

SEEDED SPACE

© 2010-2011 Scott W Roberts

First Printing 2011

To all those who see a starry night and let their imagination fly far away

Built using Swords & Wizardry – www.swordsandwizardry.com

Adaptable to your favourite old school role-playing game system (e.g. S&W)

Seeded Space is Scott W Roberts' trademark for the setting of space adventure in a distant galaxy

Swords & Wizardry, S&W, and Mythmere Games are the trademarks of Matthew J Finch

Not affiliated with Matthew J Finch or Mythmere Games TM

Original System and Rules Authors: Dave Arneson and Gary Gygax

System Reference Authors: Johnathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R Cordell, John D. Rateliff, Thomas Reid, and James Wyatt

Special thanks to Rick Burlow for recommending I read the Necroscope series, Blair Fitzpatrick for showing the way with Planet Algol, and various of the old-school gaming blogs and forums I have read over the past few years

Note on terminology: the terms Referee, Game Master, and GM are used interchangeably throughout.

Ysgthru Mundi – <http://stores.lulu.com/ysgthrumundi>

If you don't know what a role-playing game is, STOP READING NOW and find someone who does.

INTRODUCTION

“You crouch behind a shattered wall, clutching the few possessions salvaged from the burning ruin of your home. Towering robotic figures stalk in the distance, hunting and killing your fellow colonists. Down the street, stray dogs skulk amid the rubble and abandoned cars; in the other direction, the forest holds many hiding places. The attack on your planet was sudden, brutal, massive, and without warning; by now the whole star system must be under the invaders’ control. You might not save anyone other than yourselves, though you could make a difference if you dared. What do you do?”

This is a game of space adventure, set in a distant galaxy.

On the other side of the universe, millions of years in the past or future, faster-than-light ships are comparatively recent, genetic engineering is commonplace, and countless worlds and systems were seeded with life millennia ago.

This is a galaxy of psychics and hybrids, portals and space stations, vampires and cyborgs, thriving colonies and apocalyptic wastelands, interstellar traders and enigmatic wanderers, ancient secrets and endless frontiers.

Welcome to Seeded Space.

THE METRIC SYSTEM

There are numerous systems of weight and measurement in use across the galaxy. Those most common to Seeded Space are equivalent to the imperial and metric systems. While the imperial system may be familiar from fantasy settings, the metric system is closest to that of space-faring societies.

As a general guide, the following conversions may be used:

One yard (three feet) almost equals one metre
 Ten feet are roughly equal to three metres
 One mile is roughly one and a half kilometres
 Three miles are roughly five kilometres
 One pound is roughly half a kilogram
 One quart is almost equal to one litre

For more precise conversions, consult any good dictionary.

SUCCESS RANGE SYSTEM

This system may be used to represent a character’s skill level in a given task, from climbing a tree to evading station security. In this game it is assumed that the Success Range System will be used mainly for the special abilities of character races and classes, and may be used as a default roll when nothing else suggests itself. Success Range refers to the range of numbers on a die roll indicating success. Under this system, a natural roll of 1 always succeeds, and a maximum on the die usually fails. For most tasks, the die roll will be a d6. For some tasks, ability scores may modify the success range. If a task is affected, add the ability score modifier to the success range. At the Referee’s discretion, the success range of any task associated with a character’s prime attribute may be raised by 1 point.

<u>Skill Level</u>	<u>Success Range</u>
Untrained (UT)	1
Basic (BA)	1-2
Skilled (SK)	1-3
Expert (EX)	1-4
Master (MA)	1-5
Above Master	+1 (1-6, etc)

For example, a Fighter with a Strength of 14 attempts to force open a stuck door. As this is a typical adventuring task, the Referee assigns a Basic skill level to the attempt. The success range of 1-2 is modified by +1 for high strength, and +1 for being associated with the character’s prime requisite, for a total of 1-4. Since the door is only stuck, the Referee assigns a difficulty level of Average (see below), for a d6 roll. The door will thus burst open on a roll of 1-4/1d6. If another character of average Strength attempts to force open the door, their chance is only 1-2.

If the Referee believes that the success range of a task would be affected by ability, the following guidelines apply. Note that not every task need be modified.

<u>Score</u>	<u>Success Range Modifier</u>
3-5	-1 (optional: -2)
6-8	-1
9-12	+0
13-15	+1
16-18	+1 (optional: +2)

Wisdom applies to intuitive tasks, such as perception and mental resistance.

Strength applies to direct physical tasks, such as forcing open stuck doors.

Intelligence applies to mental tasks, such as memory and problem-solving.

Dexterity applies to coordination tasks, such as covert activities.

Constitution applies to health tasks, such as wilderness survival.

Charisma applies to social tasks, such as persuasion and guile.

Standard Difficulty Rolls

The difficulty level of a task dictates the dice rolled.

Difficulty Level	Die Roll
Easy	1d4
Average	1d6
Hard	1d8
Formidable	1d10
Extreme	1d12

Note that routine tasks do not require a die roll.

Impossible Rolls (Optional)

Some situations may be so extremely challenging that they are, for all intents and purposes, not humanly possible. However, such challenges are the stuff of adventure fiction, and it is only by attempting the supposedly impossible that we discover what is possible.

The referee may allow a difficulty level of Impossible, on 1d20 (or 1d30, or even 1d100). Even then, such tasks ought not to be attempted by mere mortals. The referee may require that the character be of a certain minimum level (at least equal to the skill level, perhaps), or that they make only the one attempt; failure might spell certain death. Only player-characters may attempt impossible tasks.

General Skill System (Optional)

So you really want a skill system.

All characters start with a skill level of 1 in the eight general skills given below. At first level, any three general skills may be increased by 1 point. An additional point is added to any one skill (for four skills at 1-2, or one at 1-3 and two at 1-2), if Intelligence is 14 or higher. At each new experience level, any one general skill may be increased by one point.

Awareness (WIS) covers listening, searching, tracking, and similar perception tasks.

Covert (DEX) covers stealth, hiding, thievery, spying, and similar intrigues.

Social (CHA) covers negotiation, diplomacy, leadership, and similar interaction.

Athletic (STR) covers running, jumping, climbing, and other physical activities.

Knowledge (INT) covers lore, learning, information, and other mental areas.

Control (DEX) covers repair, craft, handling, and other fine manipulation tasks.

Survival (CON) covers camping, hunting, woodcraft, and other wilderness activities.

Technical (INT) covers chemical, mechanical, electrical, and other forms of technology.

The general skills in this simple skill system are broad and loose, covering whole categories as opposed to the abilities of the Agent and Specialist classes. They are not defined in any depth, to allow greater freedom of play – and to avoid the kind of “skill bloat” found in some games that feature skill systems.

General skills use the success range system. If the referee feels a player is abusing their character’s skill in the game, the difficulty level can always be increased.

CREATING A CHARACTER

Before you can go adventuring in a distant galaxy, you need to create a character.

The Ability Scores

The basic attributes are numbers generated using 3d6, and may be used as a guide when fleshing out the character. A Fighter with a low Wisdom might have a gambling problem, for example, or not look at the fine print on contracts. A Feliri Agent with high Strength could be always getting into bar brawls, instead of being a stereotypical cat burglar. A Zero with high Intelligence might have an excellent capacity for visualising the movement of multiple objects in three-dimensional space, or simply read a lot. Anyone with low Dexterity could have poor handwriting or a slow reaction time. A Technician with a high Constitution might be fitter than he looks, or be used to pushing himself to complete a project. A Synthetic with a high Charisma could be a pleasure model, or a persuasive separatist.

After your first game session, you might like to tag your high and low scores with one-word descriptors, based on how your character developed during play. For example: WIS 7 (Distracted), STR 14 (Wiry), INT 17 (Bookworm), DEX 9, CON 9, CHA 14 (Confident).

Sometimes, the GM may call for an ability check. This is a 1d20 roll against an ability score, perhaps at a bonus or penalty (1 to 4 points), with a roll equal to or less than the ability score indicating success.

To create a character, roll 3d6 for each ability score in the following order.

Wisdom

Wisdom (WIS) represents willpower and intuition, and is the Prime Attribute for the Psychic class. Any character with a Wisdom score of 13 or higher gains a +1 bonus to saving throws. A Wisdom score of 8 or less gives a -1 penalty to saving throws. The number of powers a psychic begins play knowing is determined by the table below. A high Wisdom score reflects understanding and awareness, and is often more respected in space-faring society than the raw knowledge of intelligence.

Score	Starting Powers
8 or less	1
9-12	2
13-15	3
16-18	4

Strength

Strength (STR) represents physical power, and is the Prime Attribute for the Fighter class. Strength modifies attack rolls and the damage die used when attacking with a melee weapon; the next step down from d4 is d3 (1d6: 1-2/3-4/5-6). A high strength does not necessarily mean a heavily muscled build.

Score	Hit Modifier	Damage Die Type
3-8	-1	-1 (e.g. d6 to d4)
9-12	+0	+0
13-18	+1	+1 (e.g. d8 to d10)

Intelligence

Intelligence (INT) represents knowledge and reasoning, and is the Prime Attribute of the Medic and Technician classes. A character of average or higher Intelligence has the common literacy of their culture's technological advancement – reading and writing, comprehension, computer skills, etc. An Intelligence score of 7 or less indicates the character experiences some communication difficulties, while a score of 14 or higher indicates a high level of education.

All characters start play knowing their native (local or colonial) language. Any character of average or higher Intelligence starts play knowing additional languages: one standard trade (or spaceport pidgin) language, plus any one language for 13-15 INT, two for 16-17 INT, or three for 18 INT.

A Technician with 14 or higher Intelligence gains a +1 bonus to their technical skill rolls.

Dexterity

Dexterity (DEX) represents coordination and agility, and is the Prime Attribute for the Agent class. Dexterity modifies attacks with ranged weapons, and also modifies Armour Class.

Dexterity also governs the number of vehicles a character initially knows how to operate. Vehicles are organised according to broad types, including but not limited to: beast-drawn, riding beast, small boat, large boat, ship, bicycle, motorcycle, ground car, truck, hover car, combat walker, remote drone, small aircraft, large aircraft, shuttle craft, and spacecraft. The types of vehicle available will vary according to the character's colony of origin. A character's skill level (modified by DEX) in operating a known vehicle is 1-2 (Basic) or 1-3 (Skilled) if they have used it for more than one experience level.

Score	Vehicles Known
3-5	0
6-8	1
9-12	2
13-14	3
15-16	4
17	5
18	6

Important Note: Your Referee will decide whether your game is using the Descending armour class system (where a lower AC is harder to hit) or the Ascending AC system (where a higher AC is harder to hit). Numbers for the Ascending AC system are shown in brackets.

Score	Hit Modifiers	AC Adjustment
3-8	-1	+1 [-1]
9-12	+0	+0
13-18	+1	-1 [+1]

Constitution

Constitution (CON) represents general health and hardiness, and is the Prime Attribute of the Ranger class. A CON check is often used to withstand physical stress. A constitution of 13 or higher increases the Hit Dice to the next higher die type (d8 to d10, for example). A constitution of 8 or less decreases the Hit Dice (d6 to d4); the next step down from d4 Hit Dice is d3 (1d6: 1-2/3-4/5-6).

Constitution also measures the character's life force. The score indicates the maximum number of times a character can be revived from death, realise they are a clone, experience a cold-sleep crisis, contract a metamorphic virus, regrow a body part, be fitted with a cybernetic implant or genetic graft, or undergo some other physically traumatic experience. Once this number is exceeded, the character is dependent upon life support and must be retired. For a synthetic character, this is the number of major malfunctions and programming glitches that can occur before terminal instability occurs.

Charisma

Charisma (CHA) represents leadership, attractiveness and self-esteem, and is the Prime Attribute of the Specialist class. A highly charismatic character can lead more followers than characters with a low score. They might also be held for questioning instead of summarily sentenced, find it easier to talk their way out of a fight, or calm things down by buying a round of drinks if they accidentally bump the table at a tavern or spaceport bar. A character with an above average Charisma will tend to have more favourable encounters (first

impressions), while the reverse is true for a below average Charisma.

Score	Maximum Hirelings
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

Character Talents and Flaws

Characters may gain additional minor abilities, called Talents, in one of two ways. They must be Human, Genie, or Hybrid (see Character Races) to do so; Synthetics do not gain Talents.

If a Genie or Hybrid character has a score of 14 or higher in both their Prime Attribute and any one other ability, they may select one Talent. Humans get it somewhat easier, requiring only their Prime Attribute to be 14 or higher.

A character may take a random Talent by rolling for a Flaw. The Flaw must be taken first, as some may cancel out or restrict the choice of Talent. A maximum of two Talents may thus be gained.

Some Talents are restricted to a particular class or background, or require an average or higher in a given ability score. This will be noted in the Talent name in parentheses. With regard to success range, Talents may be considered to have skill levels of 1-4.

Talents are used instead of experience point bonuses, in this game; do not use both together.

At the GM's discretion, a player may suggest for their character a talent not listed below. This must be developed in consultation, using the existing talents as a guide.

Character Talents

1d24 (1d12, 1d6)	Character Talent
1	Armour Training
2	Combat Reflexes
3	Expert Knowledge
4	Fast Healer
5	Favoured Weapon
6	Gifted
7	Gravity Tolerance
8	Hypnotist
9	Light Sleeper
10	Linguist
11	Longevity
12	Lucky
13	Martial Artist
14	Night Vision
15	Outdoors Survival
16	Portal Interface
17	Prescient
18	Psychic Resistance
19	Runner
20	Second Sight
21	Small Unit Tactics
22	Two Weapons Fighting
23	Vampire Bane
24	Will To Live

Armour Training (non-fighter): the character can wear the next better type of armour, e.g. medium armour for a character class that normally is restricted to light armour.

Combat Reflexes (DEX): the character gains +1 to initiative and against surprise.

Expert Knowledge (INT): the character is an acknowledged expert in a particular field of knowledge, e.g. paranormal studies or early colonial history, and their opinion is much sought after.

Fast Healer (CON): regain additional hit points per day equal to one Hit Die roll.

Favoured Weapon (fighter): when using a specific type of weapon (long sword, for example, or pistol), the character gains a +1 bonus to hit and damage.

Gifted (non-psychic): the character gains 5 Power Points at first level, and 2 per level thereafter, and one psychic power of level 1 or 2 (selection is subject to GM approval). Only one power may be known.

Gravity Tolerance: the character adapts quickly to the gravity of different environments.

Hypnotist (CHA): the character can hypnotise people. At least 1 turn is required.

Light Sleeper (WIS): the character wakes at the slightest disturbance. Under the success range system, an alertness roll is at one or two steps easier (usually on 1d4 instead of 1d6).

Linguist (INT): the character picks up languages easily, as if a native speaker. At each level of experience, they

automatically learn one new language they have been exposed to.

Longevity (advanced human): the character comes from a colony that has greatly improved the human lifespan through genetic modification. Not only can the character expect to live for 300+ years, the onset of aging is greatly delayed. The genetic modification also negates the effect of unnatural aging.

Lucky: once per game session, the character may make any one die roll again and take the better result.

Martial Artist: the character can strike with bare hands, kicks, and improvised weapons in unarmed combat, causing damage of two die types lower than their normal damage dice (e.g. d6 becomes d3).

Night Vision: this talent allows the character to see normally in low-light conditions. The practical, effective range of night vision is 60' for game purposes.

Outdoors Survival (CON): the character can find shelter, water, and forage easier, as well as navigate by natural signs, build fires in difficult conditions, and identify local wildlife.

Portal Interface: the character's genetic code includes the psychic control gene for interfacing with portals, allowing them to activate portals via direct contact or close proximity.

Prescient (WIS): the character is dimly aware of events a short time before they occur, sometimes finishing the sentences of others, and has a reduced chance of being surprised.

Psychic Resistance: the character is resistant to psychic powers and attacks. The chance to avoid an effect, or having to make a saving throw, is 11% +4% per level (maximum 51% at level 10).

Runner (STR): the character can run faster and for longer than normal.

Second Sight: the character can sense the presence of spirits and extra-dimensional entities, including ghosts and astral forms, and may attack them as if they were physical beings.

Small Unit Tactics (fighter): when leading a small unit (see under Combat), the character assumes control and can direct the unit's attacks. The unit gains a bonus to damage against individual combatants equal to the fighter's level. Against other small units, the unit incapacitates one extra unit member if it hits. The fighter can lead an additional number of small units, as they rise in level, equal to their Base Hit Bonus; +1 if Charisma 14+.

Two Weapons Fighting: the character may wield two weapons in melee (or blaze away with a pistol or revolver in each hand), at half the normal penalty to hit (-1 for the primary weapon and -2 for the secondary weapon). See also Two-weapons Fighting under Combat.

Vampire Bane: the character gains +2 to saving throws against the special attacks of vampires, and if infected will not go past the first stage of vampirism. Once they have made a saving throw against a particular vampire,

they are immune to the special attacks of that vampire thereafter.

Will To Live: this one's a real fighter; gain +1 when rolling on the Incapacitation table.

Character Flaws

Note that if a character's Prime Attribute is 7 or less they must roll for a Flaw. It is thus possible for a character to have a maximum of two Flaws.

At the GM's discretion, a player may suggest for their character a flaw not listed below. This must be developed in consultation, using the existing flaws as a guide.

1d16 (1d8, 1d6)	Character Flaw
1	Addiction
2	Blood Disorder
3	Cannot Swim
4	Combat Paralysis
5	Cyborg
6	Disgraced
7	Genetic Freak
8	Gravity Intolerance
9	Haunted
10	Lame/Crippled
11	Phobia
12	Recurrent Nightmares
13	Sensory Impairment
14	Unlucky
15	Unregistered Clone
16	Unshielded Mind

Addiction: the character suffers -2 to all die rolls if they do not get their daily dose of a specific substance or activity. Addiction to digital media is a terrible stigma in space-faring society.

Blood Disorder: the character has a rare blood disorder, affecting their healing capability. Accelerated or regenerative healing does not work for the character, including resurrection or regrowth by means of advanced technology. Furthermore, genetic grafts will be rejected and physiological transformation (vampiric coma, lycanthropy, metamorphosis, etc) will kill the character.

Cannot Swim: while most characters are probably capable of swimming, a character with this flaw risks drowning. Maern with this flaw are station-born and have never entered a natural body of water.

Combat Paralysis: the character is at a -1 penalty to initiative and surprise.

Cyborg (advanced society): the character has received cybernetic therapy for crippling injuries, such as loss of limb. The replacement body part is obviously mechanical in nature. The cyborg character suffers from mental trauma, social stigma, loss of legal status, or some combination thereof.

Disgraced: the character has fled their native culture in shame, or been cast out, due to some great and terrible disgrace. Rumours and legends of this disgrace precede the character.

Genetic Freak (human or hybrid): the character's mutant appearance is unusual enough to draw unwelcome attention, particularly from "normal" members of their own race.

Gravity Intolerant: the character does not adapt well to the gravity of different environments.

Haunted: a malevolent incorporeal force, emanating from deep within the astral plane, is aware of the character and out to make their life a misery.

Lame/Crippled: the character has great difficulty using one limb. If a leg, movement rate is halved. If an arm, they cannot hold objects that require two hands.

Phobia: the character is paralysed with fear by a specific situation or object, and must make a saving throw at a penalty of -3 or greater when faced with it.

Recurrent Nightmares: the character never gets a good night's sleep, and whenever fatigued suffers penalties as if one step worse. The trauma is so intense that no known treatment is effective.

Sensory Impairment: the character's sensory apparatus is so poor that they have difficulty seeing or hearing unaided (spectacles, for example). Perception tasks are at least one step more difficult.

Unlucky: once per game session, chosen by the referee, one die roll automatically fails.

Unregistered Clone (advanced society): the character is a clone of someone else (a legitimate member of society), and has no legal status. They may have a price on their head.

Unshielded Mind: psychic attacks automatically succeed against the character (no save).

CHARACTER RACES

A variety of intelligent humanoid races inhabit the galaxy, many of them engineered or evolved from human colonies seeded countless millennia ago. Characters may be human (the baseline standard), genie (variants and servants), hybrid (transgenic and uplifted animals), or synthetic (artificial life). Truly alien species do not form part of galactic society, and are unavailable as player-characters.

Human

The most widespread race, humans are the default character race. A human may take any character class, and has no special advantages or disadvantages. Galactic society is primarily run by and for humanity, and roughly half of all known colonies have a majority human population. A high degree of variation exists among this adaptable and impressive race, some of it

engineered (e.g. an exotic spectrum of hair, eye, nail, and skin colouration), most of it innate.

1d12 Exotic Colouration (optional, roll once or twice)

1	Milky Pale
2	Apple Green
3	Silvery Blue
4	Pearlescent Pink
5	Rosy Red
6	Honey Golden
7	Deep Tan
8	Flaming Orange
9	Soft Lavender
10	Dusky Violet
11	Shimmering Amber
12	Jet Black

Genie

A number of genetically engineered races are available for play, largely derived from human stock. In many colonies and systems the genie races are second class citizens at best; this has given rise to social unrest, led by activist movements dubbed the Genetic Revolution. Note that a variant human race is a subspecies unto itself, breeding true; any attempted crossbreeding with “normal” humans, without advanced medical intervention, may result in stillbirth or deformity. The following races – Zero, Nymph, Maern, and Waelcirya – are typical of galactic society.

Zero (Space Pilot)

The Zeroes were created to pilot fighter craft in space combat, and are a variant human race designed to live for prolonged periods in enclosed spaces under conditions of low to “zero” gravity. They are pale, thin, and stunted, with long spindly limbs; to most humans they resemble bug-eyed starving children. Zeroes feel uncomfortable in normal or high gravity, and on planets with weather. Space-faring zeroes are drawn to asteroid mining and shipboard life. Strength and Constitution may not be their highest scores, and Dexterity may not be their lowest score. They have Night Vision, cannot use large weapons, and may be any class except ranger.

Nymph (Handmaiden)

The nymph or handmaiden is a sterile vat-grown servant, resembling a physically attractive young woman and considered a mindless drone by galactic society. Through accelerated growth and training, maturity is at age one; lifespan is 20 to 30 years. A player-character nymph has a genetic anomaly that allows her to challenge her mental conditioning and develop her own personality. She will likely start play as

a runaway, fugitive, or the property of another character. Constitution may not be her lowest score, and Strength may not be her highest. A handmaiden’s optimised health grants a +2 bonus to saving throws against poison and disease, an increased healing rate (+1 hit point per day), and a reduced sleep requirement (only 2 to 3 hours per standard day). She may be fighter, technician, ranger, or specialist, and gain the charm ability of an agent of equal level as if it were a top skill.

