PROTEUS

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PROTEUS

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Welcome to the last bastion of humanity, where Earth is but a distant memory. This world is known as Ad Tair. Here humanity is but one of many species struggling to survive. Races and civilizations are isolated from one another and most of the planet's technology has been wiped out in a single cataclysmic event. The devastating effects of that horrible accident can still be seen. A dark billowing mass of swirling fog is all that can be seen of what was once Mt. McKenna. A secret project based there was responsible. Now another project is entering a critical phase. This long-forgotten secret could mean the destruction of this world – or its salvation. The name of the project is PROTEUS.

ROLEPLAYING

What is a roleplaying game?

A *roleplaying game* (RPG) is an interactive story. The *Gamemaster* (GM) is like the narrator of the story, while the *players* control the story's *characters*. Below is a glossary of terms that you should become familiar with.

Gamemaster (GM): This person narrates the story *(adventure)* and determines the consequences of the *characters'* actions. The GM also determines how other people in the *adventure (non-player characters)* react to the *characters'* actions.

Player: Any person, other than the GM, who takes part in playing an RPG. The players assume the roles of the main *characters* of the *adventure*.

Character: Any being (person, animal, etc.) played by the GM or a player during the course of an *adventure*.

Non-player character (NPC): Any *character* played by the *GM*. *NPC*s do not have to be major *characters*. They could be anything from a little kid running across the street to a dragon 70 feet long.

Player character (PC): Any *character* played by one of the *players*. In most cases, each *player* creates a single *player character* for an *adventure*. This *character* may only be used for one *adventure* or it may be used for every *adventure* that the *player* takes part in.

Adventure: Think of an *adventure* as an episode of a TV show. It is a self-contained story. The characters may remain the same through many *adventures*, but they all have elements that separate them from other *adventures*.

Campaign: A *campaign* is a set of *adventures*. These *adventures* are interlinked and dependent on one another. Any major *NPC*s will often remain constant throughout a *campaign*.

Encounter: Think of an *encounter* as a single scene of a story. Different *encounters* often take place in different settings. Sometimes the term *encounter* refers to an experience with specific item or being. For example, finding an unusual object in the middle of a forest or fighting a pack of wolves.

Statistics (Stats): Numbers that rate a *character's* abilities. These numbers are used by the *GM* and *players* to determine what the *characters* are able to do.

Party: A groups of *PC*s that travel and take part in an *adventure* together.

Game World: The world that the *adventure* takes place in, the setting. A *game world* may come from a published setting, the *GM*'s imagination, or even from a book or movie that the *GM* and *players* all like.

Race: The species of a *character*. Nonhuman *characters* are common in RPGs. Common nonhuman *characters* include elves, dwarves, trolls, aliens, and other interesting types of people.

BASICS

During a game characters will do all sorts of things. However, if everything went the player characters' way all of the time, PROTEUS would be a very dull game. So anytime a character attempts an action there is a chance that he/she will fail. PROTEUS uses a combination of ten-sided and six-sided dice to determine the outcomes of these actions. Ten-sided dice are used to determine the success of actions and other similar events. When ten-sided dice are used in this manner, the roll is called a *test*. Six-sided dice are used when determining NPCs attitudes toward the player characters and when figuring damage.

Rolling the Dice

RPGs use dice to determine the outcomes of various events. These events can range from trying to jump across a hole to trying to poke a 30-foot snake in the eye. In PROTEUS, all dice rolling can be separated into one of three categories: tests, reactions, and damage.

TESTS

Skills and attributes are measured on a scale of 0 to 5. If a character has a level of 0 in a particular skill, he/she has not learned that skill yet. A level of 1 is considered poor, while a level of 5 is considered superhuman. An average level of ability would be approximately level 2. The number of dice a player may roll for his/her character is known as the *dice pool*. To determine the number of dice in the dice pool, the GM decides which skill, if any, is most appropriate for the action in question. The level of this skill is added to the level of an attribute. Most skills list which attribute they are associated with, but a GM may decide that a different attribute is more appropriate for a particular action. For example, a character trying to jump across a 20-foot chasm would have a dice pool equal to their Jumping skill + DX (dexterity). Sometimes there is not an appropriate skill. In such cases, only the attribute is used. For example, a character is trying to force a door open. Since there is no "Break Down Door" skill, the character's dice pool would be equal to his/her ST (strength) attribute. Only one attribute and one skill may be added together at a time.

The likelihood of an action to succeed or fail is represented by the action's *difficulty number*. Difficulty numbers may range from 2 to 10. When you roll, each die that shows a number equal to or greater than the difficulty is considered a success. Only one success is required to successfully perform an action, but additional success may improve the degree of success or even result in a critical success. It is important to note that a single success is the bare minimum necessary to complete an action. Attempting to fix a weapon and getting only one success means that the weapon will probably only survive another couple of uses, while scoring more successes may result in the weapon being as good as new. The GM determines the difficulty of all actions. The difficulty for most actions is 6. More difficult actions may have a higher difficulty. On the other hand, some actions may have lower difficulties. If a player rolls a 1 on a die, this is known as a *failure*. Each failure cancels out one success. For example, if Chris rolls 4, 7, 8, 1, and 3 with a difficulty of 6, then he has scored only 1 success, though that is enough.

Anytime the difficulty of a test is less than 10 and a 10 is rolled on a given die, that die may be rolled again in an attempt to gain additional successes. This continues as long as 10s are rolled.

Critical successes and failures add another level to making tests. Ordinarily, tests are all "hit or miss". However, if a player

makes an especially good roll on a test, something exceptionally good might happen, like hitting a weak spot in an opponent's armor. Likewise, if a player rolls extremely poorly, his character's weapon may break into pieces. Critical successes occur whenever a player scores 4 or more successes. Critical failures occur whenever a player rolls no successes at all (before subtracting failures) and one or more failures exist. The GM decides what happens when a critical success or failure occurs.

Obviously, if you rolled the dice every time a character tried to do something, you could sit there for hours and not accomplish anything. Some actions are so simple that no test is required. Such actions include things such as walking or opening an unlocked door. So if the action is something commonplace or common sense, no roll is necessary. In all cases, the GM determines whether or not a roll is required.

In most cases, the player will make all rolls for his/her character. However, what happens if the GM asks a player to roll to see if his/her character notices a trap right in front his feet? That player is automatically going to realize that his/her character needs to be careful. Now that's not very realistic. So, in situations such as this, the GM should roll for the PCs. It would be a good idea for the GM to have a copy of the player characters' stats for such situations. Also, to prevent the players from moaning "Oh, great!" every time the GM rolls some dice, it might be a good idea for the GM to just roll dice every once in a while.

Sometimes a character may fail a test, but it seems that he/she should be able to try again. For example, picking a lock could be attempted more than once assuming of course that the pick or lock wasn't damaged (which could result from a critical failure). However, failing to jump across a pit would most likely result in the character falling in which makes further attempts to jump across impossible. If a character is repeating a failed action the difficulty is increased by 1 for every attempt beyond the first, getting progressively harder. For example, if a character fails a test at difficulty 6, they may try again at a difficulty of 7. If they fail again, they may try at 8.

If two characters are competing, a contest occurs. Both characters make a test, and the character that succeeds wins. If neither or both succeed, whoever scores the most successes wins. However, the winning character is treated as though he/she only scored a number of successes equal to the amount by which he/she exceeded her opponent's successes. In other words, your opponent's successes cancel out yours just like failures do. Sometimes it makes sense for characters to be able to fail and still have a chance to be able to win in the end. For example, in an arm wrestling contest, a character failing a test may just mean that his/her arm is moved down a couple of inches. So for some contests, the GM may declare that a character must win by a certain number of successes. In the example above the GM may decide that a character must win by 5 successes. For example, if one character scores 2 successes on the first test and the other scores 4, then the second player is leading by 2 successes (4-2=2).

REACTIONS

Reactions are rolls made, usually by the GM, to determine NPCs' attitudes toward the PCs. Sometimes the GM will decide ahead of time how people feel about the player characters, usually to fit in with a particular adventure. However, if the adventure has many possible paths or the NPC is not very important, the GM may use a reaction roll. For example, a GM would probably already have decided how the King feels about the characters' deeds in his land. On the other hand, the GM probably isn't going to worry about whether or not the little old lady in a house in the middle of the planet's largest city likes the characters' clothes.

To check reactions, roll 3 six-sided dice. The result of the roll may be modified depending on the situation. If the player characters are particularly attractive or ugly, the die result may be increased or decreased accordingly. Results may also be modified due

to the general situation and especially the player characters' attitude. If the player characters are rude to an NPC, that NPC is not likely to be nice to them. Once the final result is computed consult the following table to determine the reaction:

0 or less (Horrible): The NPC hates the characters and will do whatever he/she can to make their lives difficult.

1 to 3 (Very Bad): The NPC doesn't like the characters and will try to hurt them if it's not too costly.

4 to 6 (Bad): The NPC doesn't like the characters and will try to hurt them if he/she can gain from it.

7 to 9 (Poor): The NPC won't make things easy for the characters. This usually includes things like higher prices or necessary bribes in exchange for information.

10 to 12 (Neutral): The NPC doesn't feel one way or another about the characters.

13 to 15 (Good): The NPC likes the characters and will try to be helpful. Relaxed rates might be possible.

16 to 18 (Great): The NPC likes the characters and will help them whenever possible as long as the risk is not too great.

19+ (Wonderful): The NPC will do just about everything for the characters. The NPC will freely risk many things in order to help them.

DAMAGE

Damage rolls are made during combat to determine the effectiveness of your character's weapon on his enemy. A special notation is used to represent the result of such rolls. For example, "3d+1" means "roll 3 six-sided dice and add one to the result". These will be explained in greater detail in the **Combat** section.

CHARACTERS

While it is true that creating a character is one of the most important aspects of an RPG and that it can take a little while, it can also be a lot of fun.

Before figuring out your character's stats, it is best to decide what kind of person you want that character to be. This will help you roleplay your character during the course of the game. Will your character be a gargantuan hotheaded fighter wielding a deadly axe or a quiet intellectual who prefers to work in the background. Of course there is a happy median between these two (not to mention all sorts of other things), but that's what makes creating a character so much fun – the possibilities are nearly endless.

After you have decided what kind of person your character is going to be, you might want to write down a brief history of your character. While this is not necessary (and may even be undesirable in some situations), it can also be helpful as far as roleplaying is concerned. For example, if your character's parents were killed when she was a little kid, your character would probably feel a responsibility to help a lost boy find his parents. If you write a history for your character, give a copy of it to the GM. They may be able to incorporate something from your character's past into a future adventure. You may not want to give a copy to the other player's; there characters probably wouldn't know your

character's entire history, and this could make for some interesting roleplaying later on.

CHARACTER POINTS

When you create a character, you start with a number of *character points*. You spend these points on attributes, social advantages and disadvantages, merits and flaws, and skills and knacks. Some abilities, such as Social Traits, may have positive or negative costs. When a cost for an ability is positive, you lose that many points to gain that ability at that level. When a cost for an ability is negative, you gain that many points to gain that ability at that level. When starting out use about 300 points to create a character. If an adventure calls for more powerful characters, more points may be allowed. In the end, the GM decides on a starting number of points. How to spend these points will be explained in the following sections:

ATTRIBUTES

These values describe the basic abilities of your character:

Strength (ST): This is a measure of physical power.

Dexterity (DX): This is a measure of agility and speed.

Intelligence (IQ): This is a measure of brainpower and mental ability.

Perception (PN): This is a measure of a character's ability to observe and react to his/her environment.

Health (HT): This is a measure of stamina and how much damage the character can take. When your character has taken an amount of damage equal to his/her hit points (HTx10), they may fall unconscious or even die.

It costs 10 points for an attribute at level 1. For each level beyond the first, increase the cost by 10. So to increase an attribute from level 1 to level 2 would cost 20 points, from level 2 to 3 would cost 30, and so on. Many players immediately ask, "Which attribute is most important?" In general, all of the attributes are equally important. However, some characters may find different attributes more important than others. So, if your character were going to be a massive barbarian, ST would probably be more important than IQ. An average value in any attribute is 2.

SOCIAL TRAITS

These are social advantages and disadvantages. Some may actually affect game mechanics, while others may just add flavor to your character. In any case, they will serve to aid in the creation of a character, both by adding unique characteristics and by adding ways for players to roleplay these traits.

APPEARANCE

Players may choose how there characters look. However, exceptionally good or bad characteristics cost you (or give you) points.

Hideously Ugly (-20 points): This may include anything from horrible scars due to a fire to a hump. –4 on all reaction rolls except with totally foreign species or when you can't be seen.

Ugly (-10 points): Your character is rather ugly. He or she may be missing teeth or perhaps your eye has been damaged and you have a nasty scar. –2 on all reaction rolls except as above.

Unattractive (-5 points): Your character is slightly unattractive. –1 on all reaction rolls when your character's race is involved. No penalty with other races – they don't notice.

Average (0 points): Your character is a normal everyday-looking person. No bonuses or penalties.

Attractive (5 points): Your character is somewhat good-looking. +1 on all reaction rolls when only your character's race is involved. No bonus with other races.

Handsome/Beautiful (15 points): Your character the pretty good-looking. +2 on reactions with the same sex and +4 with the opposite sex (the races must be similar in form)

Gorgeous (25 points): Your character is drop-dead gorgeous! +2 on reactions with the same sex and +6 with the opposite sex (the races must be similar in form)

CHARISMA

This is the natural effect that some people have on others. It is the ability to lead and make an impression on others. It gives a character a +1 reaction bonus with any sentient being per level. *(5 points per level)*

HANDEDNESS

You must decide if your character is right- or left-handed. You may choose either one, but if you do anything with your "off" hand that would be considered an action it will be at a +2 difficulty. *(No points)*

AMBIDEXTEROUS

You do not have an "off" hand; there is no +2 penalty. *(10 points)*

HEIGHT/WEIGHT

A player may choose any height and weight he/she wants to for their character within reason. Average heights and weights are described in the description of each species. *(No points)*

FAT

Your character is somewhat large for his/her height.

Overweight (-5 points): Your character is a little overweight (10 or 20 lbs.). −1 to reaction rolls around health-conscious people.

Fat (-10 points): Simply put, your character is fat (30-50 lbs.). −1 to all reaction rolls

Obese (-20): Your character is probably called a whale at least once per day. They are more than 50 lbs. overweight, and their health is probably at risk. −2 on all reaction rolls

Your character may not have a Handsome/Beautiful or Gorgeous Appearance. The extra weight counts as encumbrance. Shadowing and Disguise don't work as well; the GM may increase the difficulty of such actions as necessary. The character may also test against a lower difficulty when swimming.

SKINNY

Your character does not weigh enough for his/her height. Your character may not have a Handsome/Beautiful or Gorgeous Appearance. Shadowing and Disguise also don't work as well; the GM may increase the difficulty of such actions as necessary. *(-5 points)*

"NASTY" HABITS

Your character has a habit that most people find at least mildly disgusting. This may be anything from belching after every meal to things that are too disgusting to be put down in writing. Reaction modifiers for these habits are best left for the GM and players to determine. Keep in mind that not all races will react the same way; in fact, what one race considers horribly offensive may just be a method of greeting for another race. *(−5 to −10 points depending on severity of habit)*

ENCHANTING VOICE

Your character's voice is extremely enticing. He/she receives a +2 modifier on reaction rolls involving speaking. *(10 points)*

MERITS & FLAWS

These are optional character traits that a player may choose to include in their character. Merits and Flaws also cost (or give) points. Some help the character, while others may make life a little more difficult. Either way, Merits and Flaws present yet another way to flesh out a character and add more roleplaying possibilities. GMs should probably limit players as to the number of Flaws their characters may have in order to preserve play balance (−30 to −40 points). In most cases, it is impossible to gain or lose Merits and Flaws after your character is created. Players and GMs are encouraged to make up other Merits and Flaws as well. These are just common ones that make a game interesting. If something is not listed and you think it would be interesting or useful, add it! Just keep in mind that players should check with their GMs to prevent spoiling the game by upsetting play balance.

ACUTE SENSE

One of your character's senses is exceptionally sharp. Receive a -1 difficulty for each level of Acute Sense on any actions involving that sense. *(5 points per level)*

UNDERDEVELOPED SENSE

One of your character's senses is somewhat defective. Receive a +1 difficulty for each level of Underdeveloped Sense on any

actions involving that sense. *(-5 points per level)*

SENSE OF DIRECTION

Your character can always tell which way is north and can usually follow any path that he/she is at least somewhat familiar with. This may also result in a lower difficulty involving skills such as Navigation. *(5 points)*

ALERTNESS

Your character is naturally alert. When attempting to notice things that are not readily apparent, all difficulties involving his/her senses are reduced by 1. *(5 points)*

DANGER SENSE

Your character has a natural ability to tell when something's not "right". In such a situation, the GM tests your character's IQ. If successful, your character senses that "something's fishy". *(15 points)*

DAREDEVIL

Your character has a tendency to take risks – and usually survives them. Whenever the character takes an unnecessary risk, he/she attempts all skills at –1 difficulty and may reroll a critical failure that occurs while taking a risk once per adventure. *(15 points)*

HOTHEADED

Your character does not control his/her anger very well. This will primarily take the form of roleplaying. *(–5 to –10 points based on the severity)*

TIME SENSE

Your character is able to mentally measure the passage of time. He/she is almost always accurate to within a couple of minutes. *(5 points)*

LUCKY

Your character is naturally lucky. He/she may reroll two tests per adventure. Your character may also make tests at –1 difficulty when participating in gambling. *(10 points)*

STRONG IMMUNE SYSTEM

Your body is particularly effective at battling disease. Difficulties are reduced by 2 when attempting to resist any disease. This has no effect on poison. *(5 points)*

POISON RESISTANCE

Your body is naturally resistant to the effects of poison. Difficulties are reduced by 2 when attempting to resist poison. *(5 points)*

PHOBIA

Your character is especially afraid of something, whether it be heights, snakes, the dark, whatever. While this applies primarily to roleplaying, the GM may increase difficulties when the object of your character's particular fear is involved. This may even cause your character to "freeze up" in some situations, depending on the severity. *(–5 to –15 points, depending on the severity)*

SLOW HEALER

Your character is unable to recover from the effects of injury as well as most people. Your character does not recover any HT with Natural Recovery. *(-15 points)*

DEAF/MUTE/BLIND

Your character is deaf, mute, or blind. Difficulties are increased by 2 when attempting any actions involving the given sense if he/she can attempt the action at all! *(-20 points)*

PHOTOGRAPHIC MEMORY

Your character has a photographic memory. He/she can recall images and words accurately nearly 100 percent of the time. *(15 points)*

FAMOUS/INFAMOUS APPEARANCE

Your character bears an uncanny resemblance to a well-known figure. This person may be good or bad. Due to the fact that either one could both help and hinder the character, this carries no point cost. Players and GMs should be cautious with this as it could either seriously upset play balance or cause the character to have to avoid being seen by just about everyone.

ALLERGIES

Your character has severe allergies. When suffering from an allergy the character suffers an increase of 1 to the difficulty of all tests, and reaction rolls are all at -1. How often your character suffers from allergies depends on the severity of the allergies. *(–5 to –10 depending on the severity)*

SKILLS

Skills are specific abilities that a character may possess. A character's level of proficiency is called a *skill level* (or *level* for short). The higher the level the more proficient the character is in the skill.

Skills are acquired by spending character points, either during character creation or between adventures (though it is possible to improve skills during some adventures). Skills are all associated with attributes. Most skills are based on either DX or IQ. Skill descriptions have 5 parts. First is the name of the skill. Next is the attribute the skill is commonly combined with to make a test. The next number is the *improvement multiplier* of the skill. To determine how many character points it costs to increase your skill level by one multiply the number of points it cost you to get the last level by the improvement multiplier of the skill. It always costs 5 points to purchase a skill at level 1. For example, Chris' character, Rocky, has Carpentry at level 1. It cost Chris 5 points to get Carpentry at level 1. Carpentry has an improvement multiplier of 2, and Chris wants to get Rocky's Carpentry level to 3. It will cost Chris 10 points (5 for level 1 x2) to increase Rocky's Carpentry to level 2 and another 20 (10x2) to increase Rocky's Carpentry to 3. A second example would be if Valerie's character, Elminster, had Acting at level 2. The numbers on Acting are as follows:

Acting (IQ/ 2)

Level 1 would have cost 5; the next level would cost 10(5x2). Don't worry; the character sheets (the forms you record a character's stats on) will have a place to note how much you spent on your last improvement of a particular skill. Most people can at least attempt something without having any training. To attempt to use a skill that he/she does not possess, a character's dice pool is equal to the attribute the skill is associated with; the skill is added but it has a level of 0. If a skill has the word "None" written next to it, then a character may not attempt to use the skill without being trained in it.

KNACKS

Knacks represent the natural aptitudes of characters. Knacks cost 5 points a piece up to a maximum of 3 knacks. Knacks may only be purchased during character creation. A knack for a given skill is denoted by placing an asterisk (*) by the skill on the character sheet. Treat skills with knacks as having a permanent reduction in difficulty of 1.

Below is a listing of common skills. As with Merits and Flaws, players and GMs should feel free to add any skills they deem necessary.

Acrobatics   (DX/4)

This ability covers things ranging from flips to jumps to swings. To execute one of these maneuvers, make a test as usual.

Acting   (IQ/ 2)

This skill allows you to act out other personalities and convince others that you are what you say you are. This includes actions as well as emotions. A contest occurs whenever another character attempts to disbelieve the act. The acting character makes an Acting test against his/her opponent's PN test. Success preserves the act.

Animal Handling   (IQ/2)

This ability allows you to work with and train domesticated animals. It may also help you deal with wild animals. When dealing with animals, make a test. Then make a reaction roll to determine the animal's attitude toward the character, adding 1 to the result for each success of the Animal Handling test.

Appraisal   (PN/2)

This is the ability to determine the value of goods. Make a test to determine the value of an item. Each success beyond the first increases the accuracy and precision of the approximation.

Artist (PN/2)

This is the ability to draw and paint in an effort to create a work of art. Make a test as usual.

Blacksmith (IQ/2) None

This ability allows character to build/repair weapons and armor. Make a test as usual. The more success, the higher the quality of the work.

Block (DX/2)

This is the ability to block attacks using any of various shields. Make a test as usual. Each success cancels out one of your opponent's successes on his/her attack.

Bribery (IQ/2)

This is the ability to buy favors from others. Make a test to cover anything from determining if a person will accept a bribe to arguing a price to concealing the transaction.

Camouflage (PN/2)

This is the ability to hide in your surroundings using natural materials. This includes equipment as well. A contest occurs whenever another character attempts to see whatever is camouflaged. The camouflaging character makes a Camouflage test against his/her opponent's PN test. Success preserves the concealment of the object

Carpentry (IQ/2)

This is the ability to create and shape things out of wood. Make a test as usual. The more successes, the higher the quality of the work.

Climbing (DX/2)

This is the ability to find and use handholds and footholds, as well as maintaining balance at various heights. Tests are commonly required every 10 feet.

Computer (IQ/2) None

This is the ability to perform common tasks on a computer. Make a test when attempting to perform anything but the most basic of actions using a computer.

Conceal Item (IQ/2)

This is the ability to hide weapons and other objects on your person to as to prevent their discovery. A contest occurs whenever another character attempts to discover whatever is hidden. The concealing character makes a Conceal Item test against his/her opponent's PN test. Success preserves the concealment of the object.

Criminology (IQ/2)

This is the ability to analyze crime scenes and to understand criminals. Tests are made when attempting to extrapolate information based on evidence.

Cultural Knowledge (IQ/2)

This is the knowledge about a culture in a particular area. Whether or not a character has knowledge about a particular aspect of a particular culture depends on his/her Cultural Knowledge level, though specifics are best left to the GM.

Demolitions (IQ/2)

This is the ability to use explosives effectively. Make a test to determine the best location to plant explosives.

Disguise (IQ/2)

This is the ability to make yourself or another person look like someone else. A contest occurs whenever another character attempts to realize that the disguised person is not who they appear to be. The disguising character makes a Disguise test against his/her opponent's PN test. Success preserves the disguises integrity.

Dodge (DX/2)

This is the ability to move one's body in order to avoid incoming attacks. Make a test as usual. Each success cancels out one of your opponent's successes on his/her attack.

Drive (PN/2)

This is the ability to drive various types of vehicles. These may range from bicycles to cars to boats to tanks. Make a test whenever attempting to perform an uncommon maneuver or when loss of control is possible.

Electronics (IQ/2)

This is the ability to use common electronic equipment effectively. Make a test when attempting to perform anything but the most basic of actions using electronics.

Engineering (IQ/2) None

This is the ability to design, build, or repair machinery and electronic equipment. Make a test as usual. The more success, the higher the quality of the work.

Escape (DX/4)

This is the ability to escape from handcuffs, ropes, and other restraints. Make a test as usual. Keep in mind that difficulties may vary widely.

Etiquette (IQ/2)

This skill represents a character's understanding of proper behavior in different social situations. This may include anything from common funeral attire to table manners. Whether or not a character has knowledge about the etiquette of a particular culture depends on his/her Etiquette level, though specifics are best left to the GM.

Fishing (IQ/2)

This is the ability to locate and catch fish. This ability may also allow a character to construct the items necessary to accomplish such a task, though the materials available may produce a modifier. Make a test whenever your character attempts to locate, catch, clean, or cook fish.

First Aid (IQ/2)

This is the ability to repair injury in the field. This skill is used whenever a character is attempting to use a first aid kit to heal the wounded.

Forgery (IQ/2)

This is the ability to imitate another person's handwriting or signature. This skill is also used when attempting to create false documents. A contest occurs whenever another character attempts to realize that the forgery is not genuine. The forging character makes a Forgery test against his/her opponent's PN test.

Haggle (IQ/2)

This is the ability to bargain in order to get better prices when buying/selling items. A contest occurs whenever two characters attempt to negotiate a price. The characters make Haggle tests against each other. If a character does not have Haggle he/she uses IQ as usual.

Hunting (IQ/2)

This is the ability to locate and cook wild game. This ability may also allow a character to construct the items necessary to accomplish such a task, though the materials available may produce a modifier. Make a test when attempting to determine the likely location of wild game in a given area.

Interrogation (IQ/2)

This is the ability to question people effectively in order to extract information. A contest occurs whenever a character attempts to interrogate another character. The interrogating character makes an Interrogation test against his/her opponent's IQ test. If the character being interrogated has the Interrogation skill he/she may use that level in place of his/her IQ.

Jumping (DX/2)

This is the ability to use your body's strength and weight to maximize your jumping distance/height. Make a test when attempting to perform anything but the easiest of jumps.

Language (IQ/2) None

This skill allows a character to learn, read, and write languages other than his/her first language. When attempting to learn

another language, a test must be made each hour to determine if you have learned the languages components successfully. When attempting to read or write a document in a known language, make one test per document. A character may learn a number of foreign languages equal to his/her Language skill level.

Lip Reading   (PN/2)
 This is the ability to determine what a person is saying based solely on the movement of their mouth. Make a test whenever attempting to read another character's lips. (The character must know a language to lip read it.)

Lockpicking   (IQ/2)
 This is the ability to use lockpicking tools in an effort to disable or otherwise bypass a mechanical clock. Make a test whenever attempting to pick a lock, the difficulty depending on the type of lock. (This includes combination locks, though no tools may be required.)

Martial Arts   (DX/4)   None
 This is the ability to fight in a trained manner without the use of weapons. When using Martial Arts, add an amount of damage equal to your skill level to each attack. Martial Arts allows you to parry attacks made against you with your bare hands. You may not use Martial Arts if your encumbrance is more than light. Make a test when attempting to strike an opponent or when attempting to parry a blow.

Melee Weapons
 These skills represent the ability to use different melee weapons effectively. Make a test when attempting to strike your opponent:
Axe/Mace   (DX/2)
 This is the ability to use the axe or mace.
Club   (DX/2)
 This is the ability to use the club or blackjack.

Fencing   (DX/2)
 This is the ability to use the rapier or saber.
Flail   (DX/2)
 This is the ability to use the flail.
Shortsword   (DX/2)
 This is the ability to use the shortsword or broadsword.
Knife   (DX/2)
 This is the ability to use the knife.
Polearm   (DX/2)
 This is the ability to use the poleaxe or halberd.
Spear/Staff   (DX/4)
 This is the ability to use the spear or quarterstaff.
2-handed Axe/Mace(DX/2)
 This is the ability to use the battleaxe or maul.
2-handed Sword   (DX/2)
 This is the ability to use the 2-handed sword.
Long Sword   (DX/2)
 This is the ability to use the long sword or bastard sword.
Power Sword(DX/4)
 This is the ability to use the power sword.

Missile Weapons
 These skills represent the ability to use different missile weapons effectively. Make a test when attempting to strike an opponent:
Bow   (DX/4)
 This is the ability to use the short bow, longbow, or composite bow.
Crossbow   (DX/3)
 This is the ability to use the crossbow.
Sling   (DX/3)
 This is the ability to use the sling.
Pistol   (DX/2)
 This is the ability to use various handguns and pistols.
Shotgun   (DX/2)
 This is the ability to use the shotgun.
Rifle   (DX/2)
 This is the ability to use various rifles, from an M-16 to a silenced assault rifle.

Automatic (DX/2)

This is the ability to use various automatic weapons.

Energy Weapon (DX/2)

This is the ability to use various energy-based pistols and rifles.

Navigation (PN/2) None

This is the ability to use maps, stars, and geographical objects to determine your location. Make a test as usual.

