on the Tach 20c. iii) An agent planted by the Devon court to insure that the Jadist plans are carried out as ordered.

Explorer: i) In a galaxy of structures and rules, this character is a true independent with the entrepreneurial spirit. ii) A new privateering recruit who has shown a lot of promise. iii) An Minor Clan scout, between assignments, looking for some extra cash.

Systems Technician: i) A mechanic with an independent trader looking for a more challenging assignment. ii) An ex-convict just released from a Devonian detention center, unable to claim his old job.

Electrician: i) A specialist seeking practical experience in his area of study. ii) A member of a technical working pool often utilized on Hyperion by the privateersmen.

Arms Technician: i) Sent by the organizers to coordinate any demolition or sabotage operations required on the mission. ii) A character who received specialist training in the armed forces ranks and left them after an uneventful short tour of duty.

Criminologist: i) Hired by the privateersmen in the likely event that security systems at the relay base will have to be defeated. ii) A character sought by the Devonian security forces for his involvement in a rash of wily and clever crimes on the Devonian Homeworld.

Medical Technician: i) A Hyperion native employed by the privateersmen to join high risk missions in order to save as many of their valued employees as possible in the likely event of debilitating injuries. ii) One of the amazons sent in the Tach 20c to care for the crewmembers.

Planetologist: i) Hired to accompany the mission so that any unforeseen COL 72 Prime II atmospheric effects may be interpreted and compensated for when the team arrives at the moon. ii) A Devonian agent sent with the others to the moon to obtain a geological analysis.

Researcher: i) A scientist escaping persecution because of his radical ideas takes on piece work with the privateers to make a living until he can publish his ideas.

Physician: i) A cyborg specialist hired by the Jadists to insure that their TBD specialist android is in perfect condition to take over the duties of the technicians which the players are to 'remove' at the Colosian base.

Engineer: i) A prospective privateer who wishes to garner any secret Colosian technology which might be present at the base.

27.2 THE NON-PLAYER CHARACTERS

The non-player characters are those personalities who will be involved within the context of the scenario but will not have players controlling their actions. Therefore, it is up to the referee of the game to communicate for them and tell the players what the non-player characters are doing. In most cases, NPC's will be the tools of the Gamesmaster. Through the NPC's the Gamesmaster will be able to manipulate the player's actions, either giving them information, or confronting them with problems.

Below are described several NPC's with whom the players may interact within the context of this adventure. Before beginning play, the Gamesmaster is encouraged to develop as many extra non-player characters as he thinks he can handle during a game session. An easy way to develop the personalities of these NPC's (and keep track of them because there might be several) is to pretend that they are the future manifestations of personal acquaintances, characters out of novels, or historical figures that one is familiar with. When a particular NPC gets into a situation where the Gamesmaster must adjudicate a direction of action, a mere extrapolation of the given personality is necessary. Treating one's NPC's as if they were alive and real is the best method for portraying a sincere characterization.

Organization of the NPC Listing:

The NPC's of this sample adventure are grouped into three categories for each major activity location in the scenario. The categories are Allies, Neutrals, and Foes. Allies are the NPC's who are favorably disposed towards the well-being of the player characters, as far as this particular adventure is concerned. Neutrals are people (or creatures) who the characters will inevitably interact with on a peaceful basis, although their cooperation in any endeavor will have to be purchased in some way or another. Foes supply the conflict (not necessarily violent) that makes a player's life so interesting to portray. Never forget that even NPC's are entitled to a little decent respect once in a while and should not always be treated as cannon fodder.

Allies:

Emerich Rach: Emerich is one of the Hyperion "free traders" who were approached by the Devonian court to execute the Jadist plans. He is one of five main privateering kingpins on this independent world. Like all other successful businessmen of Hyperion, Emerich sells manpower services to the Devonian court for dirty jobs in which the Devonians would rather not be directly implicated. Emerich is shrewd, but not as much of a cut-throat as other crime-lords on Hyperion tend to be. He is a Terran human without family or inheritance, having managed to assemble his vast private operating army in only fifteen years of operations. He also managed to win most of his extensive military hardware reserves through gambling set-ups on other independent worlds. Because of this there are quite a few gutter rats of the underworld that would prefer to see Emerich in vacuum.

His operatives are carefully chosen by his first officer of operations, Jewel Coz, who uses her telepathic powers to determine the sincerity of allegiance-pledging privateers. Those admitted into Emerich's ranks tend to look up to him as a father figure. He is stern, fair, and has given the more promising drop-outs of Devonian society a place to call home.

Since many of Emerich's activities are covertly sanctioned by the Devonian court of nobles, his ships, although often boarded, are usually granted free passage by Devonian security forces. Emerich never, well...only occasionally abuses the quasi-trust that has been granted to him by the court out of the necessity to have non-Devonian forces at their disposal. Emerich likes the position that he holds because he receives exorbitant fees for his performance of covert operations. He would never like to find himself in a situation where he could get cut off from the Devonian slush fund. For this reason, Emerich gladly accepted the assignment to send a team to COL 72 Prime II to sabotage the TBD relay base there.

The majority, if not all, of the player characters will be offered a position on the sabotage team by Emerich. He will supply them with the specialized equipment they will require (and he will want it back) and he has arranged for transportation to COL 72 Prime II and back. He has a total of 30,000 monits with which to pay the players for the successful completion of the operation (and he might not want to offer all of it). The Gamesmaster may wish to alter this total, and he should feel free to do so.

Emerich has arranged for the players to be transported by amazons of the Minor Clan of Baburnica, described below.

As a parting note, Emerich will not tolerate poor performances. If the players resort to the outright demolition of the installation, he has commanded the amazons to strand the saboteurs on the planetoid (the players will be unaware of this possibility). There they will die as their respiratory aids run down on the otherwise deserted moon.

Tamora Makusik: Tamora is an electrician with the specialty field of TBD receptions, interpretations, and transmissions. She will accompany the team so that if they are successful in removing the resident technicians at the base, she can take control of the equipment and manipulate the Colosian transmissions should they be relayed through COL 72 Prime II.

Tamora also happens to be an android supplied by the Jade-London intelligence corps. Although her special condition will not be readily apparent to the players, certain personality quirks might tip them off. For example, Tamora will radiate a cold and brittle personality. She will be single-minded in her sense of purpose, and she will disregard her comrade's cries for help if they are expendable with respect to the purpose of her mission.

Neutrals:

Safra Smelngay: Safra is the amazon pilot of the Tach 20c hired by Emerich for the mission. Although there are many factions of amazons within the Minor Clan of Baburnica, Safra happens to belong to an extremist orthodox bloc. To her, male humans are the epitome of everything evil or malicious in the universe. She can tolerate their presence when her job calls for it, but she will not converse with them except on the most cursory of levels. If the player group is predominantly male, or worse still, has a 'soft' female constituent, Safra will grope for any excuse to strand the lot of them on COL 72 Prime II.

Jesien Xaviour Bekess: The amazon Tach 20c systems technologist. She is exceedingly vain and narcissistic. Although she is competent at what she does, she is not above letting personal quarrels get in the way of her assigned tasks.

MIKE 140 Chi: The relay station's resident mech interface bot. MIKE is listed in the neutrals section because his programming does not allow him to differentiate between allies and enemies. In ignorant electronic bliss, MIKE follows the commands of whoever happens to be programming him at the time. MIKE is presently unable to commit offensive actions.

Foes:

"Faber": A Colosian secret agent residing on Hyperion. He has been alerted that a counterplot to the Nitio-Jairus takeover is in the works. The Gamesmaster may therefore introduce a blocking action against the characters even before they leave Hyperion. Although Faber has access to limited resources, he may be able to foil some of the players' plans, or report back to his superiors if he gains access to secret information. The amount of damage that Faber is able to inflict should be proportional to the amount of time that the players waste in implementing their plans.

Cilest Vaae: One of the relay station technicians. He is abnormally dedicated to the Colosian cause. It is too bad that he will not be missed, as the players' plans call for his personal liquidation.

Slaig Shlagal: The second tech on COL 72 Prime II. He is a slippery character who would readily barter away his allegiance to the Colosians in order to save his own life (and he would just as likely send an alert the Colos TBD control center while he is negotiating).

KURT 40 Xi: KURT is an old combat unit that the techs keep around for kicks because they like to tinker with him in their spare time. Unfortunately for KURT, Cilest and Slaig are relatively unskilled at robotics, so the Gamesmaster should increase the probability of KURT malfunctioning at any given time. Heaven forbid that poor KURT should actually have to get into a fight.