Maern (Water Folk)

This variant human race is hairless and streamlined, with silvery-blue colouration. In their native environment, Water Folk (or Maern) are born neuter and cycle through the gender spectrum before settling on a male or female identity. Space-faring affects their hormonal balance; without medical assistance, most stay neuter. They are amphibious, able to swim at normal movement rate and breathe underwater, have a heightened tolerance to pressure (triple normal diving depth), and suffer no penalties when engaged in combat underwater. Water Folk may be fighter, medic, ranger, or psychic.

Waelcirya (Winged Folk)

Winged folk are a variant human race, light-boned and slender, with large wings (usually feathered, although at least one subtype is bat-winged) growing from their shoulders. They can fly at a movement rate of 18 (assisted by innate psychic levitation), and have superior distance vision. They cannot wear armour or space suits, unless it is specially designed for them (triple normal cost). They may be fighter, psychic, medic, ranger, or specialist. Waelcirya, as they name themselves, are scattered across a number of feudal and primitive worlds – presumably by portal travel, in ancient times.

Hybrid

A wide variety of humanoid races have been created from human, animal, and in some cases even alien genetic stock. Some of these hybrids are little better off than genies, often considered the property of the corporations that engineered them. Others prowl the fringes of society or rule their own colonies and systems. The following races – Feliri, Toran, and Ransil – are typical of galactic society.

Feliri (Cat People)

Cat People are the result of genetic experimentation, splicing feline characteristics onto the human form. Feliri, as they name themselves, appear to be humans with feline features; they have fine down over most of

their body, with a thin stripe of fur down their back from shoulders to tail. Embracing space-faring with a passion, they serve on toran ships and human stations of the Confederacy. Feliri curiosity, combined with their aptitude for reading humanoid body language, makes them one of the most sociable races in the galaxy. They may be fighter, psychic, technician, or specialist. Neither Dexterity nor Charisma may be their lowest score. Feliri have Alertness (1-3), and their flexible spine allows them to reduce the number of damage dice from a fall by half, rounded down.

Toran (Dog People)

Dog People are, as their name suggests, canine humanoids, on average slightly larger than humans. They start play with double normal starting funds, and a (tiny) share in clan holdings. They may be any class except for psychic. Torans, as they name themselves, are an advanced society of merchants and explorers. They had developed trading routes at near-light speed before gaining access to hyperspace technology. Toran society is based around trading clans, and they dominate a significant proportion of space-faring commerce. Their elders enjoy a second century of life, in long and gentle decline. Clans without their own ships administer spaceports and colonies. Race and culture form no barrier to taking clan oath, and clan-run ships and colonies often include an astonishing variety of peoples.

Ransil (Rat-Kin)

Rat-kin are, as their name suggests, a race of bipedal rodents. Shorter than humans, they originate from a world on the edge of the galactic arm, and may have spread through portals to other dimensions. The Ransil (as they name themselves) were contacted by explorers from the Merchant League, in the early phase of the League's exploration and development, and have become one of the primary species of the League. Originally a sea-faring culture, the Ransil took to the diplomatic and economic aspects of space-faring society with swashbuckling gusto. They may be fighter, psychic, agent, technician, or ranger. Ransil are excellent swimmers (move 9 on land and in water) and have a +1 bonus to Alertness and Stealth. Dexterity may not be their lowest score. They may not use large weapons.

Synthetic

Artificial life includes androids, cyborgs, and replicants almost indistinguishable in appearance to humans. Synthetics are not recognised as self-aware beings in galactic society, giving rise to a separatist movement. Synthetic characters are unaffected by attacks that specifically target biological organisms, such as poison

and disease, and mental effects (including psychic powers) that contact a living mind. They do not need to eat, drink, breathe, or rest. They gain no benefit from drugs, genetic grafts, psychic objects, or similar devices. Any damage must be repaired by a technician rather than a medic, with normal healing indicating self-repair. Synthetics may be fighter, agent, technician, or specialist. Player-character Synthetics are assumed to retain allegiance to humanity. As with the handmaidens, it may be necessary for a synthetic to start play as another character's property.

PREVIOUS CAREER

Give some thought to who the character was, in ordinary life, before they became an adventurer. With regard to success range, the character has a skill level of 1-3 in this profession. A character's previous career will to a large degree be shaped by the culture and technology of their native colony, which can be rated along a general scale as follows: Primitive (P), Low (L), Modern (M), and Advanced (A).

If desired, roll for the character's colony of origin on the following table.

1d20	Colony Tech/Culture Level
1-2	Primitive: Fire-and-Flint
3-4	Primitive: Post-Apocalyptic
5-7	Low: Sword-and-Galley
8-9	Low: Medieval Castles
10-12	Modern: Gaslight-and-Gunpowder
13-15	Modern: Atomic Rockets
16-17	Advanced: Space Contact
18-20	Advanced: Space-Faring

Hybrid and Genie Customs

Cultures that have developed in isolation from space-faring society tend to possess quirks and customs that seem strange to modern humans. Rolling on the following table is recommended for hybrids, all genies except nymphs, and clannish or insular humans from a low or primitive tech level.

1d20 Customs (optional), roll once or twice

1	Never insult your sword-kin
2	One free meal per traveller/guest
3	Morning and evening prayers
4	Cleanliness is the highest virtue
5	Respect genetically similar animals
6	Deference to age/wisdom/skilled achievement
7	Honour the saving of life with guarding of life
8	Know your lineage to nine generations
9	Seal oaths with your own blood
10	Seal alliances with breeding pacts
11	Allow no outsider to see your dead
12	Allow no human to know your bloodline
13	Seek traits to enhance your genome
14	Take prisoners as slaves for trade/breeding
15	Avert your gaze from spilled blood
16	Obedience is the highest virtue
17	Obey genetic engineers as if clan elders
18	Obey psychics as if clan elders
19	Take pride in your 'enhanced' genetic heritage
20	Seek technology/secrets of elder seeding

Note: the GM may have determined particular customs for some cultures in the campaign; “all members of the Tarnished Star tribe wear broad-brimmed hats when outside”, for example.

The Call to Adventure

Similarly, ask yourself what drew the character away from the ordinary life into one of perilous wonder and dangerous excitement. Did they jump or were they pushed?

1d20 Roll Impetus to Adventure

1	Wanderlust
2	Survivor of terrible disaster
3	Seek new trading opportunities
4	Seek vengeance upon someone
5	Escaped criminal (were you framed?)
6	Pilgrimage to famous shrine/site
7	Recruiting business partners
8	Driven by curiosity
9	Fleeing prejudice/discrimination
10	Refugee (war or ghoulish horde?)
11	Show off sporting (or intellectual) prowess
12	Warned of impending attack (cyborgs?)
13	Search for way home
14	Courier for intelligence service
15	Out to make name for self
16	Exiled (blindfolded) through portal
17	Colony quarantined (cannot return)
18	Seek financial backing for unusual venture
19	Dodging conscription/AWOL
20	Hunted by vampires for sport

CHARACTER CLASSES

There are seven character classes: psychic, fighter, medic, technician, agent, ranger, and specialist.

Prime Attribute: the ability score most important to the class; average or higher score is recommended; the GM may decide that a character's prime attribute cannot be their lowest score

Hit Dice: the base die type used to roll for Hit Points; a D4, D6, or D8

Armour Permitted: the armour allowed; None, Light, Medium (includes light armour), or All; note that all characters are able to use a shield

Damage Dice: the die type used to roll for damage in combat (the number of dice is governed by the choice of weapon, natural weaponry such as claws inflicts 1 die of damage); a D4, D6, or D8

Psychic

The Psychic is gifted with mental abilities of a paranormal nature – they are a medium, mentalist, power, special, seer, telepath, or mind-reader. In pre-contact societies, they may be known as a shaman, faith healer, mystic, or witch; their power is mental and paranormal, however, not magical. In colonies dependent upon the portals for trade, they may be members of the portal keepers' guild. The mind of a psychic is open to a cosmos of infinite wonder and endless depth.

Prime Attribute: Wisdom

Hit Dice: 1d6 per level

Armour Permitted: Light Armour

Damage Dice: D4

A Psychic has access to special mental powers, originating in paranormal energies that are not fully understood. According to some theories, they are somehow able to tap into the underlying quantum state of their immediate environment; according to others, they intuitively draw upon a natural energy field that flows through the cosmos and binds all living things together. Whatever the source of their mental powers, it sets psychic characters apart from normal walks of life.

Psychic powers require Power Points (PP) to use. At each level, the Psychic gains 10 power points, +1 each if Wisdom or Charisma is 14 or higher (to a maximum of 12 PP per level). If the pool of power points is depleted to zero, or reduced to a point where there are insufficient points to activate any of the character's known powers, then no further powers may be used that day. The pool of power points is restored to maximum on a daily basis, after a night's sleep and a morning's meditation session (or equivalent replenishing ritual).

The psychic character starts with from one to four powers, depending on their Wisdom score (as previously noted); other, latent powers unlock as they grow in experience. At each new level of experience past first, the psychic automatically gains one power of any level they can use. Additional powers might be gained through prolonged meditation, research, exposure to alien crystals, paranormal experimentation, studying with a higher level psychic, vampiric temptation, etc. A Wisdom check, the expenditure of time and funds, or both, may be required. The maximum number of powers a psychic may know is equal to the sum of their Wisdom and experience level.

Psychics may use special psychic objects, in addition to the normal range of technological devices. A psychic can activate a psychically reactive object, without expending power points, simply by touching and concentrating for one round. The object may “turn on” until switched off again, or for a limited duration (e.g. 1 hour per level). For objects with multiple or complex functions, a kind of “mental keyboard” is felt in the psychic’s mind. This includes the ancient portals connecting many colonies; psychics are able to access the portal registry, and open passages to other portals in the network.

Level	Experience	Base Hit Bonus	Saving Throw	Power Levels
1	0	+0	14	1
2	2,250	+0	13	1
3	4,500	+1	12	1-2
4	9,000	+1	11	1-2
5	18,000	+2	10	1-3
6	36,000	+2	9	1-3
7	72,000	+3	8	1-4
8	144,000	+3	7	1-4
9	288,000	+4	6	1-5
10	576,000	+4	5	1-5
11	1,152,000	+5	4	1-6
12	2,304,000	+5	4	1-6
13	4,608,000	+6	4	1-6

Power Levels: this is the range of powers a psychic has access to, e.g. a level 3 psychic may use powers of level 1 or level 2, while a level 5 psychic may use powers of levels 1 to 3

For more information, see the Psychic Powers section.

1d12 Psychic Quirk (Optional)

- 1 Can expend Hit Points as Power Points
- 2 Mental Duel as if a non-psychic
- 3 Hallucinatory afterimage (skilled/average/WIS task to ignore)
- 4 Accidental localised weather patterns
- 5 Traumatic contact causes sensory or emotional overload
- 6 One hour of meditation equals 3 hours sleep
- 7 Eyes change colour when using power
- 8 Power use causes headaches and/or nosebleeds
- 9 Heightened chance to avoid surprise (expert/average/WIS task)
- 10 Insomnia (dreams open to psychic predators)
- 11 Altered metabolism (weird cravings or restricted diet)
- 12 Always finding little lost things (dropped coins)

Fighter

The fighter is a combat expert – a swordsman, hunter, gun-for-hire, trooper, guardsman, tribesman, partisan, man-at-arms, or soldier. The fighter is best equipped of all the classes to inflict and withstand damage, putting them on the front lines of any conflict. Armed with sword and other weapons, perhaps wrested from defeated foes, you can protect the weak, hunt down enemies, and rally allies to your cause. Fail and you’ll be mercilessly gunned down, one more forgotten warrior alone at the end.

Prime Attribute: Strength

Hit Dice: 1d8 per level

Armour Permitted: All

Damage Dice: D8

Fighters have no special abilities, other than being able to use any weapons and armour. However, they have no special restrictions either, and their combat abilities are superior to any other class.

Level	Experience	Base Hit Bonus	Saving Throw
1	0	+0	15
2	2,000	+1	14
3	4,000	+1	13
4	8,000	+2	12
5	16,000	+3	11
6	32,000	+3	10
7	64,000	+4	9
8	128,000	+5	8
9	256,000	+5	7
10	512,000	+6	6
11	1,024,000	+7	5
12	2,048,000	+7	5
13	4,096,000	+8	5

Medic

The Medic is a doctor, nurse, healer, or other person trained in medicine and surgery. They are able to apply first aid, revive the dying, treat injuries and illness, and generally keep others in good health. They may also possess special knowledge concerning unusual ailments such as vampirism, or 'miracle' cures developed through genetic engineering. Medics are sworn to help and to heal others. Medics from advanced colonies tend to prefer non-invasive procedures; in general, the higher the technological development of a medic's native culture, the higher the standard of care.

Prime Attribute: Intelligence

Hit Dice: 1d4 per level

Armour Permitted: None

Damage Dice: D4

The Medic has the following special abilities. Note that in a campaign with limited access to special healing techniques (advanced devices, psychic abilities, vampiric healing factor, etc) these abilities will make the Medic a highly valued member of any character group.

Medics have access to special medical devices, drugs, and treatments that other character cannot use safely, and require a medical kit to use their abilities to full effectiveness.

Cure Condition: the Medic can treat poison, disease, illness, paralysis, sensory loss, brain damage, crippling injury, and other bodily ailments outside of hit point loss. This allows a new saving throw against the condition, at a bonus of +2 (or +3 if the Medic has an Intelligence of 14 or higher), or removes the injury entirely. This ability requires at least one hour of surgery or other treatment, and then at least one day of rest (often longer at low tech levels) before the patient can be declared cured. If a condition is particularly deadly, it may kill the patient before the day of rest is over. For some conditions, particularly sensory loss and brain damage, the exact effect of recovery – from prosthetics to cellular regeneration – will depend on the medical technology available.

First Aid: the Medic is able to apply first aid, restoring 1d6 hit points plus 1 hit point per level of the Medic. It may be applied to the same patient only once per day, and any further injury will have to wait until better medical care is available. This ability takes one turn to use.

Ongoing Care: a Medic can treat a number of patients equal to double their level. Each patient under the Medic's care receives one additional hit point of healing per day of rest, and may make a new saving throw against any medical conditions once per day of rest. This takes one hour each day.

Resuscitate: if someone has been declared dead (within 1 turn), the Medic may attempt to revive them. This requires a saving throw by the patient, at a bonus of +1 if either the patient's Wisdom or Constitution is 13 or higher. If successful, they are revived; however, if they were killed by a particular condition (such as poison), that must be treated immediately or the patient will die again.

Stabilise: any character that has dropped to zero hit points is incapacitated and in danger of dying. While anyone may attempt to bind their wounds, a Medic has a better chance of keeping them alive long enough for first aid and other treatment. A Medic requires only 1 round to do so.

Lastly, upon discovering a body at a scene, a Medic only requires one round to determine whether the victim is dead or still alive, and the most probable cause of death or most life-threatening injury.

Level	Experience	Base Hit Bonus	Saving Throw
1	0	+0	16
2	1,500	+0	15
3	3,000	+0	14
4	6,000	+1	13
5	12,000	+1	12
6	24,000	+2	11
7	48,000	+2	10
8	96,000	+2	9
9	192,000	+3	8
10	384,000	+3	7
11	768,000	+4	6
12	1,536,000	+4	6
13	3,072,000	+4	6

Technician

The Technician is a mechanic, engineer, artificer, builder, crafter, artisan, or other person working with mechanical, electrical, and technological devices. They are able to design, build, and repair equipment, as well as determine the function of unknown devices. While anyone can change a flat tyre, a Technician can make a car run on an alien power source safely.

Prime Attribute: Intelligence

Hit Dice: 1d4 per level

Armour Permitted: Any designed and built by the character during play

Damage Dice: D6

The special abilities of a Technician are activated by making a 2d6 roll, on the table below. The referee may impose a bonus or penalty as they see fit. A roll of 12 always succeeds, and a roll of 2 always fails. Unless noted otherwise, each takes 1 turn to use and may be used as often as desired.

Level	2d6 Roll
1	9+
2-3	8+
4-5	7+
6	6+
7-8	5+
9-10	4+
11+	3+

At the referee's discretion, the Technician may specialise in a particular area, such as carpentry, chemistry, computers, electronics, explosives, mining, physics, vehicles, weaponry, etc. The Technician gains a bonus of +1 when dealing with their area of specialisation, and has a penalty of -1 to all other technical skill rolls. Depending on the size and complexity of a task, or the availability of tools and materials, the referee may increase the time required to hours, days, or even longer. While rushing a job can reduce the time it takes, the roll will be at a penalty of at least -1.

Technicians may use almost any technological device, and require a toolkit to use their abilities to full effectiveness. As with a Medic, the local tech level may sometimes be a factor in their activities.

Analyse: the Technician can examine a device or piece of equipment and determine its function. If it is broken or damaged in any way, analysis will reveal this. A roll is not required if the item or device is at all familiar. The Technician can also analyse materials for their chemical, electrical, or other properties, read blueprints or schematics, etc. Advanced technology may require longer analysis.

Build: the Technician can, given sufficient materials and workspace, construct any device or item of equipment for which they have made or been supplied plans. A roll may be required for each significant stage of construction; similarly, common or familiar items might not require a roll. If building something new from scratch, the first build will be a prototype; this must be tested before full-scale production can occur.

Design: the Technician can draw up blueprints or formulae for an invention. The roll may be made in secret by the referee instead of the player, with failure indicating some minor or major flaw in the design. The exact result of a flawed design must be determined by the Referee, and could be faults in the finished product, failure to work at all, accidents during construction, etc. This ability may also be used to debug and safely test a prototype invention.

Modify: the Technician can modify a device or piece of equipment, including weapons and armour. If the modification is dangerous in any way, the Technician's skill and knowledge protects them against any mishaps. A Design roll might first be required for an unusual

modification. This ability may also be used to alter something while it is operating normally (for example, bypassing an electronic lock). If so, Analysis may first be required.

Repair: the Technician can repair a broken piece of equipment, including a weapon or vehicle. If the Technician is unable to repair something on the spot, they will at least learn the time and materials required (or if it is beyond repair). If something is on its last legs (e.g. an abandoned vehicle found on the roadside of a post-apocalyptic wasteland), or if only makeshift repairs can be effected, a successful roll allows the Technician to get it working again for 1d6 hours plus 1 hour per level. If hull or structure points are used, each repair attempt restores 1d6 points plus 1 point per level.

Level	Experience	Base Hit Bonus	Saving Throw
1	0	+0	16
2	1,750	+0	15
3	3,500	+0	14
4	7,000	+1	13
5	14,000	+1	12
6	28,000	+2	11
7	56,000	+2	10
8	112,000	+2	9
9	224,000	+3	8
10	448,000	+3	7
11	896,000	+4	6
12	1,792,000	+4	6
13	3,584,000	+4	6

Agent

The Agent is a covert expert – a scout, spy, assassin, spook, investigator, operative, sniper, informer, gangster, detective, or thief. As an Agent you are used to dealing with the dark underbelly of society, state secrets at odds with the public agenda, and matters that honourable fighters and upstanding citizens look upon with distaste. The shadows are your domain. The world might never know your name or hidden deeds, and you prefer it that way. Fail in your mission, however, and you might find yourself in a special “retirement camp” for people who know too much.

Prime Attribute: Dexterity

Hit Dice: 1d6 per level

Armour Permitted: Light

Damage Dice: D6

Thanks to their special training, Agents have access to a range of special abilities, listed below, of which they may pick and choose in one of two fashions:

One **Top Skill** and six **Other Skills**, OR

Two **Top Skills** and three **Other Skills**

The chances of success, usually rolled on 1d6 (see the Success Range System), are given on the table below. In comparison, all other characters are assumed to have a skill level of 1.

Alertness (WIS): the Agent's heightened senses allow them to sense traps and ambushes, as well as listen at doors undetected and discern the direction faint sounds may be coming from.

Burglary (DEX): the Agent is expert at looting and thievery, including the systematic search of a room without leaving any clues, and is even able to filch items from other's pockets.

Charm (CHA): the Agent is highly persuasive and sociable, allowing them to get others to do their bidding, and including a knack for knowing when to bribe and when to run.

Climbing (STR): the Agent is able to scale walls and other heights, finding tiny cracks in sheer surfaces and cling by their fingertips, where others would struggle with rope and pitons.

Disguise (CHA): with the aid of a disguise kit the Agent is able to alter their appearance, speech, and manner, allowing them to appear as other humanoid types or specific individuals.

Information (INT): the Agent is trained in the gathering and analysis of information, including the use and breaking of codes and ciphers.

Interrogation (WIS): the Agent is trained in both resisting interrogation and extracting information from others, including torture, coercion, and other methods designed to break the will.

Languages (INT): the Agent is trained in linguistics, allowing them to learn and understand additional languages (1 per skill level), as well as converse by alternate means.

Security (DEX): the Agent is able to locate and either disarm or avoid security devices, including locks and alarms, as well as escape from handcuffs and prison cells.

Sneak Attack (DEX): the Agent is able to strike from cover without warning, including sniping with a missile weapon, granting a bonus to hit (instead of the bonus from a flanking or rear attack) equal to the skill level. The sneak attack causes +1 damage dice (e.g. 1d6 becomes 2d6).

Stealth (DEX): the Agent is able to hide, move stealthily, and avoid being noticed.

Tracking (INT): the Agent is able to follow and interpret signs of passage left by others, as well as trail targets through cities and crowds without being seen.

Level	Experience	Base Hit Bonus	Saving Throw	Top Skill	Other Skills
1	0	+0	14	1-3	1-2
2	1,500	+0	13	1-3	1-2
3	3,000	+1	12	1-4	1-2
4	6,000	+1	11	1-4	1-2
5	12,000	+2	10	1-4	1-3
6	24,000	+2	9	1-4	1-3
7	48,000	+3	8	1-5	1-3
8	96,000	+3	7	1-5	1-3
9	192,000	+4	6	1-5	1-4
10	384,000	+4	5	1-5	1-4
11	768,000	+5	4	1-6	1-4
12	1,536,000	+5	4	1-6	1-4
13	3,072,000	+6	4	1-6	1-5

Ranger

The ranger is born for the great outdoors – a hunter, scout, explorer, nomad, survivalist, road warrior, mountaineer, forester, barbarian, guide, or nature lover. They might be trained for wilderness conditions, perhaps as part of a colonial rescue service, or they might have a strong natural interest in and aptitude for planetary environments. Rangers are resilient and resourceful, and valuable members of any frontier expedition.