Occultism (IQ/2)

This ability represents the knowledge and understanding legends and myths. This may range from superstitions to common rumors to urban legends. Whether or not a character has knowledge about the mythology of a particular culture or region depends on his/her Occultism level, though specifics are best left to the GM.

Parry (DX/2)

This is the ability to use weapons (or even your limbs in some situations) to stop incoming blows. Make a test against your opponent's attack test.

Physician (IQ/2) None

This is the ability to diagnose and treat various diseases and injuries. Make a test when attempting to determine the cause of various symptoms. Also make a test whenever attempting to treat a patient. Results may range from increased resistance to recovered hit points, depending on the situation.

Pickpocket (DX/4)

This is the ability to steal objects off of a person's body without their knowledge. Make a test as usual.

Programming (IQ/4) None

This is the ability to write and edit computer software. Make a test whenever trying to create/alter software.

Public Speaking (PN/2) None

This is the ability to speak effectively to groups of people. This skill employs hand gestures as well as speech to sway people to your cause. Make a test as usual. Each success increases the result of reaction rolls concerning characters that hear you by one.

Research (IQ/2)

This is the ability to find and study various forms of information. Make a test as usual, the more success, the more detailed information you find.

Riding (PN/2)

This is the ability to ride various domesticated animals. Make a test whenever attempting to perform an uncommon maneuver or when loss of control is possible.

Sailing (PN/2)

This is the ability to man and pilot sailing vessels. Make a test whenever attempting to perform an uncommon maneuver or when loss of control is possible.

Second Weapon (DX/2)

This skill allows a character to use two different weapons at the same time. Make the second attack test using your Second Weapon level. Any penalties incurred on the weapon's skill or Second Weapon skill for using multiple actions are reduced by one. (Your Second Weapon skill must always be, at most, one less than your skill in the given weapon.)

Shadowing (IQ/2)

This is the ability to follow someone while using shadows, other people, etc. to avoid detection. A contest occurs whenever another character attempts to realize that he/she is being followed. The shadowing character makes a Shadowing test against his/her opponent's PN test.

Survival (PN/2)

This is the ability to survive away from civilization. This includes finding water and shelter among other things. This skill also

provides a character the knowledge of what plants and animals are poisonous or otherwise harmful. Make a test when attempting to determine the likely location of water, shelter, or edible plants in a given area. Whether or not a character has knowledge about the flora and fauna of a particular region depends on his/her Survival level, though specifics are best left to the GM.

Swift Strike   (DX/2)

This is the ability to make a quick surprise strike before an opponent can react. If a character is not expecting an attack, make a Swift Strike test against his/her DX test. If successful, you may gain an extra attack in the first round of combat. If that attack is successful, add an extra 1d6 to its damage.

Swimming   (DX/2)

This is the ability to swim and to help others while in the water. Make a test whenever attempting difficult maneuvers or long-term swimming.

Taunt   (IQ/2)

This is the ability to anger an opponent in an effort to distract him/her. Make a test against his/her IQ test. If successful, all difficulties for him/her are increased by one during the next round.

Throwing   (DX/2)

This is the ability to throw objects (including throwing weapons) accurately. This is also allows you to better use your body to increase the distance a given object may be thrown. Make a test to determine the accuracy of a throw. Your character may through normal objects a distance equal to his/her Throwing level x20 yards.

Tracking   (PN/2)

This is the ability to track a person or animal through all types of terrain. Make a test when attempting to track another character or animal. Special care taken by the target to avoid detection may result in increased difficulty.

Traps   (Varies/2)

This ability covers everything from detecting and avoiding traps to disarming traps to building your own traps. This skill commonly makes use of both PN and IQ. Make a Traps test using PN when attempting to detect traps. Make a test using IQ when attempting to disable or building traps.

Unarmed Combat   (DX/2)

This is the ability to fight effectively without the use of weapons. Make a test using Unarmed Combat when punching or kicking. Figure damage using ST (Bashing).

COMBAT

Combat in PROTEUS is split into rounds. Each round lasts from 1 to 5 seconds of game time and is split into three stages. The first stage is called Initiative. During this stage players determine in what order their characters will perform their actions. Then they declare what actions they will be performing. The second stage is called Attack. During this stage players make attack tests to determine if their attack strikes the target. The third stage is called Damage Resolution. It is during this stage that damage is calculated, armor is subtracted, and damage is applied.

INITIATIVE

First of all, each player and the GM add the levels of each of his/her characters' DX and PN; this is known as an *initiative rating*. (In many RPGs only something similar to DX is used, but doesn't it make sense that your ability to pay attention to what's going on around you should have some bearing on your initiative?) Then the GM and each player roll a single ten-sided die, adding the result to his/her characters' initiative rating. The player or GM controlling the character with the lowest result then declares what actions his/her character will attempt to perform. All characters' actions are declared in this manner in ascending order. (Although at first it may seem that it is better to have a low initiative rating, it is actually better to be able to act later; that way you know what the other characters are doing.) Once you have declared your characters' actions you may not change them. For example, if you declare that your character will attempt to block an attack made by a character that declares after you, then your character simply brings his/her shield up. (Though in some situations a GM may declare that a character could try to block a blow aimed at another character.) While this may seem irritating, it is more realistic.

ATTACK

Now the characters' actions are executed. The GM and players make tests for their characters' actions in the order they were declared. If a player declared a defensive maneuver, that action is executed at the appropriate time. (i.e. If Rocky goes before Roptat, Rocky blocks Roptat's attack when it occurs, not during his turn.)

DAMAGE RESOLUTION

At the beginning of this stage, the GM and all players roll damage for each successful attack their characters made. If an attack test scored more successes than necessary to be successful, add 2 points of damage for each extra success.

ARMOR

Applying armor is a very simple process. Simply subtract the armor value of the armor your target is wearing from the result of your damage roll.

TYPES OF DAMAGE

All damage is determined using six-sided dice. If a weapon's description says that its damage is "ST+1", this means, "roll a number of six-sided dice equal to your ST and add 1 to the result". Damage is split into two different categories: Cutting and Bashing. Each weapon does one of the two types of damage. If a weapon does Bashing damage, roll the dice for the damage of that weapon. Subtract armor from the result; the remaining damage is the damage that applies to your target. If a weapon does Cutting damage, roll the dice for the damage of that weapon. Subtract armor from the result, and then double the remaining damage. This is the damage that applies to your target.

APPLYING DAMAGE

Once you have determined the amount of damage that affects your target, the person controlling your target simply subtracts the damage from the current hit points of your target. The actual effects of this damage will be described in a later section.

MOVEMENT

A character may move a number of yards per turn equal to 10x his/her DX. This assumes a character is running; walking speed would be about half that speed.

ENCUMBRANCE

A character can only carry so much weight before he/she will be weighed down. The descriptions below explain how much weight can be carried and what effects apply at that point. The weight of normal clothing does not count toward encumbrance. Weight is halved for encumbrance for items in a backpack.

No Encumbrance: (Weight=STx20) You have no penalties.

Light Encumbrance: (Weight=STx30) Your movement speed is reduced by 2 yards/turn. Your Dodge skill level is reduced by 1.

Medium Encumbrance: (Weight=STx40) Your movement speed is reduced by 5 yards/turn. Your Dodge skill level and DX are both reduced by 1.

Heavy Encumbrance: (Weight=STx50) Your movement speed is reduced by 8 yards/turn. Your Dodge skill level and DX are both reduced by 1.

Anything above STx50 is likely to prevent you from moving entirely. If you think your character should still be able to move for one reason or another, take it up with the GM.

ACTIONS

Many actions may be performed during combat. In most cases, each character may only perform one action per combat round. When attempting to perform multiple actions, including defensive maneuvers, subtract a number of skill levels from each action equal to the total number of actions being attempted. For example, Bob's character, Al, has a Melee Weapon skill of 3, a Dodge skill of 2, and a DX of 3. Al is going to attack another character with his sword and then dodge an attack. Al would attack using a dice pool of 4 (3+3-2=4) and dodge using a dice pool of 3 (2+3-2=3). Common actions include such things as swinging a sword, firing a gun, or moving. Other actions are described below. Normal actions, such as picking a lock, may also be performed in the midst of combat (though stopping to pick a lock while a guy is trying to lob off your head with an axe might be considered risky to say the least). As with many things in PROTEUS, if the players and GM feels that something has been left out, feel free to add it.

RELOADING

It takes one turn to reload any weapon. A character may take no action other than moving while reloading a weapon.

ALL-OUT ATTACK

A character has the option of making an especially aggressive attack. This will increase the chances that he/she will succeed in the attack, but it will also make him/her more vulnerable to attack. Reduce the difficulty of the attack by 2 for that turn, and decrease the difficulty of any attack made against him/her that turn by 1. A character making an all-out attack may not use a defensive maneuver that turn.

AIMING

A character may spend his/her turn aiming a missile weapon in order to increase his/her chances of hitting the target in a later round. During a round in which a character is aiming, he/he may do nothing else. For each round of combat spent aiming, reduce the difficulty of the attack by one, to a maximum reduction of –2. This maximum is increased to –4 when a scope is used.

DEFENSIVE MANEUVERS

Defensive maneuvers are used to lower the chances that a character will be hit in combat.

BLOCK – A character may attempt to block an attack using his/her shield. Make a test using the Block skill. Each success cancels out one of your opponent's successes on his/her attack. Firearms may not be Blocked.

PARRY – A character may attempt to deflect blows with his/her weapon. Make a test using the Parry skill. Each success cancels out one of your opponent's success on his/her attack. Missile weapons may not be Parried.

DODGE – A character may attempt to avoid attacks by simply moving out of the way. Make a test using the Dodge skill. Each success cancels out one of your opponent's success on his/her attack. A single Dodge test affects all Missile Weapon attacks made on you during the round.

MULTIPLE SHOTS

Some missile weapons allow you to fire multiple shots at a single target as one action. If a weapons description has any number greater than 1 under the category Shots, the weapon may be fired that many times at one target. Make separate tests and damage rolls for each shot. You may only fire at one target when using Multiple Shots. When attempting to fire at multiple targets, each attack is one action, and Multiple Shots may not be used.

WEAPONS & ARMOR

This section describes the variety of equipment common in Ad Tair. Equipment may range from weapons to tents to rations. The statistics for equipment are described below:

Name: This is the common name given to most items of this type. Specific items may have specific name. For example, a specific long sword may be called the Wetchik's Long Sword of Truth.

Damage Type: Used primarily when describing weapons, this tells if a weapon does Bashing or Cutting damage.

Damage: Used primarily when describing weapons, this gives the number of six-sided dice used to determine the damage a weapon does in combat.

Minimum ST: Used primarily when describing weapons, this gives the minimum ST required to wield the weapon effectively. If a character does not have the ST necessary to use the weapon, he/she cannot use it. (GMs have the option of letting characters use weapons that are too heavy for them with drastically increased difficulties, but it may be simpler to just not let the characters use those weapons.)

Size: This tells whether an item is 1-handed or 2-handed.

Skill: This is the skill required to use the item. If a character does not have the skill, he/she may use the attribute the skill is based on instead (assuming that the skill allows this).

Range: This is the maximum range at which a weapon may be used.

Clip: Primarily used when referring to firearms, this is the number of rounds per clip. A weapon must be reloaded when its clip is empty.

Shots: The number of rounds that may be fired at a single target using a single action. When using weapons using the Bow, Crossbow, or Sling skills, a character may fire 1 round per turn at skill levels 1 and 2, 2 rounds at levels 3 and 4, and 3 rounds at level 5. Characters at the appropriate levels are able to reload fast enough to fire more than 1 shot at a single target per round.

Weight: All items have a weight. This is the weight that applies toward encumbrance.

Cost: This is the average cost for this item. Some places may charge more, some less. All prices are given in kennas (though many people may not ask for kennas, especially other species).

Special: These are any special effects, requirements, etc. associated with the item.

Axe
Damage Type: Cutting   Damage: ST+1
Size: 1-handed   Min. ST: 2
Skill: Axe/Mace   Weight: 10   Cost: 50
This basic chopping weapon consists of a 1- to 3-foot handle with one single-edged, bell-shaped blade at one end.

Mace
Damage Type: Bashing   Damage: ST+3
Size: 1-handed   Min. ST: 2
Skill: Axe/Mace   Weight: 10   Cost: 50
This is a club with a metal-reinforced head.

Club
Damage Type: Bashing   Damage: ST+1
Size: 1-handed   Min. ST: 2
Skill: Club   Weight: 8   Cost: 10

This is any length of wood or stone that is used in a swinging manner to strike another object.

Blackjack
Damage Type: Bashing   Damage: ST
Size: 1-handed   Min. ST: 2
Skill: Club   Weight: 3   Cost: 20
Special: A Blackjack may not be used to Parry
This is a small hand-held weighted club used to strike someone, preferably on the head.

Rapier
Damage Type: Cutting   Damage: ST
Size: 1-handed   Min. ST: 1
Skill: Fencing   Weight: 8   Cost: 500
Special: Reduce difficulty by 1 when Parrying
This is an extremely thin sword approximately 3 to 4 feet long, very similar to a fencing foil. It is usually used when a strong defense is preferable to a strong offense.

Saber
Damage Type: Cutting   Damage: ST+1
Size: 1-handed   Min. ST: 2
Skill: Fencing   Weight: 10   Cost: 700
Special: Reduce difficulty by 1 when Parrying
This weapon is similar to a Rapier. However, it is a little thicker and is capable of inflicting slightly more damage.

Flail
Damage Type: Bashing   Damage: ST+4
Size: 1-handed   Min. ST: 3
Skill: Flail   Weight: 30   Cost: 100
Special: Attempts to Parry against Flails are increased in difficulty by 1
The Flail consists of a 2- to 4-foot handle connected to a metal rod by a chain. The metal rod may or may not be spiked.

Shortsword
Damage Type: Cutting   Damage: ST
Size: 1-handed   Min. ST: 2
Skill: Shortsword   Weight: 14   Cost: 400
A Shortsword is a single- or double-edged sword between 1½ and 2 feet in length.

Broadsword
Damage Type: Cutting   Damage: ST+1
Size: 1-handed   Min. ST: 2
Skill: Shortsword   Weight: 18   Cost: 500
A Broadsword is a single- or double-edged sword between 2 and 3 feet in length.

Knife
Damage Type: Cutting   Damage: ST-3
Size: 1-handed   Min. ST: 1
Skill: Knife   Weight: 1   Cost: 30
A knife is a small bladed weapon.

Poleaxe
Damage Type: Cutting   Damage: ST+4
Size: 2-handed   Min. ST: 3
Skill: Polearm   Weight: 40   Cost: 120
This consists of a handle approximately 5 feet in length with a large bell-shaped, single- or double-edged blade at the end.

Halberd
Damage Type: Cutting   Damage: ST+5
Size: 2-handed   Min. ST: 3
Skill: Polearm   Weight: 40   Cost: 150
The Halberd is a long pole with a small blade and sharp point on the end.

Quarterstaff
Damage Type: Bashing   Damage: ST+2
Size: 2-handed   Min. ST: 2
Skill: Spear/Staff   Weight: 10   Cost: 15
Special: Reduce difficulty by 1 when Parrying
This is a weapon consisting of a long pole made of wood.

Spear
Damage Type: Cutting   Damage: ST+1
Size: 2-handed Min. ST: 2 Range: STx10 yds.
Skill: Varies   Weight: 15   Cost: 40
A spear used consists of a pole 3 to 4 feet in length tipped with a metal point. A spear may be used with either the Spear/Staff skill or Throwing skill.

Battle Axe
Damage Type: Cutting   Damage: ST+4
Size: 2-handed   Min. ST: 3
Skill: 2-H Axe/Mace   Weight: 25   Cost: 700
This consists of a 2- to 4-foot handle with a large, double, bell-shaped blade.

Maul
Damage Type: Bashing   Damage: ST+4
Size: 2-handed   Min. ST: 4
Skill: 2-H Axe/Mace   Weight: 40   Cost: 600
This consists of a large handle 4 to 5 feet in length with a large metal block at one end.

2-Handed Sword
Damage Type: Cutting   Damage: ST+4
Size: 2-handed   Min. ST: 3
Skill: 2-H Sword   Weight: 30   Cost: 900
This is a double-edged blade approximately 4 to 5 feet in length.

Long Sword
Damage Type: Cutting   Damage: ST+2
Size: 1-handed   Min. ST: 3
Skill: Long Sword   Weight: 18   Cost: 700
This is a long, slender sword between 3 and 4 feet in length.

Bastard Sword
Damage Type: Cutting   Damage: ST+3
Size: 1-handed   Min. ST: 3
Skill: Long Sword   Weight: 22   Cost: 800
This is a wider version of the Long Sword; it is usually approximately 4 feet long.

Power Sword
Damage Type: Cutting   Damage: ST+12
Size: 1-handed   Min. ST: 2
Skill: Power Sword   Weight: 5   Cost: ?!?
This extremely rare weapon consists of an electronic, solar-powered handle.   When activated this handle emits a beam of energy approximately 3 feet in length. This beam can cut through most known substances, instantly cauterizing whatever it cuts.

Throwing Axe
Damage Type: Cutting   Damage: ST+2
Size: 1-handed Min. ST: 2 Range: STx10 yds.
Skill: Throwing   Weight: 8   Cost: 60
The Throwing Axe is similar to a normal Axe except that it is balanced for throwing.

Short Bow
Damage Type: Cutting   Damage: ST
Size: 2-handed   Min. ST: 2

Range: STx20 yds.   Clip: 1 (arrow)
Skill: Bow   Weight: 10   Cost: 50
This applies to most bows less than 4 feet in length.   Most arrows used for Short Bows measure approximately 2 feet in length and cost around 2 kennas.

Long Bow
Damage Type: Cutting   Damage: ST+2
Size: 2-handed   Min. ST: 2
Range: 30xST yds.   Clip: 1 (arrow)
Skill: Bow   Weight: 18   Cost: 200
This bow usually ranges from 4 to 8 feet in length. Long Bow arrows range from 2- to 4-foot long and cost around 2 kennas.

Composite Bow
Damage Type: Cutting   Damage: ST+3
Size: 2-handed   Min. ST: 3
Range: 35xST yds.   Clip: 1 (arrow)
Skill: Bow   Weight: 15   Cost: 700
This bow usually ranges from 3 to 5 feet in length. It uses a set of pulleys to increase the force with which the arrow is fired. Composite Bow arrows range from 2 to 3 feet in length and cost around 2 kennas.

Crossbow
Damage Type: Cutting   Damage: ST+3
Size: 2-handed   Min. ST: 2
Range: 25xST yds.   Clip: 1 (bolt)
Skill: Crossbow   Weight: 16   Cost: 300
The Crossbow consists of a small bow mounted horizontally on a shaft with a trigger that releases the bowstring. Crossbow bolts are usually less than a foot in length and cost around 3 kennas.

Throwing Knife
Damage Type: Cutting   Damage: ST-2
Size: 1-handed Min. ST: 1 Range: STx10 yds.
Skill: Throwing   Weight: 2   Cost: 30
A Throwing Knife is similar to a normal Knife except that it is balanced for throwing.

Sling
Damage Type: Bashing   Damage: ST-1
Size: 1-handed Min. ST: 1 Range: STx15 yds.
Skill: Sling   Weight: 2   Cost: 15

A Sling normally consists of a strap of leather with a pouch. Ammunition (usually a rock) is placed in the pouch and slung out at the target.

The following are stats for many of the firearms found in Ad Tair. If no Range is listed, assume approximately 100 yards. The cost of firearms varies wildly, but, due to their rarity, they are usually expensive. Ammunition is also frightfully expensive; assume ammunition comes in clips containing the proper number of rounds (the problem of reloading revolvers easily has been solved by now). In most cases the ammunition for each weapon is unique (i.e. the bullets used in a Winchester Rifle won't work in a M-16 Rifle). Of course, GMs may allow greater compatibility; perhaps the bullets simply need to be modified. Each clip is assumed to have a weight of 1.

Colt .45
Damage Type: Cutting   Damage: 2d
Size: 1-handed   Min. ST: 1
Clip: 6   Shots: 1   Skill: Pistol   Weight: 3

Glock
Damage Type: Cutting   Damage: 2d+2
Size: 1-handed   Min. ST: 1
Clip: 12   Shots: 3   Skill: Pistol   Weight: 2

Magnum
Damage Type: Cutting   Damage: 3d
Size: 1-handed   Min. ST: 1
Clip: 6   Shots: 1   Skill: Pistol   Weight: 3.5

Luger
Damage Type: Cutting   Damage: 2d+2
Size: 1-handed   Min. ST: 1
Clip: 8   Shots: 2   Skill: Pistol   Weight: 3

.38 Special
Damage Type: Cutting   Damage: 2d-1
Size: 1-handed   Min. ST: 1
Clip: 6   Shots: 2   Skill: Pistol   Weight: 2

12-guage Shotgun
Damage Type: Cutting   Damage: 4d
Size: 2-handed   Min. ST: 2
Clip: 5   Shots: 1   Skill: Shotgun   Weight: 8

Sawed-off Shotgun
Damage Type: Cutting   Damage: 4d-2
Size: 2-handed   Min. ST: 2
Clip: 5   Shots: 1   Skill: Shotgun   Weight: 8
Special: Attack difficulty reduced by 1

Winchester Rifle
Damage Type: Cutting   Damage: 4d-1
Size: 2-handed   Min. ST: 2   Range: 150
Clip: 6   Shots: 2   Skill: Rifle   Weight: 7

M-16 Rifle
Damage Type: Cutting   Damage: 4d
Size: 2-handed   Min. ST: 2
Clip: 20   Shots: 4   Skill: Rifle   Weight: 10

Sniper Rifle
Damage Type: Cutting   Damage: 6d
Size: 2-handed   Min. ST: 2   Range: 300
Clip: 8   Shots: 2   Skill: Rifle   Weight: 10

AK-47
Damage Type: Cutting   Damage: 3d
Size: 2-handed   Min. ST: 2
Clip: 20   Shots: 5   Skill: Automatic Weight: 10

Uzi
Damage Type: Cutting   Damage: 2d
Size: 1-handed   Min. ST: 1
Clip: 16   Shots: 4   Skill: Automatic   Weight: 7

Ingram Mac-10
Damage Type: Cutting   Damage: 2d+1
Size: 2-handed   Min. ST: 1
Clip: 20   Shots: 5   Skill: Automatic Weight: 8

MP5 Submachine Gun
Damage Type: Cutting   Damage: 2d+2
Size: 2-handed   Min. ST: 1
Clip: 20   Shots: 4   Skill: Automatic Weight: 9

The Ingram Mac-10 and the MP5 Submachine Gun

Energy Pistol
Damage Type: Cutting   Damage: 3d
Size: 1-handed   Min. ST: 1
Clip: 10   Shots: 2   Skill: Energy W.   Weight: 3

Plasma Rifle
Damage Type: Cutting   Damage: 6d+2
Size: 2-handed   Min. ST: 1
Clip: 12   Shots: 2   Skill: Energy W.   Weight: 3

Pulse Rifle
Damage Type: Cutting   Damage: 6d
Size: 2-handed   Min. ST: 1
Clip: 12   Shots: 3   Skill: Energy W.   Weight: 3

ARMORS

Armor is common and usually necessary in the world of Ad Tair. Armor descriptions include the name of the armor, the amount of damage absorbed by the armor (known as the Armor Value), its weight, and its cost. Only one type of armor may be worn at a given time (with the exception of Normal Clothing, which may be worn with just about anything).

If a character is attacked and the amount of damage <u>before armor is subtracted</u> is greater than or equal to 3 times the Armor Value of that armor, then the armor itself is damaged to the point of uselessness. It no longer provides any protection against attack. Armor does not absorb any damage during the turn on which it was destroyed.

Below are various types of armor that exist in the world of PROTEUS. As always, GMs and players should feel free to create new armors if they feel the need.

Armor Name	Armor	Weight	Cost
Normal Clothing	0	varies	varies
Leather Armor	2	10	200
Studded Leather Armor	4	15	350
Chain Mail	6	25	550
Half Plate	8	30	850
Full Plate	13	40	1250
Flak Jacket	6	12	700
Kevlar	10	20	1250
Riot Gear	11	30	1500
Full Body Armor	15	35	2000

SHIELDS

Shields can be very useful in combat. While shields provide no armor protection, they are an absolute necessity in order to Block attacks. A character may not attempt to Block an attack if he/she does not have a shield. Many shields also increase the chances of a successful Block. Shield descriptions include the name of the shield, its weight, its cost, as well as its Block Value. The Block Value of a shield represents how effective the shield is in increasing the chances of a successful Block. When Blocking, subtract the Block Value from the difficulty of the Block. For example, Marius (DX 3; Block 2) is using a Buckler (Block Value 0) and attempts to Block an attack. His attacker scores 3 successes on his Melee Weapon test. Marius makes his Block test and rolls 2, 4, 8, 7, and 3. He scores 2 successes and the attack succeeds (though the extra point of damage is prevented). If Marius had been using a Kite Shield (Block Value 2), he would have cancelled out 3 of his attacker's successes (4, 8, and 7), and the attack would have failed.

Name	Block	Weight	Cost
Buckler	0	10	100
Small Shield	1	18	200
Kite Shield	2	25	400
Tower Shield	3	35	800

Psionics are special skills that are possessed only by a small handful of people on the planet. Incidentally, these people are known as natural Psionics. Psionics are definitely mind-based (IQ), but this may be due to something physically different in those who possess Psionics. Although some species' natural abilities may resemble Psionics (and use the same rules), true Psionics are extremely rare. Psionics are treated like normal skills except where described below. To use a Psionic a person must expend the body's natural energy. This energy has been called many things: essence, potential, mana, etc. The Total Energy contained within a person's body is equal to (IQ + HT)x4. When using a Psionic, subtract the energy used from the Current Energy. This energy is expended regardless of the result of the Psionic. The Current Energy cannot go below zero. When the Current Energy falls to zero, the body starts to die, losing 1 hit point per hour. Don't worry – energy can be replenished!

Replenishing Energy

Energy can be replenished in several ways. Eating replenishes energy at the rate of 1 point per 500 grams of food consumed to a maximum of 5 (or less depending on how healthy the food is). Drinking water also replenishes energy at a rate of 1 point per 16oz of water consumed to a maximum of 3. Other beverages may provide energy, but only pure fruit juices and other similar substances even approach the effectiveness of water. Resting replenishes energy at a rate of 1 point per 30 minutes of rest to a maximum of 3. A person must be <u>relaxed</u> in order to recover energy. Sleeping is a very effective method of replenishing energy. Sleeping recovers energy at a rate of 1 point per hour of sleep with no maximum!

Losing Energy

Energy can also be lost due to thirst, hunger, and lack of sleep. Most people need to eat at least two meals per day. Each time a person skips a meal he/she loses 1 point of energy. Any time two or more meals are skipped, energy cannot be recovered from sleep until the person eats a meal. People must take in an amount of liquid equal to approximately 48oz of water per day. If this requirement is not met, subtract 2 from Current Energy. These two points cannot be recovered by anything other than liquid intake. If a person goes without sleep for more than 30 hours, that person's Current Energy is reduced by 5 and another 3 for every 10 sleepless hours after.

Echelons

Psionics are divided into Echelons. The higher the Echelon the more powerful Psionics it contains. There are 5 Echelons. Echelon 1 Psionics are available immediately, but, in order to advance to higher Echelons, a person's Echelon 1 Psionics must have reached a certain Level. To advance to the next Echelon, a person must have three Psionics from their current Echelon at Level 3 or higher. In addition, in order to advance to another Echelon a person must spend a number of *Character Points* equal to five times the new Echelon. For example, a person wants to advance to Echelon 3. They must spend 15 *Character Points* (5x3=15). Natural Psionics cannot advance past Echelon 3, though a specie's natural abilities may use the rules for an Echelon 4 or 5 Psionic. Psionics of the PROTEUS project may reach any Echelon.

Psionic Descriptions

Psionic descriptions are organized much the same way as skills. First, the Psionic's

name is listed. Following this are the commonly associated attribute (almost always IQ) and the improvement multiplier. Next is the Minimum IQ. People who have the ability to learn Psionics must have an IQ greater than or equal the Minimum IQ in order to learn a specific Psionic. If a Psionic has any Prerequisites listed, your character must have the required Psionics at the necessary Levels in order to learn that Psionic. The Energy Usage is the amount of energy a character must expend in order to use the Psionic. The rest of the description explains the specifics on how to use the particular Psionic.

Light Amplification
ECHELON 1
(IQ/2) None
Minimum IQ: 2
Prerequisites: None
Energy Usage: 1
This ability allows the user to direct more light off of nearby objects and then to his/her eyes. This enables him/her to see in the dark. Make a test as usual. The type of environment in which the user can see with <u>no problem</u> depends on the Light Amplification Level:

Environment	Level
Dusk/Light Fog	1
Twilight	2
Heavy fog	3
Pitch black	4
Pitch black with fog	5

Speed Burst
ECHELON 1
(IQ/2) None
Minimum IQ: 2
Prerequisites: None
Energy Usage: 1
This ability allows the user to channel energy to his/her nervous system and muscles so as to increase movement speed. Make a test as usual. This increases the dice pool for Dodge and all DX-based skills (including attacking) by one die for each level of Speed Burst. This ability also increases movement speed to a speed equal to 150% of normal. These effects last for 1 round.

Strength Burst
ECHELON 1
(IQ/2) None
Minimum IQ: 2
Prerequisites: None
Energy Usage: 1
This ability allows the user to channel a burst of energy to a specific set of muscles. Roll as usual. Your character's ST is increased by 1 for one round per level of Strength Burst.