28.0 THE SETTINGS

28.1 HYPERION

PLANET: Hyperion IX
CIRCUMFERENCE: 1.05×10^5 km
NATURAL SATELITES: 1
MEAN ORBIT: 6.97×10^4 LS
DAY: 23.4 hours
YEAR:

PROVINCE: Devon
STATUS: Independant world
POPULATION: Hyperians - unknown
Spheranxe - 1000 M
PRODUCTIVITY%: 0% of Devon Prov.
PRODUCTION EMPHASIS:
- Self sustaining agriculture
- No exports

ENVIRONMENT

Hyperion IX (often called Hyperion) is an ocean world with two major continental land masses and a myriad of sub-continental island archipelago. The atmospheric components fall within the tolerance levels of most hominoid races, and the climate is temperate and moderated. The indigenous life forms are marine in nature, but are incompatible with Terran physiologies. That is, the natural life forms may not be consumed by any Terran stock, and most hominids in general. The land plantlife has been introduced through the colonization process, but few species are compatible with the chemical make-up of the ecosphere. The gravity is a little light but not totally alien to Terrans.

HISTORY

Hyperion was settled during the infancy of translight exploration. In Prelmp 1174 the first colony ships owned and operated by a now long forgotten religious cult began arriving to settle this newly discovered world. The Spheranxe were escaping religious persecution, and subsequently became secretive and xenophobic. During the Integration period, the Spheranxe were able to maintain their independence through tenuous bribes and threatened assassinations. Since that time the Spheranxe leaders have instituted a sinister plot to avoid outside control. By decree, all new Spheranxe citizens are cybernized with a neural stimulation device implanted at the base of the spine. Ultimately, manipulation of the device is quite capable of killing the subject. With such control, the Spheranxe leaders now threaten to commit mass genocide if an outside governing body should ever move to administer the Spheranxe territory. The Devonians, unable to justify the possible loss of life with the headache of controlling such a hard-line group, have never bothered to usurp the Spheranxe leaders.

The Spheranxe only hold sway over one land mass, and calling their government totalitarian would be an understatement. All travel (never off-world), production, consumption, recreation, and procreation are controlled by massive computer centers located in the major settlements. These facilities are administered by the old line of cult priests who lead exemplary, ascetic lifestyles. They also run the country's policing forces. Citizens are often found trying to escape across the seas to "free" lands, but precious few make it. Those that have managed to escape Spherinx have adopted pastoral lifestyles, content with the knowledge that they may now live out their lives in freedom. A few of the refugee settlements have sprouted up into sizable towns, but the technology level is invariably low as the inhabitants continue to shun the ways of the outsiders.

Hyperion is still an independant world to this day, and thus has attracted a sizable criminal off-world population (who know better than to interfere with the Spheranxe). Suprisingly, the Devonians are overjoyed with this, because the Hyperians are an excellent source of classified interprovincial information. The Devonians have also discovered that the Hyperians will do anything for the right price, and are disposed towards secrecy when interprovincial missions are involved.

OPERATIONS

The independant lands of Hyperion are generally recognized as being controlled by five powerful organized crime rings (they tend to front as free traders). The privateers (as they like to be called) are rarely in conflict with one another, and even cooperate in joint ventures. They all have vast intelligence networks and caches of military equipment, but often buy the services of other powers to move them from planet to planet. Needless to say, these crimelords deal mostly in information, although the traditional realms of illicit

drugs, prostitution, racketeering, and slavery are not below them.

The criminals and mercenaries which constitute the Hyperian population have adopted the refugee Spheranxe lifestyles, living in relatively quiet communities untill a challenging assignment comes along. It has been agreed that each of the Privateers has access to the manpower resources of a given number of these isolated communities. Local rosters are kept of the talent available at any given time.

28.2 THE HYPERSHUTTLE

TACH 20c (ROSETTA COLLOSSI)

PRODUCER: Arc Gotha

ORIGIN/OWNER: Minor Clan Baburnica

CLASS: Hypershuttle

TONNAGE/HITS: 300

COMP. SIZE: 20

ARMOR TYPE: 22 (-140 total DB; -90 EW, -50 barrier shield)

CREW: Astro:1 Tech:1

PASSENGER CAPACITY: 6-8

MAX SUBLIGHT ACCELERATION: Rating 4 = 40 km/second/second

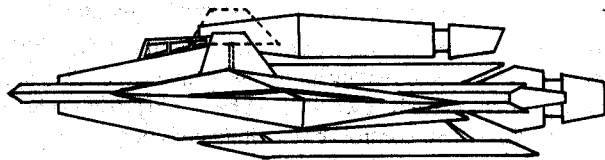
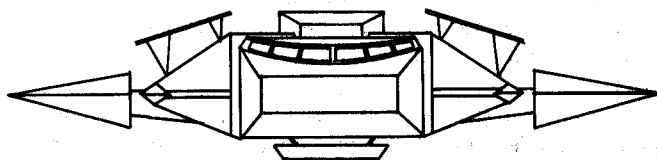
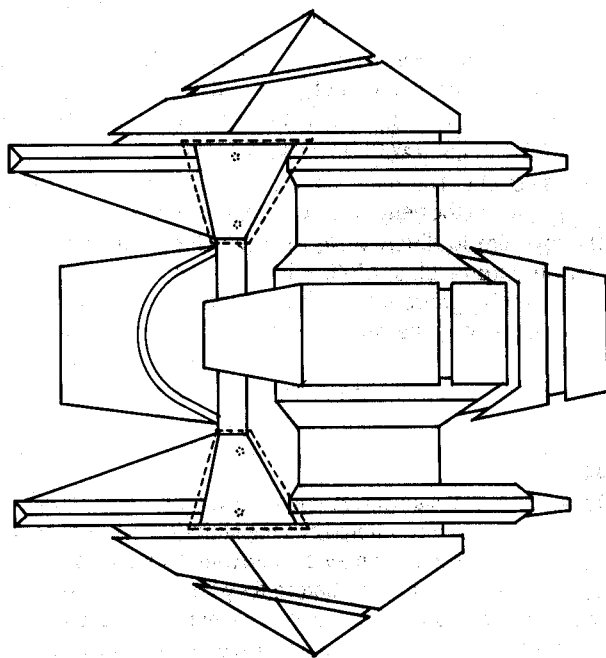
TRANSLIGHT DISPLACEMENT: Rating 12 = 11 LY/day

OPERATING RANGE: About 50 LY

GUNS: Unarmed

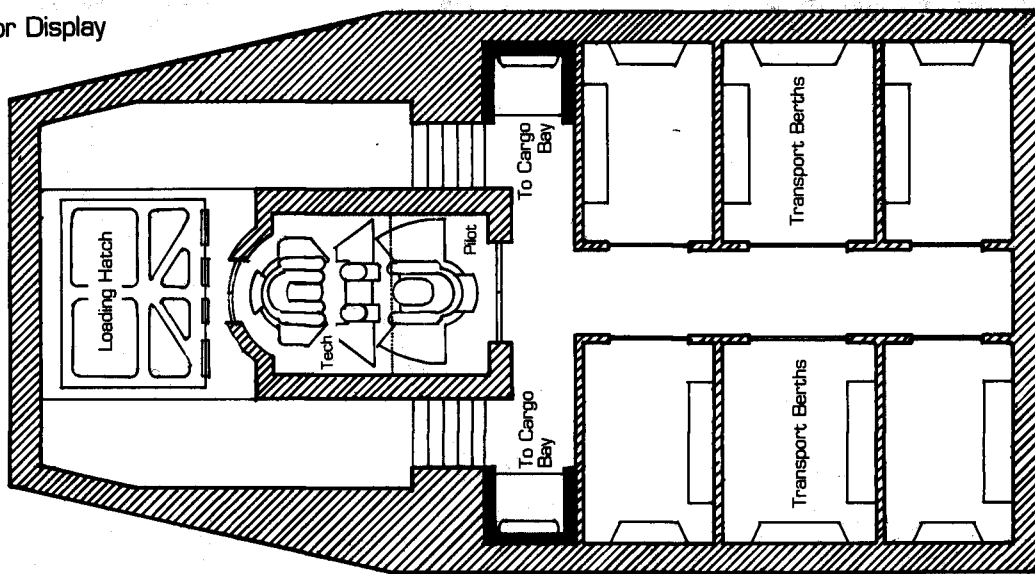
The Tach 20c is a special stealth version of comparable hypershuttles. This particular one is owned by the amazons of the Minor Clan of Baburnica, whose homeworld is Alexie Prime. The amazons frequently hire out the services of this shuttle and others like it to people like Emerich who have need of secret and swift interstellar travel. In fact, the Minor Clan of Baburnica makes a great deal of elmonits by offering these types of services, and so they constitute a major part of the clan's gross revenues.