Prime Attribute: Constitution

Hit Dice: D8

Armour Permitted: Medium (includes light armour)

Damage Dice: D6

The ranger has the following special abilities, which are of greater use in the frontier and wilderness regions of planets than in cities or space stations.

Alertness, Climbing, Stealth, and Tracking: the ranger is proficient in these Agent abilities, at a skill level as given on the table below, and is able to use them at average difficulty in most natural environments. Although the ranger can attempt to use these skills in other environments, the difficulty will be at least two steps higher.

Ranger Level	Skill Level
1-3	1-2
4-6	1-3
7-9	1-4
10-12	1-5
13	1-6

Avoid Hazard: the ranger gains a +3 bonus to all saving throws and ability checks against natural hazards, such as fire, flood, high wind, unstable ground, or becoming lost. The ranger is also able to predict

dangerous weather conditions by studying the sky for one turn and making a Wisdom check with this +3 bonus.

Foraging and Camping: unless in the most barren and hostile of environments, the ranger can find enough food to sustain themselves and one additional person per 3 levels total. They can also find good camping sites, collect firewood safely, pitch tents quickly, and start and put out fires easily.

Nature Lore: the ranger is an avid student of natural life, allowing them to identify plants and animals, including those safe for human consumption and those best avoided, and water safe for drinking. The ranger can also test the edibility of unknown plant and animal life, by making a Constitution check at a +3 bonus; if poisonous, a +3 bonus is gained to the saving throw.

Level	Experience	Base Hit Bonus	Saving Throw
1	0	+0	15
2	2,250	+0	14
3	4,500	+1	13
4	9,000	+1	12
5	18,000	+2	11
6	36,000	+2	10
7	72,000	+3	9
8	144,000	+3	8
9	288,000	+4	7
10	576,000	+4	6
11	1,152,000	+5	5
12	2,304,000	+5	5
13	4,608,000	+6	5

Specialist

The Specialist is concerned with the collection and communication of information for social and intellectual purposes. They may be a scholar, sage, diplomat, teacher, artist, journalist, expert, theoretician, activist, mentor, archivist, or entertainer. Specialists apply their education, intellect, and social skills to problem-solving and investigation. While at first glance the weakest of character classes, a specialist's mind is their greatest asset.

Prime Attribute: Charisma

Hit Dice: D4

Armour Permitted: None

Damage Dice: D4

The specialist has the following special abilities. Unless noted otherwise, these take one or more turns to use and do not require any die rolls.

Discourse: the specialist may persuade others to adopt a course of action or point of view, present information in the form of a lecture or written text, influence opinions, engage in public debate, and even stall for

time. Creatures and non-player characters will be affected if they fail a saving throw, which is at a penalty of -1 if the specialist's CHA is 14+. The effect lasts until a counterargument is successful, or for one week (1 day if target's INT is 14+) plus one day per level of the specialist.

General Knowledge: thanks to their wide reading and retentive mind, a specialist is a veritable walking encyclopaedia. By taking a little time to think (1 round), they may dredge up some trivia or scrap of information from the depths of their memory. Under the success range system, the Specialist has a skill level of 1-4 at levels 1-5, skill 1-5 at levels 6-10, and skill 1-6 at level 11+.

Inspire: when speaking to a crowd, a Specialist can motivate and encourage others. This temporarily (1 turn per level) improves reactions and lifts morale. Discourse must first be used on a hostile crowd.

Languages: the specialist automatically learns one additional language at each level of experience, including first level. The specialist must nominate a language in advance to study.

Research: when consulting a library, database, or other store of knowledge, a specialist can find useful and relevant information faster than other characters. They are more likely to uncover specific information (such as clues placed by the referee) before other characters do.

Special Knowledge: a specialist is a recognised expert in a particular field of knowledge. This may be any academic or scientific subject, or any other specific area of human endeavour, defined in consultation between the player and referee. Some examples include alien relics, archaeology, astronomy, biology, cults, cybernetics, forensics, genetics, geology, history, linguistics, literature, portal technology, psychology, and vampire lore. This ability functions in a manner similar to general knowledge, but is much more specialised; under the success range system, difficulty is one step easier (usually 1d4) than for other characters.

Tutor: Specialists can help instruct and train others. This gives the student a bonus of +1 to skill level, for 1 hour per level of the specialist. Repeated tuition – several hours per week, for a month – may make this a permanent increase. The subject being taught does not have to be in the specialist's field, as education techniques can be universally applied.

Finally, vampires, sentient computers, and alien intelligences might recognise the specialist as a mental equal and/or rival. Some will relish the challenge of a superior mind; others will set aside any philosophical differences to engage in intellectual discourse. While other characters languish in the dungeons, specialists may find themselves deep in conversation.

Level	Experience	Base Hit Bonus	Saving Throw
1	0	+0	16
2	1,500	+0	15
3	3,000	+0	14
4	6,000	+1	13
5	12,000	+1	12
6	24,000	+2	11
7	48,000	+2	10
8	96,000	+2	9
9	192,000	+3	8
10	384,000	+3	7
11	768,000	+4	6
12	1,536,000	+4	6
13	3,072,000	+4	6

Experience and Recognition

As characters rise in level, word of their deeds and demeanours will spread. By the time a character reaches level 4, they may be hailed as a hero throughout the colony or system. At level 9 and higher, characters attain legendary status across the galactic arm. Fame and notoriety have consequences, from employment offers and social invitations to a price on your head and wide-eyed fanatics on your tail. The most successful way to avoid such attention is to retire from adventuring.

Starting at level 4, a player-character may be approached, roughly once per level, by a special non-player-character attracted by tales of the PC's exploits. They may be a first level member of the same class, for example, seeking to be the character's apprentice or sidekick; a contact with connections to a particular community; someone with special knowledge or abilities; an influential member of a notable social circle; someone with information that will lead to an adventure; or some other NPC created by the referee. Whether this character becomes a henchman, ally, rival's lackey, or obsessive stalker will depend in no small part on how the player-character treats them. Also, if the referee feels the character has not lived up to their reputation of late, no approach will be made. Any offer is one-time-only, and if the NPC dies or leaves the character they will not be replaced.

ALIGNMENT

Alignment deals with two basic issues. The first is someone's worldview; the values and drives underlying their motives and behaviour. The second is their approach to the universe; how they deal with the outside world, and go about living their life. The interaction of these two will determine the group or cause a character agrees or identifies with, and thus which side they will probably take in most situations.

There are five alignments: *lawful*, *chaotic*, *neutral*, *good*, and *evil*. Player-characters must pick one alignment: lawful, neutral, chaotic, or good. Any player-character that turns evil becomes a non-player-character immediately or retires from play.

Most creatures in the natural world are neutral, most citizens in a civilised society are (or make an effort to be) lawful or good, and most criminals and enemies of ordinary life are chaotic or evil. By their very nature, the lawful and chaotic alignments are in opposition to each other, as are good and evil. Lawful and good beings may sometimes be allies against chaotic and evil opponents. Note however that lawful is not the same as good, chaotic is not the same as evil, and neutral is not necessarily opposed or allied to any other alignment.

Lawful creatures believe there is an inherent and explicable order to the cosmos, and place value on stability, cooperation, and the power of the mind to understand and shape reality. Lawful people thrive in structured environments, and seek to make sense of life. They support civilisation and organisation, and believe everything has a reason or purpose.

Chaotic creatures accept they exist in an unpredictable and inimical universe that is ultimately unknowable, and interpret events in terms of chance, accident, and randomness. Chaotic people act according to whim, and seek to make the best of opportunities. They obey no one, honour no agreement, and scorn those who look for a rational explanation.

Neutral creatures are self-interested and self-serving, mercenary and pragmatic, placing practical matters and their own continued existence first. Neutral people look out for their own survival first, and seek the optimal ratio of risk to reward. They do not get involved unless they have to, trust in their own abilities, and have no qualms about using "any means necessary".

Good creatures respect higher principles, place the needs of others ahead of their own, and will render aid and assistance with little thought for their own welfare. Good people strive to behave responsibly, and seek to create a better life for the whole community. They are compassionate and selfless, and believe everyone deserves help and forgiveness.

Evil creatures are manipulative and untrustworthy, corrupting and destructive, and will profit from and delight in the suffering of others simply because they can. Evil people take what they want whenever they want it, and seek personal gain at the expense of others. They use violence and deceit to achieve their ends, and don't care who gets hurt in the process.

Regardless of their alignment, most people believe that they are doing the right thing most of the time; if called to account for their actions, they will defend their behaviour as proper conduct from their perspective. Similarly, conflict can arise from differing positions within an alignment as easily as between alignments. A prophet who believes the first colonists had a plan for their descendants, for example, is as lawful as the researcher who seeks to learn from the past; they are bound to clash upon discovering the crash site of the colony ship.

Examples of Alignment Behaviour

Suppose that a group of five characters, one of each alignment, are adventuring together. They come across a village plagued by frequent attacks, almost nightly now, from an unknown predator. The characters were on their way to explore an abandoned base. What do they do? Apart from argue in the tavern, of course.

The lawful character might be interested in expanding the frontiers of knowledge, or concerned about the attack upon civilisation, and offer to investigate the attacks. If the village is less advanced than their own society, they would be willing to provide education.

The good character will help investigate because their compassion compels them to aid others, and because the village will be better off without the threat of attack. During the argument, they will probably say they're staying regardless of what the others decide.

The neutral character will weigh delaying their journey against any potential gain, and seek an assurance of compensation for any injuries suffered during the investigation. They might stay in the tavern and wait for more information before deciding to get involved.

The chaotic character might shrug and say "tough luck", point out that someone else might get to the abandoned base first, stay in the tavern, or some combination thereof. Or, they might go along on a whim, or set off on their own, or – you get the idea.

The evil character will probably try to take advantage of the situation, whether by demanding payment in advance for their services, cutting a deal with the predator if it is intelligent, or getting the other characters killed so they can loot the base themselves.

Assuming they stay and investigate, how would alignment guide the adventurers' choices and actions upon encountering the predator? It turns out to be an alien creature, stranded and driven by hunger – neutral, only attacking because it must.

If the lawful and good characters become aware of the alien's situation, they may try to drive it off or capture it so it could be transported off-world. If not, they would feel killing the creature to protect the village was an acceptable course of action.

The neutral character would fight back if attacked, be willing to kill the creature if they thought it was a definite threat to them, and probably side with whatever plan the lawful and good characters came up with – unless the evil character paid them not to.

The evil character would probably trick the chaotic character into walking in front of them, so that when the creature attacked they stood a better chance of running away (killing off the "loose cannon" is a bonus). Neither would care about the alien's plight.

Alignment is a useful tool for managing your character's interaction with the game world. How you play your character is ultimately up to you. Alignment is meant to help you shape your character and enrich your role-playing experience; a channel, not a restriction.

Changing Alignment

If a player feels the alignment they have chosen doesn't suit their character, or the GM believes their behaviour is closer to another alignment, then they may change their alignment without penalty any time before reaching level 2. This may happen once; further change is difficult and traumatic. Someone might begin to act more in line with a different alignment without realising it, or witness events that challenge their beliefs. Their alignment may change to reflect their new values and behaviour, or they may realise the danger they are in and pull back from the brink. If the referee believes a character's behaviour is more against their alignment than in accord with it, however, they must change.

The character's alignment is the foundation upon which they have built their life, and not set aside easily. No one casually decides they are going to ignore everything they understand about the universe and believe something else instead. Alignment change requires an outside stimulus, something that either provokes the character into questioning their worldview and finding it wanting or compels them to act in ways contrary to their beliefs.

If a character changes their alignment, they earn only half as many experience points until they gain their next level. At the referee's discretion, unwilling conversion to a new alignment is traumatic enough and does not merit an experience penalty. Similarly, if the player goes to great lengths to role-play the change the referee may reduce the experience penalty somewhat.

EQUIPMENT

Each character starts with some money at the beginning of the game, used to buy equipment. This might not reflect actual purchases in a shop or store; it may account for whatever the character has managed to barter, appropriate, or salvage. The Referee might also decide that characters start the game in a prison cell, with only the clothes they wear, and must wrest weapons from their guards. As a general rule, characters do not have to buy the clothes they are wearing, and may be expected to have a few changes of clothing and minor personal items.

Monetary Systems

A number of monetary systems may be encountered during play. Medieval societies will tend to use copper, silver, and gold coins. Other societies may use shells, coloured glass, barter, imperial credit, dollars, singing crystals, gene samples, work units, beads, slave-hours, etc. Even two colonies on the same planet may have different values for their coins, one based on agricultural resources and the other on slave prices. For this reason, the Standard Price System is used.

Standard Price System

The Standard Price System assumes a silver standard for medieval societies. Thus, 1 SP = 1 Silver Piece = 1 Standard Price unit. While some may use the familiar rate of one gold piece (GP) being worth 10 silver pieces (SP) and 100 copper pieces (CP), others may use different exchange rates. For example, there may be 12 copper pennies to 1 silver shilling, and 20 silver shillings to 1 gold pound. When dealing with modern or futuristic currencies, 1 SP is equivalent to the basic monetary unit, typically 1 Dollar or Credit. In a post-apocalyptic setting, SP may represent “scavenging points” used to scrounge for gear. When dealing with other forms of currency, the basic unit is equal to 1 SP.

The standard price may also be used as the basis of barter, where the SP value of an item is the relative value (“barter points”) that may be gained in barter.

Starting Money

Roll 3d6 and multiply by 10. This represents the number of SP that your character gets to have at the start of the campaign. With the Referee’s permission, and depending on how the game starts, you may be able to pool your resources with the other characters.

Equipment Descriptions

Equipment is described in the sections below, in the following format:

Item: Short description. Cost in SP, weight in pounds, game statistics if any (weapon dice/size/type, weapon short/medium/long ranges or area of effect, armour class [ascending armour class], other)

General Equipment

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds, and can be removed or put on in 1 round as a full action. 5 SP, 2 lbs

Barrel: 2 SP, 30 lbs

Basket: a basket holds up to 20 pounds. 0.3 SP, 1 lb

Bedroll/blanket: 0.2 SP, 5 lbs

Block and tackle: 5 SP, 5 lbs

Bottle, glass: 2 SP

Candle (dozen): one candle dimly illuminates a 10’ radius and burns for 1 hour. 0.1 SP

Canvas (square yard): 0.1 SP

Case (map/scroll): 1 SP, 0.5 lbs

Chain (10 feet): 30 SP, 2 lbs

Chest: a chest will hold up to 100 pounds, and can be fitted with a lock. 2 SP, 25 lbs

Clothes: clothing and footwear already worn does not have to be purchased. Additional sets of clothing may be purchased if desired. 2 SP or 5-10 SP for higher quality

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This can be used for forcing doors and other objects open. 2 SP, 5 lbs, +1 to relevant Strength tasks

Dog, guard or hunting: these statistics may also be used for equivalent alien or hybrid domesticated creatures. 25 SP, AC 7 [12], HD 2+2, Move 12, Attacks 1 bite (2d4 damage)

Fishing net (25 square feet): 4 SP, 5 lbs

Flint and Steel: Lighting a torch with flint and steel is a full round action, and lighting any other fire with them takes at least that long. 1 SP

Garlic: this herb will help repel vampires. 5 SP, 1 lb, vampire must make a saving throw or be unable to approach within 10’

Grappling Hook: These can be used for anchoring a rope, and often have 3 or 4 prongs. 10 SP, 4 lbs

Hammer: If used to fight, this small hammer deals 1d/blunt damage. It can be used for construction, or as a mallet with iron or wooden spikes. 0.5 SP, 2 lbs

Holy item: 25 SP

Ink (1 oz vial): This is black ink. 1 SP, 2-3 SP for other colours

Ladder: wooden, 10’ (3 metres) high, rungs spaced for an average human. 0.5 SP, 20 lbs

Lamp: oil-burning, bronze; sheds light in 15’ radius for 6 hours (36 turns). 1 SP, 0.5 lb

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30’. 10 SP, 3 lbs

Lock: A common iron lock with a key. 20 SP, 1 lb

Manacles: Used to bind hands or feet. 15 SP, 2 lbs
Mirror (small): Made of polished metal. 20 SP, 0.5 lb
Musical instrument: 5 SP, weight varies by size
Oil, 1 pint flask: In addition to fuelling lamps, oil can be used as a missile weapon. 1 SP, 1 lb, 2-3 foot radius puddle, 1d/special damage, burns for 1d10 rounds
Paper (dozen sheets): 4 SP
Parchment (dozen sheets): 2 SP
Pole: this long wooden pole is useful for poking and prodding at things. 1 SP, 8 lbs
Pot, iron: 0.5 SP
Rations, trail (1 day): This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It can last weeks or even months. 3 SP, 1 lb
Rations, standard (1 day): This food is fresh and will not keep for more than a few days. The cost for this food reflects fresh food fixed for a militia, or basic food at an inn. 1 SP, 2 lbs
Rope, hemp (50 foot): This strong rope can hold the weight of approximately three human-sized beings. 1 SP, 10 lbs
Rope, silk (50 foot): This rope is stronger than hemp, and can hold the weight of five human-sized beings. 10 SP, 5 lbs
Sack, Large: This sack can contain 60 pounds. 2 SP, 0.5 lbs
Sack, Small: This sack can contain 20 pounds. 1 SP, 0.5 lbs
Shovel or spade: 2 SP, 8 lbs
Signal whistle: 0.5 SP
Spikes, iron (12): these are useful for securing ropes, wedging doors open, and holding down a vampire for a beheading attempt. 1 SP, 8 lbs
Spyglass: 15 SP, 1 lb
Tent: this is a small, two or three person tent that can be pitched or taken down in 1 turn. While waterproof, it may be blown away by a high wind. 10 SP, 10 lbs
Torch, wooden (bundle of 6): A torch burns for 1 hour, clearly illuminating a 30- foot radius. If a torch is used in combat, it deals 1d/special points of damage. 1 SP, 1 lb
Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid. 1 SP, 4 lbs
Wolfsbane: this herb will help repel werewolves. 10 SP, 1 lb, werewolf must make a saving throw or be unable to approach within 10'
Writing kit: includes quill pens and sand. 1 SP, 1 lb

Transportation

Note that not all forms of transport may be available. The Horse and Mule entries may be used for equivalent beasts of burden (riding lizards or giant flightless birds, for example). Tickets are for one trip only. If portals are the primary form of travel in a colony, cost will be reduced by a factor of 10. If space travel is available, life support might not include gravity.

Bicycle: Movement rate is equal to average of the rider's Strength and Constitution. 15 SP
Boat, small: this covers rowboats and canoes, for one or two people and gear. 40 SP
Cargo Crawler: this tracked vehicle of rugged construction is piloted by short-range remote control, and can carry 1,000 pounds at a movement rate of 9 over most forms of terrain. 300 SP
Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules at a movement rate of 6. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds. 100 SP
Cart, hand (wheelbarrow): This can carry 100 to 200 pounds. 10 SP
Fuel: for ground or water vehicles, full tank. 5 SP
Horse, draft: 40 SP
Horse, riding: 75 SP
Horse, war: 200 SP
Mule: 25 SP
Portal, planetary network: public access ticket. 50 SP
Portal, system network: public access ticket. 150 SP
Portal, interstellar network: public access ticket. 500 SP
Public transport, local: bus or train ticket, within city limits. 1 SP
Public transport, regional: bus or train ticket, within 6 hours travel time. 5 SP
Saddle and gear: This is assumed to include bit, bridle, blanket, etc. 25 SP, 25 lbs
Saddle Bag: This bag can contain 30 pounds. 5 SP, 0.5 lb
Sector pass: some colonies are under martial law, and restrict travel by dividing land and settlements into patrolled sectors. This pass is good for one month, and may be renewed on a monthly basis. A full identity check is required upon application for a sector pass, and on a yearly basis thereafter. 50 SP initially, 5 SP per renewal, 10 SP per annual identity check
Stabling (per day): Includes feed and care for beasts of burden. 0.5 SP
Travel, interstate: bus, plane or train ticket. 15 SP
Travel, continental: plane, train or ship ticket. 35 SP
Travel, intercontinental: plane, ship, or submarine ticket. 75 SP
Travel, orbital: shuttle or beanstalk ticket. 200 SP
Travel, interplanetary: shuttle or liner ticket. 500 SP
Travel, hyperspace: cryogenic berth to nearby star system, 80% (90% if CON 14+, 70% if 7 or less) chance of avoiding complications, death, or cold-sleep vermin. 500 SP
Travel, hyperspace liner: cabin to nearby star system. 1,000 SP for economy class ticket, or 2,000+ SP
Vehicle hire: car, light truck, or small boat, for one day. 10 SP

Vehicle, private: The cost assumes a four door sedan, used, 3-5 years old, no outstanding maintenance issues, and one careful owner. New and different models will cost more. Advanced vehicles may operate via hover or repulsion principle, run on hydrogen cells or electrical batteries, etc. 200 SP

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart. 200 SP

Melee Weapons

As with all weapons, the damage rating indicates the number of damage dice rolled. Small weapons are easier to conceal, medium and large weapons may not be used in close quarters or confined spaces, and large weapons require two hands to use effectively. The types of damage possible include stab, cut, blunt, and special. Short character races (zero and rat-kin) cannot use large weapons.

Axe, battle: 5 SP, 1d/large/cut, 6 lbs

Axe, hand: 1 SP, 1d/medium/cut, 3 lbs

Club: 0.3 SP, 1d/medium/blunt, 3 lbs

Dagger: 2 SP, 1d/small/stab, 1 lb

Dagger, silver-bladed (or ornate): 20 SP, 1d/small/cut, 1 lb

Hammer, war: 1 SP, 1d/medium/blunt, 5 lbs

Lance: 6 SP, 1d/large/stab/special (if mounted, saving throw to avoid being unhorsed), 15 lbs

Mace: 5 SP, 1d/medium/blunt, 4 lbs

Spear: 3 SP, 1d/medium/stab, 3 lbs

Staff: 0.5 SP, 1d/large/blunt, 4 lbs

Sword, bastard: 20 SP, 1d/medium/cut (may be wielded one- or two-handed), 8 lbs

Sword, long/broad: 15 SP, 1d/medium/cut, 5 lbs

Sword, short: 7.5 SP, 1d/small/stab, 3 lbs

Sword, two-handed: 30 SP, 1d/large/cut, 10 lbs

Missile Weapons

Ranges are given as Short/Medium/Long, in yards (metres). There is a -2 penalty to hit at medium range, and a -4 penalty at long range. In conditions of poor lighting or restricted vision, such as when exploring ruins, all missile combat is at short range.