Thermal Vision
ECHELON 1
(IQ/2) None
Minimum IQ: 2
Prerequisites: None
Energy Usage: 1
This ability allows the user to see heat sources such as bodies, fires, etc. Make a test as usual. This ability lasts a number of minutes equal to the Thermal Vision Level. The range and effectiveness of this ability is determined by the Thermal Vision Level:

Range	Effectiveness	Level
1-10	Direct LOS required; difference must be $20°+$	1
1-30	Direct LOS required; difference must be $10°+$	2-3
1-50	May 'see' through anything; any difference	4
1-100	May 'see' through anything; any difference	5

Psionic Pulse
ECHELON 2
(IQ/2) None
Minimum IQ: 3
Prerequisites: Any Echelon 1 (Level 3+)
Energy Usage: 3
This ability allows the user to send an invisible wave of energy toward a target through sheer force of will. Roll to hit.
Damage Type: Bashing
Damage: Psionic Pulse Level
Range: (IQ+Psionic Pulse Level)x2 yds. Opponent's attempt to dodge at +1 difficulty. Opponent's attempt to block at +2 difficulty. May not be parried. At any Level below 4 the user must concentrate for one turn before using. For each extra turn spent concentrating increase the damage by +1 and increase the energy usage by 1.

Rapid Healing

ECHELON 2

(IQ/2) None
Minimum IQ: 2
Prerequisites: Strength Burst (Any Level)
Energy Usage: 2

This ability allows the user to channel energy to a specific location in the body in order to aid in the healing process. Roll as usual. Add 1 to First Aid or Natural Recovery for each Level in Rapid Healing each time Rapid Healing is used. (Rapid Healing can only be used once per use of First Aid or Natural Recovery. This does not mean every hour of Natural Recovery.)

Silence

ECHELON 2

(IQ/2) None
Minimum IQ: 2
Prerequisites: Speed (Level 3+)
Energy Usage: 2

This ability allows the user to dampen the sounds caused by basic movement (i.e. footsteps). Make a test as usual. Attempts to detect the sound are at +1 difficulty for each Level in Silence. This lasts for a number of minutes equal to your Level in Silence x2.

Sound Amplification

ECHELON 2

(IQ/2) None
Minimum IQ: 2
Prerequisites: Light Amplification (Any Level)
Energy Usage: 1

This ability allows the user to direct more energy to his/her hearing. This enables him/her to clearly hear things that most people wouldn't even be aware of. Make a test as usual. This lasts for a number of minutes equal to your Level in Sound Amplification x2. The type of environment and range at which the user can hear <u>clearly</u> depends on the Sound Amplification Level (though difficulties due to darkness may be reduced by a lower Level in Sound Amplification):

Range	Environment	Level
1-30	Relatively quiet	1
1-50	Some background noise	2
1-75	In a noisy bar	3-4
1-100	Amidst a battle complete with cannons	5

Electrical Disruption/Control

ECHELON 4

(IQ/4) None
Minimum IQ: 3
Prerequisites: Psionic Pulse (Level 3+)
Energy Usage: 4

This ability allows the user to disrupt (and eventually direct) the flow of electricity through electrical circuits and wires through force of will. While the user cannot decide which individual pathways will be affected, he/she can determine the desired result and the electricity will behave accordingly. Make a test as usual; increased difficulty may be applicable for especially well-defended electronics. This will last for a number of minutes equal to your Electrical Disruption/Control Level x2. Possible effects vary depending on Electrical Disruption/Control Level:

Effect	Level
Cause lights/electric appliances to shut off	1
Cause lights/electric appliances to turn on	2
Deactivate more sophisticated electronics	3
Activate sophisticated electronics	4
Defeat security systems (i.e. electronic keypads)	5

Energy Shield

ECHELON 3

(IQ/2) None
Minimum IQ: 3
Prerequisites: Rapid Healing (Any Level), Psionic Pulse (Any Level)
Energy Usage: 3

This ability creates a layer of energy just above the surface of the skin to help protect the user from explosions and other similar occurrences. This ability lasts for a number of rounds equal to the Energy Shield Level. Make a test as usual. Energy Shield simply increases the Armor Value of normally worn armor. If a character is attacked and the amount of damage <u>before armor is subtracted</u> is greater than or equal to 3 times the Armor Value of the

enhanced armor, Energy Shield will terminate prematurely. It will not provide extra protection that round. However, the user's normal armor remains intact and provides protection that turn. Energy Shield increases the Armor Value of normal armor by an amount depending on the Energy Shield Level:

Armor Bonus	Level
1	1
2	2
4	3
6	4
10	5

Psionic Blast

(IQ/4) None
Minimum IQ: 3
Prerequisites: Psionic Pulse (Level 4+)
Energy Usage: 4
This ability allows the user to cause a build up of energy in an object in a controlled manner. Eventually the user relaxes this control and the resulting violent release of energy takes the form of an explosion from <u>inside</u> the object. Due to the special nature of living organic material, Psionic Blast cannot be used on such a target prior to Level 3. Make a test as usual. Range: (IQ+Psionic Blast Level)x2 Opponent's attempt to dodge at +2 difficulty. May not be parried or blocked. Causes explosion Damage: number of dice equal to Psionic Blast Levelx2 User must concentrate for a number of turns before using depending on their Psionic Blast Level:

Turns	Level
5	1-2
4	3
3	4
2	5

Telepathy

(IQ/4) None
Minimum IQ: 4
Prerequisites: None
Energy Usage: 4
This skill allows the user to send information to another being through sheer power of the mind. A test is made as usual. This ability lasts for 1 minute per Telepathy Level. However, this does not necessarily mean that the target will be able to understand the information or reply. The type of information that can be sent varies depending on the user's Telepathy Level:

Info Type	Level
Basic Emotions	1
Simple Sentences	2
Standard Conversational	3
Images	4
Abstract Concepts (language not necessary)	5

Deflection

(IQ/4) None
Minimum IQ: 4
Prerequisites: Psionic Pulse (Level 4+), Energy Shield (Level 3+)
Energy Usage: 4
This ability allows the user to block incoming objects. No shield is required – the user generates a small shield of energy similar to Energy Shield. Make a Deflection test in place of a Block test. Even bullets and beam weapons can be blocked using Deflection!

Gamma Vision

(IQ/4) None
Minimum IQ: 5
Prerequisites: Light Amplification (Level 4+), Projection (Any Level)
Energy Usage: 5
Gamma Vision allows the user to see 'through' objects. This is accomplished by consciously forcing photons to travel through the molecular structure of the object. Make a test as usual. Some substances such as extremely dense or radioactive elements may produce negative modifiers. This lasts for a number of minutes equal to your Level in Gamma Vision. The range and type of objects that the user may see 'through' depend on his/her Gamma Vision Level (Note that these are cumulative):

Range	Object Type	Level
1-5	Cloth, paper, and other thin materials	1
1-10	Non-living organic substances (wood, etc.)	2
1-20	Rock and other minerals	3
1-30	Metal, plastic, and other synthetic materials	4
1-50	Just about anything	5

Invisibility

(IQ/4) None
Minimum IQ: 4
Prerequisites: Light Amplification (Level 3+), Energy Shield (Level 3+), Silence (Level 3+)
Energy Usage: 5

This ability prevents people from seeing the user through the conscious manipulation of photons. Make a test as usual. This ability lasts for a time equal to your Invisibility Level in minutes. If someone sees the result of the invisible person (i.e. footsteps appearing, a swinging sword, etc.) that person immediately makes a PN test; the difficulty depends on the Invisibility Level of the person using Invisibility.

Modifier	Level
6	1
7	2
8	3
9	4
10	5

Projection

(IQ/4) None
Minimum IQ: 4
Prerequisites: Light Amplification (Level 3+), Energy Shield (Level 3+)
Energy Usage: 6

This ability allows the user to project an image of him/herself and eventually others through the manipulation of photons. This ability also allows a limited manipulation of sound waves as well, allowing sound to accompany the image. Make a test as usual; modifiers depend on the amount of complexity/motion to be projected. The projection last a number of minutes equal to your Projection Level x2. Persons that view the projection may be able to realize it as such. They may make a PN test

with a difficulty depending on the Projection Level:

Range	Diff.	Complexity	Level
1-10	6	No motion, except possibly speech	1
1-20	7	Basic motion	2-3
1-30	8	Complex motion (i.e. fighting, etc.)	4
1-50	9	Complex motion + background	5

ESP

(IQ/4) None
Minimum IQ: 5
Prerequisites: Telepathy (Level 3+)
Energy Usage: 7

This ability allows the user to read another persons thoughts. Make a test as usual. The target may resist. A regular contest occurs with an ESP test vs. an IQ test. If the target also has ESP they may use their ESP to resist. ESP lasts for a number of minutes equal to the ESP Level. The type of information that can be gleaned from the target's mind depends on the ESP Level of the user:

Info Type	Level
Basic Emotions	1
Current Thoughts	2
Subconscious Thoughts	3
Images/Memories	4
Anything	5

Illusionary Projection

(IQ/4) None
Minimum IQ: 5
Prerequisites: Light Amplification (Level 3+), Energy Shield (Level 3+), Projection (Level 3+)
Energy Usage: 8

This ability allows the user to project an image of an object through the manipulation of photons. This ability also allows a limited manipulation of sound waves as well, allowing sound to accompany the image. Make a test as usual; the difficulty may vary. The projection last a number of minutes equal to your Projection Level x2. Persons that view the projection may be able to realize it as such. They may make a PN test with a difficulty depending on your Illusionary Projection Level:

Range	Diff.	Complexity	Level
1-10	6	No motion, except possibly speech	1
1-20	7	Basic motion	2-3
1-30	8	Complex motion (i.e. fighting, etc.)	4
1-50	9	Complex motion + background	5

Note: If the illusionary object is unusual, the difficulty on PN tests is reduced by 1.

Psionic Wake
(IQ/4) None
Minimum IQ: 5
Prerequisites: Psionic Blast (Level 4+)
Energy Usage: 10

This ability acts just like Psionic Blast except that it causes an explosion starting at the targeted object and continuing toward the user, stopping just a few yards in front of him/her. This explosion is equal in width to the user's Psionic Wake Level in yards x 2. Roll to hit. Range: (IQ+Psionic Wake Level)x3   Organic material may be targeted freely. Opponent's attempt to dodge at +3 difficulty. May not be parried or blocked. Causes explosion Damage: Number of dice equal to Psionic Wake Level   User must concentrate for a number of turns before using depending on their Psionic Wake Level:

Turns	Level
6	1
5	2-3
4	4
2	5

Telekinesis
(IQ/4) None
Minimum IQ: 5
Prerequisites: Telepathy (Level 3+)
Energy Usage: 8

This ability allows the user to lift and move objects using the power of his/her mind. Make a test as usual; the maximum weight that can be moved and the maximum distance it can be moved depend on the Telekinesis Level. The maximum weight is equal to 10 times the Telekinesis Level in pounds. The maximum distance is a number of yards equal to the Telekinesis Level x10.   Due to the special nature of living organic material, such objects cannot be manipulated using Telekinesis. The speed at which the object may be moved and how easily an object may be controlled are best left to the GM.

Note: Round all fractions down.
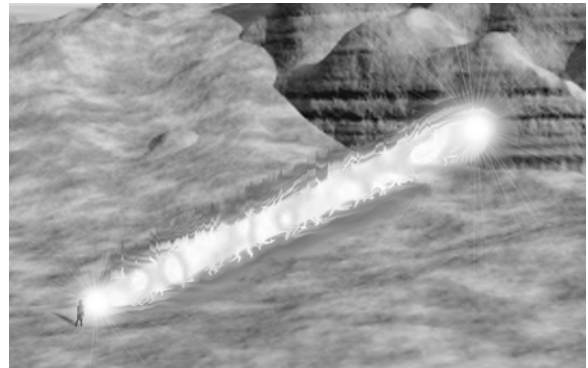
INJURY & HEALING

During combat as well as in other situations, your character will more than likely take some damage. This damage is subtracted from your character's current *hit points*. Your character's total hit points are equal to his/her HTx10. When your character is completely healthy, your character's current hit points will be equal to his/her total hit points. As a character is injured his/her hit points gradually decrease. These hit points can be recovered in a variety of ways, but a character's current hit points can never be greater than his/her total hit points.

INJURY

UNCONSCIOUSNESS

When a character's current hit points fall to 0, he/she falls unconscious. The player or GM controlling the character immediately makes a HT test against a difficulty of 5. Injury effects do not apply to this test. On a success, the character simply remains unconscious. On a critical success, the character recovers 1 hit point and regains consciousness. On a failure, the character falls into a coma. On a critical failure, the character dies instantly.

While a character is unconscious he/she may take no action of any kind. No hit points may be recovered through *Bandaging* or *Natural Recovery*. Hit points may still be recovered through *First Aid*. Once every hour after falling unconscious, the person controlling the character must make a HT test against a difficulty of 6. On a success the character simply remains unconscious. On a critical success, the character regains 1 hit point and regains consciousness. On a failure, the player or GM controlling the character must make a HT test as if the character had just fallen unconscious. On a critical failure, the character dies instantly. Whenever an unconscious character regains hit points he/she regains consciousness.

COMA

While in a coma a character may not recover any hit points. Once every 10 hours that a character is in a coma, the controlling person must make a HT test. On a success or failure <u>nothing happens</u>. On a critical success, a character simply returns to unconsciousness. On a critical failure, the character dies. Other events may help or cause a character to return to unconsciousness, but these are best left to the GM.

DEATH

Once a character is dead, they're dead. Characters cannot commonly be resurrected (although a GM could create a long campaign with the sole goal of discovering and acquiring the means to resurrect a character). GMs have some say in matters of dying characters, but those will be described in the Gamemastering section of this book.

HEALING

BANDAGING

After combat or any other similar circumstances under which a character may be hurt, a character's wounds may be bandaged by another character. No specific skill is required to bandage another character. Bandaging only requires bandages and about 15 minutes. Bandaging allows a character to recover 1 hit point. This may not seem like a lot, but a single hit point can make all the difference in the world.

FIRST AID

Sometimes simple bandaging just isn't enough. A character with a first aid kit may attempt to apply first aid to another character. To apply first aid a character must make a First Aid test. On a success, the character being aided recovers one six-sided die worth of hit points (i.e. Rocky rolls a die and gets a 3; Rocky recovers 3 hit points.). On a critical success, the aided character recovers 7 hit points. In the unfortunate event that a First Aid test yields a critical failure, the aided character loses 1 hit point.

NATURAL RECOVERY

A character will naturally heal over time. Whenever a character is recovering energy while sleeping, that character may also recover hit points. The two sets of rules are the same except that a character recovers 1 hit point every 2 hours (as opposed to every hour).

EFFECTS OF INJURY

Characters' injuries often hinder their ability to perform actions effectively. Whenever the difference between a character's current hit points and his/her total hit points is greater than 10, the character will feel the effects of his/her injuries. Divide the difference between the total and current hit points by 10 (rounding down). This value is known as the *injury effect*. Subtract the injury effect from the dice pool of all tests the character attempts. Note that this penalty does not apply to damage rolls (damage rolls are not tests). For example, Marius' total hit points are 30 (his HT is 3), and he currently only has 9 hit points. Marius subtracts 2 dice from every test he attempts.

HAZARDS OF AD TAIR

This section describes the many dangers in the world of PROTEUS. Characters may be faced with any number of problems and not all of them will be caused by NPCs. These rules are intended to help determine the chances of avoiding and effects of these dangers.

FALLING

The player characters will, occasionally, have to perform feats at uncomfortable heights, and the characters will, unfortunately, sometimes fall. Whenever this occurs, the character suffers one six-sided die worth of Bashing damage for every 10 feet he/she falls. Armor only provides half protection (rounding down) against falling damage.

FIRE & SMOKE

Characters may occasionally be faced with a burning building or other such events. In these situations characters need to be careful to avoid flames or clouds of smoke.

Fire can hurt a character as assuredly as a knife or a bullet. If a character catches fire, he/she receives two six-sided dice worth of damage (treated as Bashing) per round. Armor provides no protection against fire. Characters do not take damage during the round in which they catch fire. If a character is on fire, he/she may attempt to put out the flames in a number of ways using an action. Water will put out a fire almost instantaneously (assuming the fire is not to large). The "stop, drop, and roll" technique will usually put out a fire. When using this method, the player or GM controlling the character rolls one ten-sided die. If a 3 or above is rolled, the fire is put out. Otherwise it keeps on burning.

If a character is struck by a burning weapon, the damage is increased by one die. This extra damage is affected by armor.

Fire can be deadly, but smoke often takes more lives. For each round a character is breathing in smoke, that character loses 2 hit points. Staying low to the ground or taking other such precautions may reduce this damage. Regardless, smoke should be taken very seriously.

EXPLOSIONS

Sometimes the characters' problems won't stop with fire. Explosions are extremely dangerous; a single explosion may very well kill a healthy character. The damage from explosions varies from explosion to explosion, but often ranges from 1-6+ six-sided dice. This damage may cover an area with a radius as large as 15+ feet. Grenades often do 2 six-sided dice + 2 damage with a 6-foot radius. Damage due to explosions is unaffected by armor and is treated as Bashing damage.
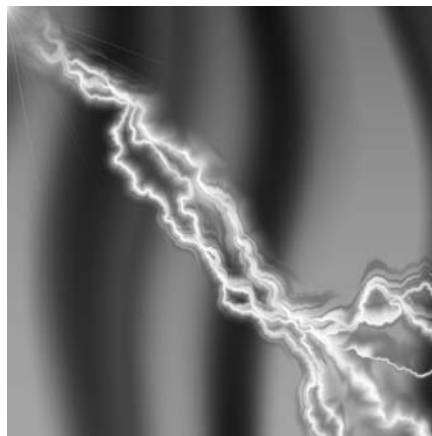
ELECTROCUTION

Even though power and electricity are rare in PROTEUS, they do exist. And with electricity comes the risk of electrocution. If a character is electrocuted, he/she may take a variable amount of damage commonly ranging from 2 six-sided dice (common wall outlet) to 5 or more six-sided dice (power lines). This damage is unaffected by armor and is treated as Bashing damage.

DROWNING

Occasionally characters may have to swim underwater. A character may hold his/her breath for a number of minutes equal to his/her HT; after this, the character must surface for one round to take another breath. After this time, the character loses 5 hit points per round that he/she remains underwater. If

the character is pulled out of the water another character may attempt to help. If the assisting character successfully performs First Aid on formerly drowning character, all of the hit points they lost due to drowning are recovered.

POISON

Poisons have several attributes that players and GMs should be aware of. Poisons have an effect, a duration, an onset time, an exposure method, and a potency. The effect is, obviously, the effect the poison has on its victim. Some poisons damage their victim (treated as Bashing damage unprotected by armor) while others may paralyze or even kill their targets. Poisons may also reduce the dice pools of their victims; these poisons are usually referred to as debilitating poisons. The duration is how long the poison lasts. Some poisons will only affect a character once; such as damaging the victim on only the same round he/she contracted the poison. Others may take minutes, hours, or days to run their course. For example, a poison that damages a character on several consecutive rounds or one that paralyzes its victim for days. The onset time is the amount of time between exposure to the poison and the point it begins to affect its victim. Most poisons affect their victims immediately, but some might not take effect for days, leaving the character unaware that he/she is even poisoned. The exposure method is the way in which a poison enters the body. Some poisons must be ingested, some must be put directly into the bloodstream (such as a poisoned blade or injection), while still others may cause exposure through physical contact or inhalation. The potency of the poison represents the likelihood that it will affect a character and ranges from 2-10. When a character is exposed to a poison he/she may attempt to resist its effects by making a HT test against the potency of the poison. On a success, the character is unaffected by the poison and doesn't have to worry about it anymore (unless he/she is exposed to it again). On a failure, the character suffers the effect of the poison. If the GM wishes, characters may attempt to resist the effects of a prolonged-duration poison anytime they are to be affected using one action. For example, if Marius is exposed to a poison that deals two points of damage per round for 3 rounds, and he fails to resist the poison on the first round (the round he contracted it), he may still attempt to resist it on the second round. If he succeeds, the poison does not affect him on the second round or any round thereafter.

Antidotes do exist for many poisons. Depending on the poison and the quality of the antidote, the antidote may lower the potency of the poison for purposes of resisting its effects, or it may just get rid of the poison entirely.

DISEASE

Diseases are treated in much the same way as poisons. However, their effects are not usually as drastic, though those effects are often more apparent to others (rashes, sores, etc.). The durations and onset times are usually substantially longer for diseases.

CHEMICALS & RADIATION

Chemical burns and exposure to harmful substances may sometimes present a problem to characters. Radiation may cause a character to lose anywhere from 1-3+ hit points per round of exposure. Armor will not help, though other types of protection (Hazmat suits) may be available. Radiations may also drain a character's energy. Various chemicals and acids may also harm characters. Many of these effects are probably similar to poisons or radiation. However, these effects vary widely and are best determined by the GM.

ALCOHOL

Sometimes characters may want (or be required) to have a drink or two. Alcohol will impair the abilities of any character, though some people will not be affected as easily as others. When trying to determine the effects of alcohol, add up the total strength of all the drinks ingested. Subtract 1 for each hour that has passed since the character started drinking. Divide this number by the HT of the character in question (round down). Reduce all dice pools for this character by this amount. Once an hour has passed since partaking of any alcohol, the character checks the effects of the alcohol again. Once the character has

gone for 12 hours without drinking, everything is reset to zero, and it all starts over when the character drinks again. If a character's dice pools are reduced to zero, he/she passes out. If it comes to this point, the GM should determine the consequences (waking up in a strange place, hangover, etc.). Below is a list of common drinks, their serving sizes, and the strength or potency.

Drink	Amount	Strength
Beer	1 pint	1
Liquor	1 oz. shot	2
Moonshine	1 pint	3
Wine	1 glass	1½
Wine Cooler	1 pint	1½

DRUGS

Drugs can do all sorts of weird things, ranging from stimulants that give a boost to dice pools and drain hit points to hallucinogens that cause a character to see swirling colors everywhere. As such, these are probably best left to the GM and the players' imaginations.

BOOBY TRAPS

Traps are not uncommon, as many people will use them to protect valuables or to prevent passage into restricted areas. Traps include many things, ranging from a poison dart on a footlocker to a tripwire that sets off an alarm. Most traps have a detection difficulty, a disarm difficulty, a trigger level, an effect, and a trigger condition. The detection difficulty is just that, the difficulty of any Trap test aimed toward detecting the trap. The disarm difficulty is also simple; this is the difficulty of any Trap test performed by a character in trying to disarm the trap. The trigger level comes into play when the trap is sprung. When this happens the GM makes a test using the trigger level of the trap (ranging from 1 to 10) against a difficulty of 6. On a success, the trap hits the target (or whatever the trap does). However, a character may attempt to avoid a sprung trap using his/her Dodge skill. The Dodge test cancels out successes on the GM's test for the trap. The effect may be anything from the damage dealt by the dart or a hole opening up underneath the character's feet. Finally, the GM should have a clear understanding of the trap's trigger condition. In other words, what

sets this trap off? The GM should also clearly define how the trap works.

HIDDEN DOORS & ITEMS

Occasionally, doors and other things will be hidden from view in an effort to prevent their discovery. There are two methods for dealing with such situations; both involve making PN tests. The difficulty of these tests is up to the GM and depends on how well something is hidden.

First of all, when the GM needs to determine whether or not a character notices something (like walking down a hallway and happening to catch a glint of light shining off of a tripwire), the GM makes a PN test for the character (no matter who controls him/her). On a success, the character notices the concealed object or person. If the character is a player character, then it is very important that the player is not aware of the test unless it was successful. Otherwise, the player will realize that something is going on, which really isn't fair or realistic.

The other method is used when a player decides his/her character is actively going to search for something. In this case the player makes a PN test (or a Trap test, or other similar test, depending on the situation) for his/her character. On a success, the character discovers whatever it is he/she was trying to discover (if it even exists). On a failure, he/she discovers nothing. It is important to require a test even if there is nothing to find; otherwise, the players will know if there is anything there without having earned it. Also, if a character succeeds on his/her PN test this does not mean he/she finds everything in a given area. For example, Rocky could find the bag of gems wedged into a crack in the wall and totally miss the hidden trapdoor.

TRAVEL

Travel across open terrain away from settlements is a risky proposition in Ad Tair, but it is also, unfortunately, necessary. Most people can travel up to 25 miles per day. Mounted character may be able to travel around 40 miles per day. This assumes occasional breaks to rest or eat. If characters or mounts are encumbered or the terrain is

difficult, then travel may occur at a significantly reduced rate. Characters may face any number of dangers when traveling. Getting lost and running out of food are serious concerns. Bandits occasionally attack unwary travelers, and the Raagon roam across most of the planet. The flora and fauna of Ad Tair can also be hazardous. In most cases, regular travel occurs only in large groups. All in all, characters planning to travel long distances should be ready for anything.

EXTREME TEMPERATURES

Extreme heat and cold can also pose a problem to unprepared characters. Extreme temperatures, at least to humans, usually include anything greater than 100 °F or less than 30 °F (temperatures above 100 °F are not that uncommon due to Ad Tair's twin suns). When characters are relatively unprotected and exposed to extreme heat or cold they suffer the loss of 1 hit point and 1 point of energy once every 5 minutes. Even when characters are properly protected they will probably be affected. Characters lose 1 hit point and 1 point of energy per hour while they are exposed to the extreme temperature.

WEATHER

The weather has been erratic and unpredictable on Ad Tair ever since the Cataclysm. Storms can show up out of nowhere. A perfectly clear sky can produce rain and tornadoes in a matter of minutes. Most weather on Ad Tair is comparable to that of Earth. However, there are exceptions; the single most drastic of which is the electromagnetic storm. EM storms occur randomly across most of the world. In some areas EM storms may occur weekly; in others, they may occur once and never happen again. EM storms consist of small lightning bursts over an area with a radius ranging from ¼ of a mile to as much as 5 miles. These storms occur from right at ground level to as much as ½ of a mile up. If a character is struck by a lightning burst, he/she suffers electrocution damage of 1 six-sided die and loses 5 points of energy. Needless to say, EM storms can be very dangerous.

THE UNKNOWN

Many other dangers exist if rumors can be believed to be true; unfortunately, such dangers rarely leave behind survivors to tell about them. The Cataclysm has caused so many changes in the world that virtually anything could happen at any time.

The first dawn comes to a solitary mountain overlooking the Rama Jungle.

EQUIPMENT & MONEY

Let's face it – life isn't cheap. Just about everything on Ad Tair is going to cost your characters something one way or another. Characters will have to pay, not only for their equipment, but also for their food, their lodging, and probably for the services of others.

The Human unit of currency is the kenna. This is named after Sam McKenna, the man who saved human civilization from civil war on board the Exodus. Kennas come in the form of simple paper money. Transactions before the Cataclysm were usually made electronically, but fortunately the old bills had simply been stored and stockpiled.

Most other known races do not use a formal currency. In fact, the Seitarin seem to use information as their method of choice when acquiring goods. Barter is common throughout Ad Tair, and services may even be viewed as a means of payment.

Below are listed a variety of items commonly found throughout Ad Tair. The common name of the object is listed along with its approximate weight and its usual cost in kennas. If an item has a number in parentheses next to its name, this is the number of times that item can be used before it is used up.

Item	Weight	Cost
Adjustable wrench	6	50
Artisan kit	10	60
Backpack	10	20
Bandages (10)	2	2
Batteries (96 hrs)	.5	1000
Bell	2	35
Belt pouch	4	12
Binoculars	8	500
Blanket	5	15
Bottle	3	10

Item	Weight	Cost
Briefcase	6	50
Caltrops (10)	1	50
Candle (10)	1	1
Canteen	5	6
Canvas (5'x5')	10	25
Car battery	30	10000
Chain (15 feet)	15	10
Chest	40	165
Clay jug	6	20
Combination lock	.5	50
Compass	.5	150
Crowbar	2	20
Crutches	8	50
Disguise kit	10	120
Fire extinguisher (1)	8	50
First aid kit (4)	5	20
Fishing equipment	10	15
Flare (1)	.5	10
Flashlight	3	1000
Flask	.5	10
Flint and steel (20)	2	20
Gasoline (1 gallon)	8	5000
Grappling hook	5	10
Grenade	2	250
Hammer	4	8
Handcuffs	2	50
Hypodermic needle (1)	.5	20
Ladder (15 feet)	40	80
Lantern	8	25
Lighter	.25	10
Lockpick	.25	5
Magnifying glass	4	20
Map/scroll case	2	15
Matches (20)	.25	10
Metal pot	10	15
Mirror	5	30
Mortar & pestle	4	15
Musical instrument	6-40	100+
Nails (10)	2	10
Net	3	6
Night-vision goggles	10	3500
Oil (10oz)	2	5
Paper (10)	.25	2
Pen	.25	2
Pencil	.25	1
Pick	12	25
Piton	2	5
Pole (10 foot)	8	15

Quiver	5	10
Rope (25 feet)	5	20
Sack	2	5
Saddlebag	10	30
Saw	5	25
Scale	10	100
Scissors	.5	16
Scope	5	1000
Scuba gear	35	2400
Sewing kit	2	6
Shovel	8	12
Signet ring	.5	20
Silencer	3	750
Sleeping bag	12	40
Soap	.5	10
Spigot	12	30
Spyglass	6	200
Tent (2-person)	18	125
Torch (2)	3	5
Vial	.25	8
Watch	.25	35
Wax	.5	20
Whetstone	5	15
Whistle	.25	15

Clothing	Weight	Cost
Belt	.5	15
Boots	6	35
Cheap pants	2	15
Jeans	5	30
Slacks	8	40
Cloak	6	35
Cloak w/ hood	7	45
Plain dress	6	35
Sequined dress	8	65
Gown	12	150
Gloves	.5	15
Work gloves	1	20
Cowboy hat	3	50
Baseball cap	2	20
Beret	2	20
Holster	4	20
Hosiery	1	8
Jacket	8	30
Leather jacket	10	80
Leather trenchcoat	16	250
Winter coat	10	50
Robe w/ hood	8	25
Sandals	4	10

T-shirt	2	15
Dress shirt	3	30

Clothing	Weight	Cost
Shoes	5	45
Scarf	4	15
Scabbard	2	15
Toga	5	20

Animals & Vehicles	Cost
Dog	200
Bloodhound	1000
Drotik	3500
Camel	500
Horse	1000
Canoe	350
Sailboat	1250
Wagon	1000
Cart	350

Food & Drink	Weight	Cost
Rations (1 week)	4	10
Simple Meal	NA	8
Average Meal	NA	12
Good Meal	NA	16
5-course feast	NA	35
Beer (1 pint)	NA	2
Liquor (1oz shot)	NA	3
Moonshine (1 pint)	NA	2
Wine (glass/pint)	NA	3/20
Wine cooler (1 pint)	NA	4

Lodging	Cost/night
Flophouse	5
Motel	20
Hotel	50-150
Apartment	200/week
Penthouse	200

Services	Cost
Blacksmith	
Armor Repair	40-50
Weapon Repair	30-40
Messenger	
Local	10
City to city	100-500
Caravan	20/day
Riverboat	15/day
Sea-faring ship	30/day

GAMEMASTERING

PROTEUS is an interactive story. The player characters travel throughout a fictional world, interacting with it and the people that populate it. But it is the Gamemaster that manages that world and all who live there. The GM is responsible for creating the adventure the player characters will participate in, creating buildings and other locations, creating the NPCs the player characters interact with, and controlling those NPCs. Also any time a rule or event comes into question, it is the GM that decides what's what. If all of this sounds a little overwhelming at first, don't worry. It's not as difficult as it sounds, and it can be a lot of fun.