It will require a little more than 50 hours to reach the Colosian relay base once the shuttle hypershunts, as the distance between Hyperion and COL 72 is but 22 LY. Once the hypershuttle arrives at the moon, the amazons will set down at an appropriate landing sight, confident in the knowledge that their tremendous electronic warfare capability will prevent the ship from being detected by the Colosian base. The amazons will then wait with the shuttle for the return of the players (if they did not blow up the place) and make good their escape from Prime II, leaving behind Tamora to operate the station (or decompose in a smoldering heap).



ARC GOTH TACH 20c HYPERSHUTTLE





28.3 COL 72 Prime II

MOON: COL 72 Prime II

CIRCUMFERENCE: 4.76 x 10³ km

NATURAL SATELLITES: 0

MEAN ORBIT: 2.10 LS from
COL 72 Prime

DAY: -

YEAR: -

PROVINCE: Colos

STATUS: TBD station / Uninhabited

POPULATION: 0 / Technical staff

PRODUCTIVITY %: 0%

PRODUCTION EMPHASIS: -

ENVIRONMENT

The moon of COL 72 Prime II is basically a dead planetoid. However, it does have a thin atmosphere which would allow non-environmentally protected personnel to be exposed to the elements for up to 5 hours before suffering detrimental effects from the low pressure. The atmosphere is not breathable for hominids, so respiration devices are an absolute necessity during direct exposure. The surface of this moon also is bombarded by a fair amount of ultraviolet (and other forms of) radiation. It is recommended that some form of radiation shielding be used by exposed personnel for protection from electromagnetic surges which accompany the primary's frequent solar flares. The most interesting fact about this moon is that its rotation causes its relative facing, as perceived from outside of the COL 72 system, to never change. This makes it an ideal TBD station because the location of any point on its surface is more easily predicted by TBD alignment computers.

HISTORY

COL 72 Prime II has long been used by the Colosians as a Tachion Beam Dictor relay station. It is the perfect natural platform and the COL 72 system lies between the Colosian homeworld and the heart of the Imperium. The Colosians have maintained many bases on the planetoid over time, and the present operating base is one of the most sophisticated available to the Colosians.

OPERATIONS

Presently, there is one operational Tachion Dictor base on Prime II. It is staffed by two technicians and a mech interface bot. This base frequently receives priority messages of economic importance, as it relays directly to the Colosian homeworld and other stations in a long series of relays which pick their way into the Imperium. This base rarely deals in interprovincial communiques.

The technical crew is replaced and resupplied once every three months (or so). The Lander Field on the perimeter of the base is capable of handling craft up to 1000 tons, but the shuttles that handle the technical crews rarely mass-in at over 100 tons. There is a small 5-man shuttle bus which moves personnel between the Lander field and the base station proper.

28.4 COL 72 Prime II TBD RELAY BASE

The installation itself consists of a Lander field, the control base and a vast array of TBD receptor and transmission panels. Due to the very nature of TBD transmission technology, the TBD panel array must be built in a dish configuration with the area of the dish determining the effective range of the transmittive capability. The COL 72 relay base has been constructed in an impact crater of approximately five km in diameter. This area allows utilization of Tachion Beam Dictors out to their present maximum effective range, about 30 light years.

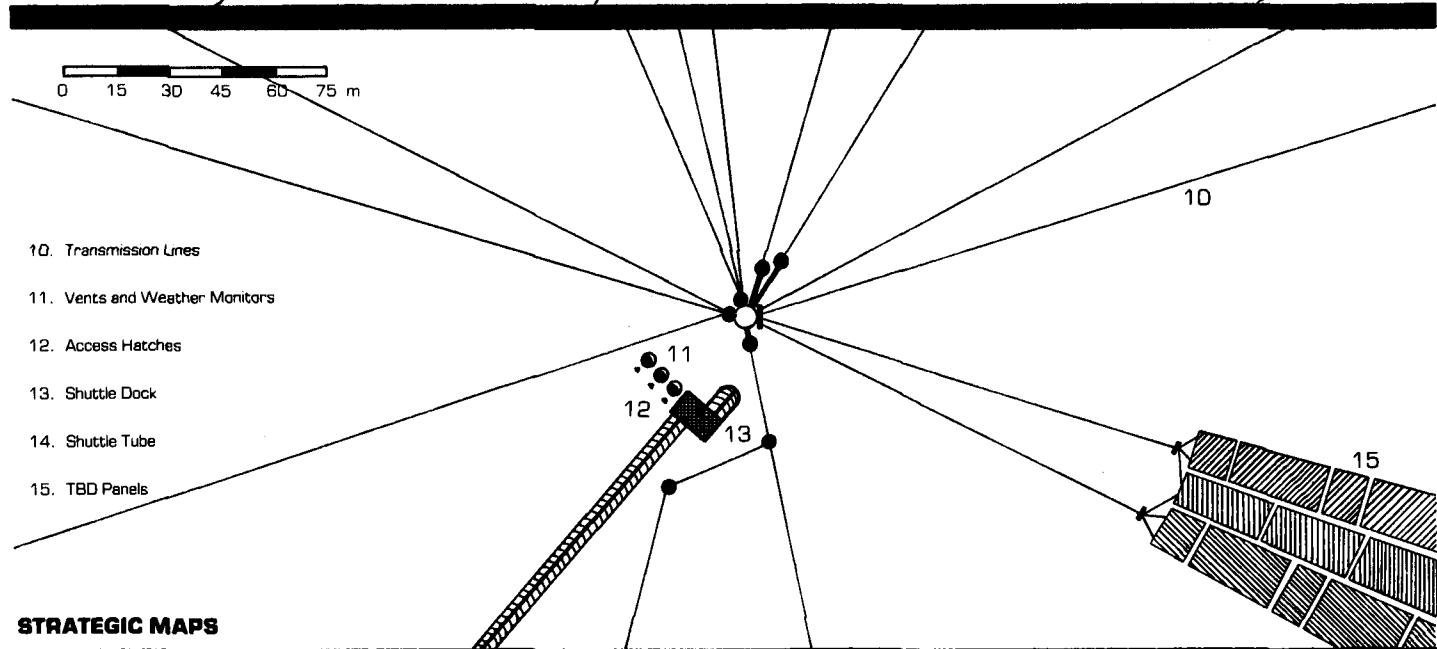
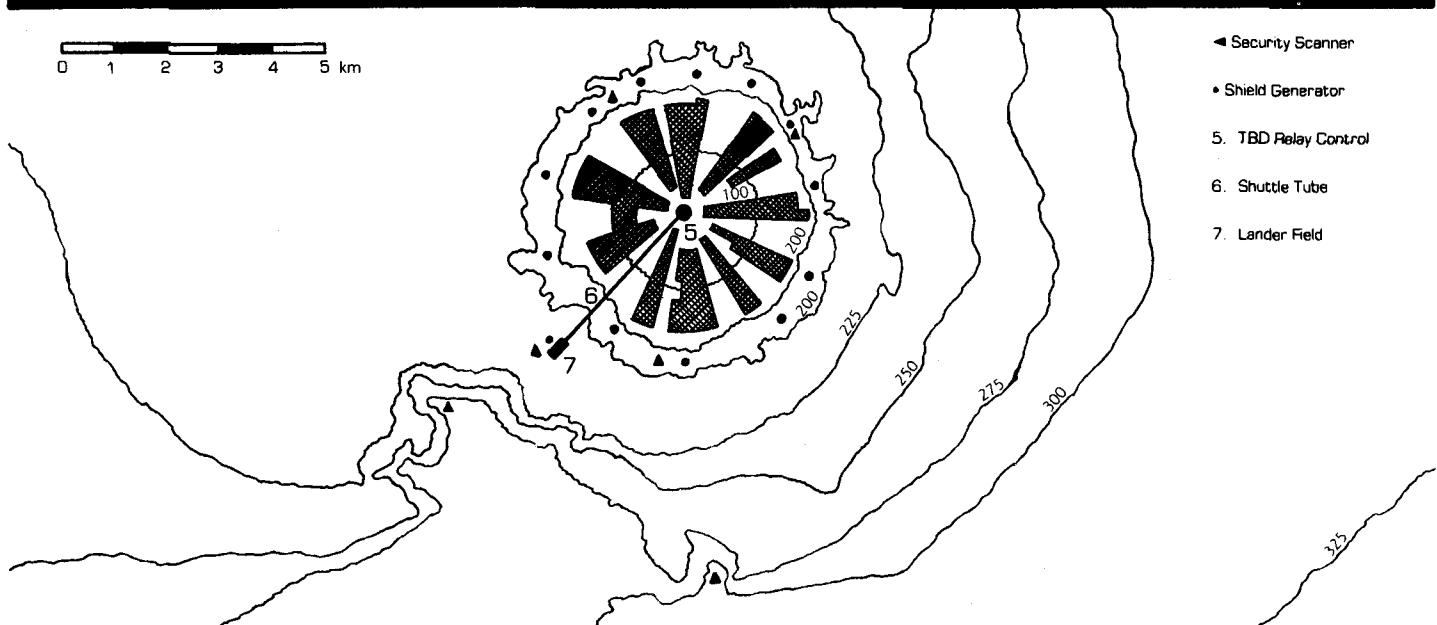
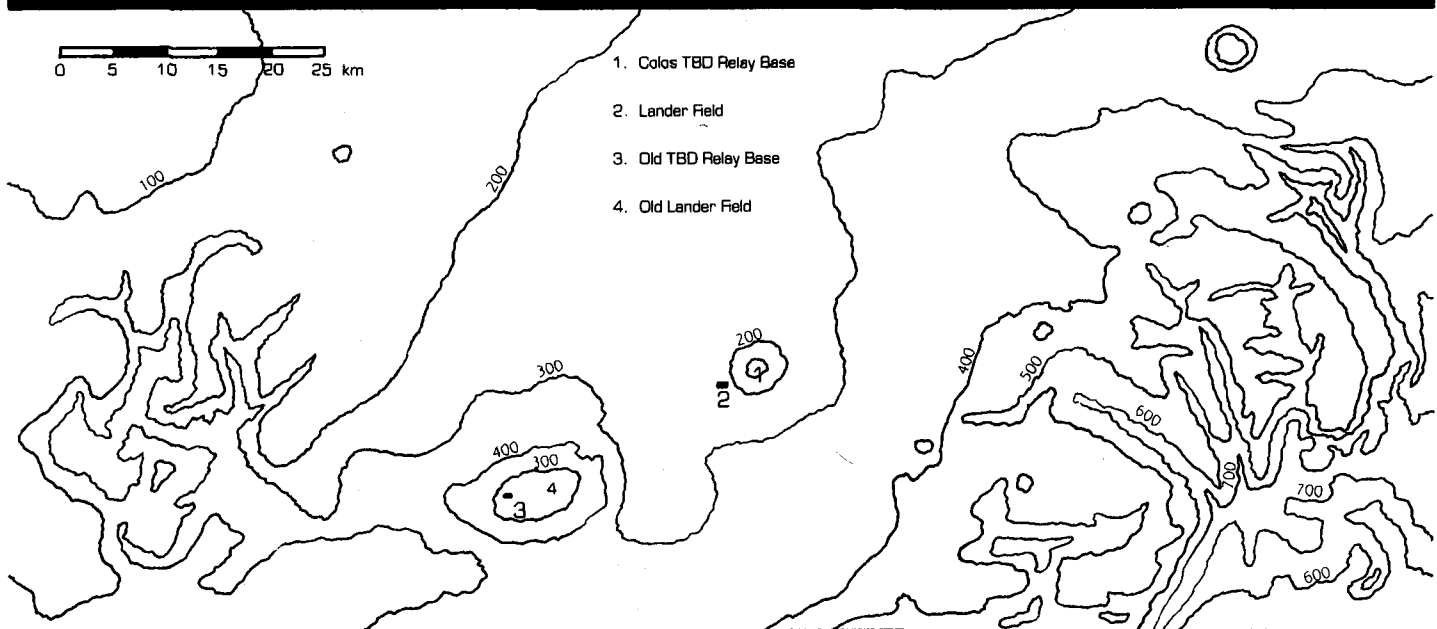
ABOVE GROUND KEY:

Security Scanners: These beacons are old style multiscanner detection devices with an effective detection range of about five km to spot a living man-sized target. This particular outdated security system model can be defeated if personal EW generators are worn, and no personal shields are activated. If these counter measures are employed, the system's automatic warning safeguards would be rendered ineffective, and 100 would be subtracted from any perception roll made by a tech in the base at the security console. Each scanner also has a built-in Mk.20 laser cannon which can be fired upon the intruders. The OB for the attack would be determined by the security tech's Heavy Energy Projector skill add.

Shield Generators: These are small installations which maintain a +55 defensive shield over the Lander Field, the TBD collector panels, and the base proper. Each generator knocked out reduces the shielding value by 10. Passing through the base shield with an activated personal shield will create a power surge significant enough to trigger warning systems in the base's command center.

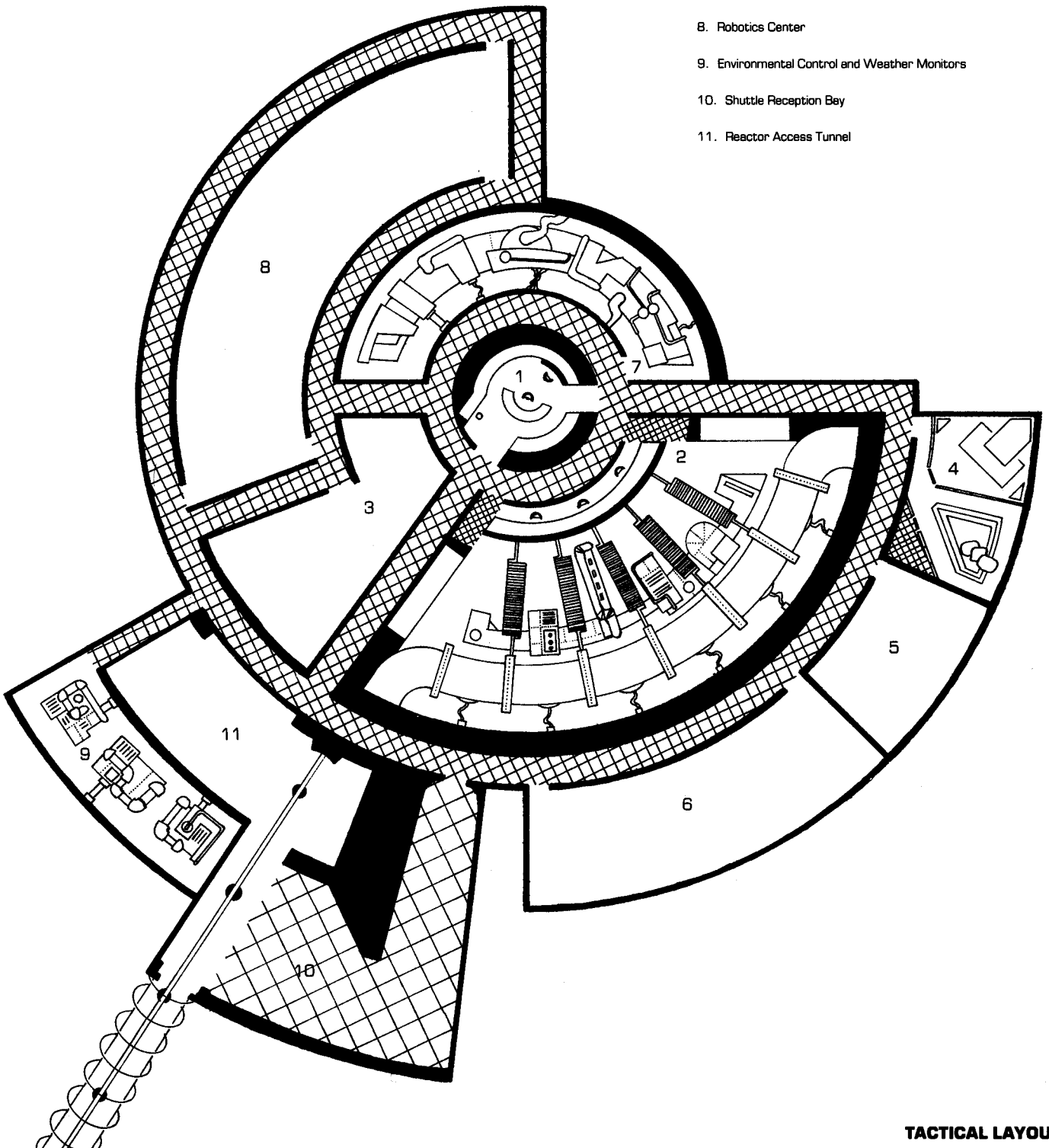
Lander Field and Shuttle Tube: The Lander Field is capable of receiving craft of up to 1000 tons. However, it has no service or refueling capabilities. There is an access dock to a shuttle bus which runs down to a similar dock at the bottom of the crater where the central control facility is located. Presently, the bus is down at the base, and its access tube, at this end, is closed off.

Security devices can be (and currently are) activated in the shuttle bus dock area. There are three close range optical detectors directing three separate Mk.5 blasters on wall mounts in the docking area. They are now set to fire on any intruders automatically with an OB of +20. If directed from the security console in the command center, (and unless the characters have already made their presence known, there will only be a 5% probability of personal fire control) they may fire with a +45 OB.