Arrows (quiver of 20): 5 SP, 1 lb, 1d/stab

Arrow, silver-tipped: 5 SP, 1d/stab

Axe, hand (thrown): 1 SP, 3 lbs, 1d/medium/cut, 10/20/30

Bolt, heavy (case of 30): 4 SP, 1 lb, 2d/stab

Bolt, light (case of 30): 2 SP, 1 lb, 1d/stab

Bow, long: 60 SP, 3 lbs, 70/140/210, large

Bow, short: 15 SP, 2 lbs, 50/100/150, medium

Crossbow, heavy: takes one full round to reload unless STR 15+. 20 SP, 8 lbs, 80/160/240, large

Crossbow, light: 12 SP, 5 lbs, 60/120/180, medium

Dagger (throwing knife): 2 SP, 1 lb, 1d/small/stab, 10/20/30

Dart: 0.2 SP, 1 lb, 1d/small/stab, 15/30/45

Javelin: 1 SP, 2 lbs, 1d/medium/stab, 30/60/90

Sling: 2 SP, 1 lb, 40/80/120, small

Spear: 3 SP, 3 lbs, 1d/medium/stab, 20/40/60

Stones, sling (10 pellets): 1 SP, 1 lb, 1d/blunt

Armour and Protective Gear

Note that not all types of armour may be available, whether due to technological level or legal restrictions. As a general rule, light body armour and shields are usually available.

Beast Barding: Barding is leather armour with metal plates on it, worn by horses or other mounts. 150 SP, 60 pounds, -2 [+2]

Light body armour (Leather): 5 SP, 25 lbs, -2 [+2]

Makeshift armour: protection equivalent to light or medium body armour can be constructed out of bits of junk, sports gear, etc, at no cost. However, after each blow suffered the character must make a saving throw to avoid the armour degrading by 1 point (technicians may add a +2 bonus to the roll); when reduced to -0 [+0], the makeshift armour must be discarded.

Materials for light makeshift armour takes 1d6 turns to scavenge; medium, 1d6 hours.

Medium body armour (Chain): 75 SP, 50 lbs, -4 [+4]

Heavy body armour (Plate): 100 SP, 70 lbs, -6 [+6]

Full body armour (Suit): 300 SP, 100 lbs, -8 [+8]

Shield: 15 SP, 10 lbs, -1 [+1], a makeshift shield costs nothing but lasts only 1d6 rounds

Calculating Armour Class

Important Note: Your Referee will decide whether your game is using the Descending armour class system, where a lower AC is harder to hit, or the Ascending AC system, where a higher AC is harder to hit. Numbers for the Ascending AC system are set off in brackets.

Descending AC System: In the Descending AC System, an unarmoured human is AC 9. The armour you buy lowers your armour class, and the lower the armour class, the harder you are to hit. To calculate your armour class, look at the AC number given in the armour description. For whatever type of armour you bought, subtract the number shown from your base armour class of 9 to find your new armour class.

Ascending AC System: For the Ascending AC System, an unarmoured person is armour class [10]. Your armour adds to your AC, so the higher your AC,

the harder it is for enemies to hit you. To calculate your armour class, look at the AC number given in the armour description. For whatever type of armour you bought, add the number shown in brackets to your armour class of [10]. That's your new armour class.

Modern Firearms

Note that firearms might not be available, or if they are only certain types may be available. Check with the referee before purchasing any. Firearms cause a special form of damage. They also make a loud noise; if fired in confined quarters, a saving throw is required to avoid temporary deafness.

Ammunition: box of 25 bullets/shells/powder and wadding/energy caps/etc; includes magazine clips if required. 2 SP, 1 lb, ammunition for each firearm must usually be purchased separately

Arquebus: this black powder weapon requires two hands to use. 50 SP (100 SP), 2d/large, 10 lbs, 50/100/150, unless braced on a stand or similar support there is a -2 penalty to hit

Black powder weapons: archaic firearms function as per normal, except as follows. They must be reloaded after every shot, taking at least 1 round to do so. On a natural attack roll of 1 to 3, they will misfire (injuring the wielder on a 1) and cannot be fired again until cleaned (at least 1 turn is required). They also make a lot of smoke, which irritates the eyes and nasal passages; if fired in confined quarters, all combatants are -1 to hit until the end of combat. Two prices are given for black powder weapons, the first being for their own era and the second for if they are antiques in a later era.

Derringer: easily concealable, holds 1 or 2 bullets. 10 SP, 0.5 lb, 1d/small, 10/20/30

Flamethrower: tank holds fuel for 20 shots. 50 SP, 20 lbs, 1d plus ignite (1d per round for 1d6 rounds, saving throw to avoid ignition), 10/20/30, large

Flash suppresser: fitted to a pistol or revolver, cannot be used with a silencer. 50 SP, 1 lb

Grenade, flash-bang: blast radius 10'. 35 SP, 1 lb, 1d4 round Stun, 10/20/30, small

Grenade, fragmentation: blast radius 20'. 25 SP, 2 lbs, 5d, 10/20/30, small, save for half damage

Grenade, tear gas: fills a 30' radius area for 2d6 turns (rounds in high wind). 50 SP, 1 lb, 10/20/30, -2 to attack and defence, saving throw or lose 1d6 rounds from choking and gagging, small

Grenade, smoke: fills a 30' radius area for 2d6 turns (rounds in high wind). 30 SP, 1 lb, 10/20/30, -4 to attack rolls and perception tasks extremely difficult, small

Musket: this is a black powder weapon. 20 SP (50 SP), 2d/medium, 6 lbs, 40/80/120

Pistol: clip holds 10 bullets. 30 SP, 2 lbs, 1d/small, 70/140/210

Pistol, flintlock: this is a black powder weapon. 25 SP (50 SP), 4 lbs, 1d/small, 30/60/90

Revolver: holds 6 bullets. 20 SP, 3 lbs, 1d/small, 60/120/180

Revolver, gunslinger: this double-action firearm holds 5 bullets, and creates smoke as per a black powder weapon. 10 SP (35 to 100 SP, depending on gunslinger's history), 1d/small, 4 lbs, 50/100/150, a gunfighter with this weapon can perform trick shots and can "fan the hammer" (fire up to three additional bullets in the round, at a cumulative -1 to hit per bullet fired, i.e. -1/-2/-3/-4)

Rifle: holds 20 bullets, and requires two hands to use. 35 SP, 8 lbs, 2d/large, 80/160/240

Shotgun: pump action (holds 10 shells) or double-barrelled. 20 SP, 6 lbs, 3d/medium, 60x20 cone (1 hit roll against all targets within range, treat as short range)

Sights: telescopic or night, halving ranged penalties, for rifles. 50 SP, 2 lbs

Silencer: fitted to a pistol or revolver, cannot be used with a flash suppresser. 30 SP, 1 lb

Modern Equipment

Note that modern equipment might not be available. Check with the referee as to the technological level of the colony your character starts play in. Items may be selected from this and the general list, with equivalent items on this list superseding the latter. The main difference between modern and advanced equipment is sturdier or more unusual construction materials; and, retro-futuristic styling.

Bag: equivalent to a backpack.

Batteries: either one long-life heavy duty, or a smaller multi-pack. 0.3 SP

Binoculars: 10 SP, 2 lbs

Calculator: 1 SP

Camera: requires photographic film. 12 SP, 1 lb

Canteen: this container, made of metal or plastic, will hold 1 quart/litre of fluid. 1 SP

Cigarette lighter: 0.2 SP

Cleaning set: brush, dustpan, mop, broom, scrubbing cloths, detergent, etc. 4 SP, 5 lbs

Clothes: Modern clothing will be made of more advanced materials, from synthetic fabrics to vat-grown (and genetically modified) faux-natural. 2 SP or 5-20 SP for fashion

Communicator: short range, secure channels. 15 SP

Compass, magnetic: 0.5 SP

Computer, portable: 16-colour screen, floppy disk drive, battery powered, software includes command line interface and basic word processor. 100 SP, 3 lbs

Deck of cards: playing, divination, or psychic aptitude test. 0.7 SP

Dietary supplement: a plastic bottle of pills, 1 week's supply, for use on planets where the local ecology provides insufficient nutrition. 2.5 SP

Ear plugs: 0.5 SP
Fire Extinguisher: 10 SP, 3 lbs
First Aid Kit: contains bandages, gauze, tape, stitches, painkillers, etc. 1.5 SP, 1 lb
Fuel: 1 gallon (4 litres) of petrol or canister of gas. 5 SP, 10 lbs
Gas mask: 5 SP, 1 lb
Geiger counter: 20 SP, 2 lbs
Genie: genetically engineered humanoid servant, available only in advanced societies. 50 SP for basic domestic model, 100 SP pleasure model, 150 SP tailored for other tasks; half price for reconditioned
Goggles: 2.5 SP
Handcuffs: equivalent to manacles.
Ladder, step or folding: sturdy, lightweight metal and plastic, 10' (3 metres). 2.5 SP, 10 lbs
Lamp, electric: equivalent to a lantern, battery powered.
Lamp, gas: equivalent to a lantern, gas canister lasts for days.
Light stick: a chemical flare that sheds greenish light 10' radius for 30 turns. 1 SP, 0.5 lb
Lock: small metal lock with two keys, or combination lock. 2 SP, 5-10 SP high quality
Map book: large-scale maps of a specific city, colony, station, or planetary area. 10 SP, 0.5 lb
Masking tape: 1 SP
Oil drum: equivalent to barrel
Paper (1 notepad): a small, palm-sized, spiral-bound notepad. 0.3 SP
Paper (bulk supply): several hundred sheets of blank or lined paper. 2.5 SP
Pencils (box of 10): 0.2 SP
Pens, ballpoint (pack of 5): this pack of 5 ballpoint pens includes 2 blue, 1 red, and 2 black, or 1 each of blue, red, black, purple, and green. 1 SP
Photographic film: 24 exposures. 1.5 SP
Pocket knife: includes screwdriver, bottle opener, corkscrew, etc. 3 SP, 0.5 lb
Portable generator: 1 tank of fuel provides power for 1 caravan or small cabin for 1 day. 50 SP, 6 lbs
Radiation badge: 5 SP
Record player, portable: 39rpm, hand-cranked or battery-powered. 40 SP, 5 lbs
Robo-holder: a short robot assistant, wheeled or tracked, with a chirpy personality and tubular arms that end in claws. It can carry up to 40 lbs in its carrying bin; overloading past this point has a 50% chance each turn of causing 1 point of damage. 60 SP, Move 15 (-1 per 5 lbs carried past 10 lbs), 3 hp
Rope, nylon: equivalent to a 50' coil of silk rope.
Sleeping bag: treat as bedroll, although provides greater protection in cold weather.
Sunglasses: 1 SP, or 3-5 SP for designer sunglasses
Tape recorder: battery operated, includes a basic microphone. 10 SP, 1 lb
Tape, cassette: 42 standard minutes of continuous recording each side. 0.2 SP

Thermometer: 2 SP
Toolbox: contains a basic assortment of tools. 25 SP, 30 lbs
Tools, special: blowtorch, welding equipment, etc. 100 SP, 20 lbs
Torch, electric (flashlight): illuminates a 60'x20' cone. 1.5 SP, 1 lb
Torch, heavy-duty: as per a flashlight, requires two long-life heavy-duty batteries, may be used as a club in melee combat, will not go out if dropped. 5 SP, 3 lbs
Typewriter, portable: 10 SP, 3 lbs
Video camera: battery operated, includes a basic microphone. 25 SP, 2 lbs
Videocassette: 3 standard hours of continuous recording. 1 SP, 0.5 lb
Walkie-Talkie: short range, open channel. 5 SP, 2 lbs
Watch, wrist or fob: must be wound daily. 5 SP or 10-20 SP for high quality timepieces

Trade Goods

Merchants sometimes exchange trade goods without using currency. As a means of comparison, some examples are given below. Bartering, as well as seasonal and other factors (wine from an excellent year, for example, or slaves from a specific population group), will affect final trade values. In a pinch, the referee may use the Price Variance table.

One farmyard animal, small 1 SP (goat, sheep, or a dozen chickens)
One farmyard animal, large: 10 SP (e.g. cow)
One genetic sample: 2 SP (5 SP for quality stock)
One hour's work: 1 SP (3 SP by working conditions)
One human organ: 100 SP (for transplant)
One pound of unidentified alien junk: 5 SP
One pound of usable salvaged junk: 10 SP
One pound of basic goods: 1 SP (e.g., copper, iron, flour, tobacco)
One pound of quality goods: 10 SP (e.g. salt, silver, cinnamon, pepper)
One pound of rare or exotic goods: 100 SP (saffron, cloves, gold)
One quart/litre of wine: 1 SP
One quart/litre of rare or exotic liquor: 5 SP
One slave, menial: 10 SP
One slave, skilled: 25 SP
One square yard/metre of linen: 4 SP
One square yard/metre of silk: 10 SP

2d6 Roll	Price Variance
2	Over supplied, 50%
3-5	Discounted, -1d4x5%
6-8	Full market value, 100%
9-11	In demand, +1d6x5%
12	Collectors craze, 200%

HOW MUCH YOU CAN CARRY

Weight is listed in pounds. A “normal” level of miscellaneous equipment is assumed to weigh 10 pounds. This includes clothing and personal items, but excludes armour, weapons, and other special equipment. Treasure, from bags of coins to advanced technology, is added to this.

Money presents a special case, with a heavy metallic coin and a light plastic note of the same value (e.g. 10 SP) being of different weights. What happens if a seasoned traveller has a bundle of currency from half a dozen colonies – how much does that weigh? Instead of assigning different values to different types of money, simply assume that any money carried on a character’s person (in a wallet, pouch, coffer, etc) either weighs 1 pound in total or is counted as personal items among their miscellaneous equipment. If the character has a lot of money on their person (sacks full of loot), the referee can assign a higher weight as they see fit.

Alternate Carrying Capacity (Optional)

Sometimes keeping track of equipment and how much things weigh can become a real chore, and slow down the game. An alternate, simpler method is as follows.

A character can carry a number of items equal to their Strength score, without affecting their movement rate. Armour does not count towards carrying capacity, instead determining the base movement rate (see table below). If the character carries more than their Strength limit, the movement rate is worsened by one step. Each sack of coins or other group of small items counts as one item in total. The maximum number of items that may be carried is equal to STR x2.

MOVEMENT

All characters, depending on what sort of armour they’re wearing and what they’re carrying, have a base movement rate as follows:

Weight Carried	OR: Armour	Movement Rate	OR: Fatigue
Up to 75 lbs (35 kg)	None, Light (Leather)	12 (Base x1)	Light (-1)
76-100 lbs (35-45 kg)	Medium (Chain)	9 (Base x3/4)	Moderate (-2)
101-150 lbs (45-70 kg)	Heavy (Plate)	6 (Base x1/2)	Heavy (-3)
151-300 lbs (70-135 kg)	Full (Suit)	3 (Base x1/4)	Severe (-4)

300 pounds (135 kg) is the maximum weight that can be carried, for simplicity’s sake.

This table assumes human-sized characters under standard gravity. For humanoids and creatures larger or smaller than humans, or in conditions of low or high gravity, the base movement rate and/or amount of weight that can be carried may vary. While humans have a base movement rate of 12, other characters may be naturally faster or slower.

The referee may feel that weight carried does not affect movement rate as dramatically as given on the above table. Armour may be tailored so as not to interfere with movement, for example, and equipment may be packed and distributed so it is easier to carry. Under such conditions, fatigue may apply instead. Fatigue is rated in four categories: light, moderate, heavy, and severe. Under normal circumstances, characters are assumed to rest for 5 to 10 minutes in each hour of activity, as well as after any combat. If they do not, a -1 penalty to all die rolls applies until they do rest. This is equivalent to suffering from light fatigue. For heavier fatigue, the penalty is increased; longer rest periods (15-30 minutes) may also be required.

Movement While Adventuring

Movement is both an ability to move and a measure of distance that may be covered. For the purposes of this game, movement can be generalised into three basic timescales: the combat round, the exploration turn, and daily travel.

In one combat round, a character can move a number of yards (or metres or paces) equal to their movement rate. This is assumed to be a brisk walk lasting several seconds. Slower movement, such as sneaking or crawling, is at no more than half this rate. A light run is at double, and may be maintained for a prolonged period (several turns). A faster run is at triple, but can only be maintained for a limited period (a few rounds).

When exploring, a group of characters move at the rate of the slowest member. They are assumed to be carefully observing their surroundings, including mapping, taking notes, checking for hazards, attempting to avoid patrols, etc. The group can explore a number of 3-yard squares equal to double their movement rate, in 1 turn (equivalent to moving a number of yards or metres equal to twenty times their movement rate in ten minutes). When travelling through an area that has already been explored, or if the group do not care to explore the area, movement may be faster (in rounds). When exploring, groups have a chance to surprise or avoid opponents that may not be possible if moving at combat speed.

Daily travel may be on foot or by means of various types of vehicles. One day's movement overland is assumed to take roughly 8-10 hours, including short rest breaks, with an additional hour or two for setting up camp, preparing meals, and similar activities. During this time, an unencumbered or lightly encumbered human can walk or hike roughly 20 miles (35 km) over easy terrain (flat plains), 10 miles (16 km) over rugged terrain (hills and forests), or 5 miles (9 km) over difficult terrain (dense forests and rough conditions). Encumbered travellers will move at a lesser rate (half or less), unless they have access to beasts of burden and the like. The distance travelled may be doubled by making a forced march; this takes 10-12 hours, with only the briefest and hastiest of breaks, preparations, or other activities. Any group engaging in a forced march must rest the next day or suffer the effects of fatigue (or even exhaustion). The use of remounts, switching horses regularly, may make for swifter travel.

These movement rates assume adventuring conditions. When in the safety of civilisation, driving over maintained roads, flying long distance, etc, movement is less of an issue.

HOW TO PLAY

Once you've got a character, the Referee will describe where the character is and what they see. The game might start in a suburban shopping centre, a rural town under the shadow of a vampire's castle, a spaceport tavern, a domed city on a gas giant's moon, a scorched wasteland crackling with radiation, a top secret base, or at the airlock of a crashed spaceship – that's up to the Referee. But from that point on, you describe what your character does. Going through a portal, attacking a cyborg, talking to the people you meet: all of these sorts of things are your decisions. The Referee tells you what happens as a result: maybe that portal leads to another planet, or that cyborg attacks your character's friends. That's for the Referee to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling all the details and inhabitants of a mysterious and dangerous planet, and you handling what your character does in that world. The epic story of your character's rise to greatness (or of his gruesome demise) is yours to create in the Referee's campaign world.

Perception Tasks

As a general rule, a cursory inspection of a room or equivalent stretch of corridor or ground (say, an area 6 yards/metres square) takes a few rounds, and may reveal minor details about the area. A careful, more thorough examination takes at least one turn, and stands a good chance of revealing more precise information. However, it also focuses attention away from anything else going on in the area.

At least one turn of careful examination is required to determine if a door's electronic lock can be bypassed, or if there is a trap and how to avoid or disarm it.

Searching a large area outdoors will take several turns, if not hours.

The referee may require the players to carefully describe what they are doing, where their characters are standing, which hand they are using, etc. If there is a particular clue to be found, the referee will probably insure it can be found by anyone diligent enough to search for it (making sense of the clue is, of course, another matter). In other situations, the referee may call for perception rolls. Under the success range system, a perception roll is usually a basic or skilled task of average or hard difficulty. Adverse conditions (such as heavy rain or fog) will increase the difficulty.

As a default assumption, characters have the same baseline capacity for sight, hearing, and other physical senses and detection abilities as the humans we are already familiar with.

Gaining Experience

Characters are awarded experience points (XP) for defeating opponents and accumulating rewards. Creatures have a set experience point value (in the creature descriptions), and one SP is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every reward gained by the character is an index of the player's skill. Awarding experience only for killing opponents fails to reward a party of adventurers that successfully lures a cyborg away from guard duty so that valuable supplies can be stolen without a fight (for example), and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

When your character has accumulated enough experience points to reach a new level you will roll another hit die, and may gain powers if you're a Psychic. Your combat skills and other special abilities may also increase. In other words, you've become more powerful and can pursue greater challenges!

Important Note: the Referee is always well within their rights to withhold experience points, or reduce any XP award, if they do not believe the characters have earned them.

Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is a flexible measurement of a few to a dozen seconds. In particularly large battles, a round might represent up to one whole minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

In some circumstances, the referee may want to keep strict track of time. There could be a self-destruct countdown, or a patient might enter the vampiric transformation coma if they are not placed in cryogenic stasis quick enough. The effects of psychic powers and some devices have set durations. A group exploring an abandoned space station will want to rest every now and then (5 to 10 minutes per hour is recommended), if they want to avoid suffering a -1 penalty to die rolls from fatigue. Under such circumstances, each combat is

treated as 1 turn in duration, regardless of the number of rounds that occurred; the extra time is assumed to be taken up with binding wounds, catching your breath, etc.

Saving Throws

From time to time, a psychic power, technological device, special ability, or some other kind of hazard requires you to make a “saving throw.” A successful saving throw means that the character (or creature) avoids the threat or lessens its effect. Each character class has a “Saving Throw” target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20; a bonus or penalty, of 1 to 4 points, will sometimes apply to the roll. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds. Creatures can also make saving throws (a creature’s saving throw target number is listed in the creature’s description).

COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise – this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare Special Actions.
3. Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual.
4. Party with Initiative acts first (using powers, attacking, etc.), and results take effect.
5. Party that lost initiative acts (if there are more than two sides in a combat, each group takes its actions in order from highest to lowest); results take effect.
6. Anyone who “held” initiative acts, and results take effect (both sides simultaneously).
7. Check morale; the referee decides if the creatures or other opponents will keep up the fight, flee, surrender, etc.
8. The round is complete; roll initiative for the next round if the battle has not been resolved.

Note that player-characters do not need to check morale, and can continue to fight for as long as the players wish to do so.