First of all, forget winning. Your goal as a Gamemaster is to make the game enjoyable for everyone, not to kill off the player characters. The GM is not a god. Keep in mind that when you have this much power (and you do have a lot) that you must not let it go to your head. Don't tell a player that if he/she does something you are going to kill his/her character. Not only does this take all the fun out of the game, but also the players aren't likely to be playing with you again, and then you've put time and effort into something for nothing.

Keep in mind that the rules presented here are to be treated as guidelines only. If the GM and the players don't like a rule, change it, or just don't use it. However, make sure that everyone agrees on what rules are going to be used, as well as any changes that are being made. Pay special attention if a new player is joining a group that has been playing together for a while. That new player should be made aware of any rules changes.

There will be times when both the players and the GM want to cheat. What should you do in such situations? For example, a player character attempts to Dodge a deadly blow from an opponent and fails, all because of the roll of a die. Don't let the players cheat; it won't be any fun. Maybe the PC's opponent's weapon broke, saving the character. Another example might be if the GM has spent hours creating his arch-villain and the PCs manage to kill him on a lucky hit. Have the villain crushed under rubble and that "nobody could possibly have survived". Or you could have his body fall into a river.

DEATH

Death is always a dramatic event, whether it's a player character, an arch-nemesis, a PC's mother, a leader of a species, or the kind, old lady next door. But death shouldn't be viewed as a horrible event. Sometimes it's all right for a PC to die; the player can always make a new character. He/she won't be the same as the old character. He/she won't be better or worse, just different. Many people are remembered most for the way they died. NPC death, while sometimes caused by the player characters, can have just as much of an effect on players as if their own character died. This isn't just true of "good" characters either; when an evil villain that the PCs have been battling for years finally dies, a GM can bet the characters are going to feel some sense of loss. Think of death as a tool not to be abused. If no one ever dies, the players are going to be extremely upset when their pride and joy is ripped apart. Just the same, the players aren't going to have much fun if they're characters are always dying. Death should be used to add drama to your game and make it more enjoyable, not less.

CREATING AND RUNNING ADVENTURES

Many GMs' first approach will be to plan, plan, and plan some more. However, this can cause some real problems. Imagine that you've just spent hours writing out exactly how an NPC is going to respond to a player character's question, and then when the moment finally comes – the PC doesn't ask the question. Now apply that feeling to an entire adventure. There is no way to anticipate everything the PCs might do. The players aren't going to have any fun if every time they try to do something the GM gets upset

because things aren't going the way he planned.

The best way to design an adventure is to come up with a basic plot, create any necessary locations, come up with likely encounters with NPCs, and a good back-story.

First of all, have a solid, basic idea as to what the plot is, and the possible outcomes. What are the basic objectives of the PCs? Might these objectives change throughout the adventure? Why are the player characters participating in the adventure? What do they hope to gain? These are the kinds of questions the Gamemaster needs to ask himself.

Second, where is this adventure going to take place? In a jungle, the mountains, a huge city? If the characters are going to investigate a murder that took place in the penthouse of a major hotel, what does the floor plan of the hotel look like?

Next, come the NPCs. What types of NPCs are likely to be encountered in this adventure? What are they like? Is the butler suspicious-looking? Are there strange creatures rumored to inhabit the riverbanks at night? Does the King have a creepy lackey that he keeps around all of the time? What is the general attitude toward an NPC? Do people like him? Is he hated and feared?

Lastly, what events led up to the current situation? The PCs may not be aware of what's going on, but the GM needs to understand. Why is the mayor suddenly interested in getting rid of the Raagon outside of town? Why is the local wildlife becoming more aggressive toward the inhabitants of the area?

Once you have these things figured out, determine when such events are likely to happen. Pick out a few places that the PCs might bump into a bum with a lot more information than he should have. This way you can give the player characters the clues they need even if they don't do exactly what you thought they would.

Be ready to improvise, maybe even have a few generic ideas filed away in case something totally unexpected happens. Be ready for anything; players often have a tendency to try things you would have never dreamed.

Also, be overly dramatic. If a PC hits your creature for a lot of damage, don't just say, "uh, you hit him for 24 hit points." Not only does that give the players too much specific information (they shouldn't really know exactly how much more damage they have to do to kill something) but it's also not very exciting. Try saying, "Your shot sends a bullet slamming into its huge body, nearly blowing its arm of as it gets spun around by the force of the impact!" Isn't that more interesting?

3 TYPES OF ENCOUNTERS & ADVENTURES

Just about every event in an RPG can be placed into one of three categories: physical, mental, or social.

Physical events are those things like combat or jumping over the moat or competing in an archery contest.

Mental events are things like puzzles or codes or reading an intercepted letter.

Social events are things like talking with the barkeep or listening to the rumors going around the lobby or negotiating a price with a well-known shopkeeper.

DETAIL

While most people realize that it is possible to have too little detail, few realize that there can also be too much. The players need to feel like their characters are traveling through a real world with real people. The more detail the GM includes, the easier this will be. On the other hand, players often assume that everything is there for a reason. If a GM goes into a 3-minute description of the flowers in a greenhouse, the players are going to assume that the flowers are very important. As a GM, you will just have to get a feel for your players' expected level of detail.

KNOW YOUR PLAYERS

Make an effort to know what kinds of adventures your players would be interested in playing. No one's going to have much fun in a very physically oriented adventure when three out of four of your players want to play a more mental game. Also, it pays to know the PCs'

abilities. If you intend the PCs to jump across a 15-foot ledge, you'd better be sure they can.

BONUS CHARACTER POINTS

At the end of each adventure or campaign, the GM awards players bonus character points. These points are used to increase the PCs abilities. Usually the number of bonus character points received ranges from 1 to 8, though some situations may warrant awards of up to 10 or more points. Points are awarded to players individually. Exactly how many points are awarded depends on a number of factors. How well did the players roleplay their characters? Were the mission objectives met? Were any especially powerful foes vanquished (usually reserved for long-standing enemies, or an enemy who intended to seriously disrupt the world of Ad Tair)? Did the players accomplish some special feat? These are just some questions that a good GM should base point awards on. Characters should also always get at least some points just for surviving

A FEW SUGGESTIONS

If the players just won't do what you want them to, give them a better reason to do it. For example, if there is a really important clue in the basement and the players absolutely will not go down there, have something chase them down. If they can't find a vital secret door or just don't think to look, have a draft blow through the room. Any number of motivators can be used to get the PCs to do what you want. Just don't be afraid to let them take an adventure in a whole new direction.

Be realistic! Most NPCs are either average, everyday people or some sort of animal. Most people will run off and tell the authorities when attacked, and usually only an animal mother protecting her young will fight to the death. Don't place deadly traps in inhabited areas. Nobody is going to risk killing their kid just to stop a burglar!

If things are too easy or too hard for the PCs, it's all right. If it's too easy, you can just be setting them up for the bigger battle ahead. If it's too hard, go easy on them. I once had the characters end up fighting a very powerful NPC they had just met (actually he was a vampire). They knew they couldn't beat him, but they didn't have a choice (they were trying to escape from his custody). They fought for a while, one of the PCs almost died and it was obvious they didn't stand a chance. But once they got a good, clean hit on him, he stepped back and let them go. I later used him as a sort of arch-villain.

Lastly, if the players are still talking about the game when you're not actually playing, chances are they're enjoying themselves and you're doing a good job.
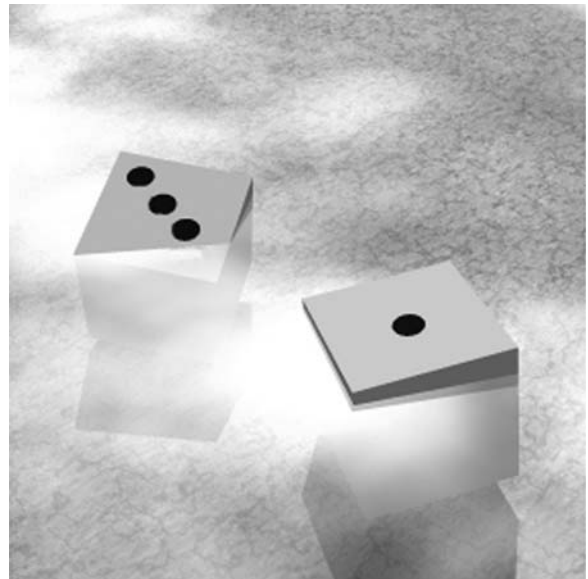
ROLEPLAYING

PROTEUS is a <u>roleplaying</u> game. The idea behind this is that the players and the GM will <u>roleplay</u> their characters. The game is much more fun when the players stay in character whenever possible. "Winning" is a foreign concept to RPGs. The true goal is to focus on having fun while playing the game.

CHARACTER CREATION

The concept of roleplaying a player character comes into play from the very beginning. First of all, a player should decide what kind of person his/her character is going to be. It is important that players create <u>people</u>. Players should not focus on how to make their characters as powerful as possible. Doing so is not realistic and is not much fun either. It also causes characters to be very advanced in some areas and woefully underdeveloped in others.

CHEATING

There will be times when both the players and the GM want to cheat. DON'T! Even if your character may die, it's not worth it. If players cheat every time something bad happens, the game will lose a vital element and it won't be as much fun.

DEATH

Death is an important event in any RPG, and PROTEUS is no exception. Ad Tair is a dangerous place. A player character's death is something to be mourned, but it should also occasionally happen. Sometimes the way a person dies is as important as the way a person lived.

The death of an NPC is also an important event. If the player characters kill any NPC who happens to get in their way, not only will they probably be hunted by every mercenary and bounty hunter in the land, but they also don't make very realistic characters. Very few people can kill other people indiscriminately.

STAY IN CHARACTER

Whenever possible, stay in character! If your character and the character of another player are engaged in combat with a group of NPCs, you and the other player should not calmly sit and discuss your battle strategy. Any discussion should take place in character. It may be a good idea for characters to come up with battle formations so they can coordinate their actions with a minimum of effort. Actually, the only time it should be necessary to speak as a player is when you are declaring actions or asking the GM a question (this does not include the NPCs under the GM's control).

Don't have your character do something because it's in his/her best interests if it's not something that he/she would do normally. If you like, have your character speak with in accent, and speak using that accent when roleplaying your character.

HERE LIES
KENNY

# T H E   W O R L D   O F
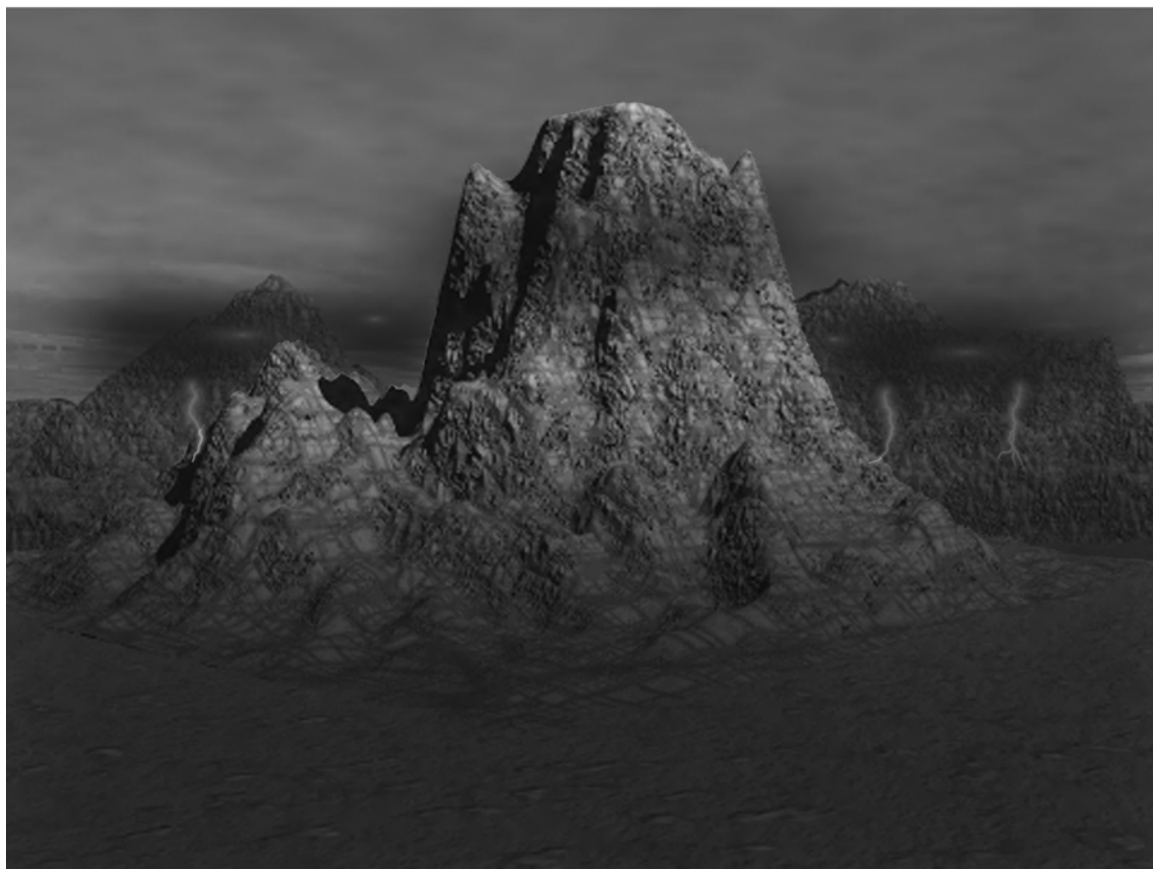
A D   T A I R

THE PLANET

Ad Tair is a warm, Earthlike planet orbiting around a binary star system. These two stars were named Balder and Hoder by the Exodus crew, after the god of light and the god of darkness, sons of the goddess of the sky in ancient mythology. Ad Tair is much smaller than Earth. Because of its smaller size and twin suns, Ad Tair is much farther away from Balder and Hoder than Earth was from its sun. However, because of the planet's greater speed of revolution, a year on Ad Tair is only 53 days longer than an Earth year – 408 days. This figure is somewhat meaningless, however, due to the fact that a day on Ad Tair is only 20 hours long (the Ruling Council decided that it would be easier to abandon the Earth calendar than to abandon the concept of hours and minutes). The planet has three moons – Mirphak, Amit, and Crichton. Because of its two suns Ad Tair has a somewhat unusual period of night and day. A given location on the planet's surface will be in daylight for approximately 12 hours out of each day and have an 8-hour night. This peculiarity took some getting used to by the Exodus crew when they first arrived. The Ruling Council tried to separate the year into 8 months lasting 51 days each, but since the Great Cataclysm occurred not long after and none of the other species on the planet use a system of weeks or months, the idea never really caught on. Most people simply refer to the days by number. For example, the last day of the year is day 408, while the first day of the year is day 1.

Ad Tair itself consists of a single continent surrounded by three oceans: the Dottare Ocean to the north, the Richlam Ocean to the southwest, and the Majis Ocean to the southeast. The main continent is about the same size as the continent of Asia was on Earth. There are several dominant physical features on the planet including two forests, a rainforest, a jungle, four main rivers, two deserts, two large freshwater lakes, and three mountain ranges. The planet has a vast variety of both flora and fauna. So vast, in fact, that a handful of human scientists have even suggested that Ad Tair may actually have been artificially created. (This theory has been met with some skepticism to say the least.) Another fact sited by these scientists is that outside of the forests and mountains and the semi-fertile region known as the Thaban Plains, Ad Tair is actually a rather barren planet. Trees and even water are scarce in many areas resulting a population that is spread out all over the planet. Many people refer to these barren regions as the flatlands.

Ad Tair has four distinct seasons, which Humans still refer to as winter, spring, summer, and fall. The climates of the individual seasons are not as different as those on Earth, but sometimes the seasons seem to be the only difference in the climate of different hemispheres. In fact, the climate is more or less the same planetwide. The temperature difference between the equator and the poles may be as little as 20 °F at times.

Regardless of the planet's origins and despite its peculiarities, Humanity has come to call Ad Tair home. Hopefully the Great Cataclysm is all the reminder we will need in order to preserve this planet better than we did our own.
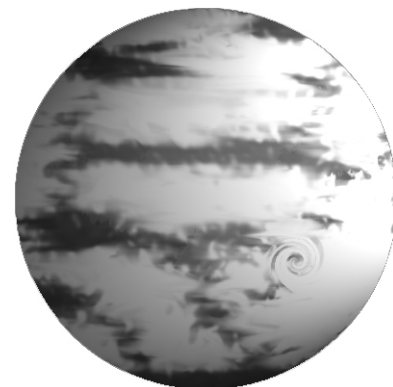
A RECENT HISTORY OF AD TAIR

What little information humanity has pieced together about the history of Ad Tair prior to our arrival is written here. Unfortunately, the first event that we seem to have any real information about is a war. This war eventually encompassed all of the sentient species of the planet and has become known as The Dire War.

The Dire War began as a simple dispute over territory in the Rama Jungle between the Tra' Quil and the Phylans. The relationship between these two species had always been tense. However, the recent failed attempt by the Phylans to wipe out the Raagon living in the region left them looking for a fight. Actually, given the fierce nature of the Phylans and the fact that they had been sharing the Rama Jungle with the expanding Tra' Quil for a number of years, it was only a matter of time before a battle broke out. In the year 33 $_{B.C.}$ (before colonization), the Phylans attacked a small Tra' Quil settlement, beginning the war. After about a month of skirmishing, the nearby Melkar mining settlement of Keid was occupied by the Tra' Quil military because of its strategic location. While the Melkar were not mistreated they were also not free, and all trade with Keid was suspended. It is this occupation that caused the Seitarin to enter the war.

The Seitarin city of Derion obtained all of their metals and other minerals from Keid in exchange for food grown in Derion. While the Seitarin transports were never attacked, they were also not permitted to reach Keid. The ruling citizens of Derion, known as Sevet, determined that a diplomatic solution would take too much time and would probably not work anyway. The military of Derion mobilized with orders to attack both the Tra' Quil and the Phylans. The Sevet hoped to bring a quick end to the war by attacking either side indiscriminately. The Seitarin general, known as the Senkar, instituted a plan of total war. Enemy settlements would be attacked regardless of the military presence in the area. The Seitarin military executed the battle plan well, but almost a year later the war was still not coming to a close. This seems to have been due primarily to the fact that most of the war was taking place among the trees of the Rama Jungle. In the year 30 $_{B.C.}$ the Tra' Quil and the Phylans signed a treaty ending the war between their two peoples. Unfortunately for the Seitarin, the treaty did not stop there. The Phylans and the Tra' Quil formed an alliance in an effort to punish the Seitarin for their interference and battle tactics. For two years the Phylan/Tra' Quil Alliance fought the Seitarin back bit by bit. The Seitarin response to this new alliance was primarily defensive; the Sevet had no interest in killing more Tra' Quil and Phylan civilians.

In 28 $_{B.C.}$ the Melkar in the still-occupied city of Keid revolted against the Tra' Quil. The Tra' Quil did not make any effort to regain control of the mining settlement. Instead, they signed a non-aggression pact with the Seitarin, bringing a temporary lull in the fighting. This treaty did more than simply end the alliance between Tra' Quil and the Phylans. Both the Seitarin and the Tra' Quil began a partial dismantling of their militaries. The Seitarin helped the Tra' Quil move to the Malachian Forest, creating the settlement of Norsiel. This would prevent any future conflicts from breaking out between the Tra' Quil and the Phylans. In exchange, the Tra' Quil agreed to give the Sevet information on their rather complicated biology. In addition, relations between the Melkar and the Seitarin improved. Trade between Derion and Keid increased, and the Seitarin agreed to provide protection for the people of Keid in the future. The day after the treaty was finalized the Phylans viciously attacked Keid in what has become known as

"The Phylan Massacre". The Melkar settlement has still not completely recovered from the brutal attack almost a decade and a half later.

The Seitarin prepared for the battle to come, but their military readiness had been weakened due to their treaty with the Tra' Quil. One week later the Phylan military marched toward Derion. The Seitarin Senkar led his troops to intercept the Phylans before they reached Derion. The two armies met in the valley between the Rakden Mountains and the Rama Jungle. As the armies approached one another, five figures could be seen approaching the battlefield from the trees of the Rama Jungle. The five figures walked out to the middle of the valley and stopped, standing between the two massive armies. The leaders of the two armies rode out to confront these mysterious characters. The five people identified themselves as Ehlreth. They demanded that the Seitarin and the Phylans cease all hostilities at once. Both opposing leaders pointed out that the five Ehlreth didn't seem to be in a position to demand anything. In a matter of seconds, a force consisting of approximately two hundred Ehlreth showed themselves in the valley, despite the fact that all reports indicated that there had been no one else present moments before. The Seitarin and the Phylans reluctantly agreed to stop the fighting, and the Seitarin headed back in the direction of Derion. The Phylans, however, attacked the Ehlreth en masse, beginning the Battle at Rakden Valley. Every time an Ehlreth fell another one would appear to join the battle. Two hours later, the Phylan leaders acknowledged defeat and retreated back into the jungle. Despite the fact that Phylan forces fought well and seemed to have slain hundreds of Ehlreth, they left the field having lost over one thousand soldiers. Two hundred Ehlreth left the battlefield. As a result of this battle, the Phylans retreated into the jungle to their city of Phylanorantium, and they have remained self-isolated to this day. This retreat marks the end of The Dire War.

The Seitarin helped the Melkar to rebuild the settlement of Keid in exchange for additional resources to rebuild their weakened military. Though the Seitarin made an effort to contact the Ehlreth, they failed.

The information we have managed to obtain about the Ehlreth is sketchy at best. Supposedly, the Ehlreth were attacked by an, as yet unknown, alien species approximately 8 years after the Battle at Rakden Valley. After this attack the Ehlreth vanished, though there are rumors that the Ehlreth are still present on Ad Tair.

The history of Ad Tair remained more or less uneventful for twelve years. It was at this time that the crew of the Exodus made planetfall. This date marks the year 0 A.C. (after colonization). Within months the Exodus crew had established New Avalon, humanity's first permanent colony on Ad Tair. Two years after their arrival, humanity made their first contact with an alien species. The Seitarin and the Humans began friendly relations, and the Humans eventually encountered the Tra' Quil and the Melkar as well.

Soon humanity discovered psionics. These mental abilities were exhibited both by the Seitarin and by a handful of humans from New Avalon; people exhibiting these abilities became known as natural Psionics. The population of New Avalon began to build up their military in 4 A.C. and soon founded a second colony on Ad Tair – Elysium.

In 7 A.C. in a bunker deep inside Mt. McKenna, the secret that would eventually wreak havoc across the entire planet began to take shape. Project Woden was intended to approximate psionic abilities using technology instead of the will and mind of a living being. Though this was all highly theoretical, scientists managed to convince the Ruling Council of New Avalon that it could be done.

Hoping to acquire information that would aid in Project Woden, the Humans formed a treaty with the Seitarin the next year. The Seitarin agreed to provide New Avalon with some of their advanced technology and information on psionics in exchange for the secrets of the Mealny interplanetary drive used by the Humans to reach Ad Tair.

During the year 9 A.C. members of the Human scientific and political communities began to have doubts about Project Woden. As a result, PROTEUS was begun two years later. The intention of this project was to genetically alter a Human in an effort to create an artificial Psionic. Later that year, the Human-Seitarin treaty expired.

The year 12 A.C. was the year of the Great Cataclysm. A disaster occurred in Project Woden. A massive psionic wave rushed outward from Mt. McKenna, deactivating all unprotected conventional power sources. The wave also destroyed nearly all unprotected circuitry and electrical systems. Although Seitarin power sources seem to be unaffected, humanity was devastated. Only two things prevented the Humans from facing extinction. First of all, two of the reactors powering Elysium seemed to be miraculously unscathed. Secondly, and probably more incredibly, the wave that was emanated from Mt. McKenna seemed to alter the brains of all the sentient species of Ad Tair. This alteration allowed all species to communicate with one another in a way never thought possible. The minds of all sentient species on the planet were suddenly able to interpret the language of other species without any effort on the part of listener. This newfound ability allowed the Humans to obtain the help they needed from the Seitarin and Tra' Quil in order to survive.

In the aftermath of the Great Cataclysm, humanity spread out across portions of the planet. Within a year many metal vehicles and pieces of equipment that had been rendered useless were melted down to be used in the creation of primitive weapons such as swords and bows. Species planetwide were having difficulty adjusting to their new world, and everyone wanted protection.

It is now the year 14 A.C. or 2141 A.D. according to the old Earth calendar. Now PROTEUS is forgotten by all but a handful of people. No one wants another Great Cataclysm, but the Psionics of this project may just be our last hope if humanity is to survive.

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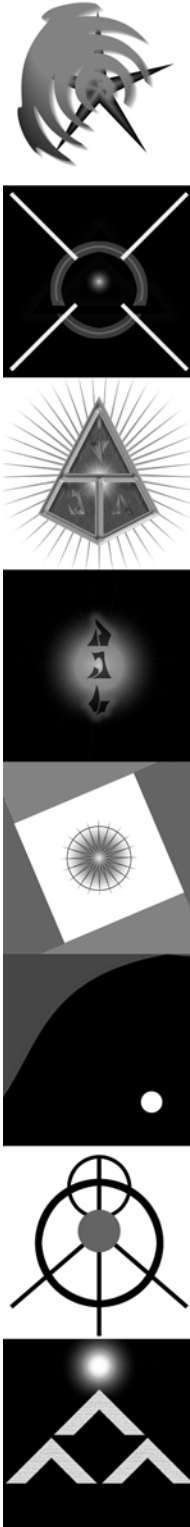
THE WORLD TODAY

MALACHIAN FOREST

One of the coolest regions of the planet outside of the polar caps, the Malachian Forest consists primarily of coniferous trees and other evergreens. The climate of the forest is usually at least 10° cooler than the area surrounding it. In fact, the only non-polar locations on the planet colder than the Malachian Forest would be the mountainous peaks of the three mountain ranges. The waters of Lake Yoma, which lies deep within the forest, may reach surface temperatures of 5° F in the winter. The terrain of this forest is basically flat with a few hilly areas, particularly in the region closest to the Lokisian Mountains. The rainfall here is rare, but usually lasts for as long as 10 days when it occurs. Many Tra' Quil migrated to the Malachian Forest from the Rama Jungle following their confrontation with the Phylans and the Seitarin, creating the city of Norsiel. The Seitarin have also made a home on the fringes of this massive forest; this city is known as Alantia.

LOKISIAN MOUNTAINS

The Lokisian Mountains take up more area than either of the other two mountain ranges on Ad Tair. Their elevation averages about 13,000 feet and they stretch over 1,000 miles from west to east. The climate remains relatively temperate in the area, while the peaks occasionally receive some snow in the winter. The only known volcanoes on Ad Tair exist in these mountains – at least three active volcanoes have been observed since the arrival of the Exodus. The Lokisians serve as the source of both the Dhalin and the Tiratim Rivers. The Melkar coordinate all of their mining operations in the Lokisians from their city of Galtor, which is situated in a large valley below the southern slopes of the mountain range.

KAR' LEM DESERT

The Kar' Lem Desert is a very small desert on the coast of the Richlam Ocean. A ring of constant EM storms surrounds the desert. These storms have foiled all attempts to explore the area, and as such almost nothing is known about the Kar' Lem.

OLTARAN RAINFOREST

The Oltaran Rainforest contains mostly large evergreens mixed with some fern-like plants. Rainfall is often low, and fogs are common throughout the rainforest. The terrain of the Oltaran is somewhat rough and the elevations vary widely in a relatively small area. The Oltaran Rainforest is somewhat reminiscent of the type of forest usually associated with the times of the dinosaurs on Earth. The Tra' Quil have settled in this forest as well in the city of Syrtis.