0 3 6 9 12 15 m

1. TBD Relay Control Center
2. Interpretive Hardware and Machinery
3. Workshop Facility
4. Rest Area (single)
5. Rest Area (single)
6. Common/mess Area
7. Central Computing
8. Robotics Center
9. Environmental Control and Weather Monitors
10. Shuttle Reception Bay
11. Reactor Access Tunnel



TACTICAL LAYOUT

KEY TO THE UNDERGROUND BASE COMPLEX

GENERAL NOTE: All corridors and rooms in the complex, along with much of the immediate outside vicinity, can be observed from the command center with the aid of a complex net of visual scanners. However, the holographic monitors which display these views are often (90% of the time) turned off or display other information. Therefore there may be no visual monitoring of the base from the command center unless one of the techs spotted the group with one of the security scanners. Other warning devices (at portals and maintenance ducts), unless defeated with a successful disarm attempt, will alert the base personnel to the group's presence.

All access locks at the base are electronic with no mechanical moving parts. They must therefore be defeated with specialized electronic equipment (not a set of 'keys').

1. **Command Control Center:** All base activities, including: TBD transmissions, interpretations, recoding, retransmissions, as well as security and environmental control are monitored and manipulated from this room. It is usually (70% chance) only staffed by MIKE 140 Chi (see section on non-player characters), who is a mech interface robot capable of running all secondary base functions on his own. The techs are only present when scheduled TBD transmissions are pending. The two entrances to this room may be locked from the inside with ease. When locked, these doors are **Sheer Folly** to "pick".
2. **Interpretive Hardware:** This is the location of the machinery responsible for the decoding of incoming transmissions and the alignment of the TBD panels on the surface. This is also the location of the base's auxiliary control.
3. **Workshop:** Repair facilities for the base's portable machinery.
4. **Rest Area:** Cilest's quarters. The lock is **Easy (+20)** to "pick".
5. **Rest Area:** Slaig's quarters. The lock is **Easy (+20)** to "pick".
6. **Common Mess and Recreation Area:** Food preparation and recreational area. A variety of games and hologlass plates are strewn about the room.
7. **Computing:** The main computer used at the base seems to occupy a large space for its mark number of 70, but ground installations usually have the room to hold large volume computers which cost less than smaller units of the same operating capacity. The access door to this room is kept locked (**Extremely Hard (-30)** to pick). The base computer, along with the Mk. 30 back-up computer communicate in the main Colosian computer dialect 'C3 iv'.
8. **Robotics Center:** Construction of this area has not been completed yet. The Colosians plan to eventually automate the entire station, at which time robotic control will be located here. In the meantime, the technicians use this area to work on KURT (see non-player characters). If KURT has to be brought into action by the techs, he will be activated from this location.
9. **Environmental Control and Atmospheric Monitors:** This area is accessible from three hatches on the surface. These hatches are locked (**Medium, +0**) and are trapped. If not disarmed, anyone passing through the portal will be caught in an active electric field. (The character receives 1-10 'E' electricity criticals.) The electric field is **Hard (-10)** to disarm and if an unsuccessful attempt is made, the disarmer takes an 'A' electricity critical and the central command center is warned that intruders are present.

From this underground location, characters should be able to find a suitable location to introduce their biotoxins (supplied by Emerich, see the section on special equipment) into the ventilation system.

10. **Shuttle Bus Reception:** This area is a continuation of the ramp which leads down from the surface shuttle bus dock. It is heavily monitored, and if intruders are detected there are two Mk.5 blaster turrets at the end of the ramp to deal with them. Un-directed from central control, these blasters have a +20 OB. With direction from a tech at the security board the OB rises to +45. The portal to the central complex can be locked, **Very Hard (-20)** to pick.

11. **Access Tunnel to Fusion Power Reactor:** A maintenance pmrtal leads from the shuttle bus depot to the fuel bay of the base's main reactor. This tunnel allows repair and refueling access for the technicians, and it is heavily used because of the equipment's poor state of repair. The tunnel is well monitored for intuders. The mere presence of a saboteur here will trigger alarms in central control because of the many visual and sonic detection devises lining the corridor. By manipulating hatches and vents, a tech in the control center will be able to put any person in this tunnel into hard vacuum in one round (one "E" vacuum critical per round - see **Tech Law** - until death). At the end of the tunnel one will find the fuel bay and the main reactor. There are also microbattery power reserve units which can operate life support and emergency TBD transmissions for up to one month.



29.0 REFERENCE INFORMATION

SPECIAL EQUIPMENT

In order for the players to have a chance of successfully completing this difficult mission, Emerich will supply the group with expensive and powerful equipment from his extensive stores. If the characters survive to return back to Hyperion, Emerich will expect the return of all loaned equipment regardless of condition.

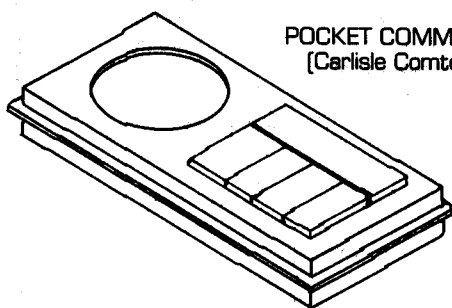
Stealth Coveralls: These are personal EW suits capable of foiling many out-dated scanner security systems. The coveralls themselves are unencumbering, but the mini EW generator which powers the suit is a large back-slung affair which masses in at about 20 kilograms. Perception from within the coveralls is at -20 because of the completeness of the covering. The suit is an unassuming neutral blue-grey color.

Respirators: The COL 72 Prime II atmosphere is incapable of sustaining human-like lifeforms, so the respirators are a necessity for the players who venture out onto the landscape. The microbial filters will protect characters inside the base who have unleashed the microbial poison Duranaid Complex Theta to neutralize the resident technicians. This unit is fairly unencumbering, only covering the lower face.

Duranaid Complex Theta: The ultimate goal of the mission is to replace the Colosian technicians at the base with Tamora the Android. The cleanest way to do this without alerting the Colosian authorities is to poison the environment while the techs are away from the command stations. Introducing Duranaid Complex Theta into their ventilation system is the specific method suggested by Emerich. The microbial poison, Dur Comp T, can be transported in a small metallic capsule and released at the appropriate environmental control area inside the base. Duranaid Complex Theta has no incubation delay period, attacks at level 15, with the maximum effect indicating that the micro-organism digests the victim's lung tissue and alveoli. Death will occur 10 - 20 rounds after inhalation, as the lungs fill with blood and transpiration becomes impossible. If the victim makes his RR, this indicates that his lung tissue has been badly scarred. He takes 10 - 100 hits, and is out for 1 - 10 hours after the micro-organism insinuates itself into the victim's system.

Metallic Lattice Acid 09b: An alternate plan for the sabotage of the station is the neutralization of its TBD relay capability. By placing the acid on the transmission cables on the surface of the crater, just outside of the base, the command center will be unable to receive or transmit Tachion Dictor beams. If the Colosian authorities are not alerted to the sabotage aspect of the transmitting malfunction they may be inclined to believe that the base is suffering technical difficulties and just use another relay base for their MERLOGH transmissions. Metallic Lattice Acid is transported in ceramisynt containers, each massing 1 kg. About 10 will be required for an efficient sabotage attempt on all of the outside transmission cables.

Demotherm Explosives: The blunt way of going about the job. Demotherm is the state of the art in chemical explosives. The 5 kg's supplied to the players (with timers and detonators) will be enough to uproot the whole complex and destroy most of the TBD panels in the crater.



POCKET COMMUNICATOR
[Carlisle Comtech]

RANDOM EVENTS

Gamemasters may wish to introduce variable factors into their game. Below is a table to randomize special events which have not been elaborated upon in the sample adventure that has been presented here. Caution is advised when using this table because the Gamemaster will be required to perform much more preparatory work in many cases.

- 1-10 'Faber' is able to infiltrate Emerich's inventory controllers and sabotage some or all of the filter masks that will be used by the party members.
- 11-20 One of the EW generation back-packs will malfunction at an inopportune moment.
- 21-30 KURT will be out patrolling the crater as the players approach.
- 31-40 Any given defense mechanism may fail to function 10% of the time due to a bad state of disrepair.
- 41-50 The amazons are really in the pay of the Colosians and will attempt to do away with the party when they are vulnerable.
- 51-60 A Colosian hypershuttle is found to be on the Lander field just outside of the crater.
- 61-65 A Colosian hypershuttle can be found occupying the Lander field of the deserted TBD base. Several techs are retrieving old equipment from the base there.
- 66 The Colosians have found out about the Jadist coup and have set up a surprise welcome for the players.
- 67-80 The techs at the base will be experimenting with recreational stimulants when the characters arrive on the scene. They will be quite unable to respond coherently to their dilemma.
- 81-90 One of the techs will be out in the crater inspecting some TBD panels, so some of the defense mechanisms will be shut down.
- 91-99 The TBD relay base will be inoperative due to malfunction when the players arrive. They will probably have no way of knowing this until they have an opportunity to manipulate the central controls themselves.
- 100 Imperial forces have taken over the base because the Colosians defaulted on maintenance requirements. Again, the players will be unaware of this interesting tid bit of information. Although the Colosian transmission will be just as likely to pass through this station, the defensive measures will be much more thorough under Imperial administration.