Surprise

The Referee determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or creatures are not alert), or it can be a range of probability (e.g., a

particular ambush has only a 50% chance of succeeding when the victims are alert and watchful). Circumstances count here; a fighter who walks around a corner straight into a guard patrol is as likely to be surprised as they are, while an agent moving through the same fortress may hear the patrol as it advances, duck behind a tapestry, and slip out once they’ve passed to drag off the guard bringing up the rear (no doubt to steal his uniform and take the guard’s place). Under the success range system, surprising someone is typically a basic task of average difficulty.

Declare Special Actions

Any character that is going to use a psychic power, activate a technological device, or perform some other special action outside the realm of normal combat, must say so before the initiative roll. The character begins taking this action at the start of the round, and completes it on their initiative. Thus, if the enemies win the initiative roll and successfully attack the character, their action may be disturbed. This may cause the character to lose their action until the next round, or interfere with their action somehow. The exact effects are left to the referee’s imagination; someone standing by the controls to a crane holding a cage in the air, for example, might knock the controls and cause the cage to fall on an ally instead of the intended target. Turnabout, of course, is fair play here.

Declare Initiative

At the beginning of a combat round, each side rolls initiative on a d6. The winning side (high roll) acts first: moving, attacking, and using psychic powers or technological devices. The other side takes damage and casualties, and then gets its go.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously unless the Referee decides to break the tie by comparing Dexterity scores (higher going first). To keep things simple, the players should be allowed to resolve their actions first. When both sides are acting simultaneously, it is possible for two combatants to kill each other in the same round!

First Initiative Phase

Winners of the initiative roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can usually move and attack in the same round.

As a general rule, characters can attempt one action each round. Some simple actions, such as dropping a pistol that is out of bullets or discarding a broken shield,

can be combined with moving and attacking. Others, such as diving through (and breaking) a window or starting up a parked vehicle, take up enough of the character's time and effort that no other actions can be taken. Still others, like reloading a musket or entering a series of commands into a computer, will take more than one round. The referee will use their judgement in determining how long something takes, and tell the player "you can do that and still attack this round", for example, or "it will take you at least three rounds to do that, and you won't be able to attack."

To make things easier, only one character can act at a time. The group should determine in advance which order their characters will act in, using whichever method seems best – high to low dexterity, fighters and agents before other characters, missiles before melee, etc.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds the Base Hit Bonus and any other bonuses to the result. These "to-hit" bonuses may include a strength bonus (for attacks with hand held weapons), or a dexterity bonus (for attacks with missile weapons). The player then subtracts any "to-hit" penalties they might have from their roll.

The Base Hit Bonus for all player-characters is given on their class descriptions.

The attack roll is then compared to the To Hit table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. Note that if using Ascending Armour Class, the number required to make a hit roll is equal to the AAC; the player can simply take the total of the attack roll and announce "I hit a 16", for example.

AC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19
To Hit	10	11	12	13	14	15	16	17	18	19

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's hit point total (See Damage, Incapacitation and Death).

SPECIFIC SITUATIONS

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

Flanking and Rear Attacks: The Referee may assign a bonus of +2 to hit for any attacks made from behind, or +1 to any attackers who manage to outflank a single defender. As the defender cannot protect their flank or rear, no AC bonus from Dexterity or a shield is gained.

One human-sized combatant may be surrounded in close quarters by up to half a dozen opponents, half of whom would qualify for a flanking or rear attack bonus. If the same combatant backed up against a wall, only two or three opponents could attack him at a time, and only one of them might qualify for a flanking bonus. If the same combatant managed to place himself in a doorway or other tight position, only one or two opponents could attack him and they would not be able to outflank him.

An agent employing a sneak attack is a special exception. While anyone can try to make a flanking or rear attack, only agents are specially trained to excel at this tactic. Some referees might allow the character to make a sneak attack only on the first round of combat, while others might allow the character to duck in and out of hiding and take advantage of the "fog of war". As a general guide, if an agent can spend one or more rounds moving about the battlefield unnoticed they may position themselves to make a sneak attack. Whether they are allowed to do so is up to the referee's assessment of the situation. A brawl in a spaceport tavern, for example, presents a good opportunity, given the overturned tables, shadowy corners, and distraction provided by a drunk yelling in an off-world tongue and waving a broken bottle; a brightly lit corridor with nowhere to hide does not.

Critical Hits and Fumbles: Many groups have house rules for critical hits and fumbles, and the referee may use whichever system they see fit. The following system is recommended.

A natural roll of 20 on the "to hit" die always hits, and a natural roll of 1 always misses, regardless of the armour class of the target and any modifiers to the hit roll.

A critical hit occurs on a natural roll of 20. A critical hit deals extra damage equal to one additional die of damage, and the defender must make a saving throw or be stunned for 1 round (plus 1 round per level or hit die the attacker is higher than the defender).

A fumble occurs on a natural roll of 1. The attacker acts last next round, with a 0 for initiative.

When a critical hit or fumble occurs, the referee ought to describe what happens in extra detail. A fighter doesn't simply slip under their opponent's guard on a

critical hit, he “charges at the bug-man, slamming it against the wall, pinning its raised claw with the weight of his body, and drives his sword deep into the horrid creature’s underbelly!” A clone soldier that fumbles might fall to one knee, forced to deflect a flurry of blows with his upraised shield, before being able to stand up and keep fighting.

Invisible Opponents: Attacks against an invisible opponent have a -4 penalty. Powerful psychic creatures, or those with exceptional senses, are often able to detect invisible creatures normally.

The referee may allow the attack penalty to be reduced (to -3 or -2), depending on the nature of the invisibility and the tactics employed to overcome it. Psychic invisibility affects the mind; spilling a bag of flour into the air will have little effect, as anyone looking at the area will still not see anything. Physical invisibility created by bending light waves or projecting an image, such as created by a cloaking device, is susceptible to the bag of flour tactic (the object will be outlined by flour in the one instance, or the flour will pass through the image in the other). It might also be vulnerable to sensors that scan outside the visible wavelengths. Neither is likely to fool a sniffer dog.

Environmental factors might conceivably reduce the attack penalty, such as smoke or water revealing an outline of the invisible opponent. However, fighting in thick smoke or up to one’s chest in rushing water is likely to present its own problems.

If an invisible opponent attacks, or is detected and successfully attacked, is their invisibility broken? One group might play it that someone who pierces psychic invisibility is no longer affected by it, while other combatants are (this is the default assumption). Another group might play it that psychic invisibility only ends when the power ends or the invisible opponent is defeated. Similarly, physical invisibility might be maintained regardless of detection, registering as no more than a blur, or the cloaking device might be fragile and stop working after the first successful attack.

Melee Attacks: A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above (See The Attack Roll). In addition to all other bonuses, a character’s strength bonuses to hit and on damage (See Strength) are added to melee attacks. It’s only possible to make a melee attack when the two combatants are within 2 yards/metres of each other. Two combatants within this range of each other are considered to be “in combat.” Once within “melee range”, a combatant’s options are limited to little more than fighting or retreating. A melee combatant cannot engage in missile combat, and will find it difficult (if not impossible) to reload or take

special actions such as using psychic powers or activating devices.

Missile Attacks: Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character’s dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn’t possible to choose which opponent (or friend) will receive the attack; under this circumstance, the referee will make a secret roll to determine which target the attack is against.

Small firearms, such as the derringer or pistol, are an exception to the rule against using missile weapons in melee combat. However, they also bear special consideration. Firing at such “point-blank” range is at +2 to hit, but the attacker suffers a -2 penalty to defence. In a close quarters fight, where the target is right in the attacker’s face (such as when grappling or biting), there is a chance (up to 50%, GM’s discretion) the firearm accidentally strikes its wielder instead of the intended target.

Throwing a grenade does not have to strike a target directly. An attack roll against AC 9 [10] is required for it to land where desired. If it does strike a target’s AC, however, they are disallowed a saving throw. Similarly, a grenade dropped at one’s feet requires no attack roll but the attacker is disallowed a saving throw against its effects. Diving on a grenade inflicts full maximum damage to the sacrificial hero (no save), and minimum damage to others at half normal radius.

Movement within Melee: A defender effectively blocks an area about 1 yard/metre to either side; enemies cannot move through this area. Alternatively, the Referee might allow such movement but grant a bonus to hit (+2 or +3 is recommended) to the defender(s) who cover these areas.

Negotiation and Diplomacy: Sometimes combat can be averted with a few well-chosen words (including bribes and lies). If the characters are outmatched, or there doesn’t seem to be much to be gained from starting a fight, they might try to brazen their way through in an attempt to avoid combat – or at least delay it until conditions are more favourable. Striking bargains, persuading others to do things, and getting out of trouble by using your wits are an important part of the game.

While the referee might use dice to determine a creature’s initial reaction, or whether an unexpected development might make them more or less likely to agree or move on instead of fighting, this is an area where player skill (or lack thereof) is more important than character statistics. A character with charm or high

charisma, is still only as persuasive as the player is able (or willing) to play them as. Even if the referee does modify a creature or NPC's initial reaction according to character statistics, negotiation is one of the parts of the game that is primarily a test of the player's skill.

About the only time you should let the dice speak for you is in combat. For some groups, haggling is a high point of the game and played out for all it is worth. For others, asking "can you guide us to the mad scientist's laboratory?" is all that's needed to bridge the gap between one fight and the next. In any game, escaping from a dungeon cell can be easier if you bribe the guards. While some creatures might be more aggressive than others, talking your way out of a situation is often worth a try.

Psychic Powers: Use of a psychic power begins at the start of the round, and takes effect in the user's initiative phase. It is possible to use a psychic power while within melee range of an opponent, but if the character suffers damage that round, their concentration breaks and the power does not take effect.

Some referees might rule that if a psychic power is disrupted in this way, the full power point cost is still paid. Others might rule that a lesser cost (equal to the power level) is paid for a disrupted power, or that no power points are lost (this is the default assumption).

Retreating from Combat: Sometimes characters get in over their heads, and decide to make a strategic withdrawal. Actually, maybe that "sometimes" should read "often". Discretion is the better part of valour, and knowing when to back out of a fight – and how to back out – could mean the difference between living to fight another day and everyone rolling up new characters.

If there is a clear way out of a fight, a combatant can move at their normal rate without attacking and without incurring additional attacks. If they are in melee range and wish to disengage, they must declare this at the start of the round; instead of making an attack, they disengage so that they can retreat the next round. If there is not a clear way out of immediate danger, at least one round of manoeuvring, fighting, or both is required to clear the way.

Instead of an orderly retreat, combatants may flee outright. Fleeing combatants sacrifice their attacks, perhaps dropping their weapons, and run at double or triple their normal movement rate. Any attacks against a fleeing opponent are treated as if rear attacks. If the path of a fleeing combatant takes them within melee range of an opponent, this counts as a flanking attack.

Creatures or characters moving across or away from a battlefield may still be subject to missile fire for one or more rounds, even if they have managed to get away from the melee. The good news is that, unless some advanced tracking system is being used, a penalty of -1 or -2 to hit a moving target applies.

If someone attempts to drag a fallen comrade out of harm's way, this will usually be a normal move. However, it is treated as retreating if an attacker is next to the body to be retrieved.

Spacing and Reach: A human-sized figure "occupies" an area about 1 yard/metre across, for purposes of marching and fighting. Melee range is thus the area occupied by two human-sized combatants. Creatures larger than human size take up a larger area, while smaller creatures take up less. A mule occupies an area about 2 yards/metres long, for example.

Combatants armed with long or large weapons will take up a larger area. This accounts for the greater reach of the weapon (making melee range 3 yards/metres), as well as the area required to wield it effectively. If there is insufficient area, a smaller weapon must be used instead.

Second Rank Weapons: Spears and staves in the second rank of a battle formation can attack by reaching through the first rank of combatants, if within melee range.

Subdual Damage: A melee attack may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill. Damage from subdual recovers after 1 turn of resting, or at the rate of 1d6 hit points per hour otherwise. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all creatures may be subdued. Generally only humanoids will be subject to such attacks.

The GM may decide to adapt subdual damage to account for different kinds of special attacks and effects. Smoke inhalation, for example, could be treated as subdual damage.

Terrain Features: Characters and creatures will hide behind things, stand on things, lie prone, fight from higher ground, shoot from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will

only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/-4 is about the outside limit for terrain adjustments on the to-hit roll.

As a general guide, at least half of a combatant's body needs to be hidden for them to qualify for a defensive bonus from cover. If all they are doing is hiding, not making any attacks or taking other special actions, the defensive bonus may be increased by 1 point.

Two-weapon Fighting: Ordinarily, characters can only attack with one weapon. The referee may choose to allow "two-fisted" and "two gun" fighters.

Characters may attack with a weapon in each hand. The primary weapon must be one that can be wielded with one hand (small or medium size), and the secondary weapon must be small, like a dagger. There is a penalty to hit of -2 with the primary weapon and -4 with the secondary weapon. Adjustments to hit from high or low attributes are applied to each weapon attack. However, bonuses may only eliminate an attack penalty, they can never add up to a bonus to hit when using two weapons. This restriction does not apply to bonuses from special weapons.

If a character has the Two Weapons Fighting talent, two medium weapons may be wielded.

Unarmed Combat: Brawling attacks, such as those conducted with fist, foot, dagger pommel, or pistol butt, will inflict only 1 point of damage. On a successful attack the target must make a saving throw, at a penalty equal to the attacker's Strength modifier, to avoid being stunned for 1d4 rounds. On a critical hit, or any successful stun attack against an already stunned target, the saving throw is to avoid being knocked unconscious for the remainder of combat.

Instead of pummeling, the attacker may elect to perform some other action: knocking an item out of the opponent's hand, pushing them away, knocking them to the floor, pinning them down, etc. This must be declared before the attack roll; if successful, the desired effect is achieved instead of inflicting damage. Depending on the situation, the referee may require the defender to still make a saving throw to avoid being stunned, or allow a save to avoid being grappled.

Unarmed combat may be used in conjunction with an attempt to subdue an opponent. If so, it must be declared at the start of the round. Pummeling to subdue may stun for 1d6 rounds, and may knockout for up to 1d6 turns, at the referee's discretion.

Damage, Incapacitation and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is incapacitated, and must roll on the Incapacitation Table below.

A character at zero hit points is in a fragile state. If not tended to by a medic, or if roughly treated, they may slip away. The referee may require a Constitution check to be made, to avoid dying. Even if they survive, there may still be some mental trauma or lasting injury.

Upon being reduced to zero hit points, roll 2d6 or 1d6 (referee's preference) on the following table.

Incapacitation Table

2d6	1d6	Incapacitation
2-3	1	Dead (rest for 1 week if revived, risk of brain damage*)
4-5	2	Coma, 1d6 days (further injury risks brain damage*)
6-8	3	Maimed (body part lost or damaged beyond use**)
9-10	4	Unconscious, 1d6 hours
11-12	5	Stun, 1d6 turns
13***	6	No Serious Injury

*: lose 1d4 points of Intelligence or Dexterity, if medical care is not received. The character is allowed a saving throw or Constitution check to avoid brain damage.

** : exact effect will vary according to area struck and source of injury. A crippled leg will halve movement rate, a paralysed arm disallows the use of a shield or two-handed weapon, a lost eye imposes -1 to hit, loss of both eyes results in blindness, etc. A permanent injury may be treatable with prostheses, genetic grafts, cybernetic therapy, organ transplant, or even cloning. The referee will have to apply their judgement.

***: only possible with the *Will To Live* talent.

Characters that are incapacitated are unable to move, attack, or perform other actions. A kind referee may allow those stunned and maimed to crawl into a corner and hide.

Any attack upon an incapacitated character is as if they were stunned, as they are unable to defend themselves, and instead of damage another roll on the incapacitation table is made. This roll is at a penalty of -1 per incapacitating attack past the first.

At the referee's discretion, if a character is incapacitated from a critical hit, they may have to make a saving

throw to avoid horrible scarring. This may cause the loss of 1 or 2 points from an ability score, or some other permanent injury such as blindness. Alternately (and cruelly), a critical hit might require a roll on this table instead of causing additional damage.

Death is nearly always final. While some psychic powers and technological devices can restore life, and medics are able to perform resuscitation, success is not guaranteed. When a character dies, the best thing to do is accept it – and roll up a new character.

As a general rule, most creatures are simply killed at zero hit points; don't bother rolling on the incapacitation table. This is mainly to help make the referee's job easier.

Optional: if a player does not wish their character to suffer from brain damage, loss of limb, or similar catastrophe, the character bleeds to death within 2d6 rounds.

Great Blow (Optional)

If a creature or fighter is of greater hit dice or level than their opponent, and they land a melee attack, they may cause extra damage. This is equal to one-half the level/hit dice difference, rounded down, in damage dice. In lieu of causing damage, the attacker may choose to destroy the defender's weapon, shield, or other item of equipment. The great blow may be avoided if a saving throw is made.

Overrun (Optional)

If a combatant reduces an opponent's hit points to zero (usually a kill) in melee, they may automatically attack the next nearest opponent within normal movement range. To gain this free attack they must move into melee range of that opponent. No more than one overrun may be gained per round, and the GM may require the attacker to be of higher level than their opponent.

Shield Breakage (Optional)

A defender may choose to sacrifice a shield, or similar piece of protective equipment, in lieu of taking damage. This option must be announced after a successful attack but before the damage roll. While no injury is sustained, the shield is broken and no longer provides a bonus to Armour Class. The GM may elect to extend this to include parrying with swords and rifles. Reflecting the desperation of close combat, it might be restricted to blows that have a chance of reducing the defender to zero hit points.

Healing

Hit points (HP) are normally recovered at the rate of 1 or more points per day. Sleeping or resting for around 8 hours in the standard day is sufficient to recover 1 HP per day. Spending the entire day resting will recover an additional 1 or 2 HP, depending on activity level and the quality of living conditions. For example, hanging out in the spaceport tavern and engaging in no more than light activity (perhaps a light jog to keep fit) will restore +1 HP. Staying at a high quality inn or hotel (ordering room service and watching the space station's pay-per-view news channel) will restore +2 HP. Camping in the wild, engaging in drinking contests, and similar activities will not grant extra healing. On top of rest, 1 extra HP per day may be regained if under medical care.

Various psychic powers and technological devices may also be used to restore hit points.

Binding wounds after a combat does not restore hit points, but does prevent further injury. Characters who do not routinely bandage their injuries may recover hit points at a slower rate, and may have to make a saving throw to avoid losing hit points from infection. As a general guide, characters are allowed a saving throw to recover from infection per day of full bed rest.

Four weeks of rest will return a character to full HP regardless of how many HP the character lost, provided they are not suffering from any lingering condition.

Characters who are suffering from a debilitating condition, such as a disease, will require medical attention before they are able to regain any hit points. If the condition goes untreated, they may begin to lose hit points and suffer other penalties (e.g. -1 or more to all dice rolls).

Falling Damage

Whether they fall off a cliff, into a pit, or out of an aircraft without a parachute, characters and creatures will take damage from a fall. A fall of 1 yard/metre or less causes no damage (except perhaps to pride), and a fall of 2 yards/metres causes 1d4 damage if a saving throw is failed. Longer falls will cause greater damage, up to a maximum of 20d6.

<u>Distance Fallen</u>	<u>Falling Damage</u>
3 yards/metres	1d6
6 yards/metres	3d6
9 yards/metres	6d6
12 yards/metres	10d6
15 yards/metres	15d6
18 yards/metres	20d6

Falling into water, or onto surfaces such as snow or straw, will reduce the number of damage dice by half if a Dexterity check (or saving throw) is made. This is cumulative with special abilities such as Feliri flexibility. Tumbling down a rough slope may add a few damage dice, as might falling onto a sharp surface (such as spikes). No more than 6 dice total may be added to falling damage. The GM may decide that falls from extreme heights will always cause a minimum number of damage dice.

Characters who fail a climbing check are more likely to slip a short distance, and take a small amount of damage or lose some equipment, than fall all the way back down (unless the climb is particularly hazardous, in which case they were warned). A saving throw may be allowed to catch a fall.

Paralysis, Unconsciousness, and Stun

There are various devices, powers, and other effects that result in figures being stunned or paralysed. A character or creature that is stunned is unable to act. However, they are not entirely helpless. Attacks against them are at a bonus of +4 to hit, and bonuses to AC due to Dexterity or the use of a shield do not apply. A stunned figure is still allowed a saving throw. Characters and creatures that are paralysed or unconscious are completely vulnerable. Attacks against them automatically succeed, and their saving throws are at a -4 penalty. A paralysed figure may be killed instantly; this takes one round, and the attacker must be within melee range. An unconscious figure may also be killed instantly; however, there is a chance the attack will wake them up – 1 on 1d6, with success indicating an attack roll is required and the formerly unconscious figure may move and act normally from the next round. The referee may allow a chance of 1-2 for characters of above average wisdom, or treat this as an alertness check for agents and other characters known to sleep lightly or possess keen senses.

Morale

Certain creatures, whether mindless or fanatical, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee decides when opponents abandon the battle and retreat, based on the situation and their intelligence and objectives. This decision can sometimes be swayed by bribes, amnesty, or other offers issued by player-characters. Keep in mind that the character's own NPC allies might decide to flee if their prospects of survival look grim.

As a general guide for the GM, creature descriptions include a morale rating. Creatures of low morale are

easily cowed, while those of high morale are fiercely determined.

Mental Duels

Psychics and any character or creature with a psychic power may initiate mental duels. Naturally, psychics are at an advantage. Each participant must spend the duel in a trance-like state at close range. Each round, each participant must roll 1d20 and add their Wisdom score, plus a bonus of +1 if Charisma is 14 or higher. Psychics may also add a bonus of +1 if their Intelligence is 14 or higher, plus a bonus of +1 per four experience levels (1-4, 5-8, 9-12, and 13+). The higher total wins, with the loser taking damage equal to the difference between the two rolls. At zero hit points, the losing duellist falls unconscious. Any hit points lost to a mental duel are regained after 1 turn.

The referee may allow the use of psychic powers in a duel. If so, each round the mental duellist may secretly determine a power to activate. Upon making their duel roll, they pay the PP cost; the power only takes effect if the psychic wins that round. If the power so used is a mental attack or defence, the psychic gains a bonus to their mental duel rolls equal to the power level for the power's duration.