THABAN PLAINS

The Thaban Plains is a large flat region of Ad Tair. The Thaban Plains contain more trees and other plants than most of the other open areas on the planet as well as slightly more water. The Thaban Plains are also better suited to growing Earth plants than the rest of the planet. As a result of these facts, the Exodus crew chose to settle on the fringe of this region when they arrived on Ad Tair.

RAMA JUNGLE

The Rama Jungle is composed of all varieties of tropical and subtropical plant life, including tall trees with large leaves and massive vines. The tropical climate and large amounts of rain promote active growth of all forms of life. The forest floor is carpeted with leaves and shrubs all year, and travel through the Rama Jungle is usually slow. Lake Petrik lies within this forest amid the flat, swampy terrain that prevails in all areas except those bordering the Rakden Mountain range. The Rama Jungle is the home of the Phylans, who make their home in the city of Phylanorantium.

RAKDEN MOUNTAINS

The Rakden Mountains lie between the Sensu Forest to the east and the Rama Jungle to the northwest. The Slengath Swamp also

lies just to the north of the Rakdens. The elevation of the Rakdens varies widely from about 8,000 feet to as high as 24,000 feet. As a result, travel through this mountain range is slow and extremely treacherous. The climate is equally unpredictable and can go from a sunny 70° to a bitter, snow-capped peak in the space of a few miles. The Arakai River has its source in the valleys of the Rakden Mountains. The Melkar mine these mountains extensively and have a city situated between the northern slopes and the Rama Jungle. This city is called Keid and was considered of extreme strategic importance during the conflict between the Phylans and the Tra' Quil many years ago.

SENSU FOREST

The Sensu Forest is classified as a deciduous monsoon forest. Such forests were common on Earth in the areas known as India and Central America. Composed mainly of deciduous trees and semi-tropical plants, this forest endures rainfall over half the year. The climate here is very mild year round, and the terrain is somewhat hilly throughout. The Seitarin have a home here as well, known as Tylon. The Tra' Quil also enjoy the climate of this forest and have created two settlements within its borders. The town of Quan' Jir and the larger capital of the Tra' Quil, Skye, have existed here since before the Exodus arrived.

KELVAM DESERT

The Kelvam Desert is huge – nearly ½ million square miles. It contains some of the most barren, flat land that Human eyes have ever seen. The temperature over most of the desert exceeds 100 °F during the daytime. At night, temperatures may reach as low as 5 °F or even below 0 °F nearer to the Mulinac Mountains. No species has managed to settle anywhere within the Kelvam, though a variety of animals have somehow managed to survive despite the intense heat and lack of water.

MULINAC MOUNTAINS

Despite being the smallest mountain range on Ad Tair, the Mulinac Mountains contain the highest peaks anywhere on the planet. In fact, the average elevation in the Mulinacs is just less than 25,000 feet, creating a climate almost as cold as the polar caps. Snow covers the Mulinac Mountains, and the slopes of Mount Wakefield, the tallest mountain on Ad Tair at a crowd-pleasing 34,573 feet above sea level, are constantly home to blizzards and other winter storms. The unpleasant weather of this region has not kept the Melkar from constructing the mining city of Loric, however, and they depend on the Leau River, which has its source in the Mulinacs, for water.

SLENGATH SWAMP

The Slengath Swamp is one of the most revolting places known to man. With temperatures averaging around 70 °F and humidity commonly reaching about 90%, the Slengath is very uncomfortable for most people. Quicksand, fog, and poisonous plants are all common in the swamp. There is almost no drinkable water anywhere and those who have entered the Slengath have often complained of a terrible stench emanating from everything in the swamp.

LEXTRUE WETLANDS

Found to the east of the Mulinac Mountains, the Lextrue Wetlands contains some of the most unstable terrain on the planet. The terrain is very wet and marshy. In addition, steam vents and tar pits can be found in several places throughout. Temperatures in the wetlands are usually mild and it rains nearly ¼ of the year. The Tra' Quil have settled here in place they call Dolasea and seem to enjoy the wetlands.

POLAR CAPS

The polar caps of Ad Tair exist in a very small area around the north and south poles. By far the coldest regions of the planet, temperatures rarely reach 20 °F. Ice covers the terrain and glaciers are common. Icebergs can be found in the oceans as far as 20 miles away from the polar caps. Humans have never reached either of the poles, and almost no life seems to exist in these areas.

FLORA

There are many types of plant life on Ad Tair. The crew of the Exodus brought some plants with them, and so some Earth plants do exist in Human-controlled regions of the planet. However, there are also some very unusual forms of plant life native to this planet as well.

These are the descriptions of some of the most common or unusual plants on Ad Tair. Descriptions include the common name of the plant, what kind of a plant it is, its normal size, its normal habitat, and a brief description of its other characteristics.

Alsafi Tree
Type: Deciduous Tree
Size: Small – up to 15 feet tall with a trunk diameter of up to 8 inches
Habitat: temperate, mild climates
Description: The Alsafi Tree resembles a small Weeping Willow. However, the Alsafi is blue instead of the usual green. The Alsafi is one of the most common trees on Ad Tair.

Alya Bush
Type: Deciduous Bush
Size: Medium – up to 4 feet high and 6 feet across, not usually wider than 3 feet
Habitat: mild temperature, moist climates
Description: The Alya Bush is composed of large green leaves, which resemble elephant ears. This common bush almost always appears in the form of a hedge.

Brachium Flower
Type: Flower
Size: Small – up to a foot tall; flowers up to 2 inches in diameter
Habitat: dry, windy areas – common in the flatlands, the Lokisian Mountains, and the Kelvam Desert
Description: Able to survive in the most desolate of areas, this unusual plant seems to have incorporated metal from the surrounding soil into its biology. The gray-blue flowers of the plant are literally composed, at least partially, of metal. This allows the flowers to take tremendous punishment from wind and other weather, despite their small size. The flowers crumple, however, when they are touched from the sides, suggesting an almost crystalline structure. As such, the flowers are useless for acquiring metal, though they are sought after for their rarity (since they are so fragile when handled) and unique beauty.

Gomeisa Bush
Type: Deciduous Bush
Size: Medium – up to 2 feet across
Habitat: coastal climates
Description: The Gomeisa consists of several 2-foot long stalks positioned as far apart from one another as possible. Each of these stalks ends in a ball of small green leaves. This gives the Gomeisa Bush the appearance of a dotted half-sphere.

Menkib Tree
Type: Deciduous Tree
Size: Medium – up to 30 feet tall with a trunk diameter of up to 6 feet
Habitat: temperate, mild climates
Description: The Menkib Tree looks like a large suspended ball. Its round leaves are dark green in color and average a foot across. In the fall, the leaves turn a dark red but do not fall off; this has earned the Menkib the nickname Blood Leaf.

Naos Flower
Type: Flower
Size: Medium – stems up to 2 feet long
Habitat: warm climates
Description: The top of the Naos Flower looks like a starburst. Several long, thin leaves stick out at various positions. The leaves may be just about any bright color and often change from season to season.

Rasalgethi

Type: Coniferous Bush
Size: Medium – up to 3 feet high with a diameter of up to 5 feet
Habitat: cool, moist climates
Description: The Rasalgethi consists of several dozen thin stalks sticking up out of the ground. Each stalk ends in a long, thin green strand, resembling a vine. The strands all bend outward, touching the ground. This makes the Rasalgethi look like a green slinky that has been laid on its side, end to end, in a circle. The term 'coniferous' is applied to the Rasalgethi only because it seems to remain the same throughout the year.

Salm

Type: Deciduous Tree
Size: Medium – up to 25 feet tall with a trunk diameter of up to 2 feet
Habitat: warm, wet climates
Description: The Salm looks like a wind-blown umbrella. Its long wide leaves stick straight out from the top of the trunk, creating a tight canopy. This collects water and brings it to the center of the tree. The Salm produces coconut-sized fruit. The outer covering is leather, while the inside is composed of bluish meat with a cool pink liquid at the center. The meat is edible and tastes like raspberries mixed with pineapple. The liquid is considered very refreshing and tastes like the juice of mandarin oranges.

Sargas Tree

Type: Deciduous Tree
Size: Large – up to 50 feet tall with a trunk diameter of up to 6 feet
Habitat: coastal areas, deserts, and mountains
Description: The few branches of the Sargas are mostly bare, except for a tuft of leaves at the end of each branch. The leaves look like long yellowish grass. These leaves often attract lighting during a thunderstorm. When lightning does strike them, the leaves burn, but the tree itself is never damaged. EM storms also seem to occur with greater frequency in the vicinity of a Sargas Tree.

Oltaran Sunplant

Type: Plant
Size: Medium – up to 3 feet across
Habitat: dark, moist areas
Description: The medium-sized leaves of this plant are a soft green color. The plant is usually found in the Oltaran Rainforest and always attached to the trunk of a tree. The Sunplant derives nourishment from the bark of the tree to which it is attached. Whenever a there is any motion near the Oltaran Sunplant, the leaves give off a soft yellow glow, similar to that of a large firefly. This creates interesting effects when a group of people is traveling through an area populated by Sunplants.

Light's Bane

Type: Plant
Size: Small – up to 2 feet in diameter with medium-sized leaves
Habitat: wet, humid areas, such as the Slengath Swamp, the Oltaran Rainforest, and the Rama Jungle
Description: This plant's leaves absorb light, leaving them beyond black. They appear to have no surface, making it difficult to gauge their position by sight alone. Some garments made from the material of these leaves do exist. These clothes feel similar to silk but are waterproof. Due to their absorbing of light, the difficulty of any attempt to attack someone wearing Light's Bane clothing is increased by one. Clothes made of Light's Bane usually cost at least 1000 times the cost of the clothing's normal counterpart. Also, because of the plant's rarity, such clothes are extremely hard to find.

Malachian Giant

Type: Coniferous Tree
Size: Massive – up to 500 feet tall with a trunk diameter of up to 50 feet
Habitat: The Malachian Giant is found only within the confines of the Malachian Forest
Description: The Malachian Giant is the largest kind of tree on the planet. The top half of this tree is covered with large needles. The cones produced by this tree are sometimes as long as 2 feet with diameters of up to a foot.

The bark of these trees is extremely hard, which protects them from almost anything. In fact, many of these trees seem to be at least three thousand years old.

Slengath Creeper
Type: Vine
Size: 1-2 inches thick, often up to 50 feet long
Habitat: found only in the Slengath Swamp
Description: These greenish vines have a unique method of acquiring food. Whenever a warm object (including a person) comes within a few feet of a creeper vine, the vine moves to grab it. Once it has taken hold, the vine drags its victim underground, suffocating it. When the body decomposes, it provides the creeper with nourishment.

Angel Tree
Type: Deciduous Tree
Size: Large – up to 40 feet tall with a trunk diameter of up to 4 feet
Habitat: coastal
Description: This tree gets its name from its peculiar shape. The trunk goes up about half the height of the tree, where it stops with a rounded top. The branches grow out of the side of the trunk and so do not grow above the trunk. This gives the tree the appearance of an angel with its wings spread. During the spring and summer, the branches grow leaves and small white flowers, making the wings appear white. During the fall, the leaves fall off, leaving bare branches and a very grim visage indeed.

Elgraic Fern
Type: Plant
Size: Large – up to 8 feet high
Habitat: warm, wet climates
Description: This interesting fern consists of several long stems with many hundreds of tiny leaves sticking out of them at right angles. The stems twist, causing the leaves to form a sort of spiral pattern. After the first ten years of life, the leaves at the end of each stem turn red. More and more of the leaves turn red each year. The oldest known plant is about 70 years old and nearly one third of its leaves are red.

Mari Tree
Type: Coniferous Tree
Size: Medium – up to 20 feet tall with a trunk diameter of up to 1½ feet
Habitat: mountainous regions and the Malachian Forest
Description: The Mari Tree has small green needles and cones. The sap of this tree is often used to make a sort of syrup.

Waterwood Tree
Type: Deciduous Tree
Size: Large – up to 50 feet high with a trunk diameter of up to 4 feet
Habitat: dry, warm climates, especially desert
Description: The Waterwood has small green leaves. It produces small blue flowers whenever it has recently received a lot of water. Just under the thin, leathery bark of the tree are hundreds of pockets. Each of these pockets contains approximately ¼ of a gallon of water. Often the discovery of one of these trees in the desert can mean the difference between life and death.

Annorax
Type: Plant
Size: Small – up to 4 feet across
Habitat: warm, wet climates, such as the Rama Jungle, the Oltaran Rainforest, the Sensu Forest, and the Lextrue Wetlands
Description: This is a rather common-looking plant. The heart-shaped leaves are a brownish-green color.
Special Properties: Annorax leaves are very poisonous if ingested. Treat the poison in the following manner: Effect: 3d6 damage per day of exposure Duration: 12 days
Onset time: 1 day Potency: 8

Arkaven Bush
Type: Coniferous Bush
Size: Large – up to 5 feet tall with a diameter of up to 4 feet
Habitat: cool, dry climates
Description: This bush is composed of tiny green needles and produces small cones. The Arkaven is thickly covered in these needles,

keeping the center of the bush warm despite the lower temperatures surrounding it.

Blue Shreba
Type: Flower
Size: Small – up to a foot across
Habitat: temperate, mild climates
Description: The Blue Shreba is a common flower all over Ad Tair. It resembles a blue flower bulb that is opened slightly at the top. The inside is a vivid orange. Once per year, a flower will open wide and release its seeds, revealing an orange flower with a red center.

Krellan Tree
Type: Deciduous Tree
Size: Small – up to 12 feet tall with a trunk diameter of up to 8 inches
Habitat: temperate, mild climates
Description: The Krellan Tree has medium-sized dark purple leaves and is found across most of the planet.

St. Michael
Type: Plant
Size: Small – up to 1 foot across
Habitat: any temperate, mild climate
Description: This is a long-stemmed plant with diamond-shaped leaves. The leaves are a light green with white striations in the creases. This gives them the appearance of having crosses on them.
Special Properties: The leaves of the St. Michael have certain curative properties. When the leaves are ingested, usually chewed, any attempts to resist disease or poison are reduced in difficulty by one. These effects last for about 2 hours.

Agaris
Type: Bush
Size: Size – up to 8 feet across
Habitat: Thaban Plains
Description: The Agaris is a leafy bush. Its moderately sized leaves have a yellow color and a sort of leathery texture.
Special Properties: When the leaves of the Agaris bush are ground up, boiled in water, and then mixed with any sort of citrus juice, an intoxicating beverage is produced. This drink has about the same effects as wine and tastes somewhere between beer and cranberry juice.

Strophanthus
Type: Deciduous Tree
Size: Medium – up to 20 feet tall with a trunk diameter of up to a foot
Habitat: higher altitudes, most commonly found in the Mulinac Mountains
Description: The Strophanthus is a common-looking tree resembling an elm. In the spring it produces red berries. The berries are edible, but extremely bitter tasting.
Special Properties: The berries of the Strophanthus can be used to make a useful serum. When this serum is injected into the bloodstream of a patient in cardiac arrest, it causes the heart to begin beating again. This works more than 75% of the time it is used.

Pariera
Type: Mushroom
Size: Medium – up to 4 inches across
Habitat: along rivers
Description: This mushroom is a mottled brown color with blue striations running through it. The Pariera also gives off a peculiar odor – the smell is something like rubber burning.
Special Properties: When small amounts of the Pariera are ingested it acts as a muscle relaxant, which may also aid in sleep. However, when too much is taken, it can cause the heart and lungs to stop, making it a very dangerous substance.

Snakeroot
Type: Plant
Size: Very Small – Less than 6 inches tall
Habitat: any climate
Description: Despite the fact that Snakeroot seems to be able to grow just about anywhere, it is rather uncommon and does not survive if planted by people. It appears as several small stalks sticking up out of the ground.
Special Properties: When the stalks are pulled out of the ground, their long, twisting roots can be used to help heal people. The roots are peeled and then placed in boiling water. Once

the roots have lost their color (this takes anywhere from 20 to 30 minutes) they are removed from the water. The patient then drinks the water, which tastes terrible incidentally, and becomes extremely sleepy and lethargic for at least 4-6 hours. Upon awakening from this state, the patient recovers 2d6+5 hit points.

Calabar
Type: Bush
Size: Medium – up to 3 feet across
Habitat: Oltaran Rainforest
Description: The Calabar bush is composed of long (about 2-3 feet tall) stalks with medium-sized reddish-green leaves. The Calabar is almost always found on the southern slopes of the hills in the rainforest.
Special Properties: The Calabar bush is poisonous to the touch. Treat the poison in the following manner: Effect: 2d6 damage per hour of exposure Duration: 6 hours
Onset time: 20 minutes Potency: 8

Balsam
Type: Flower
Size: Medium – stems up to 2 feet long
Habitat: usually found in the more hospitable areas of the flatlands
Description: The Balsam is a simple yellow flower that looks like a yellow daisy.
Special Properties: When ground up and mixed with water, the Balsam flower becomes a thin paste that acts as a coagulant. When the paste is applied to an injured character reduce the difficulty to perform First Aid on that character by one.

Blue Thorne
Type: Bush
Size: Medium – up to 3 feet across
Habitat: Rama Jungle and Lextrue Wetlands
Description: This simple bush has small green leaves and its stems are covered with small thorns. The Blue Thorne produces light blue, velvety fruit the size of crab apples.
Special Properties: When ingested, the fruit of the Blue Thorne boosts the Psionic abilities of the person eating it. For one hour after eating the fruit of a Blue Thorne, a person reduces the difficulty of using all Psionics by one. This also applies to attempts to resist the effects of Psionics used by others.

Olzaith
Type: Vine
Size: Small – up to 3 feet length
Habitat: wet caves
Description: This small white vine is found hanging from the ceilings of a few caves. It is unknown were it gets light for photosynthesis.
Special Properties: When the Olzaith vine is cut open, a milky white substance oozes out. This substance is often spread on weapons because of its unusual properties. When it enters the body it acts as a sort of poison. It prevents a character from recovering hit points as long as it is in his or her system. It takes effect immediately. Treat it as having a potency of 7 and a duration of 5 days. The affected character may attempt to resist it whenever he or she would normally regain hit points due to Natural Recovery. If resisted successfully, the character regains those hit points as normal.

Nadirith
Type: Coniferous Tree
Size: Medium – up to 35 feet tall with a trunk diameter of up to 3 feet
Habitat: shores of Lake Yoma
Description: This rather normal looking tree has 3-4 inch needles with large cones.
Special Properties: One out of every ten cones has a cluster of three large berries at its top. When eaten, each of these berries restores 10 points of energy to the eater.

FAUNA

The crew of the Exodus did bring some Earth animal embryos with them to this planet. However, many of these animals have not fared well in their new environment. Ad Tair is also home to many distinct creatures. Most of them are similar in nature to those of Earth. Just as on Earth, most animals won't attack unless provoked, and mothers protect their young. However, one must also keep in mind that these animals are aliens.

These are descriptions of those animals native to Ad Tair that are more common or more unusual than the few Earth animals still on the planet. The first line of each description is the common name of the creature. The second line gives the number of hit points the animal has and the amount of natural armor covering the animal. The next line tells how far the creature can move, given in yards per second, and the number of dice in the animal's dice pool when it attacks. Usually the method of attack is also shown in parentheses. Often a creature will have more than one means of attacking, shown by having several different Attack values. The next line gives the range of the attack in yards and the damage done by the attack. Again, more than one value may be given. The type of damage dealt by the attack is denoted by either B for Bashing or C for cutting. The next line gives the dice pools used by the creature for Blocking, Dodging, and Parrying. Many creatures have some sort of natural means for Blocking and Parrying and so do not require a shield or other such items. The last line describes the common habitat of the creature. Following all of these values is a description of the animal along with any special rules. Gamemasters should note that not all, but many creatures' attacks cannot be parried. However, which can and which cannot is best left for the GM to determine.

Lout Worm
Hit Points: 1 Armor: none
Move: ¼ Attack: 0
Range: 0 Damage: 0
Block: 0 Dodge: 0 Parry: 0
Habitat: forests and swamps

The Lout Worm is a flat worm about 2 inches long. The Lout Worm moves using hundreds of tiny legs underneath its dark brown carapace. This carapace changes color to match its host, much like a chameleon. On each side of the worm are thousands of tiny filaments. When a Lout Worm reaches the age of about two years it begins to swell up. After a couple of days, the worm dies. When it decomposes, hundreds of eggs remain and hatch in a matter of days. Evidently, unless a worm is in the right environment when it dies, the eggs go dormant and die in a matter of hours. The Lout Worm is a parasite; when it finds a host, the worm inserts its filaments into the host's skin. It derives sustenance from its host through these filaments. At the same time, the Lout Worm injects its host with a substance similar to adrenalin. This substance acts as a sort of stimulant but also causes the host to behave more aggressively. In people, this substance produces an extraordinary high. As a result of this constant level of hyper-activity, the host loses one hit point per hour that he or she is under the influence of the worm. A Lout Worm may be removed in the same manner as a leech. Many humans pay high prices for Lout Worms, becoming addicts to the substance secreted by them. Such people are often called "louters".

Relck
Hit Points: 6 Armor: 5
Move: 2 (on ground) Attack: 5 (tendril)
Range: 5 (tendril) Damage: 1d C (bite)
Block: 0 Dodge: 0 Parry: 0
Habitat: just about anywhere

The Relck is an odd creature. It looks like a small mound about a foot across with holes around its base. It is usually a dirty green color and has several tiny legs underneath its hard outer covering. The Relck has no discernable eyes, and its mouth is

located on its stomach, facing the ground. When it needs to move quickly, sharp, barbed tendrils about 5 yards long shoot out of the holes in its shell. The tendrils are sharp enough to pierce almost anything and have even been known to stick in stone. These tendrils stick in a nearby object, and the Relck pulls itself toward and then latches on to its target with its legs. This allows a Relck to cover a distance of up to 5 yards a second, which is much more impressive when you realize that these 5 yards can be from tree trunk to tree trunk. This is also how the Relck hunts its prey. Whenever a small- to medium-sized warm-blooded animal comes close to it, the Relck attaches itself to its victim and slowly begins to eat it. Once a Relck has latched on to its victim, the only way to remove it is to kill it. In fact, more than one unlucky explorer has found himself skewered by a friend trying to remove a Relck. No one knows how long a Relck lives or how (or even if) it reproduces. Relck are usually solitary creatures, but there have been reports of groups of 3-5 Relcks hunting together to bring down larger game.

Cray

Hit Points: 5 Armor: 2 (hide)
Move: 10 Attack: 4 (fin)
Range: 0 Damage: 1d+2 C (fin)
Block: 0 Dodge: 6 Parry: 0
Habitat: the Oltaran Rainforest, the Rama Jungle, and the Sensu Forest

The Cray looks like a small, flying, tailless, stingray. Crays are usually about a foot across and range in color from a mottled green to dark gray. Crays have a small fin running down their bellies. This fin is extremely sharp and is used as the Cray's main defense. It attacks by flying over its target and running its belly over it, allowing the fin to do its work. The Cray's main food sources are fruits of many different types of trees. Halfway through its 8-year lifespan the Cray lays three golf ball-sized eggs. These eggs are often attached to a tree with some sort of sticky substance secreted by the Cray. These eggs usually hatch within several days of being laid but are not cared for in any way

by the Cray that laid them. Crays are asexual and solitary, and all Crays can lay eggs.

Furball

Hit Points: 2 Armor: 0
Move: 2 Attack: 0
Range: 0 Damage: 0
Block: 0 Dodge: 2 Parry: 0
Habitat: towns and cities

The Furball is very accurately named. It is a small ball of fur about 4 inches across. This fur may be virtually any color. The Furball has two small eyes that rise up out of the fur on two tiny stalks. When it wants to move, the Furball retracts its eyes and rolls wherever it wants to go by undulating its skin. The Furball has a small mouth and eats small insects when it finds them. It can go for days without eating without any evident problems. Furballs can give birth only once during their 3 years of life. When a Furball gives birth, two small lumps appear on its body. Over the next couple of hours, the lumps gradually increase in size. At this point the Furball will begin quivering violently. Within a few minutes the lumps simply fall off of the creature, resulting in two new Furballs. The three animals go their separate ways almost immediately and will probably never come into contact with one another again. Because of their good-natured behavior and their complete and total inability to harm people, Furballs are often kept as pets.

Quavial

Hit Points: 4 Armor: 0
Move: 20 Attack: 5 (talons)
Range: 0 Damage: 1d C (talons)
Block: 0 Dodge: 6 Parry: 0
Habitat: everywhere

The Quavial is one of the most common birds on Ad Tair. It is also a somewhat unusual looking bird when compared to Earth birds. The Quavial has four wings arranged so that the bird appears to be a flying X when viewed from the front. The Quavial has a small beak and sports talons on its two feet, which it uses to capture small prey such as lizards and rodents. The Quavial's feathers come in a wide variety of colors, depending on its environment. Quavials living in forested areas

are often green or brightly colored. Those living in the flatlands and the Thaban Plains are usually light brown or a sort of light rust color. The ones that live along the coast are usually blue or green. The Quavials living in mountainous or desert regions are dark brown or black as opposed to the white birds found in the polar caps. Both the male and female of this species are colored the same way, and both care for their young. Every few years of their 7-year lifespan, Quavial females lay 3-5 eggs in a small nest. The parents care for the eggs until they hatch and then care for the hatchlings for several days afterward. Adult Quavials are almost always found in pairs, making them one of the few animal species that mates for life.

Balcomb

Hit Points: 8 Armor: 7 (armored hide)
Move: 2 Attack: 4 (ramming)
Range: 0 Damage: 2d B (head)
Block: 0 Dodge: 1 Parry: 0
Habitat: desert and flatland areas

The Balcomb is a large four-legged creature, appearing somewhat reminiscent of an armadillo. The Balcomb stands about 2 feet high at the shoulder and averages around 5 feet in length. It moves low to the ground using its stubby legs. Its thick hide is very hard and is usually brown in color. The Balcomb is primarily a scavenger, but it has the ability to defend itself. When threatened, the Balcomb lowers its large flat head and charges its opponent, relying on its armor to protect it from attack. Though they live to be 30 or 40 years old, Balcombs give birth only once in their lives. When a Balcomb becomes pregnant it burrows deep underground and seals itself in for several days. Eventually, the original creature emerges along with 1 or 2 smaller Balcombs. No one knows what occurs within this underground den. Balcombs are rarely seen in groups, though it is not unheard of.

Thresher

Hit Points: 15 Armor: 2 (hide)
Move: 4 Attack: 5 (tusks) 3 (bite)
Range: 0 Damage: 2d C (tusks) 5d C (bite)
Block: 0 Dodge: 5 Parry: 2
Habitat: the Thaban Plains and the flatlands

The Thresher is a vicious predator to be avoided at all costs. The Thresher looks like a small dinosaur. It has to short but powerful legs and a 3-foot tail. It stands just under 4 feet tall at the shoulder, and its reptilian skin is usually a dull blue color. The most noticeable (and terrifying) feature of this creature is its mouth. The Thresher's immense mouth opens in the shape of a triangle about 1½ feet on a side. This mouth is filled with hundreds of inch-long sharp teeth. At each of the three corners of its mouth are 2-foot long curved mandibles, which the Thresher uses to slash at its prey. When the Thresher's victim is slowed enough, the Thresher bites its prey, running all its tusks into the target at once. Threshers are asexual, and about 50% of them give birth once every 2 years of their 7-year long lives. Threshers give birth to a single foot-long egg that usually hatches within 48 hours. It takes approximately 20 days for the creature to mature, during which it eats voraciously (even for a Thresher, which normally eats ½ its body weight each day). The Thresher is a carnivore, and its diet consists of just about anything it can sink its tusks into. Threshers are always found either alone or in groups of three, though no one has come up with a satisfactory explanation as to why.

Gatex

Hit Points: 6 Armor: 2 (hide)
Move: 15 Attack: 4 (tail)
Range: 0 Damage: 1d B (tail)
Block: 0 Dodge: 5 Parry: 0
Habitat: the Thaban Plains, the flatlands, and the lower slopes of mountain ranges

The Gatex is a somewhat unusual-looking animal. It is the size and shape of a Gazelle, but it is in fact a reptile more closely resembling a dinosaur. Its head and feet are like that of a dinosaur as well as its light green skin. It also has a 3-foot long tail, which it uses

for balance in conjunction with bird-like legs to move incredibly fast. This tail is also its main means of defense. The Gatex swings its tail at its attackers, often times breaking their legs. These creatures are herbivores and their diet consists primarily of grasses and the leaves of low-hanging branches. During its 8-year life, the Gatex may give birth as many as three times. Each time, the Gatex gives birth to one live animal. This baby is raised within the pack and often remains with them throughout its entire life.   Packs often range from 10-20 individuals, though packs of as many as 30 have been seen roaming the Thaban Plains.

Selan Worm
Hit Points: 75 Armor: 7 (armored hide)
Move: 3 (15 underground) Attack: 4 (bite)
Range: 0 Damage: 6d+2 C (bite)
Block: 7 Dodge: 1 Parry: 0
Habitat: the Kelvam Desert
    The Selan Worm is a deadly creature. Measuring 30-40 feet long and covered in a thick hide resembling armored plating, the worm can take tremendous amounts of damage. Its tan-colored body is usually 4-5 feet across, but it is the Selan Worm's head that deserves the most attention. The head is dominated by two large mandibles like those of an ant. These mandibles serve as the worm's only weapon, but one it uses effectively. A single bite from a Selan Worm can cut a Human in half. Above the head are five black eyes. These eyes have a thick covering, which protects them while the worm is underground. Surrounding the entire head is a large frill composed entirely of a dense bone-like substance. This frill is similar to that of the ancient Triceratops and is used to protect the worm's body. (A Selan Worm may Block twice during each round of combat.)   Not even bullets will pierce the frill of a Selan Worm. The Selan Worm usually travels underground and only exposes the front ¼ of its body when attacking prey. Selan Worms are carnivorous and will eat just about anything. Nothing is known about the life cycle of the Selan Worm, but fortunately, they do not seem to travel in groups.