NPC SUMMARY SHEET

NAME	CLASS	LEVEL	HITS	AT(DB)	SKILL A / ADD	SKILL B / ADD	WEAPON / ADD	NOTES
Emerich Rach	pi	13	105	1(5)***	ha / 99	hp / 98	Stun p / 72	Hyperian privateer
Tamora Makusic	et	10	160	4(30)	el / 70	cpt / 65	Laser p / 50	Android
Safra Smelngay	pi	7	65	1(5)**	hp / 78	ha / 76	Blast r / 65	Amazon shuttle pilot
J.X. Bekess	st	6	63	15(30)**	mt / 70	pst / 66	Blast p / 52	Amazon shuttle tech
"Faber"	cr	6	57	5(40)**	s&h / 71	crt / 65	Stun p / 70	Colosian agent
Cilest Vace	et	5	55	1(0)**	el / 67	hep / 25	Laser p / 30	TBD tech
Slaig Shlagal	et	5	50	1(10)**	el / 65	cpt / 65	Laser pl 32	TBD tech
The Robots:								
MIKE 140 Chi Mech Interface			70	14(20)	ewc / 20	pst / 20	none	TBD monitor robot
Weapons:								
KURT 40 Xi Combat Unit			100	22(20)	Blast Mk5 / 40	Blast Mk5 / 40	Stun Mk5 / 40	Poorly maintained

Codes: **Class:** ar - armsman, pi - pilot, ex - explorer, st - systems technician, et - electrician, at - arms technician, re - researcher, ph - physician, en - engineer, cr - criminologist, me - medical technician, pl - planetologist, tt - true telepath, xx/t - semi telepath of class xx.

Skills: c - climbing, s - swimming, r - riding, dt - disarm traps, pl - pick locks, s&h - stalk & hide, p - perception, d - driving, ap - atmospheric pilot, mp - marine pilot, a - ambush, l - linguistics, am - adrenal moves, ad - adrenal defense, ma - martial arts, f - forgery, cf - counterfeiting, s/x survival in x, f - first aid, sa - scanner analysis, aa - airborne assault, cp - combat pilot, ac - AFV crewmember, ae - alien environments, ma - missile artillery, hep - heavy energy projectors, mwa - mounted weapons ambush, op - orbital pilot, nsp - N-space pilot, hp - hyper pilot, nsa - N-space astrogation, ha - hyper astrogation, sea - sensor analysis, ewc - electronic warfare/communications, mt - mechanical technics, wt - weapon technics, el - electronic technics, cpt - computer technics, pst - power system technics, crt - crime technics, mdt - medical technics, cyt - cybernetic technics, gnt - genetic technics.

Armor type/defensive bonus: The defensive bonus includes intrinsic armor quality and quickness bonus but not a shield bonus.

* - velocity shield, ** - deflector shield, *** - absorption shield, **** - barrier shield.

CHEMICAL AND MICROBIAL POISONS

NAME/DESCRIPTION	INCUBATION PERIOD	ATTACK LEVEL	MAXIMUM EFFECT	MINIMUM EFFECT	FORMS
Chemical Poisons					
Dicyanoerythrase Poietin - This chemical quickly alters hemoglobin into an unusable form.	-	5	Death	6 - 60	Injectable/ingestable liquid
Azathol - Soporific/paralysis drug.	-	5	Paralysis, 3 hrs.	50% activity 3 rds.	Injectable liquid; gas.
Northalene - Liberates lysosomal enzymes from within the cell, causing massive cellular damage.	-	10	30 - 300	10 - 100	Injectable/ingestable liquid or gas.
Sebacide - Prevents normal epidermal cellular regeneration.	-	3	Raw extremities, -25 to all actions and appearance.	Nil	Injectable/ingestable liquid or paste.
Anti Diuretic Hormone - Increased permeability of Henley's Loop in the kidneys. Causes excess urine production.	-	20	Embarrassment	Inconvenience	Injectable liquid.
Abasaan - Prevents transmission of voluntary motor nerve impulses.	-	6	Down and inert.	-100% to activity.	Injectable/ingestable liquid or gas.
Lactolak - seizes up all muscles causing fatal cramps.	-	5	Heart stops beating in 1-2 rds.	-50% activity for 1-2 days	Injectable/ingestable liquid or gas.
Tetrametacyanide - nucleic poison with no known preventative antidote.	-	25	Instant death.	Nil	Injectable/ingestable liquid
Microbial Poisons					
Erythrase - M/O digests red blood cells.	1-5 hours	12	Death in 5-10 hrs.	75% chance of lapsing into unconsciousness. -60 to all activities.	Inhalable cloud or ingestable powder.
Leucausis - M/O produces ethanol as a byproduct.	1-5 days	11	-80% to all actions for 1-2 days.	Intoxication for 10-20 hours.	Injectable powder.
Cephalostatin - M/O digests neural tissue, including the brain, nerves, etc.	None	13	Death in 5-50 hrs.	Loss sensation and control of one limb or organ permanently.	Inhalable cloud or ingestable powder.
Duranaid Complex Theta - M/O digests lung tissue when breathed in.	None	15	Death in 10-20 rds.	10-100 hits, out for 1 - 10 hours.	Inhalable cloud.
Multi-Stage Microbial Poisons					
Azollium/Vasothrombus (Bacteria)/(Chemical) - The M/O must be administered first, and left to incubate. Following that, the chemical may be introduced for the effects.	3-5 days for the M/O.	14	Instantaneous and total solidification of the circulatory system.	Heart attack or arteriosclerosis.	The chemical is an injectable liquid, while the bacteria is an inhalable cloud or an ingestable powder.

I.C.E. CHARACTER GAME SHEET

NAME:

DATE/SESSION:

TEMP STAT/TOTAL MOD:

ITEM CARRIED/LOCATION/MASS:

CURRENT EXHAUSTION POINT TOTAL:

ST /
QU /
PR /
IN /
EM /
CO /
AG /
SD /
ME /
RE /

Total Mass Carried = []

CURRENT CONCUSSION POINT TOTAL:

Total Hits =
25% taken =
50% taken =
75% taken =

MOVEMENT RATE CALCULATION:

Walking pace =
Encumbrance penalty =
Armor maneuver penalty =
Total stat modifier =
Stride modifier =

WALKING MOVEMENT RATE = []

PACE:

Walk 1x =
Jog 1.5x =
Run 2x =
Sprint 3x =
Fast Sprint 4x =
Dash 5x =
Concentrating
Melee/Psion casting
Missile/Fire arms

EXHAUSTION:

1/30 pts/rd
1/6 pts/rd
1/2 pts/rd
5 pts/rd
25 pts/rd
40 pts/rd
1/30 pts/rd
1 pts/rd
1/2 pts/rd

MANEUVER:

Easy-Medium
Hard
Very Hard
Extremely Hard
Sheer Folly
Absurd

EXPERIENCE RECORD:

What did I kill, maim or destroy?

These were my brilliant ideas!

What stunning maneuvers did I perform?

Where did I travel?

I used this many Psion points.

I completed this research.

I modified/constructed this useful piece of equipment!

I effected these wonderful repairs.

EXHAUSTION MODIFIERS:

Temperature
Above racial tolerance = x2 - x8
Below racial tolerance = x2 - x8

Terrain
Rough = x2
Mountainous = x3
Sand/Snow = x3
Bog = x4

Wounded
25% + = x2
50% + = x4
75% + = x8

EXPERIENCE POINTS AWARDED FOR SESSION:

Kills =
Hits =
Criticals =
Ideas =
Maneuvers =
Travels =
Psions =
Research =
Modifications/Constructions =
Repairs =

TOTAL EXPERIENCE POINTS []

COMPUTER STATUS SHEET

COMPATIBLE LANGUAGES:

List the program name and language, then list the appropriate size number of the program under "IN CPU" or "IN MEMORY/STORAGE", which ever is presently applicable.

[illegible]

SPECIAL ROBOTICS PROGRAMS

As an option for those players wishing to insert special software programs into their robots so that they can become more specialized, see the listing below. A robot which is running the appropriate program while executing the given operation is given a bonus equal to his computer Mk. + when determining the success of that operation. Note that these programs are specially designed for robots and are therefore not compatible with any other computer system. Additionally, each program is available in a number of computer languages, so players must be careful that they are purchasing a program which their robot can understand.

Many of the programs require the robot to meet certain physical parameters and/or be of a certain class.