The referee may also allow a mental duellist to decide, before making their mental duel roll, whether damage will be deducted from their power points instead of hit points. Any power points lost in this manner must be recovered at the normal rate.

Small Unit Warfare

When caught up in a war zone, set upon by a mob, or leading allies into battle, characters may find themselves dealing with small units of combatants. The following rule applies in such situations. Note that it works best when dealing with creatures of low hit dice (typically 1 HD), such as guards and soldiers. More powerful combatants do not need to band together or coordinate their actions.

A group of 5 to 10 combatants, of the same basic type, are counted as a small unit. This unit attacks as one, gaining a bonus to hit equal to the number of unit members. Any hit on a unit incapacitates one member; at the end of combat, half of all incapacitated combatants are found to have been slain, and half are counted as wounded. Units may attack other units as well as individual combatants, and vice versa. Against an individual combatant, damage dice is rolled as normal. If the unit falls below 5 in number, it breaks up into individual combatants; similarly, above 10 members the unit has difficulty coordinating its actions.

When engaged in small unit warfare, the referee may treat combat rounds as being longer than the usual few seconds, perhaps as long as one whole minute.

Optional: if one unit significantly outnumbered or outclasses (e.g. 2 HD versus 1 HD) another, it may incapacitate one extra unit member upon scoring a hit. Also, instead of rolling handfuls of attack dice each round, the Referee may assume an average roll of 10 to hit, and that any unit with a higher attack total (10 + BHB + number of unit members) than the AAC of their opponent automatically hits.

Combat Tactics (Optional)

The combat system assumes that combatants are being equally cautious and daring in combat, defending themselves as best they can and attacking when the opportunity presents itself. The referee may allow characters and creatures to be more tactical in combat. Some examples are provided. Note that these options can complicate combat and slow down play.

Cinematic Strike: instead of causing damage, an attacker may attempt to knock a weapon out of an opponent's hand, damage their shield, pin them to the wall by their clothing, send their hat flying, etc. The referee assigns a penalty to the hit roll, from -1 to -4, as they see fit.

Charge: a reckless attacker may run at an opponent, at double their normal movement rate. This grants them a bonus of +2 to hit in melee. However, they act at the end of the round. A mounted charge causes one additional die of damage against opponents on foot.

Covering Fire: one combatant may use missile fire to provide a defensive bonus to another combatant, giving a bonus of -2 [+2] to AC. No hit or damage roll is required, as the attack is intended to miss. Alternately, if a hit roll is successful against an opponent they lose their next attack (no damage).

Dodge: instead of attacking, a combatant may spend the round ducking and weaving. This grants a defensive bonus of -1 [+1] to AC, or -2 [+2] for agents, cumulative with other defensive bonuses, as well as a similar bonus to saving throws. They may not move forward, and any saving throw requires them to dive to the ground.

Expert Defence: the referee may allow the bonus for dodging, parrying, and covering fire to be increased at higher levels. A bonus equal to the Base Hit Bonus is recommended.

Full Tilt: the referee may allow a character to combine a rush with a charge, which causes the target to be knocked to the ground if they fail a saving throw.

Mounted Archery: a combatant may fire a missile from horseback, at a penalty of -2 to hit, if the mount is moving at no more than half its normal movement rate.

Parry: instead of attacking, a combatant may spend the round fending off attacks as best they can. This grants a defensive bonus of -1 [+1] to AC, or -2 [+2] for fighters, and is cumulative with other defensive bonuses. They may not move forwards, and any attack upon them presses them backwards by half the attacker's movement rate.

Rush: instead of causing damage, a successful attack roll allows the attacker to push their opponent backwards by a distance of up to the movement rate of the slower combatant.

Set versus Charge: a defender armed with a spear or similar weapon may, if aware of the attacker's intentions, set their spear against a charge. The defender's attack upon the charging opponent causes one additional die of damage, and takes place at the end of the round (simultaneous with the attacker). Stakes driven into the ground are considered to be set versus the charge of mounted opponents, with damage accruing to the mount; the rider must make a saving throw or be thrown from their mount (possibly into a row of stakes, for one die of damage).

Shield Walls: two or more defenders standing together can lock their shields, granting a defensive bonus of -1 [+1] to AC on top of their normal shield bonus (for a total -2 [+2] bonus).

Suppressing Fire: a combatant may use missile fire to interfere with an opponent's attack, imposing a penalty of -2 to their hit rolls. No hit or damage roll is required. Alternately, if a hit roll is successful against an attack they automatically lose initiative next round (no damage).

If a character or creature uses one of these combat tactics, it must be declared as a special action at the start of the round. You can't decide on your initiative that you're going to charge at an opponent – or decide on their initiative that you're parrying.

Vehicle Combat

Like mounts, vehicles might become a factor in combat. A vehicle can be rated in terms of Armour Class, Hull Dice, Hit Points, and Movement, similar to creatures. Movement is relative to other vehicles (especially in chase scenes), and a vehicle reduced to zero hit points is out of action – whether blown up or simply stalled will depend on the type of attack that "killed" it. Any actions or attacks will use the skill, attack and saving throw rolls of the driver or pilot – trick driving, ramming, avoiding a crash, etc. Note that some types of attack are unlikely to cause substantial damage; punching a car might break the windscreen, but it will not reduce the car's hit points.

As a general guide, a motorcycle is AC 9 [10]/HD 1, a dune buggy AC 8 [11]/HD 2, a small car AC 7 [12]/HD 3, a large car AC 7 [12]/HD 4, and a truck or van AC 7

[12]/HD 5. Ramming or side-swiping another vehicle may cause 1 die of damage; crashing might cause 3 to 6 dice depending on how fast the car was travelling. Any character or creature inside a car when it crashes, or struck by a car, is allowed a saving throw for half damage. An enclosed vehicle provides partial or full cover to anyone in it.

Military and similar vehicles will have better Armour Class, and may have weapons turrets.

Larger vehicles, such as spaceships, are treated similarly but at a higher scale. 1 Hit Point or point of damage at ship scale is equivalent to 10 points normally. Thus, a space fighter's auto-cannon that deals 1 die of damage to other ships causes 1d x10 damage to any character or creature targeted!

As a general guide, a small flyer is AC 9 [10]/SHD 1, a space fighter AC 7 [12]/SHD 2/1d, a cargo sled AC 8 [11]/SHD 3, a space shuttle AC 8 [11]/SHD 4, a small trader AC 8 [11]/SHD 4/1d, and a space yacht AC 9 [10]/SHD 5. Larger vessels, from freighters and liners to clan traders and militia carriers, will have correspondingly better weapons, armour, and hull dice.

ADVICE FOR ADVANCED PLAY

Hiring Assistants

When the adventurers are just starting out, they will find it very beneficial to bring along a few hirelings – if they can find anyone willing to risk life and limb in the sorts of places adventurers go. As the characters gain levels, although it may no longer be so important bring along hired help, they may begin employing other services. The player-character is responsible for the pay and upkeep of their hired help, including lodging and equipment. If the pay is insufficient, or the working conditions more hazardous than advertised, the hireling may desert – perhaps at an inopportune moment. Simple, non-combatant employment may cost 1 SP per day, on a short contract, or 10-20 SP per standard month; special contracts may cost 100-1,000 SP, depending on the expertise required. The exact cost will be set by the referee, taking into account such factors as rarity and training; an assistant genetic engineering position may be more easily filled on a high population world with an advanced society, for example, while men-at-arms may be in high demand in a recently invaded system.

As an alternative to hiring help, characters may decide to buy genies, robots, or slaves. The suppliers to this market are many and varied, and not every genie comes straight from the cloning factory. The control chips fitted to some slaves are perhaps too similar to

those found on worlds overrun by the cyborgs. More than one adventure has become suddenly more hazardous due to a synthetic's programming glitch, or a reconditioned genie's personality quirk. The referee might assign a chance that such purchases come with more than was bargained for. Buyer beware!

High Level Adventures

The first few levels of play usually see the characters exploring, growing in power, bringing back treasure to buy better equipment, finding technological devices, learning more about the world around them, and getting more hit points and psychic powers as they gain levels. Often these adventures take place in the same colony, such as expeditions into the frontier, raids on a rival company's facilities, vampire hunts, attacks on enemy bases, or the search for a crashed spaceship. If there are portals or a spaceport in the colony, the characters might voyage to other worlds rather than explore their own.

From about the fourth level onwards, adventures will begin to increase in scale and scope. As the characters head out into the galactic arm, they will find greater opportunities and greater dangers. One adventure might take them through several space stations and moon bases in a star system. Another might take them to a planet deep inside the cyborg invasion zone, several jumps away. Then they might come back to their home colony, to find the whole planet in turmoil – or, sign on with a trading clan seeking to open up new markets in a system recently purged of vampirism.

By the time the characters reach ninth level, they will be as well travelled as their renown, and quite capable of charting the destinies of whole systems. They will probably have amassed the power and resources to undertake major projects that could reshape the lives of millions. Perhaps the agent has established a spy network within a corrupt mega-corporation spanning several colonies. Maybe the technician has unlocked the secret of the cyberspace dimension accessed by a synthetic separatist colony. Someone might even have been appointed governor of a border station.

Of course, not every campaign has to go like this. Some adventurers might spend their entire careers exploring the wilderness of their colony's planet, or the ruins of an ancient mega-city. Others might become involved in the local politics and intrigue of their home town, especially if it is infested with vampires. Or they might become trapped in a derelict space station, and have to compete with degenerate scavengers in sadistic games for the amusement of mysterious overlords.

Although – why limit yourself to one small world?

Interstellar Travel

There are two basic methods of travel between the stars: faster-than-light ships capable of travel through hyperspace, and ancient dimensional portals. Sub-light ships, with rotating skeleton crews keeping watch over cryogenic holds, are largely superseded and now few in number.

Most colonies and systems that trade via space will have at least one spaceport and a jump-gate somewhere in the system. The spaceport will service practically all traffic in the system, and if not placed on the surface of a moon or planet will be a large space station in orbit. The system's main jump-gate is the entrance to hyperspace, and will be placed at some distance from the spaceport – sometimes in orbit around a different body in the system. These colonies are typically modern or advanced.

In most parts of seeded space, hyperspace travel is a simple matter of booking a ticket on a liner or freighter. Most berths will be a private cabin, although cold-sleep remains an option. Although hyperspace travel was pioneered long ago, it has only become widespread in the last thousand years or so. Thus, most jump-capable vessels will be owned by a company or clan. Smaller ships, such as those employed by mercenaries and explorers, will typically be leased or flown under oath.

Regardless of where a ship flies from or to, whether it jumps by its own drives or through a gate, or how long or short its cargo and passenger manifests are, the "code of the deep" holds sway: answer any distress call, allow no pirates or cyborgs to board, keep flying, and the captain's word is law.

On many less advanced worlds, travel between colonies and systems is by way of portals left behind by a now vanished culture. These may be overseen by warlords, corporations, psychic guardians, or guilds, or be shunned by ignorant locals. Some will be found in ancient ruins and forgotten wastelands, as those who built the portal networks were among the earliest to travel betwixt the stars. On the more backward worlds, portals are often associated with dread superstitions.

There are few worlds that have both portals and spaceports. Those that do tend not to use them in conjunction; perhaps a corporation is keeping its source of menial workers or off-world exotics to itself.

In short, travel from one colony or star system to another is something that happens between adventures – unless the game master has something special in mind.

Marching Order and Mapping

When adventuring, it is often a good idea to establish a marching order and designate a mapper.

Marching order will depend largely on the width of passages in an outpost or ship. Generally, characters should march in pairs, side by side, forming a line of pairs. A standard marching order would be tough fighters at the front and characters with powers that can act at a distance towards the back. Write the marching order down, so that it is always clear as the group progresses where everyone is. It is also a good idea to note who is carrying any critical items. Some groups might like to designate a party leader, someone with a high charisma who can talk with anyone met on the way.

The mapper will draw a map of the area as the characters explore it, so that they do not get lost, and also to keep a record of which areas have been explored. The mapper, more than any other player, must be alert to all descriptions and directions given by the GM, because if there is an error in a map it could result in hardship, or even injury, to the group. If the character belonging to a mapper dies, the player must hand over mapping duties to a player with a living character. This character must then either take the current map from the dead character, and continue his dead friend's work, or start their own map. If a map is not retrieved, it remains where it is – unless stolen by a passing creature.

Space-Faring Society

In the current age, half the colonies and systems of the galactic arm are linked in a vast and sprawling network of trade routes and jump-gates. However, it was not always this way. The known worlds were seeded and settled over hundreds of thousands of years; giant ships, some larger than domed mega-cities, made their systematic way at sub-light speeds to plant societies and species wherever life could thrive. And from some of those worlds, rising and falling and rising again down through the millennia, came the cultural attitudes and technological discoveries that now underpin space-faring society.

The society of space, such as it exists, is predominantly human and has been shaped more by genetic engineering and related endeavours than anything else. Servants and slaves, in the form of genies and eugenic minions, are commonplace on many worlds. So too are colonists descended or released from clone vaults, which held settlers and explorers in cold-sleep, and organ transplant banks. Many genetic disorders have been eliminated, along with undesirable hereditary

characteristics, and the human lifespan can easily exceed a hundred years in optimum health.

The next most important feature of space-faring society is the fusion economy. The generation, storage, distribution and use of power, clean and efficient, has freed humanity from the tyranny of planet-bound resources and altered the nature of trade. When any colony or system can be self-sufficient, skimming hydrogen from any gas giant, there seems little reason to trade with outsiders. Yet from the astonishing diversity of which humanity is capable, it is the differences between cultures that are exchanged. Works of entertainment and instruction, particularly books and films, provide valuable insights and diversion. Livestock and exotic creatures provide examples of genetic variation and tailoring.

Lastly, there is no galactic empire; at least, not in the current age. Colonial administrations are more concerned with their own planets and systems. The trading leagues and militia alliances are more interested in keeping the jump-gates in active use and good working order. The few multi-system governments that have arisen are more an accident of historical opportunity, being in control of networks and shipyards left over from previous galactic powers. Perhaps one day half the galactic arm will have to unite to stave off the “machine threat” of the cyborg invaders. Until then, space is free and open for any company, group, or individual lured by the siren call of the deep.

Technological Research

The rules for technicians apply to the kind of stressful situations common to adventures, where a quick fix is a life or death matter and throwing something together out of scrap can win the day. If characters have access to the requisite resources, time between adventures can be spent on almost any form of technological research. The game master may require the technician to purchase and outfit a workshop or laboratory – an initial investment of at least 1,000 SP is not unreasonable.

The process of design and construction is a matter between the GM and the technician player. Due to the time involved, it might best be worked out between game sessions. The GM can always forbid any device that might grant too great an advantage, or would be out of place in the campaign. Some technological fields – such as holograms, sonic devices, time machines, and self-replicating robots – either play no part in galactic affairs or were abandoned long ago.

As a general guide, small and simple items are easier to research and construct than larger and more complex items. A hand-held device with a few basic functions

might take only a few days to design and build, at a low cost; a computer or a car may take weeks or months. A modification of existing technology, such as including a flashlight in a rifle, is relatively easy. If the technician is trying to duplicate something more advanced than they are familiar with, or that they have seen only in drawings or other visual records, the design period will be longer – and testing riskier.

Skill Training (Optional)

The GM may allow characters to improve their skill levels in specific activities. While this can make for interesting lists on a character sheet, it can also put too much emphasis on paperwork.

Going from an unskilled level to basic costs nothing, and requires only a minimum level of training; whether an hour, day, or week, this will vary according to the task. Learning how to kick in a door, for example, is easier than learning how to pick the lock on a door.

Training to achieve higher skill levels costs time and money, and will require the character to seek out a tutor with the desired skill at a higher level than that to be attained. Going from basic to skilled costs 100 SP and takes 1 month, while going from skilled to expert costs 1,000 SP and takes 1 year. If a character spends an entire experience level practicing the skill, and then seeks training, the time requirement is reduced – 2 weeks for skilled and 3 months for expert.

Attaining the level of master in a skill is practically impossible during an adventuring career, without the aid of advanced educational techniques (e.g. hypnotic training or the mechanical educator).

Character classes with skill levels in specific abilities are unable to improve those abilities through skill training. However, their improvements come naturally and cost nothing in time or money.

This optional rule may also be used by the GM to give characters minor capabilities, as the campaign develops. After spending a month of working passage on a trader, for example, interested characters might pick up the basics (skill level 1-2) of some aspect of shipboard life.

Skill training is intended to help flesh out a character and add to role-playing, not create a super-character with abilities that outshine other characters. The GM can always forbid a skill increase.

PSYCHIC POWERS

Psychic powers may be used two ways: in stressful situations (like combat), or in trance. In a stressful situation, the psychic concentrates for one round and pays the Power Point cost of using the psychic power. In trance, the psychic spends one turn entering the trance and then meditates for a number of turns equal to the power level; the psychic power takes effect at the end of this time. Note that some powers are more combat-oriented, and thus more applicable to stressful use, while others lend themselves to more relaxed environments.

Psychics who work together can transfer power points between each other. This requires one round of concentration and willing contact. A psychic can transfer a maximum number of power points per round equal to their level, and the receiving psychic must be within 10' per level.

A character can activate only one power at a time. However they may have more than one power taking effect, with overlapping durations. Powers are defined as follows.

Power Level: the level of the power, from 1 to 6

Range: the range at which a power takes effect, either given as a number in yards/metres or noted as Touch (a hit roll is required against an unwilling target) or Self

Duration: the number of rounds, turns, or hours a power lasts for

Area of Effect: the area affected by a power, given in yards/metres or other specification

Saving Throw: whether a saving throw is allowed, and what effect a successful save has

Power Points and Levels

Psychic powers are arranged into levels, from 1 to 6. Access to a power level is determined by experience level – or, at GM's option, by Wisdom (do not use both). The Power Point (PP) cost of using a psychic power is determined by its level, as given on the table below.

Level	PP Cost	WIS (optional)
1	3	3-7
2	6	8-10
3	9	12-13
4	12	14-15
5	15	16-17
6	18	18

Optional: The referee may allow a psychic to learn a power of a level higher than the psychic normally has access to; however, the psychic places themselves at great risk in doing so. In addition to the power point

cost, the psychic will take damage equal to 1d6 per level of the power above their normal maximum. If the psychic backlash reduces the character to zero hit points, the power is permanently burned out – and the psychic must make a saving throw, or permanently lose 1 point of Intelligence or Charisma (whichever is higher) per level difference. This psychic backlash goes away when the character reaches a level they could normally use the power at.

Optional: Upon attaining a new level, a psychic may attempt to master an existing power instead of learning a new one. This is a skilled/formidable task, modified by Wisdom. The psychic must retreat into study and meditation for 1 week per power level. The GM may require them to spend 100 SP per power level, and may allow extra expenditure of time and resources to grant a bonus to the mastery roll (+1 for double, +2 for triple, etc, is recommended). If successful, the psychic can use the mastered power as if it were one level lower. A power at an effective level of 0 no longer costs PP to use, and can be activated at will. This mastery may be attempted any number of times per power, with a maximum of one success per level; however, upon reaching the next experience level, if the psychic has not mastered the power they must abandon the attempt and select a new power to learn.

Optional: The referee may allow psychics to “overcharge” their powers, spending extra power points to use the power at a higher level. This is more useful for some powers than others. For each 2 additional points, the level the power takes effect at is increased by 1. For example, a level 3 psychic could spend 4 additional points to have a power take effect as if they were instead a psychic of level 5. The referee may require the psychic to make a saving throw to avoid backlash, as per above. Alternately, the maximum level increase may be equal to the highest power level the psychic is able to use.

PSYCHIC POWER LIST**Level 1**

Adjust Surface Tension
 Animal Telepathy
 Cat Leap
 Create Illusion
 Distraction
 Empathy
 Healing
 Illuminate
 Impose Will
 Internal Compass
 Power Strike
 Sense Life
 Sense Power
 Sleep Now
 Telepathic Comprehension
 Wall of Repetition

Level 2

Alter Mind
 Combat
 Intuition
 Control
 Energy
 Ego Assault
 Enhanced Senses
 Explosive Burst
 Invisibility
 Iron Will
 Kinetic Strike
 Levitate
 Overawe
 Primal Rage
 Project Thoughts
 Read Mind
 Remote Viewing
 Sense Aura
 Suppress Bodily Need
 Telepathic Shield

Level 3

Alertness
 Alter Sound
 Waves
 Displacement
 Field
 Fascinate
 Hypnotic
 Suggestion
 Illusory Disguise
 Instil Fear
 Lie Detection
 Medium
 Neuron Blast
 Portal Sense
 Project Energy
 Psychic Flight
 Read Object
 Shield Mind
 Telepathic Communication

Level 4

Agitate
 Alter Aura
 Dampen Inertia
 Dimension Door
 Enslave
 Hex
 Metamorphosis
 Mortal Terror
 Navigation Point
 Probe Mind
 Project Astral Form
 Psychic Shock
 Sense Psychic Residue
 Sensory Link
 Telekinesis
 Transfer Life

Level 5

Adaptation
 Aging
 Dimensional Journey
 Gaseous
 Manipulation
 Heighten
 Physique
 Pheromone
 Attraction
 Rend Mind
 Shape Object
 Suspend
 Animation
 Walk Through
 Walls
 Weaken
 Molecular Bonds

Level 6

Consciousness
 Transfer
 Death Ray
 Disintegrate
 Force Growth
 Hallucination
 Pocket
 Dimension
 Probability Warp
 Psychic Static
 Regeneration
 Revivification
 Teleport

Level 1 Powers**Adjust Surface Tension****Range:** 0 (Self)**Duration:** 1 Turn plus 1 Turn per 2 levels past first**Area of Effect:** Self**Saving Throw:** None

This power allows the psychic to walk on water, mud, quicksand, and unstable surfaces by adjusting the relationship between their body weight and the surface tension of the surface they are upon. A still pond is easier to walk upon than a flowing stream. At higher levels the psychic may be able to ride out the effects of an earthquake or choppy sea.

Animal Telepathy**Range:** 10' per level**Duration:** 1 Round per level**Area of Effect:** 10' wide path**Saving Throw:** None

This power allows the psychic to detect the minds of animals and attempt communication with them. Creatures relatively close in nature to the psychic, such as mammals to humans, are easier to mentally contact. The minds of other animals present a greater barrier to communication, depending on how far they are from the psychic on the tree of life. Truly alien life cannot be contacted or detected. While the telepathic link will allow clear communication, no especial influence is exerted.