Gargantua
Hit Points: 25 Armor: 0
Move: 2 Attack: 5 (punch)
Range: 0 Damage: 2d+2 B (punch)
Block: 0 Dodge: 3 Parry: 0
Habitat: the Rama Jungle, the Sensu Forest, and the Rakden Mountains
    The Gargantua looks much like a large Gorilla. However, in addition to being nearly 6 feet tall at the shoulder, its skin and hair have the remarkable ability to change color. At most times, the Gargantua matches the dominant color of its environment. In the forest its green, in the mountains its brown, and so on. However, whenever the Gargantua is totally still for more than a few seconds, it matches the appearance of the terrain it is covering up exactly. Even small flowers and individual blades of grass are duplicated in full detail. It is almost impossible to detect a sleeping Gargantua without literally tripping over it. (Attempts to look for camouflaged Gargantuas in their natural environment are made using a difficulty number of 10.) No one knows how this feat is accomplished, but the camouflaging technique does not seem to work when the creature is removed from its natural environment. Gargantuas live off of leaves and other plants and must eat nearly ¼ their body weight every day (a staggering amount, given their weight of over a ton). Gargantuas avoid confrontation whenever possible.   However, when necessary a pack of Gargantuas, usually numbering around ten or so, will employ a unique defense. The young of the pack will immediately run away and vanish while the adults remain and fight. All of the adults will attack individual members of the enemy until they are no longer a threat, then they move on to the next individual. This is repeated until approximately half of the enemy is either killed or otherwise incapacitated. Then the adults also retreat and vanish. This is all further complicated by the fact that at least two members of a Gargantua pack are often camouflaged at any given time; this usually results in an attacking enemy being blindsided. Adult Gargantuas live their whole lives in the same pack and give birth to a single live infant

every five years or so. Gargantuas mature in about two years and live to be around 20 years old.

Flasher
Hit Points: 2 Armor: 0
Move: 10 Attack: 6 (electrical arc)
Range: 2 Damage: 1d electrocution (arc)
Block: 0 Dodge: 7 Parry: 0
Habitat: the Rama Jungle and the Lextrue Wetlands

The Flasher is a small lizard about 2 feet in length and about a foot tall at the shoulder. The Flasher is vibrant blue in color with bright yellow stripes running down its back and tail. The creature is an omnivore and eats small creatures and fruits. The Flasher also has a unique method of catching prey and defending itself. It builds up an electrical charge within its body and then releases it in an arc of electricity. Flashers give birth to around half a dozen eggs each year, of which maybe two animals will survive and mature in a matter of days. Flashers' lifespans average between 2 and 3 years in length, and the animals rarely form groups.

Lumberer
Hit Points: 90 Armor: 2 (thick hide)
Move: 5 Attack: 5 (trunk)
Range: 0 Damage: 3d B (tail)
Block: 0 Dodge: 1 Parry: 0
Habitat: the Polar Caps

The Lumberer is a large mammoth-like creature. It is usually 10 feet high at the shoulder and is covered in long brown hair. The solitary Lumberer eats anything it can find and can live for several days without eating. It uses its trunk to defend itself, not only striking its foe, but also picking it up and flinging it as much as 30 feet away. (When a Lumberer attempts to pick up and throw an enemy, it makes an attack test with a difficulty of 8. This attack cannot be Blocked or Parried and results in 3 dice of falling damage.) The Lumberer gives birth to a single live infant as many as three times during its 60-year lifespan. The young calf stays with its mother until it reaches maturity at the age of 10.

Arachnis
Hit Points: 2 Armor: 0
Move: 15 Attack: 6 (bite)
Range: 0 Damage: 1d C (bite)
Block: 0 Dodge: 8 Parry: 0
Habitat: the flatlands, the Kar' Lem Desert, and the Kelvam Desert

The Arachnis (plural Arachni) looks essentially like a flying spider. It has eight legs surrounding a segmented yellow body. Attached to this body are two large wings. The Arachnis usually travels in swarms of 10-20 insects. Arachni swarms usually bring down small game by biting and injecting their targets with a type of venom. Treat this poison in the following manner: Effect: 1d6 damage per round Duration: 2 hours Onset time: instant Potency: 5 The effects of this poison are not cumulative for successive bites. No one is really sure how long Arachni live or how they reproduce. However, there have been several reports of Arachni egg sightings; these eggs supposedly look like hundreds of tiny ping-pong balls.

Sand Beetle
Hit Points: 2 Armor: 5 (shell)
Move: 1 Attack: 3 (bite)
Range: 0 Damage: 1d C (bite)
Block: 0 Dodge: 4 Parry: 0
Habitat: the Kelvam and Kar' Lem Deserts

The Sand Beetle is 8-inch long insect with a hard tan shell and inch-long mandibles. Sand Beetles live in groups of as many as 40 individual creatures. These groups construct mounds of sand in the desert in which to live. The beetles are scavengers and will occasionally carry carcasses weighing as much as fifty times the group's collective weight. The Sand Beetle queen lives her 5-year life within the confines of the sand mounds. She lays approximately 50 eggs each year, which, due to the year-long lifespan of the Sand Beetle, often results in the entire colony being replaced each year. Across many parts of Ad Tair Sand Beetles are considered a delicacy. Three or four Sand Beetles are usually served belly-up in a half-shell with some sort of sauce.

Tairian Flyer

Hit Points: 40 Armor: 1 (hide)
Move: 25 Attack: 5 (talons) 4 (bite)
Range: 0 Damage: 2d C (talons) 1d C (bite)
Block: 0 Dodge: 3 Parry: 0
Habitat: coastal areas

The Tairian Flyer is the largest known flying creature on the planet. With a small body and head, the creature's massive wings give it a wingspan of nearly 30 feet. Instead of feathers, the Tairian Flyer is covered in large, bright blue scales similar to that of a snake. The flyer's long beak is used to scoop up fish and other forms of sea life on the surface of the oceans over which it resides. The creature also has sharp talons, which it uses to defend itself. Tairian Flyers give birth once during their 12-year lifespans. The parents watch over the dozen eggs until they hatch and then protect their young for about a year afterward. Tairian Flyers make their nests on the surface of the ocean itself. Constructed of leaves and seaweed, these nests float on the waves and are guarded by at least one parent at all times. Tairian Flyers do not normally travel in groups, though they occasionally hunt together.

Canis Major

Hit Points: 60 Armor: 1 (thick hide)
Move: 4 Attack: 5 (claw) 4 (bite)
Range: 0 Damage: 1d+3 C (claw) 1d C (bite)
Block: 0 Dodge: 4 Parry: 0
Habitat: the Malachian Forest, the northern flatlands, and the Polar Caps

Canis Major is the name given to a species of huge bear-like creatures. Standing nearly 6 feet high at the shoulder and weighing more than a ton, these light brown animals are extremely intimidating. Canis Majors are omnivorous and eat a variety of plants and small animals. These large animals defend themselves using their claws as well as by biting. (A Canis Major may bite and claw in the same combat round, giving it two attacks.) Canis Majors give birth to one or two young every five or six years of their adult lives. These young mature in a year or two and usually live about 30 years. Canis Majors do not commonly form groups.

Drotik

Hit Points: 35 Armor: 7 (armored hide)
Move: 5 Attack: 4 (bite)
Range: 0 Damage: 1d+1 C (bite)
Block: 0 Dodge: 2 Parry: 0
Habitat: the Thaban Plains

The Drotik is an interesting creature indeed. It looks like an ant with three distinct differences. First, its legs are proportionally larger than those of an ant – the highest joint is well above the head of the creature. Second, the animal's last body segment is much wider than usual with a divot in the middle. And finally, the creature's body rests 4 feet off the ground and is usually around 16 feet long. Despite their fearsome appearance, Drotik are actually quite gentle. Though they do not have to eat often, when they do they absolutely gorge themselves on plants – often eating an amount of plant matter equal to their own body weight. Drotik live about 13 years and are asexual. During this time they give birth only once or twice. Drotik give birth to three eggs, only one of which will hatch. The baby Drotik will mature in just under a year, during which its parent will care for it. Drotik were occasionally seen in groups shortly after the crew of the Exodus arrived, but many of them have been domesticated. They make excellent mounts, able to carry several people and their supplies. In addition, they rarely have to eat and are frightening enough to discourage most attackers. Drotik are expensive and very much in demand across most of Ad Tair.

Silver Whale

Hit Points: 200 Armor: 2 (hide)
Move: 15 Attack: 6 (bite)
Range: 0 Damage: 7d C (bite)
Block: 0 Dodge: 0 Parry: 0
Habitat: the Majis Ocean

The Silver Whale is just that – a silver-colored whale the size of the Humpback. Other than the coloring, there are two main differences between the two species. First, the Silver Whale's skin is completely smooth. Second, the Silver Whale has teeth. It uses its hundreds of teeth to eat just about anything smaller than itself. Silver Whales give birth to

live young, but it is unknown how often. Their normal lifespan is also unknown. Silver Whales occasionally travel in groups of 2-5 individuals.

Talias Fish
Hit Points: 20 Armor: 14 (skin)
Move: 5 Attack: 0
Range: 0 Damage: 0
Block: 0 Dodge: 5 Parry: 0
Habitat: the Richlam Ocean

The Talias Fish is one of the oddest creatures known to man. Basically, the Talias Fish looks like a glowing rock. It is also nearly as hard. Not much else is known about the Talias Fish. In fact, the only other known fact is that Talias Fish commonly travels in schools of as many as 100 individuals.

Protsilid
Hit Points: 150 Armor: 1 (skin)
Move: 8 Attack: 5 (tentacle)
Range: 0 Damage: 2d B (tentacle)
Block: 0 Dodge: 1 Parry: 0
Habitat: the Dottare Ocean

The Protsilid is a huge writhing ball of tentacles. It is approximately 50 feet across with tentacles at least 20 feet long. The Protsilid uses these tentacles to catches fish and small whales, which it then pulls into its center, where they are digested. The tentacles can be used to strike foes, but are more often used to grab and crush them. (A Protsilid attempting to grab an object must make an Attack test against a difficulty number of 8. If successful, the Protsilid's victim suffers 4d of Bashing damage each round until released. It is possible to escape a Protsilid's grip by making a successful ST test against a difficulty number of 10, but it is probably easier to distract the creature into releasing its prey.) Nothing is known about how Protsilids reproduce or how long they live. They appear to be extremely territorial, and many people agree that few things are more frightening than seeing two Protsilids fight.

Frezar
Hit Points: 20 Armor: 0
Move: 55 Attack: 6 (claw) 5 (bite)
Range: 0 Damage: 2d+3 C (bite) 1d+1 C (bite)
Block: 0 Dodge: 4 Parry: 0
Habitat: the Sensu Forest

The Frezar is a large cat about the size of a Tiger. Actually, the two species are very similar – only a few differences exist between them. First of all, instead of orange with black stripes, the Frezar is bright green with yellow stripes. Second, the Frezar is extremely fast; it is able to move at nearly 40 miles per hour. Finally, the Frezar has no eyes. How it is able to detect prey and enemies is unknown. However, the Frezar is more difficult to sneak up on than any other known creature. (Frezar may bite and claw in the same combat round, giving them two attacks.) Frezar live up to 20 years and give birth to several live young over that time. The parents care for their young for about 2 years; then the cubs leave and are on their own. Frezar rarely travel in groups.

THE RACES
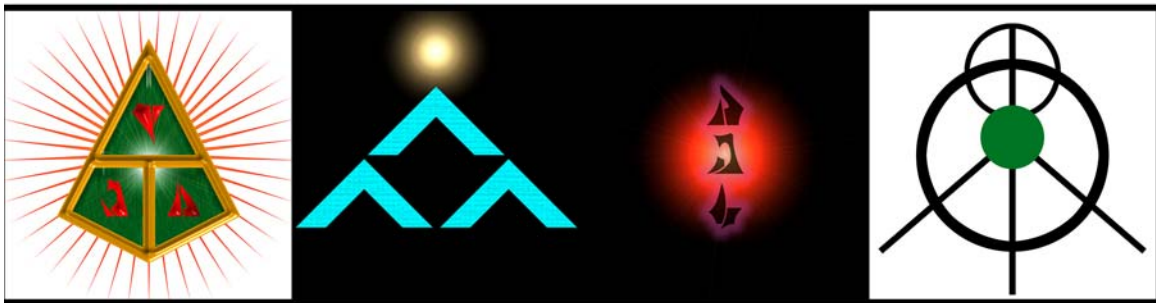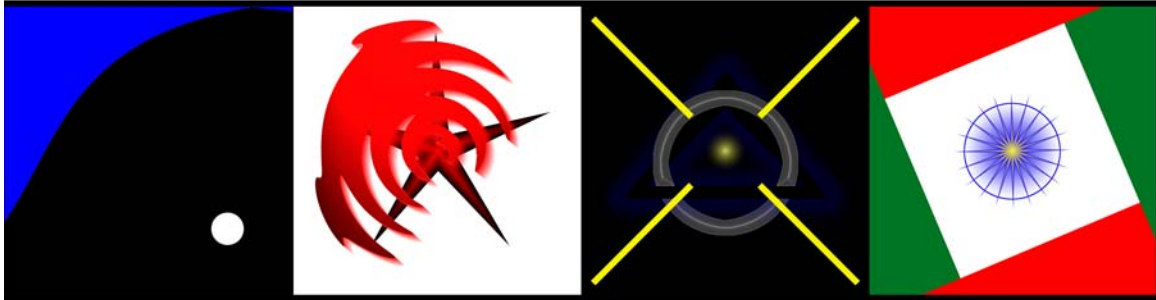
OF AD TAIR

HUMAN
SEITARIN
MELKAR
TRA' QUIL
PHYLANS
RAAGON

HUMAN

THE HUMANS

Ad Tair is a very different place than it was 14 years ago. Electrical power is horded, and everyone is suspicious of those around them. Humanity has spread across most of the planet. However, instead of the sprawling cities we hoped to build, small towns and villages made from scavenged materials are home to most Humans. Most people don't survive the journey from one town to the next. We Humans have been hit the hardest by the effects of the Great Cataclysm, but it has affected the civilizations of all species.

The Seitarin have been invaluable in our effort to survive. They have provided us with food and raw materials to be used in the creation of our new homes. The Tra' Quil have also been kind enough to offer assistance in our time of need. The Melkar occasionally trade with us, but they are somewhat suspicious of our species. Who can blame them; we are responsible for their useless mining equipment. Because of our greed, they depend on picks and shovels. As for the Phylans and the Ehlreth, no known human has ever seen a member of these enigmatic species. We do not know if they will view us as friends – or foes.

HISTORY

The following historical account begins in the year 2020 A.D. This is generally accepted as being the year that marked the turning point in the history of mankind.

The International Space Agency (ISA) was formed June 8th, 2020 at the behest of some of the most powerful and influential figures on Earth. Its purpose was to coordinate the planet's efforts to explore, and eventually colonize, planets outside of the Sol system. Most people felt that this new international organization represented a unity between the peoples of Earth. Nine years after the creation of the ISA, the Western Alliance was formed. This alliance, which consisted of the United States, Canada, the United Kingdom, France, Spain, Italy, and Germany, was formed to prevent eastern nations from gaining complete control over oil in the Middle East. Two weeks later China, the United Korean Empire (formerly north and south Korea), Japan, and India joined forces to create the Eastern Bloc and oppose the Western Alliance. In 2031, the ISA completed the construction of mankind's crowning achievement. The Odyssey was to be the first manned extra-solar ship. This vast ship measured nearly two kilometers in length and could carry one million people, along with their supplies. The Odyssey was powered by the new Mealny interplanetary drive. This drive system would not have to be refueled for nearly 500 years and could propel the ship at nearly the speed of light. The Odyssey was built in lunar orbit, and her existence was kept secret until her construction was complete. The Odyssey was scheduled to launch in January of the next year on her maiden voyage through the solar system. This voyage was expected to take about a year. The problem in the Middle East was growing worse, however, and the ISA decided to change its plans the month before the launch. The Odyssey was renamed the Exodus, and her flight plan was changed. Instead of a short trip through the solar system, the Exodus would take her crew to their new home – Alpha Centauri. The crew of the Exodus was instructed to use the ship's auxiliary fusion engines before engaging the Mealny drive just beyond the orbit of Jupiter. The ISA feared that the situation on Earth would either lead to the militarization or destruction of the Exodus. The Exodus left lunar orbit on March 13th, 2032 on course for Earth's closest habitable neighbor. On September 25th, 2034 the Western Alliance declared war on the Eastern Bloc. The world plunged into World War III with both sides threatening to use thermonuclear weapons. This causes the Exodus crew to split into two groups. One group is comprised of those that wish to return to Earth, and the other consists of those who want to continue on to Alpha

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Centauri. For the time being, the course of the Exodus remains unchanged. In the beginning of March 2035, the Exodus passes over the orbit of Mars at a speed of approximately 10,000 miles per hour. Just under an hour later, all contact with Earth is lost. All evidence points to one conclusion – Earth is a dead planet. By June civil war is threatening to erupt among the crew. The computer controlling the Exodus is tampered with and her course is altered. All efforts to resume course for Alpha Centauri fail. War seems inevitable. A former college professor by the name of Sam McKenna steps in and edges the crew away from self-destruction. By October a plan is devised. The crew will go into hibernation and the Mealny drive will be engaged. The main computer is instructed to slow the ship and awaken the crew when a habitable planet is detected. January 1st, 2036, New Year's Day, the crew enters hibernation. The computer engages the Mealny drive and the Exodus leaves the Sol system just under six hours later at half the speed of light.

In the year 2123 A.D., the Exodus arrives in a binary star system and begins to reduce her speed in order to examine a planet that may be habitable to Humans. The crew is awakened. Approximately 2300 people do not survive hibernation; among these is Sam McKenna. Three years later Humanity's ark approaches a habitable planet. This planet is dubbed "New Earth" by most of the crew until a more suitable name can be decided upon. After several months of intense scrutiny from orbit two things are determined. First, this planet will support Human life. Two, this planet is inhabited by intelligent beings. The crew decides that this planet may be their best chance for survival and abandon the Exodus in colony pods en route to the surface. The Exodus enters into a stable orbit around the planet's largest moon, where it remains to this day. The colonists create a new home in a city they call New Avalon and form the first formal Human government since World War III – the Ruling Council.

POWER

Electricity is a precious commodity. The few power sources possessed by Humans are fiercely controlled and guarded. Only a handful of people remember how to make old-style combustion generators, let alone how to produce gasoline. Unfortunately, when most of the Human electrical systems were destroyed, the information stored within those systems was lost. As a result, those in control of the electricity are also in control of the knowledge on how to produce it. Thus electricity is rare and extremely expensive.

The Melkar, while possessing no power sources themselves, often purchase electricity from Humans or Seitarin whenever they need to mine more ore in a short time. The Tra' Quil are rumored to possess some form of power source, though there is no actual evidence. They themselves simply avoid the subject. All Seitarin cities possess a reactor or generator of some kind. The power produced is of a form unknown to Humans. No matter how hard our scientists try, they cannot understand or duplicate this form of power. The few Seitarin who understand it regard it as very valuable information and so have not explained it to us. They will sell power cells, which last for a reasonable amount of time and only work with Seitarin technology, for a price. The Phylans and the Raagon are not thought to possess any form of power at all.

TRANSPORTATION

The distances between most settlements are vast, and people often do not reach their destination. What little travel takes place is done only by the very rich or the very brave. The rich usually make use of the handful of vehicles that the Seitarin provided Humanity in the year 8 A.C., which still function and are considered extremely valuable. Some people have even resurrected the automobile. Old-style bicycles and other interesting inventions are commonly used within cities and towns. Horses, which were brought from Earth on board the Exodus, have become the transport of choice for those wishing to travel who do not have a lot of money.

Occasionally enough people will want to travel to the same destination that a caravan will be formed. These caravans consist of all sorts of vehicles and also offer mutual protection to those traveling. The only regular caravan travels approximately 2000 miles going back and forth between New Avalon and Elysium every 40 days. Governments also occasionally form caravans when sending people or supplies to neighboring settlements or species.

Guides and maps have become big business. A good map can be worth more than food in some areas. Everyday people lucky enough to acquire an automobile or Seitarin vehicle quickly begin acting as a sort of taxi service. A ride to a nearby town can cost as much as 1000 kennas, while a trip to settlements farther away may cost much more. Such a person can build up a small fortune in around year if he is smart.

The many dangers and unknowns present all across Ad Tair make travel hazardous to say the least, forcing people to be extremely cautious whenever leaving the relative comfort of a town.

RAAGON

The Raagon present a large problem for those choosing not to travel with a caravan. The Raagon are fiercely territorial and often attack travelers. Fortunately, the Raagon do not band together in large groups and so caravans are usually safe. All past attempts to get rid of the Raagon have failed, and an intelligent traveler would do well to avoid these nomadic people whenever possible.

COMMUNICATION

Most communication occurs by means of word of mouth or messengers. Messages sent within a town are usually not too expensive. However, whenever a messenger is required to travel in order to deliver a letter or message, the cost tends to skyrocket. In fact, it is usually cheaper for a person to travel and deliver a message himself rather than hire someone else to do it. Still, because of the danger involved in traveling across Ad Tair, messengers are still able to make a good living, though they have to become more or less nomadic. A small handful of wealthy people have access to devices known as vidphones. These are similar to the videophones of the 20th century on Earth. These vidphones exist almost exclusively in the Human settlement of Elysium. Any other methods of communication possessed by other species are unknown, with the exception of some form of telepathy possessed by some of the more powerful Seitarin.

TECHNOLOGY

Due to the Great Cataclysm, most of Humanity's technology has taken a giant leap backwards. With a few exceptions, most of which exist only in Elysium, the technology of the Human race has regressed hundreds of years. Within a couple of years after the Great Cataclysm, most of the useless technology had been stripped down for parts, and just about anything of value containing a significant amount of metal has been melted down. This metal has been used to make weapons dating back to medieval times. Some people have managed to manufacture firearms on a small scale as well, though most existing guns were made before the Great Cataclysm. All these factors combine to make firearms extremely expensive and ammunition extraordinarily rare.

Unfortunately, the remaining resources are rarely used to improve the overall quality of life. Methods of transportation show no improvement. New buildings are constructed of crude materials and often do not last more than a couple of years. Older constructions show signs of decay. As a whole, the technology level of Human society is spiraling downward at an alarming rate.

Any attempts to increase the technological level of society as a whole are met with resistance. This resistance is mostly due to the fact that people are still afraid of another terrible cataclysm. Also, to make any attempt at advancement even more difficult, those in control of existing technology often actively prevent others from resurrecting old knowledge, lest they lose their power and influence.

PSIONICS

Natural Psionics are more common in Humans than in any other known species with the exception of the Seitarin. Due to a lack of guidance, most Psionics go through life without developing their rare abilities; in fact, many never realize that they possess these abilities. Natural Psionics are often met with fear and nervousness among Humans. A number of Humans are thought to have reached Echelon 2, but no Human is known to have passed Echelon 3.

PROTEUS

PROTEUS was the project proposed and begun by scientists who felt that Project Woden would fail. The goal of PROTEUS was to genetically engineer a Human with Psionic abilities that could rival those of the Seitarin. Those scientists in charge are rumored to have expanded the scope of this project slightly. They endeavored to engineer a fully-grown Human, who would not only possess formidable Psionic abilities, but would also possess basic knowledge and skills at "birth". The location of this project is unknown; in fact, it has been rumored that research for PROTEUS took place at several different sites around the globe. Whether or not PROTEUS was successful or not, nobody seems to know. If anyone has any knowledge of this project they have kept this information to themselves.

ENTERTAINMENT

Unfortunately, only the very wealthy can concern themselves with entertainment on a regular basis, and they usually spend their time making sure that they remain wealthy. Organized sports and movies are considered far too expensive and trivial to be bothered with. Very few new books have been published since the Great Cataclysm. Actually, real books are something of a rarity. Most books were stored electronically prior to the Great Cataclysm and so paper books are considered antiques. As a result, only those living in the city of Elysium have any regular access to reading material, even though access to large volumes of text is often restricted and always expensive. In some areas even arena and pit fighting have become popular. Often times, people who are down on their luck will enter these competitions in the hope of making some money. Unfortunately, few of them survive and even fewer manage to forge the new life they had hoped for.

POPULATION

The current Human population of Ad Tair is approximately 1 million. About ¼ of these are located within New Avalon and Elysium. About 1 percent of those living in these two largest cities are considered wealthy, with about half of them being truly rich and powerful. The rest of the population would be categorized as lower class. Actually, there is no real middle class anywhere in Human society on Ad Tair. Around 650,000 are currently living in the northern hemisphere of the planet, mostly in the Thaban Plains. The remaining 100,000 have migrated to the southern hemisphere. Very few humans live within the forests or mountains, though a handful of settlements have sprung up on the fringes of the Malachian Forest.

LOCATIONS OF INTEREST

NEW AVALON

The official capital of Human civilization on the planet, New Avalon is the seat of the Ruling Council. New Avalon was also the first city to be built once the crew of the Exodus arrived on planet; as such it was the largest Human settlement for many years. Not long after the Great Cataclysm, Elysium surpassed New Avalon in terms of both size and population. Ever since New Avalon lost power, the city has been steadily decaying. Buildings are in a constant state of disrepair, and the quality of life continues to decline.

ELYSIUM

Though the Ruling Council is still located in New Avalon, Elysium has begun to exert more and more influence in political matters in the past months. Since Elysium is the home of the only known functioning conventional power-producing systems, this is really not all that surprising. Elysium has become a cesspool of corruption. Only the rich can afford power, and they use it to further their own ends. In fact, it is widely believed

that the city's directors actively seek to prevent the creation of other reactors and generators – thereby securing their monopoly. Mercenaries are a common sight in Elysium as they are often hired by powerful people seeking to avoid getting involved in illegitimate matters themselves. Thieves and ruffians flock to Elysium to participate all manner of illegal activities. Elysium is also called home by a larger percentage of non-Humans than any other Human settlement on Ad Tair. Seitarin, Tra' Quil, and Melkar come to Elysium looking for a different kind of life. Such people usually stick together, but they are there nonetheless.

MT. McKENNA

Situated in the Lokisian Mountains, Mt. McKenna was the site of the infamous Project Woden. Since the Great Cataclysm, Mt. McKenna is spoken of only in whispers. The mountain frightens people, and many believe that it is more or less the source of all that is evil and wrong. This is not really the case, but there is certainly something odd about the mountain. To begin with, the area extending out from the mountain for about two miles in every direction is blanketed in what can only be described as black fog. Visibility in this area is reduced to a few yards. This area also seems to warp the laws of physics. Compasses do not seem to function properly within a few miles of Mt. McKenna. In fact, no one that has attempted to journey to the mountain has ever returned.

ORGANIZATIONS

THE RULING COUNCIL

The Ruling Council is responsible for the governing of all of Human society. The Council is composed of 9 members called Overseers. These Overseers create the laws and policies that govern Human civilization. Each Overseer has a staff composed of approximately 50 people who are responsible for sorting through the complaints and proposals that the Overseers receive from the general public. Few people actually receive an audience with an Overseer, but it has happened. When the Ruling Council was first formed, not long after the Exodus arrived, these Overseers were elected to their lifelong positions. Whenever a position becomes vacant an election is held to fill the opening. Any Human wishing to vote must travel to New Avalon and pay a tax of 1000 kennas. While this may seem expensive, it is the only actual tax imposed by the government. Prior to the Great Cataclysm, such a vote had only occurred once. However, 3 Overseers died as a result of the massive damage caused by the Great Cataclysm, and 3 more have died since, leaving only one of the original members of the Ruling Council in power. As a whole, the Ruling Council seems to have remained remarkably corruption-free. However, in the last year, rumors that 2 or 3 Overseers have accepted bribes have increased in frequency, particularly in respect to the creation of the Human Energy Commission a year ago.

HUMAN ENERGY COMMISSION (HEC)

The Ruling Council formed the Human Energy Commission in the year 13 A.C. ostensibly to "prevent another terrible disaster which could return our society to the Stone Age". In actuality, the HEC was created to appease the directors of Elysium. Within months of the Great Cataclysm, those in control of the only primary power sources remaining in Human society began expressing concern that the current Ruling Council would be unable to hold Humanity together. They believed that those who managed to create generators and other sources first would become very powerful in a relatively brief period of time. This, they said, would lead to widespread fighting all over the globe and would leave the Human race open to invasion by other species. As Elysium's directors moved to secure their monopolies in electricity and information, it became obvious that they intended to take control of the government. However, an incoming member of the Ruling Council made an interesting proposal. He proposed to create an organization that would regulate the creation and control of electricity. The directors of Elysium agreed to this proposal on two conditions: First, the HEC would not be controlled by the Ruling Council. This would represent a conflict of interests in the creation of the new organization and would

allow the Ruling Council to gain virtually unlimited power. Second, those in charge of the two remaining reactors in Elysium should have some control or influence within the HEC. The Ruling Council, fearing a hostile takeover, reluctantly agreed to these terms.