Most of these programs work exactly the same as the character skills of the same name.

PROGRAM NAME	SIZE PROCESSING/ MEMORY	COST (ELMONITS)	NOTES/REQUIREMENTS
General Programs			
Data aquisition	0.1 / 0.1	200	Allows robot to record data into free memory space.
Etiquette	0.2 / 0.2	300	A separate protocol program is required for each culture. Req: human relations bot with oratory rtg 7.
Atmospheric pilot	2 / 2	1750	Each type of craft requires its own program. Req: mech interface, or manipulate rtg 9 and intellect rtg 3.
Marine pilot	1 / 1	900	Each type of craft requiree its own program. Req: mech interface, or manipulate rtg 7 and intellect rtg 2.
Driving	1 / 1	950	Per vehicle type. Req: mech interface, or manipulate rtg 8 and intellect rtg 3.
Disarm traps	0.4 / 0.4	1000	Req: multiscanner equipment interface and manipulate rtg 9.
Pick locks	0.4 / 0.4	950	Req: multiscanner equipment interface and manipulate rtg 9.
Special Programs			
Linguistics	1 / 1	1000	Per language grouping. Req: oratory rtg 3-6 for non-computer languages.
Forgery	1.2 / 1.2	5000	Req: multiscanner equipment interface and manipulate rtg 10.
Counterfeiting	1.2 / 1.0	5000	Req: multiscanner equipment interface and manipulate rtg 10.
First aid	0.2 / 0.2	100	Per species. Req: medscanner equipment interface, intellect rtg 2 and manipulate rtg 8.
Technic Programs			
These programs can only be used for maintenance and equipment modifications.			
Mechanical technics	0.5 / 0.5	1000	Req: manipulate rtg 7.
Weapons technics	0.5 / 0.5	1000	Req: manipulate rtg 7.
Electronics technics	0.5 / 0.5	1000	Req: manipulate rtg 7.
Computer technics	0.6 / 0.6	1400	Req: manipulate rtg 8.
Power systems technics	0.5 / 0.5	1200	Req: manipulate rtg 7.
Crime technics	0.5 / 0.5	2000	Req: manipulate rtg 7.
Medical technics	0.5 / 0.5	1000	Req: manipulate rtg 9.
Cybernetic technics	0.5 / 0.5	1100	Req: manipulate rtg 8.
Combat Programs			
Airborne assault	0.4 / 0.4	1700	Req: maneuvering rtg 7 and sensor rtg 5.
Combat pilot	2 / 2.5	6000	Req: mech interface with sensor rtg 5, perception rtg 4, intellect rtg 5 and manipulate rtg 2. Per craft type.
AFV crewmember	0.3 / 0.5	4000	Req: mech interface or manipulate rtg 8. Per vehicle type and position.
Missile Artillery	0.3 / 0.3	3900	Req: mech interface or manipulate rtg 6. Per weapon type.
Heavy energy projector	0.3 / 0.3	4000	Req: mech interface or manipulate rtg 7.
Astro Programs			
Orbital pilot	0.7 / 1	5000	Req: mech interface.
N-space pilot	0.7 / 1	5000	Req: mech interface.
Hyperspace pilot	2 / 3	10000	Req: mech interface.
N-space astrogation	2.5 / 3	7000	Req: mech interface with intellect rtg 4.
Hyperspace astrogation	3 / 3.5	11000	Req: mech interface with intellect rtg 6.

PLANETARY DESCRIPTION

[Stellar primary name]

[Spectral class]

[Type]

PLANET/(MOON):

PROVINCE:

CIRCUMFERENCE:

STATUS:

NATURAL SATELLITES:

POPULATION:

MEAN ORBIT:

PRODUCTIVITY %:

DAY:

PRODUCTION EMPHASIS:

YEAR:

ENVIRONMENT:

HISTORY:

OPERATIONS:

[illegible]

Primary/Coordinates _____

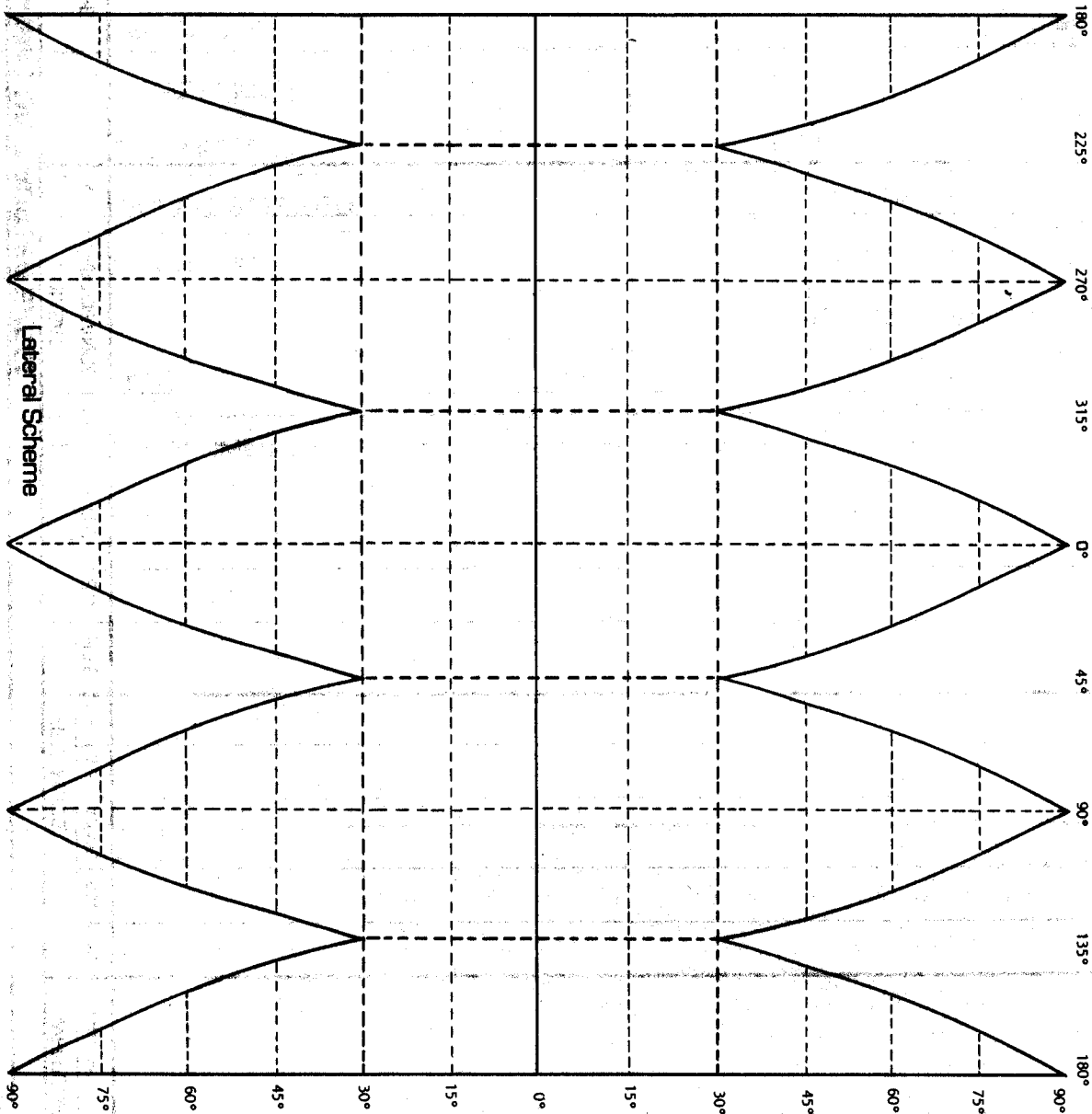
Orbital Period _____

Climate _____

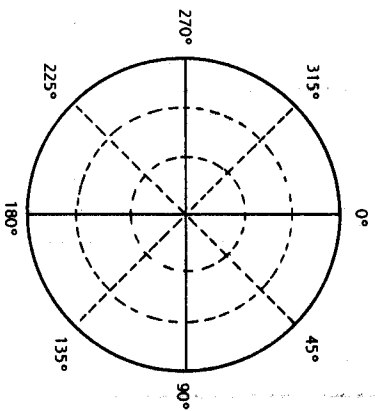
Name _____

Rotation Period _____

Gravity at Mean Altitude _____



Lateral Scheme

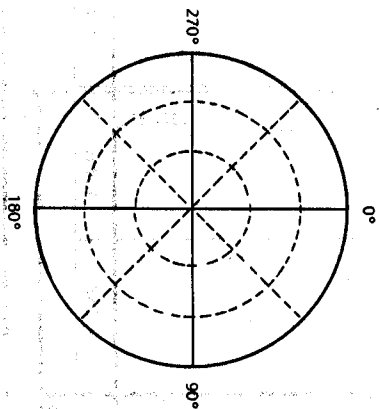


Overview

GEOSPHERE RECORD



Scale of Km



Underview

PART VII REFERENCE DATA

30.0 GLOSSARY

Alterant Replicant: A pre-fetal mutation of an existing self-replicating cell. By manipulating the genetic material of the cell, desirable traits can be brought to the fore in the fully grown being. Alterant Replicants are often constructed with a specific purpose in mind.