Cat Leap**Range:** 0 (Self)**Duration:** 1 Round per level**Area of Effect:** Self**Saving Throw:** None

This power allows the psychic to leap and move with feline grace. The psychic may jump double normal height and distance. Falling damage is reduced by 1 die, plus an additional die per 2 levels past first.

Create Illusion**Range:** 5'**Duration:** 1 Turn per level**Area of Effect:** 10' cubic area per level**Saving Throw:** Negate

This power creates a mental illusion in a specific location. Cameras will not record the illusion, photographing only what is actually there. A saving throw is allowed to ignore the illusion, or at least realize that it is an illusion; if the psychic is unfamiliar with the illusory subject, the saving throw will be at a bonus (+1 to +4). The illusion has both visual and audio components, and as the psychic becomes more experienced in creating illusions they may be able to affect other senses as well.

Distraction**Range:** 10' per level**Duration:** 1 Round per level**Area of Effect:** 1 Creature**Saving Throw:** Negate

This power causes the target's attention to be distracted from the task at hand. If the target is highly intelligent, strongly focussed on what they are doing, or of high morale, the saving throw is at a +2 bonus. If distracted, they are easier to surprise or slip past unnoticed.

Empathy**Range:** 10' per level**Duration:** 1 Turn**Area of Effect:** 10' wide path**Saving Throw:** None

This power allows the psychic to sense the emotions and drives of unshielded minds within range. This includes needs such as hunger, conditions such as pain, the flight-or-fight response, and whether a person or animal may be friendly towards the psychic. By concentrating for one round, the psychic can send an emotion or impulse to one creature within range.

Healing**Range:** Touch or Self**Duration:** Special**Area of Effect:** One creature**Saving Throw:** None

This power allows the psychic to heal injuries, on themselves or another character or creature; it may also (Wisdom check) detect any undiagnosed illnesses or conditions. 1d6 hit points, plus 1 hit point per level of the psychic, is restored. At level 5, in lieu of restoring hit points, the psychic may remove the effects of poison or cure a disease. At level 9, the psychic is able to enter a deep trance and regenerate lost or disabled body parts.

Illuminate**Range:** 5' per level**Duration:** 1 Turn per level**Area of Effect:** 20' radius glow**Saving Throw:** None

This power creates a glowing light, hovering in mid-air or centred over an object as the psychic chooses, by converting tiny amounts of matter into energy. It will not work in the vacuum of space (at least not without knowledge of zero point energy, as possessed by highly advanced societies). As the psychic grows in power, they may vary the colour and intensity of the light or cause it to slowly move about.

Impose Will**Range:** 5'**Duration:** 1 Round**Area of Effect:** 1 Creature**Saving Throw:** Negate

The target is compelled to obey a brief command uttered by the psychic, e.g. "kneel". If the psychic is of higher level than the target, the saving throw is at a penalty equal to half the difference in levels (round down). If a target makes the save, further attempts that day are saved against at a +3 bonus.

Internal Compass**Range:** 0 (Self)**Duration:** 1 Turn**Area of Effect:** Self**Saving Throw:** None

This extra-sensory power acts as a mental compass, allowing the psychic to orient themselves with respect to a cardinal direction or known landmark. At the referee's discretion, it might only work on planets that have magnetic poles. See also Navigation Point.

Power Strike**Range:** 45'**Duration:** Special**Area of Effect:** 1 Creature**Saving Throw:** Negate

This psychic attack is only effective against creatures with psychic abilities. If the saving throw is failed, one random power possessed is temporarily lost and unusable – for 1d6 days if their level or hit dice is 4 or less, or 1d6 hours if higher. If the target has a mental defence power active, then it is taken down (instead of affecting a power) and cannot be re-established for 1 round per level of the attacking psychic (another defence may be attempted).

Sense Life**Range:** 0 (Self)**Duration:** 1 Turn per level**Area of Effect:** 100' radius**Saving Throw:** None

This power allows the psychic to sense the general number and direction of living creatures within 100'. Large groups of small creatures (such as a swarm of insects) might be detected as if one human-sized creature, while someone on less than 10% of their maximum hit points may return a faint signal. By concentrating for one round, the psychic can focus on a 10' radius area within the area of effect, to determine whether creatures are human, which direction they are moving, etc. Vampires and robots (including cyborgs and synthetics) are not sensed by this power.

Sense Power**Range:** 30'**Duration:** 1 Round per level**Area of Effect:** 5' wide path**Saving Throw:** Special

This power allows the psychic to detect the presence of other psychic beings, psychic residue left by recent power use, and psychically activated devices. If another

psychic does not wish to be detected, they may make a saving throw to cloak their mind from this power.

Sleep Now

Range: 10' per level

Duration: 1 Turn per level

Area of Effect: 1 or more creatures

Saving Throw: Negate

This power affects a number of creatures whose Hit Dice is no greater than 4 individually, and up to a total of 2d6. An additional 1d6 HD is affected at levels 5 and 9 (3d6 and 4d6 respectively). All affected creatures fall unconscious if they fail their saving throw. This sleep does not count toward rest.

Telepathic Comprehension

Range: 0 (Self)

Duration: 1 Hour plus 1 Turn per level

Area of Effect: 10' radius

Saving Throw: Special

This power allows the psychic and all other intelligent beings within 10' to understand each other's spoken and written languages as if native speakers. If someone wishes not to be understood by the psychic, they may make a saving throw. Although this power taps into the language centres of each affected being's brains, it does not allow full telepathy.

Wall of Repetition

Range: 0 (Self)

Duration: See below

Area of Effect: Self

Saving Throw: Special

This mental defence presents a barrier to mind-reading. Any attempt to probe or read the psychic's mind will uncover only a repetitive thought cycle (a line from a poem or rhyme). Once established, the psychic can maintain the wall for a number of rounds equal to the sum of their intelligence and level.

Level 2 Powers

Alter Mind

Range: Touch

Duration: Special

Area of Effect: 1 Creature

Saving Throw: Negate

This power affects the brain chemistry of the target. It can be used to block access to specific areas of long-term memory, interfere with short-term memory, create a false memory, or condition an emotional response; pick one effect. The target can be made to forget they ever met the psychic, while vampires are known to use this power to induce euphoria in their blood slaves. If the psychic spends at least one turn preparing the target, e.g. by hypnosis or conversation, the saving throw is at a penalty of -1. The duration is typically 1 month for those of weak will or low self-esteem, and 1

week or less for others. Repeated or prolonged use can lead to permanent duration, addiction, or brain damage.

Combat Intuition

Range: 0 (Self)

Duration: 1 Combat (1 Turn)

Area of Effect: Self

Saving Throw: None

This power grants an instinctive tactical awareness in combat. The psychic gains a bonus of 1 point to Armour Class, and to all attack and damage rolls.

Control Energy

Range: 0 (Self)

Duration: 1 Turn

Area of Effect: 5' radius

Saving Throw: Special

Energy directed at the psychic is channelled and dispersed. This includes extremes of temperature, radiation, explosions, fires, and electrical discharges. It does not include the transfer of kinetic energy from collisions, falls, physical attacks and the like. For each level of the psychic, the psychic and anyone else within 5' of the psychic is able to ignore 1 die of damage per attack. Any overflow of energy (e.g., a lightning strike of 6d6 points of damage against 4 levels worth of protection) affects the psychic normally (2d6 damage in this example). This protection is effective against all such energy attacks for the duration of power use. The area of effect extends to 10' radius after three levels of use.

Ego Assault

Range: 60'

Duration: 1d6 Rounds

Area of Effect: 1 Creature

Saving Throw: Negate

This psychic attack lays bare the target's self-esteem and self-control, leaving them inferior and lacking. The target suffers a penalty of -3 to all dice rolls, and will be indecisive and unreliable.

Enhanced Senses

Range: Self

Duration: 1 Round

Area of Effect: 100' radius plus 10' per level

Saving Throw: None

This power causes the psychic's physical senses to briefly become hyper-sensitive. They are aware of everything going on around them, from the feel of air passing over their skin to the sound of every heartbeat within range. Many psychics using this power close their eyes to avoid sensory overload.

Explosive Burst

Range: 10' per level

Duration: Instant

Area of Effect: 1 Object

Saving Throw: See below

This power taps into the latent energy of an inanimate object, causing it to explode. An amount of material equal to one cubic foot per level of the psychic is damaged or destroyed by this power, less if it is a wall, reinforced door, rock face, or similar barrier. Any creature within 10' of the exploding object will take 2d6 points of damage (save for half) from flying shrapnel.

Invisibility

Range: 0 (Self)

Duration: 1 Turn per level

Area of Effect: Special

Saving Throw: Special

This power allows the psychic to be rendered effectively invisible to onlookers. They may pass unnoticed in a crowd, although surveillance devices and creatures that rely primarily on senses other than the eyes will still detect them. If someone suspects the presence of the invisible psychic, they may make a saving throw to detect them or notice some clue. Sniffer dogs will not be fooled by this power.

Iron Will

Range: 0 (Self)

Duration: 2 Rounds per level

Area of Effect: Self

Saving Throw: None

This power telepathically fortifies the mind against attack. The psychic gains a bonus of +2 to saving throws against mental attacks, including psychic attack powers and vampiric temptation.

Kinetic Strike

Range: 20' per level

Duration: 1 Round per level

Area of Effect: Fist-sized field of force

Saving Throw: None

This power causes a wedge of kinetic energy to fly out from the psychic and strike any target within range. A normal attack roll is required, and damage is 1 point per level of the psychic plus 1d4 points. The kinetic strike may also be used to knock a computer monitor off a desk, break a dinner plate, bash open a door, push a dropped weapon over the edge of a building, etc. Fine manipulation is not possible.

Levitate

Range: 0 (Self)

Duration: 1 Turn per level

Area of Effect: Individual

Saving Throw: None

This power allows the psychic to rise gently into the air and hover about. They may move vertically at a rate of 10' per round, and move horizontally within 10' of the ground at a rate equivalent to slow walking. Upon encountering a pit, crevasse, or other sudden drop in

elevation, the psychic will slowly drop down unless they continue moving forward.

Overawe

Range: 0 (Self)

Duration: 1 Turn

Area of Effect: 5' radius per level

Saving Throw: Negate

This power affects the perceptions of people and creatures, up to a total Hit Dice equal to double the psychic's level (triple if charisma is 14 or higher), to be mentally cowed. The psychic is regarded as more powerful and mighty than they actually are, and those affected will seek to avoid the psychic's displeasure. Soldiers will automatically salute as if the psychic was a commanding officer.

Primal Rage

Range: 90'

Duration: 1d6 Rounds

Area of Effect: 1 Person

Saving Throw: Negate

This psychic attack strips away the civilised mind, releasing all the primitive drives and urges normally held in check. The target is powerless to control their actions, and may lash out wildly if approached. This power might not work on creatures without a conscience.

Project Thoughts

Range: 60' plus 10' per level

Duration: 1 Round per level

Area of Effect: 1 Creature

Saving Throw: Negate

This power is similar to Telepathic Communication, only more limited. The psychic may send one-way telepathic messages to one creature within range. If the recipient is not known to the psychic, they must be visible to the psychic. If the recipient does not wish to receive the projected thoughts, they may make a saving throw to drown them out with mental static.

Read Mind

Range: 90'

Duration: 1 Round per level

Area of Effect: 10' wide path

Saving Throw: Resist

This power allows the psychic to read the unshielded minds of any creatures within range, hearing thoughts and catching mental images. The psychic may tune in on a specific mind within range, once detected, to receive clearer mental transmission. If someone is aware their mind is being read, they may make a saving throw to resist. People tend to think in their native languages, and unintelligent creatures think in terms of raw drives and sensory impressions.

Remote Viewing**Range:** Special**Duration:** 1 Round per level**Area of Effect:** Self**Saving Throw:** None

This power allows the psychic to receive sensory impressions, primarily visual but also with some other sensory cues, from distant locations. The impressions gained will be subject to interpretation and analysis, but will be essentially correct. At low level, remote viewing only extends over a limited range – no more than a few hundred miles/kilometres from the psychic's location, and not always focusing on the desired target. As the psychic grows in experience, they will learn to tune their "mental radar" more effectively. High level psychics can remotely view events occurring in other star systems.

Sense Aura**Range:** 30'**Duration:** 1 Round per level**Area of Effect:** 1 Creature or Object**Saving Throw:** Special

The psychic can sense the aura of a creature or object, revealing alignment in broad and general terms. If the psychic concentrates on the aura for more than one round, they may discern further details such as life force (high/low hit points = strong/weak), intensity of current emotional state, mental influence from an outside force, and whether the target may be hiding something. If aware of the psychic, an intelligent creature can mask their aura by making a saving throw. Objects will tend to radiate a composite aura based on who or what has been in contact with them recently or repeatedly.

Suppress Bodily Need**Range:** 0 (Self)**Duration:** 1 Day per level**Area of Effect:** Individual**Saving Throw:** None

This power allows the psychic to go without food, water, rest, and even sleep for an extended period of time. No ill effects from hunger, fatigue, etc, are suffered. The psychic must rest for at least one day, and eat and drink, before using this power again.

Telepathic Shield**Range:** 0 (Self)**Duration:** 1 Round per level**Area of Effect:** Self**Saving Throw:** Special

This mental defence wards the psychic's mind against intrusion and compulsion. A bonus of +3 is gained to saving throws against mental attacks that would charm or possess the psychic or send them to sleep, powers such as Impose Will and Instil Fear, and vampiric temptation.

Level 3 Powers**Alertness****Range:** 0 (Self)**Duration:** 1 Turn per level**Area of Effect:** Self**Saving Throw:** None

This power functions similar to the Agent special ability of Alertness, at an effective skill level of 1-4. The psychic's senses are heightened, and they may identify and track by scent. They also have a subconscious awareness of potential danger, giving them a reduced chance of being surprised.

Alter Sound Waves**Range:** 10' per level**Duration:** 2 Rounds per level**Area of Effect:** 10' cubic area**Saving Throw:** None

This power allows the user to change sound waves as they propagate through a medium. Sounds may be made louder or softer, and speech may be garbled. Intelligible voices cannot be made where none exist, although natural sounds such as waves and rain can be made to murmur, howl, roar, buzz, etc. The altered sound waves cannot inflict damage in any way.

Displacement Field**Range:** 0**Duration:** 1 Turn per level**Area of Effect:** Self**Saving Throw:** None

By warping light and sound waves, the psychic seems to be up to 1 yard/metre away from their actual position. This grants a -2 [+2] bonus to Armour Class and saving throws.

Fascinate**Range:** 100' plus 10' per level**Duration:** 1 Turn per level**Area of Effect:** 1 Creature**Saving Throw:** Negate

This power affects the perception and curiosity of one creature, causing them to become strongly attracted to something – a person, action, item, etc. The target will do anything to approach or achieve the object of their fascination, without undue risk. Someone at the edge of a chasm will seek to cross it safely or go around if the object they seek is visible on the other side, and will not leap across.

Hypnotic Suggestion**Range:** 10'**Duration:** Special**Area of Effect:** 1 Creature**Saving Throw:** Negate

This power allows the psychic to exert a powerful hypnotic effect over someone, implanting a suggestion

which they will attempt to carry out. The suggestion must seem reasonable, and not be self-destructive, or the saving throw to resist it will be at a bonus (+1 to +4 as the referee deems appropriate). The activation of the suggestion may be delayed by up to 1 day per level. The psychic must spend at least one round talking with the target, and the referee may allow a penalty to the saving throw (-1 to -3) if a lengthy conversation establishes rapport. Unlike conventional hypnosis, the psychic does not have to induce a trance-like state in the target through any particular techniques.

Illusory Disguise

Range: 0 (Self or Touch)

Duration: 1 Turn per level

Area of Effect: 1 Creature

Saving Throw: Special

This power is related to both Invisibility and Create Illusion (the GM may require the psychic to know at least one of these powers first). The psychic creates a disguise by bending light waves and affecting minds. A saving throw may detect that something appears wrong. Intelligent creatures of greater hit dice or level than the psychic's level may attempt to break the illusion if their suspicion is aroused.

Instil Fear

Range: 30'

Duration: 1 Turn per level

Area of Effect: 1 Creature per 4 levels

Saving Throw: Negate

This power directly stimulates parts of the brain that control emotions, particularly the fight-or-flight response. Creatures affected by this power perceive the psychic as the object of their greatest fear, and flee in terror. The saving throw is at a penalty of -2.

Lie Detection

Range: 0 (Self)

Duration: 5 Rounds plus 1 Round per level

Area of Effect: Self

Saving Throw: Special

This power amplifies the psychic's intuition and social awareness, including body language and other cues. They can sense when other people are telling what they believe to be the truth, and when they are committing an intentional falsehood. A skilled liar is allowed a saving throw for each deception.

Medium

Range: 0 (Self)

Duration: 1 Turn

Area of Effect: 5' radius per level

Saving Throw: None

This power allows the psychic to sense whether an area is haunted by restless spirits, and whether any immaterial presence is active in the area. Astral forms, whether projected or ascended, may be confused with

ghosts. When entering a trance with a group, the psychic can perform a séance.

Neuron Blast

Range: 50'

Duration: Instant

Area of Effect: 1 Creature

Saving Throw: Negate

This psychic attack destroys brain cells by overloading them. The target must make a saving throw or take 1d6 points of damage, plus 1 point per level of the psychic. Anyone reduced to 0 hit points by this power will suffer from brain damage.

Portal Sense

Range: 100' per level

Duration: 1 Turn

Area of Effect: See below

Saving Throw: None

The psychic can sense the direction and approximate distance of any portal within range. If within 5' per level, the psychic can glean surface details such as whether the portal has been used recently.

Project Energy

Range: 0 (Self)

Duration: Instant

Area of Effect: One creature within 10' per level

Saving Throw: Half Damage

The psychic is able to channel and convert energy, projecting it at one target, as an instantaneous flash from their hands or fingertips. This causes 1d6 points of damage per level of the psychic.

Psychic Flight

Range: 0 (Self)

Duration: 1 Hour + 1 Turn per level

Area of Effect: Self

Saving Throw: None

This imbues the psychic with the power of flight, with a movement rate of 18; 24 after 3 levels of use.

Read Object

Range: Touch

Duration: 1 Round per level

Area of Effect: Object touched

Saving Throw: None

This power allows the user to read psychic impressions left on an object by others. The psychic experiences vivid mental flashes at the rate of no more than one per round. The impressions will vary in intensity according to emotional impact or familiarity of a previous owner with the object.

Shield Mind

Range: 0 (Self)

Duration: 1 Hour per level

Area of Effect: Individual

Saving Throw: Special

This mental defence shields the psychic's mind from mental attack and influence, such as mind-reading, hypnotic suggestion, enslavement, telepathic communication, possession, etc. Any attempt to establish contact with the shielded mind will fail. Any mental attack specifically directed against the shield will bring it down if the psychic fails a saving throw. Once the shield is down, it cannot be re-established for at least one turn. If a mental attack is deflected or defeated by this power, the psychic may locate the source of attack if an Intelligence check is made.

Telepathic Communication

Range: Global/Orbital

Duration: 1 Turn

Area of Effect: Special

Saving Throw: Negate

This power allows the psychic to communicate directly with the mind of any one other intelligent language-using creature. While the language of the creature being communicated need not be known, exceptionally alien minds may be unreachable. The recipient of communicated thoughts must be known to the psychic or at least within visual range. If the former, they may be on the other side of the planet, on the moon, in a space station, or at a similar distance in space. Only communication is granted by this power, and the recipient may make a saving throw to break off unwanted contact.

Level 4 Powers**Agitate**

Range: 10' per level

Duration: Special

Area of Effect: 2 lbs/1 kg per level

Saving Throw: None

This power allows the psychic to agitate the molecules of an object, causing a small area to heat up, burn, and possibly even melt or evaporate. Living creatures are unaffected, although they may be injured (no more than 1d3 points of damage) if in contact with an agitated object. While the agitated object will eventually cool, psychic residue often extends the cooling period.

Alter Aura

Range: Touch

Duration: 1 Turn per level

Area of Effect: Individual

Saving Throw: None

The psychic can alter the aura of a creature or object. Anyone using the Sense Aura power will get a false reading. A different alignment or emotional state will be detected, as determined by the psychic at the time of activating this power. This power is used by vampires to mask their influence over others.

Dampen Inertia

Range: 5' radius per level

Duration: 1 Round per level

Area of Effect: See below

Saving Throw: None

This power creates a spherical bubble around the psychic and anyone else within range (it may be smaller than the full radius if so desired). This protective field dampens the inertia of physical objects crossing into it. This includes the effect of high G-forces. As a general guide, damage and movement is halved. Energy, light, and mental abilities are unaffected.

Dimension Door

Range: 0 (Self)

Duration: Instantaneous

Area of Effect: Personal

Saving Throw: None

This power allows the psychic to instantly transport themselves to a distance of up to 30' per level. This short-range teleport is always successful, with the psychic arriving as close to the desired location as is safely possible. This may cause the psychic to appear a few feet in the air if their destination would have been at an unsupported height, in a neighbouring room, or facing a wall. Anything worn or carried is also transported, and the chance of losing anything on the way is infinitesimal. Other beings or objects in contact, however, may sometimes be accidentally transported along with the psychic.

Enslave

Range: 30' per 4 levels (60' at 5-8, 90' at 9-12, 120' at 13)

Duration: 1 Turn per level

Area of Effect: One creature per 3 levels

Saving Throw: Negates

This power allows the psychic to force others to obey their mental commands, taking remote control of their brains. The saving throw is at a bonus of +1 if the target is not of a similar species as the psychic (e.g. human attempting to enslave a toran), or if the enslavement would cause the target to act in a self-destructive manner or completely against its own nature, or +2 if both of these situations apply. The saving throw is at a penalty of -1 if the psychic is of higher level than the target, or if the psychic has successfully used Impose Will on the target that day, or -2 of both apply. There is an additional penalty of -1 if only one creature is targeted. If a failed saving throw is a natural 1 or 2, duration is in hours instead of turns. No more than one enslave may be attempted on the same creature the same day.

Hex

Range: 1 Mile (or Kilometre) per level

Duration: Special

Area of Effect: 1 Creature

Saving Throw: Negate

This dark power requires a genetic sample from the intended victim before it can be attempted. A hex affects the target's life energy. The target suffers a -4 penalty to all die rolls (the referee may allow other effects, such as crippling illness, prime requisite or highest score reduced to 3, etc). A new saving throw is allowed each day (or week, if the hexing psychic is level 9 or higher) to resist the hex; once a saving throw is made, the target gains a mental image of the psychic.