As a result of this arrangement, the directors of Elysium gained control of the HEC within a matter of days. They soon expanded the HEC to include paramilitary as well as intelligence-gathering branches. Now the HEC is used to prevent others from creating power sources, thus breaking the monopoly that the directors of Elysium and the HEC have in such areas. In addition, because of the vague language of the HEC charter, anyone carrying uncommon equipment that uses electricity or other forms of power (particularly the form of power used by Seitarin technology) may have their possessions confiscated and may even find themselves thrown in jail. The HEC has truly become a potent force, which the Ruling Council seems to be unable to control.

THE BLACK MARKET

A Black Market has existed in Human society for centuries, and Ad Tair is no exception. A person wishing to purchase illegal or uncommon goods needs only make contact with a member of the Black Market. However, such merchants are usually hard to find and even harder to convince that they are not the victims of some sort of conspiracy. The Ruling Council, HEC, and local governments are constantly trying to weaken the Black Market in an effort to gain more control over the population and prevent the unrestricted sale of illegal products. In addition, if someone actually manages to contact a Black Marketeer and gain their trust, the cost of such goods is often 3 or 4 times more than normal in the case of legal goods and even greater in the case of less legitimate items.

THE RED CIRCLE

The Red Circle is one of the principle suppliers of many merchants in the Black Market. Basically, the Red Circle is a ring of arms manufacturers and, to a lesser extent, arms dealers. These entrepreneurs began building weapons soon after the Great Cataclysm and have continued to produce both firearms and melee weapons at a steady rate ever since.

As always, Human culture is constantly changing and varies widely from one group (or person) to another. New organizations and local governments are springing up all of the time, and everyone is trying to control whatever they can. Overall, however, we are all just struggling to survive.
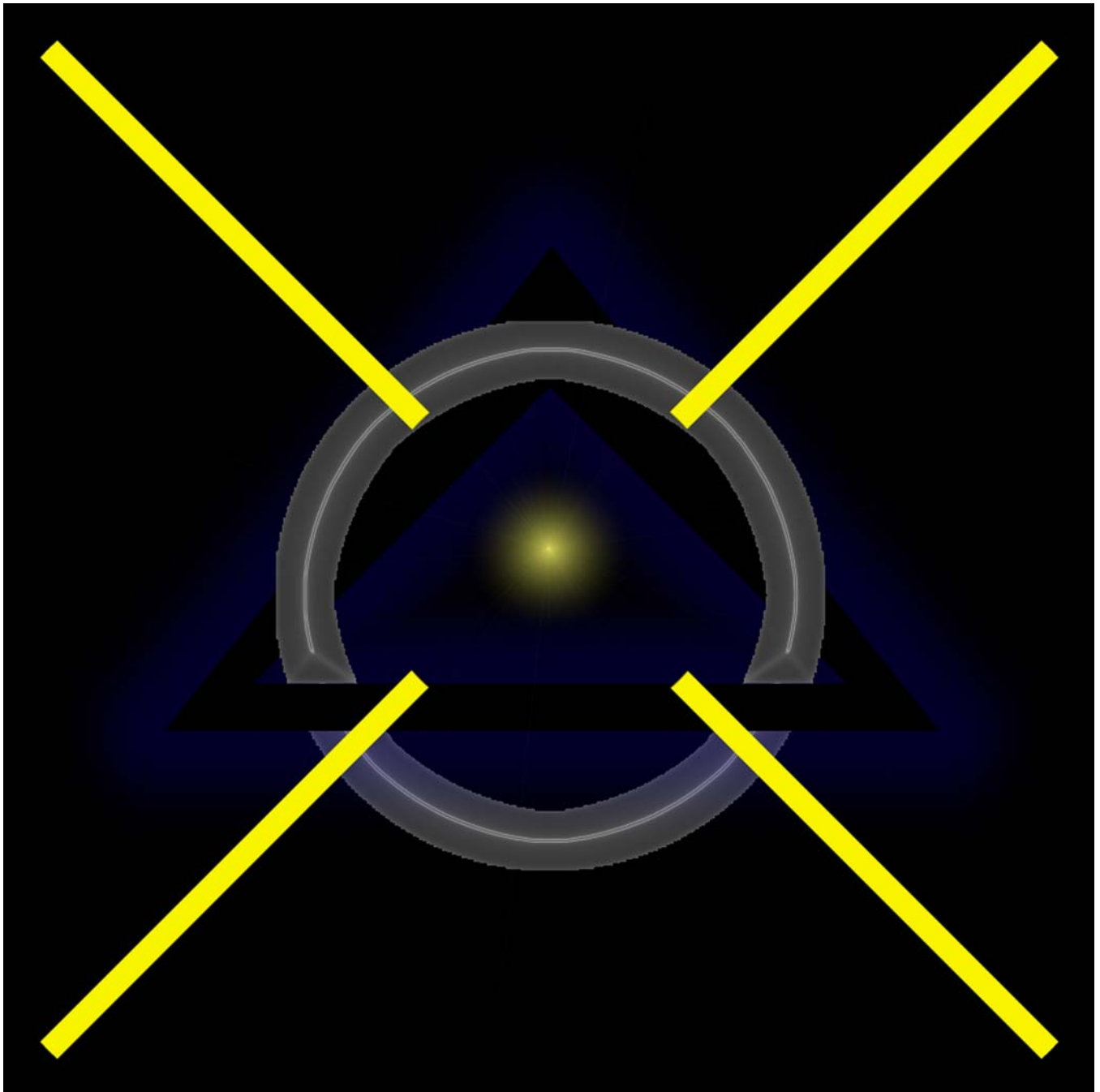
SEITARIN

THE SIETARIN

The Seitarin are split into two groups. Those that live within the cities and produce food and other materials are known as Elrak. Those that live outside the cities and protect them are known as Icktow. The Elrak are devoted to the acquisition of knowledge. The Icktow are like Humans in many ways, though they resemble pirates more than the average Humans. Both the Elrak and the Icktow think of themselves as Seitarin. The Elrak call themselves Seitarin and refer to the Icktow, their protectors, as Icktow. The reverse is also true of the Icktow. To call an Icktow an Icktow to his or her face is an extreme insult (exceeded only by calling him or her an Elrak). Elrak also take offense to being called something other than Seitarin, especially Elrak or Icktow. Though both groups look down on each other, both groups harbor a healthy respect for their need for one another.

POWER

The Great Cataclysm had little effect on the day-to-day lives of the Seitarin. This is due to the fact that the Seitarin use a form of power unlike any other known to Humans. This form of power is comparable to electricity but was unaffected by the catastrophe caused by Project Woden.

All Seitarin cities possess a large device that functions as a generator. The power produced is then stored in power cells, which can be used in all Seitarin devices. If any device is too small to accept the power cell, it is normally designed with a miniature power cell built in.

A Seitarin power cell

TRANSPORTATION

Within cities Seitarin walk from place to place. On the rare occasions when Seitarin travel outside of their cities, usually to trade, they use technologically sophisticated vehicles. These vehicles employ standard Seitarin controls. However, when the Seitarin provided the Humans from the Exodus with several of these vehicles in the year 8 $_{A.C.}$, they modified them with Human control apparatuses. They also provided the Humans with a number of power cells to power these craft. One of these craft can function for approximately 96 hours on one Seitarin power cell. These craft move at a cruising speed of about 30 mph, though they have been known to move at speeds of up to 60 mph for brief periods when necessary. These craft are unarmed and used as transports. They can carry up to 6 people with equipment and two pilots. All passengers and equipment are loaded through a large door on the starboard side. These vessels are constructed of a substance that seems to be impervious to all known weapons, making them among the safest forms of transportation available on Ad Tair.

A Seitarin transport

APPEARANCE

Seitarin appear very similar to Humans. Most Icktow average 6'1" in height and 200 lbs. in weight. While most Elrak average 5'8" and 125 lbs. Icktow skin is usually darkly tanned or an odd orange color, with hair coming in normal Human colors. Elrak skin is usually pale, coming in off-white or gray. The hair of Elrak also comes in Human colors, but it often appears as a dull white. The quickest way to differentiate between a Human and a Seitarin is the eyes. All Seitarin have off-white pupils.

ORGANIZATION

The Elrak live within the city and spend their time growing food, making clothes and other goods, and acquiring knowledge. The elders in Elrak society, called Nyskan, act as the legal system of the city and are in charge of all aspects of life. Only the Sevet, or scholars, are above the Nyskan. The Sevet spend their time thinking up new ideas. However, whenever the actions of a Nyskan are called into question or a decision affecting the entire city must be made, the Sevet are called upon.

The society of the Icktow is best described as resembling that of Human pirates. They are provided for by the Elrak, whom they protect. They are lead by a Senkar, or general. Beneath the Senkar are an Anjin, or marshal, and six Yekres, or captains. Each Yekre commands approximately one sixth of the military, which is comprised of the remainder of the Icktow population. An elite force, composed of Icktow referred to as Komi, operates independently of the Yekres and is under the direct command of the Senkar and the Anjin.

Whenever a Senkar dies, the previous Anjin assumes his or her position and chooses a new Anjin. Both the Senkar and the Anjin each choose 3 Yekres, though they may simply decide to retain one of the current Yekres. The members of the Komi (also referred to as Komi) remain so until they die. The most powerful or experienced of the Komi leads them when performing tasks for the Senkar and Anjin. Any member of the Komi may challenge the leader, with the Senkar's permission (a Senkar will ordinarily only deny such a request in time of war or during such times as the cities well-being may be dependent on the military). Such a challenge results in a competition, which often ends with the death of one of the participants. A competition of this nature may be anything from a hand-to-hand battle to a test of Psionic skill to an elaborate test of resourcefulness (such as traveling to a specific point without provisions, weapons, etc. while attempting to thwart your opponent). The winner of this challenge becomes the leader of the Komi.

COMMUNICATION

Most communication within Seitarin cities occurs by word of mouth. Some of the more powerful members of Seitarin society communicate telepathically. There is very little known communication between cities, though Seitarin Sevet may communicate with one another from city to city.

TECHNOLOGY

Seitarin technology is so unusual that many Humans refer to it as magic. Most control devices appear as small holographic globes, which the Seitarin manipulate. These globes replace everything from light switches to steering mechanisms in their transports. Other than these controls and their sophisticated power systems and transports, the Seitarin do not seem to use any of their technological knowledge. The Icktow use swords and other primitive weapons, as well as a more unusual weapon called a Sep'Tahl. The Elrak produce food and other goods by relatively primitive means.

PSIONICS

Nearly all Seitarin have innate Psionic abilities. Approximately half of the Icktow are Echelon 1 Psionics. All Komi, Senkar, and Anjin are Echelon 1, though a distinguished few have reached Echelon 2. Nearly all Elrak are Echelon 1 or 2, while the Nyskan usually consists of Echelon 2 and 3 Psionics. All Sevet are Echelon 3, and some are even rumored to have surpassed this level of ability.

ENTERTAINMENT

There is very little "entertainment" in Seitarin culture. Most spare time is spent studying among the Elrak and training among the Icktow. Some Elrak engage in games of strategy, and gambling and physical competitions are not uncommon among the Icktow. However, there are two events that occur regularly in Seitarin society that promote great excitement. The first of these is the Wakarimas. The Wakarimas is a large celebration of progress and renewal. However, the Elrak and the Icktow do not celebrate this in the same way.

The Elrak celebration lasts two days. The first day consists of a Psionic competition called the Klee'Et, during which Elrak duel with one another to display their skills. No Icktow has participated in this competition for over 50 years, and it is generally believed that no Icktow has ever won. The Sevet and the Nyskan do not participate in this competition. On the second day, the Elrak honor the winner of the Klee'Et. It is during this time that any new Nyskan or Sevet are appointed. Each year, the Nyskan meet to determine if any acceptable candidates for the position exist and appoint an Elrak accordingly. The Sevet go through the same process, however, they choose new members very rarely and never choose a Nyskan. It is believed that this appointment may not be rejected. The reason for this is simple: no one has ever done so.

The Icktow celebrate Wakarimas with 3 days and nights of wild parties. Anything can and usually does happen during this time. The Icktow also participate in a competition called the Klee'Et. This competition consists of melee combat and is divided into two levels. The Komi compete at the higher level, and this combat is largely ritualistic. The second level is where the rest of the Icktow compete for a place among the Komi. No Elrak has ever competed in this competition and most doubt one ever will.

POPULATION

About 500,000 Seitarin currently live on Ad Tair. Approximately 3/5 of these are Elrak with the remaining 200,000 being Icktow. Each of the five Seitarin cities is home to about 100,000 individuals. These cities are all constructed more or less the same, and weapons are forbidden within them. They are all essentially a large circular stone building with a pair of large doors embedded in one side. The stone walls measure sixty feet tall. Each city is approximately a mile across and has three floors. The lowest floor houses all of the residences. Residences consist of a few rooms and are separated into rooms for single people and families. Single rooms often measure 300 ft^2 while family homes usually measure about 1000 ft^2. All homes are more

or less the same, sparsely furnished; libraries are common. The second level houses the schools and businesses, as well as several commons areas. The meeting chambers for the Nyskan are located here as well. Factories and warehouses exist on this floor along with a small jail for the few offenders in Elrak society. The third floor has no roof and is basically a collection of gardens and fields. This is where all of the cities food is grown using a sophisticated irrigation system. In the center of the third floor is a small stone tower that expands into a large domed structure at the top. A door is located in the bottom, and a stairwell leads into the room at the top. This serves a sort of inner sanctum, and it is here that the Sevet live out their lives. The cities power core lies underground and may only be accessed by the Sevet.

The Icktow live in a small village about a hundred yards from the doors of the city. Icktow villages are much like Human settlements. Buildings are usually constructed of wood or stone. Plumbing and electricity are foreign to the Icktow way of life.

MONEY

Barter is common among both the Icktow and the Elrak. However, while the Icktow may accept kennas for trade, the Elrak do not. The dominant form of currency used by the Elrak may be the most unusual thing about this species. The Elrak seem to use information as a sort of currency. Elrak exchange information for everything: food, clothes, equipment, and even other information. Elrak may even wager information on the outcome of a strategic game. Unfortunately, there is rarely a way to determine how valuable an individual Elrak may deem a piece of information to be until you have already given it to them. Obviously, common, well-known information is not worth much, but one can never be sure what is common and well known. As such, most Elrak are rather quiet, not wanting to give away money, as it were. Most information of a technological nature is highly prized, though very little of it is put to use.

DAILY LIFE

The day-to-day life of the Icktow is much like that of Humans. The Elrak, however, spend all their time working and learning. Elrak are all strict vegetarians and do not employ beasts of burden. They usually dress in loose-flowing robes and open-toed shoes. They generally bow to one another in greeting and do not like to be touched. Lying is viewed as a form of insanity among this people and is treated as such. Elrak children live with their parents until their twenty-fifth birthday. (This seems odd until you take into account their average lifespan of 200 years.)

MEDICINE

The Icktow are rather primitive medically and view a death in battle as preferential to any other method and extremely honorable. The Elrak deal with all medical problems through Psionics; in this way healing is accelerated. Mental illness is rare and is usually treated by removing various memories and thoughts from the victim's mind. Though euthanasia is employed in extreme cases.

RELIGION

The Elrak do not seem to have a religion per se. Their lives are dedicated to mutual cooperation and the acquisition of knowledge. If the Icktow have a religion, they do not seem to have any rituals associated with it, and no one knows what it is.

OCCUPATIONS

The occupations of the Icktow are generally comparable to those of Humans, though nearly all Icktow are also trained soldiers. The Icktow are also responsible for transporting goods between the Elrak and other species (usually Melkar) for trade. Over 2/3 of the Elrak are farmers, while the rest are Sevet and Nyskan or occupy jobs ranging from maintenance to teaching.

HISTORY

Very little is known of Seitarin history. Their general history seems to have been more or less uneventful. It is known that they are not native to this planet. However, even they do not know where the homeworld is located. Centuries old text indicates that the Seitarin were deposited here by the "Ancient Stars". What exactly this means is unclear, though most people believe that an alien race brought them here. Also, the Seitarin were not always split into the Elrak and the Icktow. It seems that three or four hundred years ago, the species split into two dependant groups. It is uncertain what caused the change, but a Seitarin by the name of Ayleborne seems to have been involved.
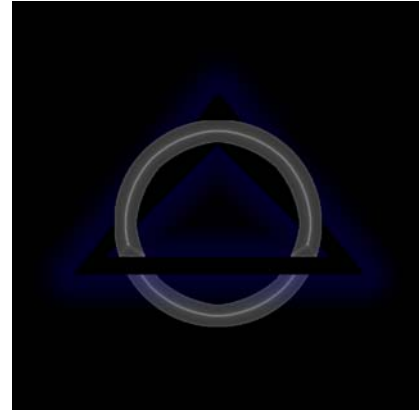
Elrak
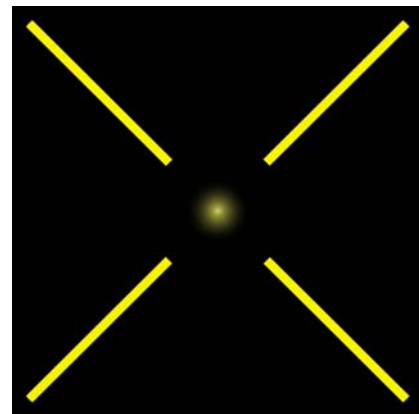
Icktow

MELKAR

THE MELKAR

The Melkar are one of the most primitive species on the planet. They mostly live together in a handful of towns spread around the planet. The Melkar are the miners of Ad Tair; they supply both the Seitarin and the Humans with minerals and ore, which they mine from mountain ranges. Since the Dire War the Melkar have become naturally wary of all other species, although their relationship with the Seitarin is as strong as ever. Trade occurs very regularly between these two species. Relations between Humans and the Melkar are tense to say the least. The Melkar are known for being a somewhat unreasonable species, and the fact that the Great Cataclysm made what little technology they used worthless has not helped matters. In fact, the only thing that keeps their goods within a tolerable price range is of the Melkar's own doing. They refuse to deliver goods, and so anyone wishing to do business with them must journey to a Melkar settlement to pick up their order. Most species, with the obvious exception of the Seitarin, dislike the Melkar. Though the Tra' Quil seem to harbor some affection for this species, despite their involvement in the Dire War. Many Humans are especially wary of the Melkar. The only two attempts by the Ruling Council to establish large-scale mining operations on Ad Tair met with disastrous failures. Many believe that this may have been the result of Melkar sabotage.

APPEARANCE

The Melkar are a small but agile people. They are basically humanoid ranging from about 3 to 4 feet in height. Most weigh between 60 and 85 pounds. Their skin is usually deep brown in color and they grow absolutely no body hair. Two flaps of skin begin at the forehead and run along the skull, hanging down to approximately neck level. Their facial features are elongated, similar to those of a bear, though Melkar heads are not as large and they do not possess ears like those of Humans. Their heads come out from their bodies rather than up from their shoulders; this gives their upper body an almost reptilian appearance. This is further heightened by the fact that their skin is also similar to that of Earth reptiles. In fact, there has been much speculation that the Melkar may actually be cold-blooded, though this seems unlikely given their settlement in the Mulinac Mountains. Their lower body is constructed much like that of a bird, and they have a small tail used for providing balance. All of this combines to make the Melkar appear very similar to dinosaurs of ancient Earth. Melkar are quite strong for their size, and are generally able to lift as much as an average Human. They are also surprisingly swift and agile, and most are able to run at least 25 miles per hour. The hand of a Melkar has six fingers, all of which are totally opposable. This makes them extraordinarily skilled with their hands.

ORGANIZATION

Melkar have a very loose form of government. Each mine is run by anywhere from one to as many as eight foremen. These foremen are responsible for handling all of the orders for the mine. Each group of foremen reports directly to the leaders of the town – known as Controllers. The Controllers deal with all business from outside of the community. No one is sure how many Controllers there actually are within a given settlement, but they are responsible for dividing orders between the mines.

ENTERTAINMENT

Nearly all Melkar have but one form of entertainment – gambling. Melkar bet on anything and everything, from games of chance to the weather. Melkar will also bet almost anything including money, goods, family members (yes, family members), and even their position within their own government. This may be why their society's government is so loose; no one stays in their position for very long. Melkar love games involving dice or cards, especially when they can use their skilled hands to cheat. Melkar are also well

known for making up games on the spot so that they can bet on the outcome.

POPULATION

There are believed to be about 250,000 Melkar living on Ad Tair. Nearly all of these live within one of the three settlements lying in each of the planet's three main mountain ranges. The Melkar themselves generally live within caves they have constructed among the mines. However, outsiders are almost never allowed within the mines so very little is known about them as far as their internal structure. A portion of each settlement lives just outside of the mountains and serve as the liaisons between the miners and their customers. Usually a few Controllers live in this group.

DAILY LIFE & HISTORY

Melkar biology makes their society very unusual indeed. The Melkar do not have gender, a fact that they are quite proud of and use to insult other species quite often. Each Melkar may produce a child once every ten years of their 60-year lifespans after reaching sexual maturity at age twelve. Offspring work for their parent until they mature, at which point they are on their own.

MEDICINE

A slight drawback to this unusual biology is the fact that nearly all organs in a Melkar's body are vital. As a result, a wound that most other species could survive would most likely kill a Melkar. To combat this, their bodies have developed very powerful healing properties, enabling them to heal much faster than other species. In fact, a Melkar could regrow an entire arm in a matter of days. If a Melkar survives longer than a couple of hours after the initial injury, it will probably be completely healed within the next few days. Due to these facts, the Melkar have very little need for a medical field.

Melkar subsist primarily on Seitarin vegetables and small animals. They are actually exceptional cowards outside of betting and make poor hunters.

Save for the occasional pouch worn across the chest for carrying items, Melkar do not wear clothes of any kind. As they have almost no distinguishing markings, this makes it very difficult to distinguish between members of this species, although they seem to have no problem telling one another apart. As usual, the Melkar frequently comment on this fact at the expense of others who are not of their race.

The Melkar are known the world over for being, at the very least, a race of somewhat untrustworthy creatures. A common piece of advice runs something like this: If you think you have gotten a good deal from a Melkar, check through your belongings thoroughly to figure out what's missing. If everything is in place, then it is time to get really worried.

The Melkar are very tight-lipped about their culture and so virtually nothing else is known of their daily life or their history.

Peaks in the Mulinac Mountains
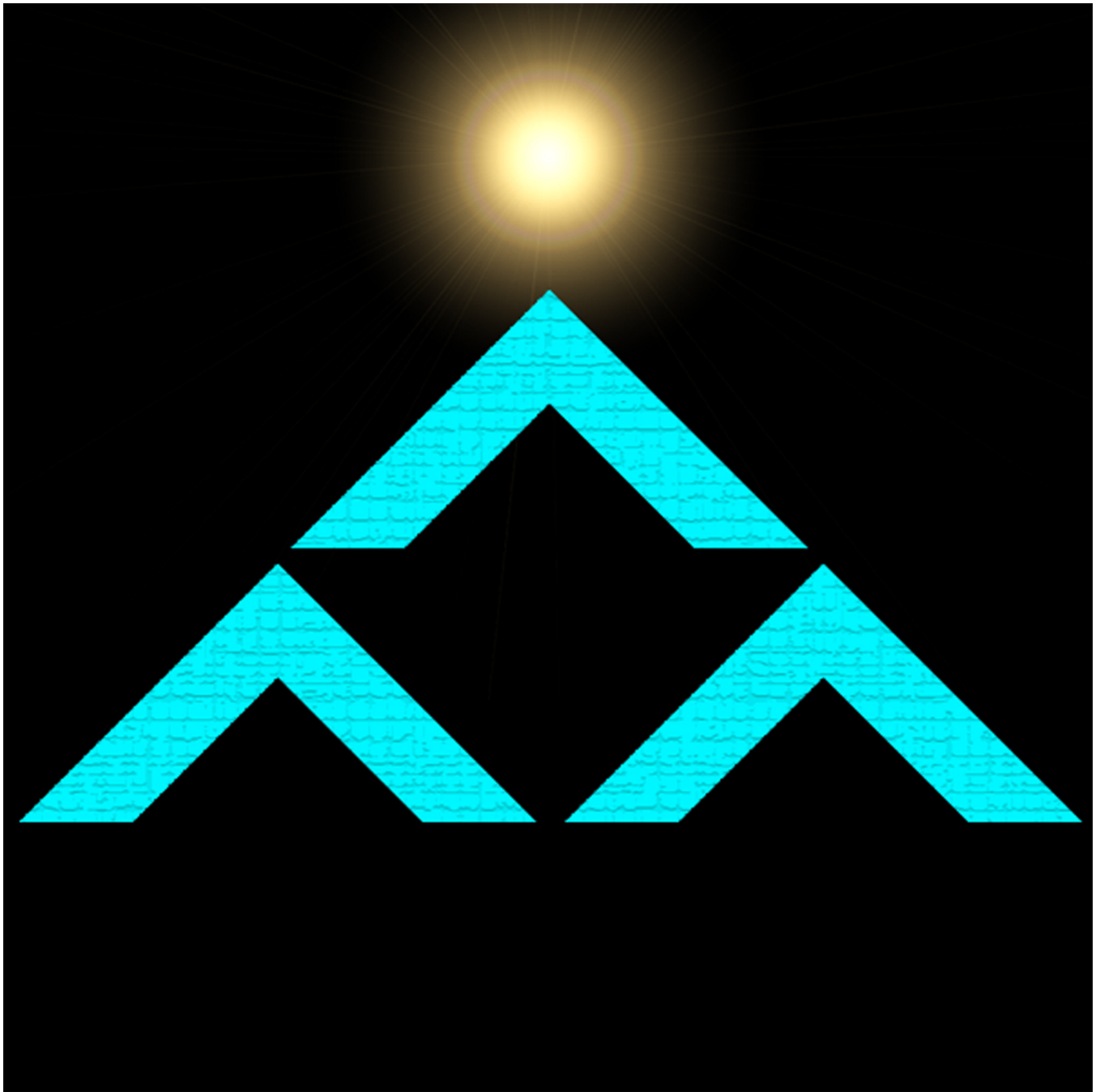
TRA' QUIL

THE TRA' QUIL

The Tra' Quil are an extremely unusual species. In fact, some argue that the Tra' Quil can be classified as several species. The reason for this is that they have several manifestations. In other words, while different races of Humans simply vary in skin color and other superficial features, differing "races" of the Tra' Quil are more like totally different species. Outsiders regularly see only one of these manifestations, however. Rumors also persist that the Tra' Quil have vast underground complexes where not only do other manifestations live, but huge generators exist. The Tra' Quil themselves do not deny this, but then would anyone understand them if they did? For the Tra' Quil are a strangely cryptic people.

APPEARANCE

The primary manifestation of the Tra' Quil resembles a cross between a Human and a bird. As it is this manifestation that is seen almost exclusively by other species, it is generally the manifestation referred to when people speak of the Tra' Quil. They have a large beak and two expansive wings measuring a total of nearly 9 feet across when fully extended. They average about 7 feet in height and weigh about 180 pounds. Though this makes them rather slim, so not mistake them as weak for this weight is mostly muscle. Females are covered in feathers coming in nearly every color in nature. Males, on the other hand, are scaled. These scales are about 2 to 3 inches across and possess some unusual qualities. In the first place, they provide excellent physical protection. In addition, the scales act as an unbelievable camouflage. Much like the chameleons of Earth, male Tra' Quil are able to change color to match their surroundings. As with most large avian, the Tra' Quil have large talons. Only one other manifestation is thought to be known to the other species, with the possible exception of the Seitarin. This one consists only of a large ball about 3 feet in diameter. Its covering is comprised of a thick yellow membrane. What function these balls perform is unknown, though they did aid in the defense of the Tra' Quil settlement during the Dire War. Though no one knows how many other manifestations this strange species has, nearly everyone agrees that the Tra' Quil still harbor a great any secrets.

ORGANIZATION

The Tra' Quil have a sort of party-based governmental system. Each of the three parties focuses on a different aspect of the society. One party is in charge of the day-to-day civil aspects of Tra' Quil culture, while the second focuses on the advancement of the Tra' Quil people as a whole. The third party concerns itself with the protection of the Tra' Quil and is in charge of law enforcement as well as the military. Which party's concerns take precedence depends on the state of the various settlements throughout Ad Tair. The head of this government is thought to be located in the city of Skye. In fact, the Tra' Quil are one of three species on the planet who seem to have some sort of centralized government; the other two being the Humans and the Phylans.

COMMUNICATION

Any communication between Tra' Quil settlements occurs via messenger. The duty of taking a message to another settlement is viewed as a great honor. Consequently, it would be unwise to interfere with a Tra' Quil messenger in the performance of his duties.

TECHNOLOGY

Tra' Quil technological capabilities are a subject of much debate. Rumors exist all over Ad Tair speaking of great devices in the Tra' Quil's possession. However, their settlements seem to be basically primitive. They have been questioned almost to the point of nagging on the subject to no end result. Attempts to gather more information by less honorable methods have been fruitless.

PSIONICS

Approximately half of Tra' Quil males possess offensive capabilities similar to the Psionic Pulse and Psionic Blast abilities displayed by some Humans and Seitarin. These, combined with their large talons and beak, make Tra' Quil formidable opponents.