Android: A manufactured, artificially sentient being. They usually take the form of human males or females (although any life form could be reproduced), and so closely resemble them that a multiscanner or mediscanner check is required to distinguish the Android from the natural being. Most Androids are intrinsically powerful and capable of independent thought.

CPU: Central processing unit. This is the component of a computer which executes software programs. The processing capacity of the computers in **Space Master** are rated with respect to program size. The larger the program, the larger the CPU must be to run it. The CPU of a computer is equal to the computer Mk. # in processing capacity.

Cultural Drift: This is a phenomenon which occurs when two or more groups of the same base society are separated from each other for extended periods of time. Over the generations, customs and outlooks change to the point that new and distinct cultures are born.

Empire: In the **space Master** universe, Terran humanity has colonized many new worlds. After several attempts at creating a centralized government for humanity, a few ambitious leaders pooled their resources and built a great conquering fleet of starships. The result was the formation of a dictatorial Empire. The Empire consists of the Imperium (a large central territory) and a multitude of provinces, parcelled out in a feudal fashion to the Emperor's favorites.

Eugenics: Eugenics is the science of breeding programs which are meant to bring about improved physical or mental characteristics in future generations. This is accomplished by suppressing inferior traits and bringing forth superior, or desirable ones. Eugenic products are called Transhumans when the final generation has been successfully reached.

EW: Electronic warfare. By arranging high-intensity electrical fields, certain constructs (ground vehicles, installations, starships, etc.) can be made to appear displaced or cloaked when viewed on detection displays. Electronic warfare is therefore an important consideration in **Space Master** combat and stealth operations. EW can be made to defeat opponent's EW measures, jam incoming homing-type missiles, and even block certain types of communication transmissions.

FTL: Faster Than Light. When a device or transmission can be made to displace itself at a velocity greater than the propagation rate of electro-magnetism in hard vacuum, it is said to be FTL. Most matter or energy which can be made to go FTL enters an alternate cosmos known as the tachion universe.

Genetic Drift: When an unrepresentative portion of a given race or species becomes separated from the rest of its society for great spans of time, genetic drift is likely to occur. After many generations, the genetic make-up of the splinter group will begin to diverge enough from the common stock to allow the designation of a new sub-species.

Homeworld: A geosphere which is capable of supporting Terran life-forms. There are precious few of these naturally occurring celestial bodies, so they are in great demand as territorial capitals. Candidate homeworlds with unsuitable atmospheres can often be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gases into desirable ones.

Hominid: A category of prehistoric animals which humanity evolved from.

Hominoid: A catch-all term used to designate humans, xeno-humans, neo-humans, transhumans, humanoid. Alterant Replicants and Clones of the above, as well as alien beings whose biochemistry is carbon based and whose form is similar to the classic hominid configuration.

Humanoid: A sub-species of Homo sapiens. Humanoids in **Space Master** are often derived from Terran stock, having been transplanted to different planets in humanity's infancy. They attained their sub-species status through the workings of genetic drift.

Imperium: In the **Space Master** universe, the Imperium is the centrally located territory within the Terran Empire; encompassing the Emperor's homeworld (Terra) and a plethora of prosperous industrial and agricultural worlds.

LS: Light Second. A measure of distance; one Light Second equals the distance traveled by light in one second of time. 300,000 km.

LY: Light Year. A measure of distance. One Light Year equals the distance traveled by light in one Standard Year.

Memory Size: A quantification of a computer's program storage capacity rated with respect to Mk.#.

Neo-human: A designation used to describe those beings who embody the next evolutionary threshold of man-kind. Neo-humans are superior (mentally and physically) to normal humans.

Province: In the **Space Master** universe, a province is a territory of space which may encompass any number of systems. Although within the boundaries of the Terran Empire, a province is not directly administered by the Emperor, but rather by Imperially designated governors. These governors often start dynasties to perpetuate their legacy, giving rise to the formation of a noble class within the society. These dynasties have evolved into Royal Families.

Reserve Storage: A computer component which stores programs which are not being run in the CPU, and can not be held in the memory unit due to size limitations.

Sentient: A being (biological or mechanical) which is intelligent and has self-awareness.

Speed of Light: The rate of propagation of electro-magnetic radiation in hard vacuum. Light travels at 300,000 km per second.

Standard Day: 25 hours.

Standard Year: 360 Standard Days.

Sub Light: Moving or existing in normal space-time.

Terran: Having origins on Terra (earth).

Xeno: Something alien (usually from the perspective of Terrans).

Xeno-human: A Homo sapiens who is unable to trace his history back to Terra. A human from a non-Terran society.

Xenophobia: The fear of something alien to one's society.

31.0 INDEX

—A—

Aliens 22
Armor Chart 36
Armsman 16
Arms Technician 16
Attack Psion 48

—B—

Background Option Tables 27-28
Battle-Round Sequence 47
Burn Critical Table 51

—C—

Campaign 64-67
Casting Psions 46
Character Development Chart 14-15
Character Generation 30-35
Combat Unit Roster 86

Computer Languages 24
Computer Status Sheet 82
Criminologist 16

—D—

Death 26
Development Process 6

—E—

Electrician 16
Electricity Critical Table 53
Encounter Chart 66
Encumbrance 40-41
Engineer 16
Exhaustion 41
Experience Guidelines 17
Experience Point Chart 18-19
Experience Points Table 35
Explorer 16

—G—

Game And Claim Sheet 81

—H—

Healing Rates Chart 27
Hobbies 40
Hominoids 20-21

—I—

Impact Critical Table 52

—L—

Languages 24
Language Skill Table 25
Levels 20

—M—

Maneuvers 7
Maneuver Chart 42
Medical Technician 16
Movement 40-41

—N—

Non-Attack Psion 48
Non-Player Characters 38
Non-Player Character
Summary Sheet 79

—O—

Opportunity Action 48
Optional Rules 39-40

—P—

PAR Modifiers 50
Physician 16
Pilot 16
Planetary Climate Charts 70
Planetary Description Chart 84
Planetologist 16
Player Character Record Inside Fr.
Player Character Worksheet 37
Poisons 80
Psion Attack Table 49
Psion Failure Table 50
Psion Lists 54-63
Psions 44-48

—R—

Racial Statistics 26
Random Events Chart 79
Researcher 16
Resistance Roll Modifications 27,50
Resistance Roll Table 50
Robotic Computer Programs 83

—S—

Sample Adventure 71-79
Sample Cultures 22-24
Secondary Skill Development Chart 13
Secondary Skills 12
Semi-Telepath 16
Similar Skills 13
Similar Weapons Chart 36
Skill Level Bonus Table 36
Skills 6-11
Stat Bonus Table 6
Stat Effect Table 35
Stat Gain Table 34
Static Action Table 43
Stat Potentials Table 34
System Generation Chart 68-69
Systems Technician 16

—T—

Technicians 16
Telepathy 44
True Telepath 16



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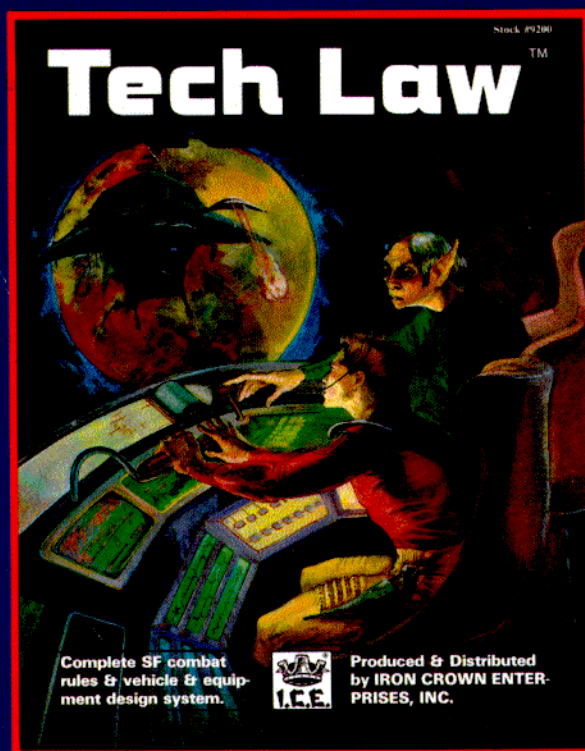


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