ENTERTAINMENT

The Tra' Quil are a fun-loving peaceful people and enjoy entertainment immensely. Aerial dance and a wide variety of fine arts are appreciated by virtually the entire population. However, interest in these subjects pales in comparison to that involved in the Tra' Quil's favorite pastime – Al' Tor. Al' Tor is a sport engaged in by many Tra' Quil, male and female alike. It is rather analogous to Human football. However, Al' Tor is played in a three-dimensional "field" in which the participants fly around. At each end of the field are four 20-foot poles. On top of each pole is mounted a large basket. Two baskets on either and are filled with either red or green balls. The goal is for each team to get all of their balls from their baskets at one end of the field into their opponent's baskets at the other. Each team has an offense and a defense, which occupy the field simultaneously. Whenever a ball is dropped, a referee will pick it up and deposit it in its original basket. (Only if it reaches the ground; imagine 20 huge birds all diving toward a ball no more than a foot across.) All sorts of other rules exist, but few of them are known to outsiders. Once a game of Al' Tor begins it may last hours; a couple of games have been rumored to last more than a day. Most who have actually seen a game say that it appears to be just a huge free-for-all, lacking any real structure, and it seems very violent (injuries are very common). Everyone agrees on one point though – it is a sight to behold.

POPULATION

Approximately 650,000 of the Tra' Quil's primary manifestation live on the planet, with at least 200,000 of those living in Skye. As for the other manifestations, no one seems to have any clue. Tra' Quil homes are large domed structures, with the only entrance being located at the top. A Tra' Quil flying into this hole will find themselves in a large room designed to collect rainwater for use in the home, though how this water is distributed is something of a mystery. A door leading out of this room takes one into the main chamber. This room, measuring about 30 feet in height and about 40 feet in diameter, contains a series of large shelves along its walls. These shelves are used for everything from sleeping quarters to storage. The walls are composed of a very strong material. It is analogous to concrete or even steel, but oddly enough it seems to be an organic substance of some kind. The Tra' Quil have no furnishings of any kind, and clothes are foreign to them.
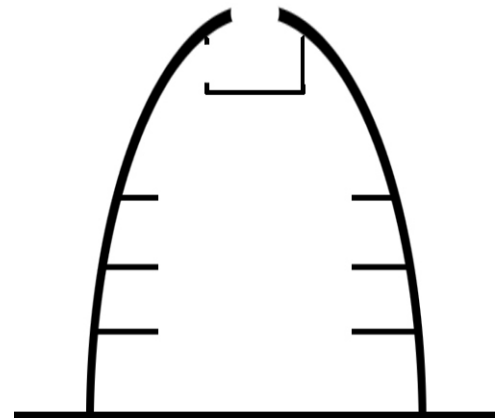
A typical Tra' Quil dwelling

MONEY

Due to their uncanny spirit of mutual cooperation, the Tra' Quil have accomplished the impossible. They have managed to totally abandon the concept of money. Not even a barter system is used. Tra' Quil simply give each other what they need, confident that the recipient will one day return the favor, or perhaps already has. They realize that each person is dependent on everyone else and visa versa. If one member of the settlement fails to perform his or her duty, that failure will affect everyone else. As a result, Tra' Quil are among the most responsible and dependable people on the planet. To see a group of Tra' Quil work together on something is to behold cooperation incarnate. Should one member fall behind, there are instantly three others there to help with the task.

DAILY LIFE

Tra' Quil spend much of each day of their 80-year lives performing their assigned task within the community. The rest of their time is often spent in various social activities. Their family unit is nearly identical to that of Humans, at least within their primary manifestation. Adult Tra' Quil either hunt for food for their young or gather fruits from the surrounding area as their diet is extremely varied. Almost all aspects of Tra' Quil life have some aspect of ritual. Ritual is very important in Tra' Quil culture and may range from a very subtle gesture to ceremonies lasting days. It is perhaps because of this that Tra' Quil talk so strangely. With responses resembling that of a psychiatrist, they have developed a reputation for being very confusing. Question will often elicit something along the lines of "Should you think on it much you may feel differently," or "If the winds believe it, it may be so. Then again, perhaps not." It is not uncommon for those asking them for assistance to spend hours simply trying to determine whether or not the Tra' Quil even understand the request. They then spend another couple of hours trying to figure out if their request is being granted or not, as the Tra' Quil usually have a very strange way of doing things. If there is one constant in the universe, it is that you can never get a straight answer from a Tra' Quil.

MEDICINE

The Tra' Quil seem to have advanced quite remarkably in the field of medicine. When a Tra' Quil is injured, he or she is taken to a designated building where he or she is immediately attended to. What exactly occurs at this time is unknown, but more than 80 percent of the time the injured Tra' Quil emerges in perfect health. This is one of the strongest pieces of evidence supporting the theory that the Tra' Quil possess at least some advanced technology.

RELIGION

Not surprisingly, Tra' Quil religion seems to be the reason for much of the ritual in their society. They believe in a large pantheon of deities not unlike the peoples of ancient Greece or Rome. At the center of these beliefs lie three gods: one of the over-earth, one of the earth, and the last of the under-earth. This may be the reason that the number three seems to carry such special significance among the Tra' Quil. Most of the important rituals, such as a birth or a funeral are shrouded in secrecy, as is much of Tra' Quil life. Many Human agents sent by the Ruling Council to learn more about this species failed to find anything of interest. However, there are many who failed to return at all.

LOCATIONS OF INTEREST
SKYE

The capital of the Tra' Quil people on Ad Tair, Skye is home to more Tra' Quil than any other settlement. Few Humans have ever seen this city; in fact, the Seitarin are the only people who have seen much of the city at all. What little information has been gathered on the Skye settlement has been rather interesting. Eyewitnesses have described a huge settlement with huge towering structures.

Slengath Swamp, as seen from a nearby mountain

PHYLAN

THE PHYLANS

The Phylans are a race of sentient plants. They still have not totally recovered from the Dire War. Since their defeat at the hands of the Ehlreth over 40 years ago, the Phylans have adopted a policy of absolute isolationism. They live solely in the Rama Jungle and their city of Phylanorantium. Many Human agents have entered the jungle with the directive of gathering more information on this warrior race, but none have returned. Even the Seitarin have been unable to learn anything about the Phylans. In fact, the only information available comes from the Tra' Quil and their alliance with the Phylans during the Dire War. As a result, everything known concerns this species during wartime.

APPEARANCE

The Phylans are the most alien-looking species on the planet. Their green bodies are only vaguely humanoid in appearance. They possess six tentacle-like legs of about five feet in length each. However, they can support their 7-foot, 250-pound bodies with only three of them, using the others for lifting large objects or even as whips in combat. The trunk of their bodies consists of three thick stalks that rise out from their legs. These stalks come together about three feet above their legs and support the Phylan's head and four arms. The head is large with four six-inch stalks coming out of it. Each stalk ends in a single large eye. The independent motion of each of these stalks allows the Phylan to have a 360° field of vision. The Phylans have no other visible facial features, and it is not apparent how they eat. However, since they are plants they probably absorb water and nutrients through their skin. Two of their arms are similar to Human arms, though they are smaller and have only three fingers on each hand. These arms are used for day-to-day tasks and not combat. Their other two arms, however, are another story all together. Each of them is over three feet long and can easily lift 150 pounds. About two feet down the side of one arm is another appendage. This takes the form of a sort of spear running along the outside of the arm and extending about six inches out from it. The sides of this spear are as sharp as almost any sword, making it a formidable weapon. The other arm has a large bulge where the wrist should be. From this bulge, the Phylan can shoot thorn-like spores. These two-inch spores are barbed and contain a very powerful poison. No two Phylans are exactly alike, so these toxins vary from individual to individual. This makes them very difficult to counter with antidotes as well as more preventive medicines. Often, a person will not even know they have been exposed for several hours. To make things even more interesting, all of the Phylan's organs have at least two redundant backups, making them very difficult to kill, or even slow down. Fortunately, Phylans are not believed to possess any Psionic abilities. A Phylan will usually prove more than a match for a couple of Humans. The fact that the Tra' Quil were actually able to successfully wage a war against this species speaks very highly for their fighting prowess.

TECHNOLOGY

The Phylan species does not possess what most people would consider technology. However, they are known as something of biological wizards. This species has evolved a sort of symbiosis with the flora of the Rama Jungle. They seem not only to control these plants but also engineer them to be able to perform specific tasks. No one has any idea how they are able to accomplish this, though it may involve some combination of airborne chemicals. The Phylans use these abilities for everything from construction to transportation.

ENTERTAINMENT

The concept of entertainment seems to be lost on the Phylans. They are a true warrior race and are all totally engrossed with the continuation of the war effort. They spend all of their time in preparation for battle or securing their positions. Of course, this may

not necessarily be the case during a period of relative peace, no one really knows.

ORGANIZATION

Phylan society is rigidly organized into a caste system. The top three castes are the warrior castes. The first, known as the Graotul, is composed of the leaders of the military, and indeed the civilization as a whole. This caste oversees virtually every aspect of Phylan society and makes up about ten percent of the total population. The second caste consists of the elite warriors of the society and spearheads most operations. The members of this caste supposedly spend years training to blend in with their environment, allowing them to surprise their enemies. Often times they are able to avoid detection completely and bypass guard posts and other security measures. Exactly how they accomplish this is unclear. The third caste comprises the bulk of the Phylan population and military and makes up about half of the Phylan people. The next caste is made up of those who support the war effort through construction and other means. These are the Phylans who generally employ the use of the genetically engineered plants at this species disposal. The top castes look down on this group, but recognize their necessity and accord them a minimal amount of respect. The final caste is shunned by all of the others, for they have no role in battle. These Phylans are responsible for coming up with new fauna to assume roles in the Phylan symbiosis. This caste also carries the sole responsibility of procreation.

DAILY LIFE

Phylans reproduce asexually once during their 50-year lives. The Phylan will cocoon itself in a large tree and divide. The process takes about six months and results in two adult Phylans emerging from the cocoon. Virtually nothing else is known of Phylan life save that they have nothing even remotely resembling a family unit. They have no apparent religion. Medical treatment is totally unnecessary as their multiple redundant organs and natural botanical regenerative properties make them extremely self-sufficient.

Base of a Malachian Giant

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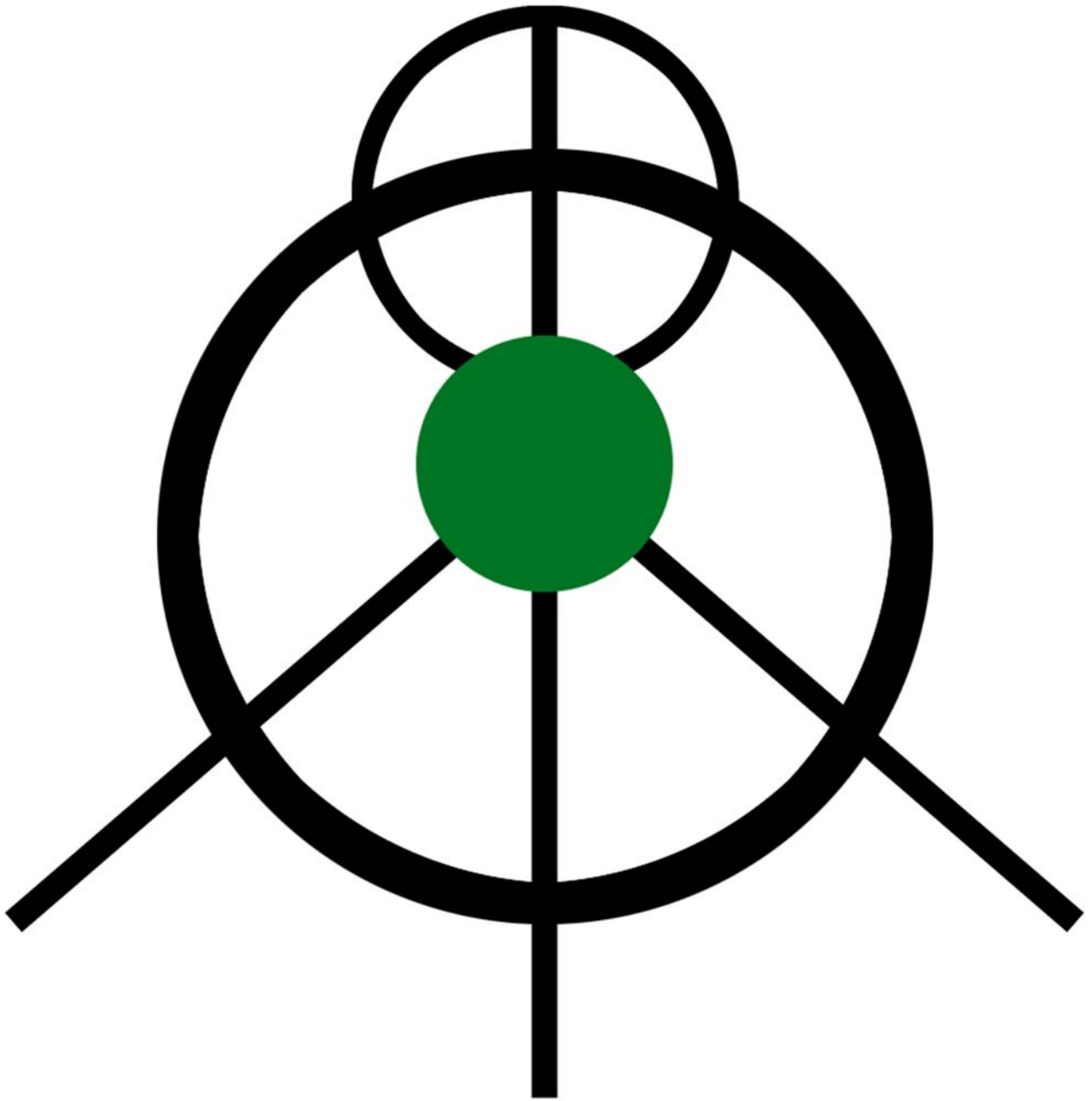
RAAGON

THE RAAGON

The Raagon are a race of roving Neanderthals. They are one of the most dangerous aspects of traveling across Ad Tair. Living in virtually every environment of the planet, the Raagon are nomads. This combined with their immense size as well as their intimate knowledge and understanding of their surroundings has made all attempts to rid areas of them unsuccessful. Recently the Raagon have overrun a handful of Human settlements. As a result, the Ruling Council is considering a motion to send several military units to control the Raagon population.

APPEARANCE

The Raagon are a very large people, even larger than the Phylans. Averaging a crowd-pleasing 8 ½-feet, 350 pounds, they are intimidating to say the least. They are quite similar in appearance to ancient Human ancestors, complete with big noses, protruding lower jaw, and profuse body hair. Their skin, however, is extremely tough. This gives them excellent physical protection and even lends added protection against firearms due to its leathery nature. Their skin color ranges from an extremely pale yellow to a dark brown with hair coloring usually being similar. Scientists have discovered that Raagon see in a sort of thermal vision, similar to infrared. Their eyes appear almost green, and a blue-eyed Raagon is thought to have a divine blessing.

ORGANIZATION

The Raagon live in small nomadic Tribes usually consisting of several interrelated families. An entire tribes normally has 30-40 members and moves as often as six or seven times per year. It is unclear what precipitates a move or what the exact criteria for a new site are, but it is definitely more complicated than a simple function of food or water. Occasionally two tribes will live and travel together for a time before separating again and going their own ways. The tribes themselves, and indeed the entire Raagon people, are very primitive. Living in little more than caves or crude huts, there has been discussion as to whether they can honestly be categorized as a sentient species. They live in a matriarchal society led by the strongest woman in the tribe. This leader is known as the 'Mother'. Another woman may challenge the current Mother whenever she wants. Such a challenge always results in a fight to the death, which is usually astonishingly violent. Beyond this there seems to be no formal organization.

TECHNOLOGY

The Raagon have no technology. The have the ability to make clothes and crude armor from animal hides. They may also form crude clubs. Beyond that, any weapons or equipment used by the Raagon are scavenged from dead travelers. Even so, the Raagon will only take items that they know how to use, such as swords or armor. Given the Raagon's large size, few such items are large enough to hold their interest for long.

PSIONICS

Everyone agrees that the Raagon do not have Psionic ability. However, their ability to avoid detection as well as anticipate an attack on the tribe, coupled with their instinctive understanding of their environment, has urged several scientists to speculate that the Raagon may develop Psionic abilities in a couple hundred years.

POPULATION

No one is really sure how many Raagon exist on Ad Tair, though this number is estimated at somewhere near 750,000. Each tribe generally roams an area as large as 10,000 square miles. The Raagon are fiercely territorial and will savagely attack any non-Raagon who happens to wander into their territory. Unfortunately, there are Raagon tribes covering nearly the entire globe.

DAILY LIFE

The Raagon spend nearly all of their time hunting and gathering food. Due to their large mass, a Raagon tribe requires a large amount of food nearly every day. Very little

entertainment is though to exist among these people. When a Raagon is born he grows very quickly for the first three months of his 45-year lifespan. In this short time, he will reach nearly five feet in height and weigh about 175 pounds. Making him quite strong for a toddler. He will mature within the next three years. Very little else is known of this species daily lives, as no one has been able to get close enough and observe them for any length of time.

MEDICINE

Raagon society is virtually devoid of medicine, save for a number of herbal remedies. Their society is very knowledgeable pf the flora on this planet and uses this knowledge frequently. They are rumored to even have a treatment for Phylan poison, though this has not been confirmed. They also employ treatments derived from the local fauna whenever possible. In fact, there are few things more frightening than a Raagon with a Lout Worm. However, the natural resilience of these people is usually able to handle most diseases. Their bulk seems to protect them from anything else that may come their way.

RELIGION

The Raagon, rather expectedly, believe in a nature-based religion. They worship natural phenomenon and the planet, calling her "Mother". This is undoubtedly where the term for the tribal leader gets its origins.

Leau River, outside of the Mulinacs

RACIAL ARCHETYPES

This section contains statistics and other information for common examples of the different species on Ad Tair. It should be kept in mind that these examples are merely guidelines. The abilities of actual people will vary widely from individual to individual.

Human
ST: 2 DX: 2 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 16
Armor: 0 (Clothing)
Weapons: Knife
Skills: Appraisal 1, Bribery 1, Haggle 2, Hunting 1, Riding 2, Survival 1, Swimming 2, Unarmed Combat 1
Psionics: none

HEC Commando
ST: 3 DX: 3 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 30 yds/turn
Total Energy: 16
Armor: 10 (Kevlar)
Weapons: MP5 w/ 3 clips, Luger w/ 3 clips, Shortsword
Skills: Camouflage 1, Climbing 1, Computer 2, Demolitions 2, Dodge 2, Drive 2, Electronics 2, Escape 1, First Aid 2, Interrogation 2, Jumping 2, Lockpicking 2, Martial Arts 1, Shortsword 2, Pistol 2, Rifle 2, Shotgun 2, Automatic 2, Parry 2, Shadowing 2, Survival 2, Traps 1, Swimming 2, Throwing 2, Tracking 2, Unarmed Combat 3

Black Marketeer
ST: 2 DX: 2 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 16
Armor: 6 (Flak Jacket)
Weapons: Colt .45, Shortsword
Skills: Appraisal 3, Bribery 3, Cultural Knowledge (Regional) 3, Camouflage 3, Computer 2, Criminology 2, Disguise 2, Dodge 2, Drive 1, Electronics 2, Forgery 2, Haggle 3, Etiquette 1, Interrogation 2, First Aid 2, Lockpicking 1, Shortsword 2, Pistol 2, Occultism 1, Research 2, Riding 2, Parry 2, Shadowing 2, Survival 1, Swimming 1, Throwing 2, Unarmed Combat 2

Red Circle Arms Dealer
ST: 2 DX: 2 IQ: 3 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 20
Armor: 6 (Flak Jacket)
Weapons: Shotgun, Glock, Shortsword
Skills: Appraisal 3, Blacksmith 2, Bribery 3, Conceal Item 2, Criminology 2, Cultural Knowledge (Regional) 3, Camouflage 3, Demolitions 1, Disguise 3, Dodge 2, Computer 3, Drive 2, Forgery 3, Electronics 2, Escape 1, Etiquette 2, Haggle 4, First Aid 2, Interrogation 2, Language 2, Lockpicking 2, Martial Arts 1, Shortsword 2, Pistol 3, Shotgun 2, Parry 2, Research 2, Riding 2, Shadowing 2, Throwing 2, Unarmed Combat 2

Human Psionic
ST: 2 DX: 2 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 16
Armor: 2 (Leather Armor)
Weapons: Shortsword
Skills: Appraisal 1, Bribery 1, Dodge 2, Haggle 2, Hunting 1, Riding 2, Survival 1, Shortsword 1, Unarmed Combat 1
Psionics: Speed Burst 1, Light Amplification 1

Elrak
ST: 1 DX: 2 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 16
Armor: 0 (Clothing)
Weapons: none
Skills: Animal Handling 2, Etiquette 2, First Aid 2, Language 1, Research 2, Physician 1
Psionics: Light Amplification 3, Speed Burst 3, Thermal Vision 3, Psionic Pulse 1

ICKTOW

ST: 2 DX: 2 IQ: 2 PN: 2 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 16
Armor: 6 (Chain Mail)
Weapons: Broadsword, Long Bow
Shield: Small Shield
Skills: Blacksmith 1, Block 2, Camouflage 1, Climbing 2, Dodge 2, Drive 2, Fishing 2, Hunting 2,
First Aid 2, Jumping 2, Shortsword 2, Spear/Staff 2, Bow 2, Navigation 2, Riding 2, Parry 2, Survival 2, Swimming 2, Throwing 2, Tracking 2, Unarmed Combat 2
Psionics: Speed Burst 1, Strength Burst 1, Light Amplification 1

NYSKAN

ST: 2 DX: 2 IQ: 3 PN: 3 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 20
Armor: 0 (Clothing)
Weapons: none
Skills: Criminology 2, Etiquette 2, First Aid 2, Interrogation 2, Language 1, Research 3, Physician 1
Psionics: Light Amplification 3, Speed Burst 3, Thermal Vision 3, Psionic Pulse 2, Rapid Healing 1, Silence 2, Sound Amplification 2

SEVET

ST: 2 DX: 2 IQ: 4 PN: 3 HT: 2
Hit Points: 20 Movement: 20 yds/turn
Total Energy: 24
Armor: 0 (Clothing)
Weapons: none
Skills: Criminology 2, Etiquette 2, First Aid 2, Interrogation 2, Language 1, Research 3, Physician 1
Psionics: Light Amplification 3, Speed Burst 3, Thermal Vision 3, Psionic Pulse 4, Rapid Healing 3, Silence 3, Sound Amplification 3, Electrical Disruption/Control 2, Energy Shield 2, Psionic Blast 2, Telepathy 2

SENKAR

ST: 3 DX: 3 IQ: 3 PN: 2 HT: 3
Hit Points: 30 Movement: 30 yds/turn
Total Energy: 24
Armor: 8 (Half Plate)
Weapons: 2-Handed Sword, Shortsword, Long Bow
Skills: Blacksmith 2, Block 3, Camouflage 3, Climbing 3, Dodge 3, Drive 2, Etiquette 2, Fishing 2, Hunting 2, First Aid 2, Jumping 2, Shortsword 3, Spear/Staff 3, Bow 3, Navigation 2, Riding 2, Parry 3, Survival 2, Swimming 2, Throwing 2, Tracking 2, Unarmed Combat 3, 2-H Sword 3
Psionics: Speed Burst 3, Strength Burst 2, Light Amplification 3, Thermal Vision 3, Psionic Pulse 1, Rapid Healing 1, Sound Amp. 1

ANJIN

ST: 3 DX: 3 IQ: 3 PN: 2 HT: 3
Hit Points: 30 Movement: 30 yds/turn
Total Energy: 24
Armor: 8 (Half Plate)
Weapons: 2-Handed Sword, Shortsword, Long Bow
Skills: Blacksmith 2, Block 3, Camouflage 3, Climbing 3, Dodge 3, Drive 2, Etiquette 2, Fishing 2, Hunting 2, First Aid 2, Jumping 2, Shortsword 3, Spear/Staff 3, Bow 3, Navigation 2, Riding 2, Parry 3, Survival 2, Swimming 2, Throwing 2, Tracking 2, Unarmed Combat 3, 2-H Sword 3
Psionics: Speed Burst 3, Strength Burst 2, Light Amplification 3, Thermal Vision 3, Psionic Pulse 1, Rapid Healing 1

YEKRE

ST: 3 DX: 3 IQ: 2 PN: 2 HT: 3
Hit Points: 30 Movement: 30 yds/turn
Total Energy: 20
Armor: 6 (Chain Mail)
Weapons: Long Sword, Long Bow
Shield: Kite Shield
Skills: Blacksmith 2, Block 3, Camouflage 3, Climbing 3, Dodge 3, Drive 2, Fishing 2, Hunting 2,

First Aid 2, Jumping 2, Shortsword 3,
Spear/Staff 3, Bow 3, Navigation 2, Riding 2,
Parry 3, Survival 2, Swimming 2, Throwing 2,
Tracking 2, Unarmed Combat 3, Long Sword 3
Psionics: Speed Burst 2, Strength Burst 2,
Light Amplification 2, Thermal Vision 2

Komi
ST: 3 DX: 3 IQ: 2 PN: 2 HT: 3
Hit Points: 30 Movement: 30 yds/turn
Total Energy: 20
Armor: 6 (Chain Mail)
Weapons: a Melee weapon, Long Bow
Shield: Small Shield
Skills: Blacksmith 2, Block 3, Camouflage 3,
Climbing 3, Dodge 3, Drive 2, Fishing 2,
Hunting 2,
First Aid 2, Jumping 2, Shortsword 3,
Spear/Staff 3, Bow 3, Navigation 2, Riding 2,
Parry 3, Survival 2, Swimming 2, Throwing 2,
Tracking 2, Unarmed Combat 3, Second
Weapon 2, another Melee Weapon skill 3
Psionics: Speed Burst 2, Strength Burst 2,
Light Amplification 1, Thermal Vision 1

Raagon
ST: 5 DX: 2 IQ: 1 PN: 3 HT: 3
Hit Points: 40 Movement: 15 yds/turn
Total Energy: 15
Armor: 6 (Skin)
Weapons: Club
Skills: Block 2, Fishing 1, Hunting 3, Survival 3,
Camouflage 3, Club 2, Navigation 2, Tracking
2, Unarmed Combat 3, (50% of Sling 1)
Psionics: none

Raagon Mother
ST: 3 DX: 2 IQ: 2 PN: 3 HT: 3
Hit Points: 35 Movement: 15 yds/turn
Total Energy: 20
Armor: 5 (Skin)
Weapons: Club
Skills: Fishing 1, Hunting 2, Survival 3,
Camouflage 3, Club 2, Navigation 2, Tracking
2, Unarmed Combat 2 Psionics: none

Tra' Quil
ST: 2 DX: 3 IQ: 2 PN: 3 HT: 2
Hit Points: 35
Movement: 20/60(flying) yds/turn
Total Energy: 16
Armor: 0
Weapons: none
Skills: Aerial Acrobatics 3, Dodge 2, Fishing 2,
Hunting 2, Survival 2, Camouflage 2,
Navigation 2
Psionics: Light Amplification 2, Psionic Pulse 2,
Psionic Blast 1
The Tra' Quil do not use weapons and make
attacks with the following stats:
Attack: Talon 5, Beak 3
Damage: Talon ST+1 C, Beak ST+2 C

Melkar
ST: 2 DX: 3 IQ: 2 PN: 2 HT: 2
Hit Points: 10 Movement: 50 yds/turn
Total Energy: 16
Armor: 2 (Skin)
Weapons: Shortsword
Skills: Animal Handling 1, Appraisal 2, Hunting
2, Bribery 1, Conceal Item 1, Dodge 2, Haggle
2, Lockpicking 1, Pickpocket 2, Survival 1,
Shortsword 1, Taunt 2, Unarmed Combat 1
Psionics: none

Melkar Controller
ST: 2 DX: 3 IQ: 2 PN: 2 HT: 2
Hit Points: 10 Movement: 50 yds/turn
Total Energy: 16
Armor: 2 (Skin)
Weapons: Shortsword
Skills: Animal Handling 1, Appraisal 2, Hunting
2, Bribery 2, Conceal Item 1, Dodge 2, Haggle
4, Lockpicking 1, Pickpocket 2, Survival 1,
Shortsword 1, Taunt 2, Unarmed Combat 1
Psionics: none

Phylan
ST: 4 DX: 2 IQ: 2 PN: 4 HT: 3
Hit Points: 60
Movement: 20 yds/turn
Total Energy: 20

Armor: 0
Weapons: none
Skills: Camouflage 3, Parry 2
Psionics: none
The Phylans may use Parry in conjunction with their larger arms. Their legs can be used as whips. They can strike with their arms as well as utilize the bladed edge of one arms and the spore launcher on the other. They may attack with two legs and one arm per turn at no penalty. They do not use weapons and make attacks with the following stats:
Attack: Leg 3, Arm 5, Blade 4, Spore 4
Damage: Leg ST-3 C, Arm ST+3 B, Blade ST+3 C,
Spore Poison: Treat the poison in the following manner: Effect: 2d6 damage per hour
Duration: 24 hours
Onset time: 2 hours Potency: 8

Phylan (caste 2)
ST: 4 DX: 2 IQ: 2 PN: 4 HT: 3
Hit Points: 60
Movement: 20 yds/turn
Total Energy: 20
Armor: 0
Weapons: none
Skills: Camouflage 3, Parry 2
Psionics: none
The Phylans may use Parry in conjunction with their larger arms. Their legs can be used as whips. They can strike with their arms as well as utilize the bladed edge of one arms and the spore launcher on the other. They may attack with two legs and one arm per turn at no penalty. They do not use weapons and make attacks with the following stats:
Attack: Leg 4, Arm 5, Blade 5, Spore 6
Damage: Leg ST-3 C, Arm ST+3 B, Blade ST+3 C,
Spore Poison: Treat the poison in the following manner: Effect: 3d6 damage per hour
Duration: 24 hours
Onset time: 2 hours Potency: 8

CREDITS

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