Metamorphosis**Range:** 0**Duration:** 1 Turn per level**Area of Effect:** Self**Saving Throw:** None

This power allows the psychic to alter their physical form. The shape assumed must be of the approximate same mass as the psychic's body. Initially, only humanoid forms similar to the psychic's race may be taken. As the psychic grows in experience, they may metamorphose into other creatures and/or the exact likenesses of other people. Physical metamorphosis is very fatiguing.

Mortal Terror**Range:** 10' per level**Duration:** 1 Turn**Area of Effect:** 1 Creature**Saving Throw:** Negate

This power is related to Instil Fear; the referee may require that power be known before this one can be learnt. It causes the target to believe they are in danger of imminent death, and that any attack against them will be instantly fatal. If attacked, they will faint dead away; if the initial saving throw was failed by four or more points, then the target must make another saving throw to avoid dying of fright.

Navigation Point**Range:** See below**Duration:** 1 Hour per level**Area of Effect:** See below**Saving Throw:** Special

This power allows the psychic to create a tiny invisible beacon, called a psychic navigation point (PNP), which remains fixed at a specific place. The psychic is able to detect this PNP at any distance and thus be able to retrace their path. The PNP emits a special mental signature, which may be detected by means of Sense Power or Sense Psychic Residue. It may also interfere with Internal Compass, possibly giving a false reading if a saving throw is failed. The PNP is created at a spot within 5' per level of the psychic. High level psychics can get an accurate reading on a PNP at interplanetary distances.

Probe Mind**Range:** 5'**Duration:** 1 Round per level**Area of Effect:** 1 Creature**Saving Throw:** Negate

This power is similar to Read Mind, and the referee may require the psychic know that power before learning this one. The psychic is able to telepathically probe the target's mind, past surface thoughts and through the subconscious to the depths of the unconscious. One piece of information can be probed for each round, which may be resisted by the target making a saving throw. While the target does not have to be conscious, the experience is traumatic and they may awaken during the probe or have nightmares about it afterwards. The information gained is true to the target's perceptions and mindset.

Project Astral Form**Range:** Special**Duration:** 1 Hour**Area of Effect:** Self**Saving Throw:** Special

To use this power, the psychic must lie down and enter a special trance. An astral form is created, invisible and immaterial, rising up from the psychic's body and carrying their mind on an otherworldly journey. The astral form may be detected by ghosts and other psychics, appearing as a translucent image of the psychic's material form, as well as the ascended beings and otherworldly nightmares that roam beyond the material plane. Initially, the psychic's astral travels are limited in range to the planet they are upon; they may be experienced as walking, flying, or teleporting. As the psychic grows in experience, they may visit other star systems and other galaxies – perhaps even alternate realities. The astral form is susceptible to psychic attack, whether in the form of ghostly predators or inter-dimensional forces beyond mortal comprehension. Astral combat functions similar to Mental Duels. If someone is killed on the astral plane, they are sucked back into their body (2d4 rounds Stun) and must make a saving throw or be unable to use any psychic powers for 1d6 days.

Psychic Shock**Range:** 30'**Duration:** See below**Area of Effect:** 1 Creature**Saving Throw:** Negate

This psychic attack projects a wave of mental force against the target's mind. If the saving throw is failed, the target is stunned for 1d6 rounds. If successfully attacked while stunned, a second saving throw is required to avoid being knocked unconscious for 1d4 turns.

Sense Psychic Residue**Range:** Special**Duration:** 1 Round per level**Area of Effect:** 10' radius**Saving Throw:** Special

This power allows the psychic to tap into the psychic residue left by historic and dramatic past events. The psychic will receive brief flashes of the emotions experienced and sights witnessed by others at that site in the past. As the psychic grows in power, they are able to receive impressions from deeper in the past: up to 100 years per level. Powerful experiences may overwhelm the psychic if they fail a saving throw, and some events outside the psychic's range may still cast a shadow over the area.

Sensory Link**Range:** See below**Duration:** 1 Turn per level**Area of Effect:** 1 Creature**Saving Throw:** See below

This power allows the psychic to tap into the sensory apparatus of another creature. Everything experienced by the target is transmitted to the psychic. The target must initially be within 20' per level of the psychic. The link is maintained at a distance of up to 100 miles/km. If the target becomes aware of the link, they may make a saving throw to break it. While the target is usually another person or humanoid, creatures with similar sensory powers may also be affected.

Telekinesis**Range:** 30' plus 10' per level**Duration:** 1 Round per level**Area of Effect:** 1 Object**Saving Throw:** Negate

The user of this power may cause one object within line of sight to move by will alone. Maximum speed attainable of the moved object is equivalent to double the psychic's level as a movement rate. The maximum weight is roughly equal to 1 pound (or half a kilogram) per level of experience. At the referee's discretion, a psychic may move more than one object simultaneously, provided that total weight is less than half that of the maximum for one object. Alternately, a single small object might be moved at increased speed. Fine manipulation on a microscopic level is not possible.

Transfer Life**Range:** Touch**Duration:** 1 Round per level**Area of Effect:** 1 Creature**Saving Throw:** See below

This power allows the psychic to transfer hit points between themselves and another creature, healing one at the expense of the other. Once initiated, 1d6 hit points are transferred per round. Any creature reduced

to zero hit points must make a saving throw or die. An unwilling recipient may break off the transfer by making a saving throw. A psychic who heals their own wounds using this power is evil.

Level 5 Powers**Adaptation****Range:** 0 (Self)**Duration:** 1 Turn per level**Area of Effect:** Individual**Saving Throw:** None

This power allows the psychic to adapt their body to survive hazardous environments. Heat, cold, flame, acid, poisonous gases, molten lava, and radiation may be weathered without harm. As a side effect, the psychic need never worry about sunburn. The psychic automatically makes all saving throws against environmental effects, and during each turn of use can ignore a number of damage dice from such effects equal to their level. At the GM's discretion, this power may be used to breathe underwater, or at least not drown. It probably isn't much help against hard vacuum.

Aging**Range:** Touch**Duration:** Permanent**Area of Effect:** 1 Creature**Saving Throw:** Negate

This dark power is related to Transfer Life. The victim of the Aging power must make a saving throw or grow unnaturally older by 1d4 years plus 1 year per level of the psychic. If used in conjunction with Transfer Life, the transferred life energy will cause the psychic to grow younger at the rate of 1 year per round of drain (instead of affecting hit points). Anyone aged into senility must make a saving throw or die; if they survive, this power has no further effect upon them.

Dimensional Journey**Range:** 0**Duration:** 1 Turn**Area of Effect:** 0 (Self plus one or more others)**Saving Throw:** None

The psychic can leave the normal dimensions of space and time, and travel through a hyper-spatial realm, to arrive at a distant point. The psychic can bring one other with them, plus up to one additional person per level they have used this power, provided they all hold hands or otherwise remain in physical contact. The journey is not without hazard, and only the psychic can see where they are going. If anyone lets go, even for a moment, they must make a saving throw to avoid becoming lost (the referee may rule lost travellers fall through the dimensions into an alternate reality). While the dimensional journey takes only one turn, great distances can be covered: across the planet or star

system, or even to a nearby system. Upon ending the dimensional journey, the psychic and any fellow travellers will arrive within a relatively close distance of their destination point, typically 1d6 turns walk. While encounters are unlikely during the journey, the referee may allow a ship in hyperspace to be boarded.

Gaseous Manipulation

Range: 100' radius

Duration: 1 Turn per level

Area of Effect: See below

Saving Throw: See below

This power allows the psychic to manipulate air, wind, and atmosphere. The speed and direction of wind may be affected, as if a sudden and contrary breeze had picked up. Aimed gusts may be used to keep specific targets off balance (saving throw allowed), affect missile fire (-1 to -4 penalty to hit), send papers flying, fan flames, etc. The psychic is also able to filter air on a spaceship with failing life support, or contain loss from hull breach.

Heighten Physique

Range: 0 (Self)

Duration: 1 Hour plus 1 Turn per level

Area of Effect: Self

Saving Throw: None

This power physically optimises the psychic's body. A number of points equal to the psychic's level may be temporarily distributed between Strength, Dexterity, and Constitution, or all onto one score (normal maximums of 18 still apply). Once the duration ends the psychic is fatigued for one turn.

Pheromone Attraction

Range: 0 (Self)

Duration: 1 Hour per level

Area of Effect: 5' radius per level

Saving Throw: Negate

This power grants the psychic control over their metabolism and scent glands, processing bodily fluids into a pheromone. The secretion of this pheromone causes all those who spend at least one round in the area of affect to become attracted to the psychic as if under the effects of the Fascinate power. As the pheromone is airborne, its effects can be blocked by various means.

Rend Mind

Range: 240'

Duration: Permanent

Area of Effect: 1 Creature

Saving Throw: Negate

This power rips into the mind of an intelligent creature, causing extreme mental damage. The target loses 1 point of Intelligence per level of the attacking psychic. If a psychic is attacked by this power, they additionally lose 1d6 power points per level of the attacker. The

saving throw is at a -2 penalty; if failed by 4 or more points, the target is driven insane.

Shape Object

Range: 20'

Duration: See below

Area of Effect: Special

Saving Throw: None

This power creates a material object out of surrounding matter and energy, of roughly 2 pounds (1 kilogram) weight per level of the psychic. Simple objects last for 1 turn per level, while more complex items last for only a matter of rounds. At the end of this time, the object returns to the material it was created from. If there is insufficient matter of the type that would normally constitute the object (for example, creating a knife out of air instead of metal), the duration is further reduced. If the psychic is not familiar with the object, it may be flawed.

Suspend Animation

Range: 0 (Self)

Duration: 1 Week per level

Area of Effect: Personal

Saving Throw: None

This power allows the psychic to hibernate in a manner similar to cryogenic stasis. All vital functions will lower and slow to the point where the psychic appears dead. An examination by a Medic will reveal faint signs of life. While in suspended animation the psychic is unaware of anything happening around them, and any attempt to awaken them may be hazardous. The psychic will awaken after a set period of days or weeks, to within the hour predetermined before entering the coma-like state. The psychic does not need to breathe or perform any other bodily functions, and temperature may be as low as freezing. Upon awakening, at least one day per week of suspended animation must pass before the psychic may hibernate again. Aging is effectively halted during hibernation.

Walk Through Walls

Range: 0

Duration: 1 Turn per level

Area of Effect: Self

Saving Throw: None

By means of this power, the psychic becomes insubstantial. They may pass through solid objects as if they are not there, and are unaffected by physical attacks.

Weaken Molecular Bonds

Range: 5'

Duration: Permanent

Area of Effect: 1 Object

Saving Throw: None

This power allows the psychic to weaken the molecular bonds of an object or barrier, so that it is fragile and

may be broken easily. The area affected is small, no greater than one fist-sized cubical shape per level of experience and much less for particularly strong or dense materials. The weakened area will crumble to dust or fall apart at a touch.

Level 6 Powers

Consciousness Transfer

Range: Touch

Duration: Special

Area of Effect: 2 Creatures

Saving Throw: Special

This power allows the psychic to transfer the consciousness from one creature to another. This will usually trap one mind inside the body of another person, as a prisoner or passenger, although struggles for control may occur. The duration is typically 1 day per level of the psychic, after which the mind must be returned to its own body or it will fade into oblivion. If this power is used in trance, the two minds may be swapped. If the psychic uses this power to transfer their own mind, and is higher level than the other body, they can overwrite the personality of the host and transfer on a permanent basis.

Death Ray

Range: 5' per level

Duration: Instant

Area of Effect: 1 Creature

Saving Throw: Negate

This power causes a dark ray of energy to lash out from the psychic's raised hand, striking one living creature. The target must make a saving throw or die, at a penalty of -1 per four levels of the psychic. This power twists the user, and each time it is employed they move one step closer to evil.

Disintegrate

Range: 10' per level

Duration: Instant/Permanent

Area of Effect: 1 Creature or Object

Saving Throw: Negate

This power completely tears apart one human-sized creature or object on a microscopic level, leaving only a spray of dust and energy. The death of an intelligent creature due to this power leaves a strong psychic residue. This power may be blocked by a force field, inertial dampener, or similar effect.

Force Growth

Range: Touch

Duration: Special

Area of Effect: 1 Creature

Saving Throw: Special

This power accelerates the target's growth. It has no effect on humans or other intelligent beings, although it might mutate genetic samples. An embryo accelerates

to full term, a newborn becomes a juvenile, and young grow to adulthood. The growth occurs over a period relative to the complexity of the creature. Simple life is affected almost instantly, lower forms of life grow over several turns, and animals grow in a matter of hours (a day at most). Creatures that are already adult will mutate in a significant manner, and pass this mutation on to any offspring. The most common mutation is an increase in intelligence, by one category; animals that attain human-level intelligence often develop language capability. Other mutations arise out of simulating evolutionary pressure, and with practice the psychic can shape the mutation to achieve a desired result. Creatures can only be affected once.

Hallucination

Range: Touch

Duration: 1 Turn per 2 levels

Area of Effect: 1 Creature

Saving Throw: Special

This power allows the psychic to create a fictional experience within the mind of another creature. The experience feels as real as normal waking life. The psychic must maintain physical contact for the duration, and the target enters a paralytic unresponsive state. If the target has reason to suspect the experience is false, a saving throw is allowed to resist and regain partial control of their simulated actions. The GM may also allow a mental duel upon a successful saving throw.

Pocket Dimension

Range: 5'

Duration: 1 Day per level

Area of Effect: Special

Saving Throw: Special

This power creates a fold in the fabric of the space-time continuum, pinching off a tiny self-contained universe. This pocket dimension is a featureless void, 10' in diameter per level of the psychic, with constant gravity, dim light that seems to come from everywhere and nowhere, and sufficient atmosphere and temperature to support life. The psychic may enter and leave the pocket dimension at any time, as may any creature possessing a power such as dimension door, dimensional walk, or teleport. Other creatures must be assisted through the invisible entrance, which appears as a shimmering oval to Portal Sense. The pocket dimension may be formed around a creature, which is allowed a saving throw to avoid being trapped. When the pocket dimension collapses, anyone still inside is expelled – usually to the spot they entered from, but sometimes (saving throw) into hyperspace.

Probability Warp

Range: Special

Duration: 1 Hour per level

Area of Effect: Special

Saving Throw: Special

The psychic enters a trance similar to that experienced under Project Astral Form (the referee may require that power be known first, and used for at least one experience level, before this one is learnt). They are able to intuitively comprehend the complex interplay of possible actions – past, present, and future. This allows the psychic to influence the fabric of their own universe to create a temporary duplicate of a creature, object, or event from an alternate reality. If the psychic is willing to sacrifice one level of experience, the “alternate reality double” may become a permanent addition to the flow of space-time in their own reality. If the duplicate created through a probability warp is radically different from prevailing conditions, the psychic must make a saving throw or become lost between dimensions.

Psychic Static

Range: 0 (Self)

Duration: 1 Round per level

Area of Effect: 30' plus 5' per level radius

Saving Throw: Special

This power causes the psychic to radiate mental interference waves. Anyone attempting to use psychic powers within the area of effect must make a saving throw, at -1 per 3 levels of the psychic. On a failed roll, no further power use can be attempted until the static ends. Even on a successful roll, a saving throw must be made each round or the power fails. The static blocks the psychic's own power use too. The interference waves affect all creatures with a central nervous system, not only psychics, and can cause headaches. The referee may also allow a mental duel upon a successful saving throw.

Regeneration

Range: 0

Duration: See below

Area of Effect: 0 (Self or Touch)

Saving Throw: None

This power allows the psychic to greatly accelerate the body's defences, through cellular regeneration and manipulation of the immune system. The psychic is able to heal all hit point loss and purge all poisons, toxins, and diseases from the recipient's system. Any illness is completely gone and any lost body part is regrown, including sensory impairment and congenital or even terminal conditions. Although this power is unable to cure vampirism, it may stave off vampiric transformation.

Revivification

Range: Touch

Duration: Special

Area of Effect: 1 Creature

Saving Throw: None

This rare power revives the recently deceased. It is effective upon any corpse no more than 3 days old. The target is restored to life and stabilised at 0 hit

points. If used upon a vampire or cyborg it may slay them outright, or have no effect, at the referee's discretion.

Teleport

Range: 0 (Self or Touch), plus special

Duration: Instant

Area of Effect: Individual

Saving Throw: Special

This power allows the psychic to transport either themselves or one other creature to any location instantly. The target destination may be anywhere in the same star system. If the destination is not known to the psychic, there is the chance of teleport error; this may range from arriving in the wrong location, suffering physical rearrangement, failing to teleport, or as the GM sees fit.

GAME MASTER INFORMATION

For themes and elements specific to the game milieu, a selection of information now follows.

Aging and Decrepitude

The starting age of most human characters is assumed to be young adult; this will be 18 to 25 in a modern society, 16 to 20 in a primitive or low-tech society, or 20 to 30 in a more advanced society. Similarly, average life expectancy for a human is around 75 or 80 in a modern society, 60 to 70 in a primitive or low-tech society, and 100 or greater in a more advanced society. This primarily reflects advances in medical health.

While characters are unlikely to die of natural old age during the game, it is possible to be aged unnaturally. The effects of aging will similarly vary, with advanced societies able to delay senility and decrepitude to near the end of life.

As a general guideline, the following aging effects may be applied:

Ability Score	Middle Age	Old Age	Venerable
Wisdom	+1	+1	+1
Strength	-1	-2	-1
Intelligence	-	-	-1
Dexterity	-	-2	-1
Constitution	-1	-1	-1
Charisma	-	+1	-

Middle age is 50% of maximum lifespan, old age 70%, and venerable 90%. In advanced societies that can delay aging, the effects of middle age set in at 75% of maximum lifespan, old age at 85%, and venerable at 95%. All effects of aging are cumulative.

Given the presence of factors such as cold-sleep, anti-aging treatments, time dilation, and unnatural aging, recording the age of a character could quickly become a complicated matter. Instead of tracking the exact chronological (as opposed to biological) age of a character, it might be best to note separately how much time has been spent in cryogenic stasis or similar conditions.

In some subspecies, control over the aging process is written into the genetic code. This causes growth to slow dramatically after a certain point, halting the apparent physical age.

Aging starts again, at a reduced rate, after 30 to 40 years have passed – longer, if lifespan is 150+.

2d6 Aging halt

2	14
3	16
4	18
5	21
6	24
7	27
8	31
9	35
10	39
11	42
12	45

Alternate XP Awards (Optional)

Some gamers feel good role-playing (whatever that means) should be recognised and rewarded. A generalised award for retrieving treasure might not be appropriate in all cases. The Referee may decide to award experience for other activities, including individual awards for attaining specific objectives.

One basic method is to award XP according to the challenge level of the task. The referee simply decides that something is equivalent to defeating a creature of a certain number of hit dice. Avoiding a pit trap might be worth 15 or 30 XP depending on how deep it is and how hard it was to detect without triggering. Similarly, while encountering a werewolf and running away before it can attack is not the same as killing a werewolf, telling the tale back in town might earn 60 XP (and free drinks).

Another option is to assign specific values to objectives and activities, tailored to the campaign to greater or lesser degree. Some examples are given below.

Activity or Objective	Award
Use special ability to solve problem	100 XP
Rescue captives from enemy territory	20 XP each
Use psychic power in new way	50 XP
World-changing discovery	1,000 XP
Build something useful from scrap	200 XP
Explore previously unknown area	50 XP or 5 XP per turn
Exceptional role-playing	100 XP per level
Escape from extreme danger unharmed	500 XP
Adapt alien power source	250 XP
Help someone learn a new skill	25 XP each
Each day spent studying in a library	10 XP per level
Save someone's life	100 XP

The main downside to using this method is an increase in paperwork for the referee. It might also favour some characters over the course of several game sessions.

Brain Damage (Optional)

Instead of permanent loss of ability points, a character that suffers brain damage may be required to roll on the following table. This is an optional rule, recommended for experienced role-players only.

1d20 Brain Damage

1	Slurred speech
2	Numbness in extremities
3	Partial amnesia: own name
4	Partial amnesia: childhood events
5	Partial amnesia: recent events
6	Unable to match names to faces
7	Misidentify scents/smells
8	Partial paralysis: one hand
9	Partial paralysis: one foot
10	Partial paralysis: one hand and forearm
11	Partial paralysis: one lower leg
12	Phantom sensation: auditory
13	Phantom sensation: visual
14	Phantom sensation: taste
15	Unable to count past ten
16	Sporadic drooling
17	Occasional fits/seizures
18	Numb to pain
19	Partial blindness
20	Personality disorder

Cyborg Invaders

From unknown worlds, beyond systems marked uncharted in the standard databases, they came; falling upon colonies without warning or mercy to conquer, enslave, and destroy: the machine threat.

The cyborg invaders are the monolithic evil of the galaxy. Their weapons are terrifying, their numbers beyond reckoning, and their views on organic life are chilling. Any planet that sees their vast fleets of massive ships in its skies is doomed. Whole cities are bombarded from orbit, and any ship trying to flee is shot down. Then ground troops are sent in to crush any resistance and herd survivors into processing centres. The slaves, newly fitted with control chips, are put to work in mining camps and tagged for “recycling” when they drop from exhaustion. Those are the lucky ones; anyone caught moving about after curfew, or in a restricted area, is harvested for their organs. The cyborgs see humanity and its kin as little more than resources to be managed and exploited as thoroughly and efficiently as possible.

About the only known group able to interact with cyborgs face to face and not be killed or enslaved is The Order of Reason. Science fanatics one and all, the Order (as they are more commonly known) are rigorously logical past the point of fault. They are known in space-faring society as an activist group of small standing with terrorist leanings, notorious for anti-art protests that get out of hand. For every colony that has had a museum fire-bombed because “art serves no practical purpose and is a hindrance to intellectual mastery”, there are dozens with spokesmen for cybernetic therapy – backed by secret research projects. For the purposes of adventure design, the Order supplies as many archetypical mad scientists as the GM desires, complete with doomsday schemes and scary allies.

Digital Addiction

Only the most inward-turned of colonies – domed cities on the moons of gas giants, or modern planets with high populations – value communications technology over transport. The galaxy was settled and explored by those who look to a horizon, and most space-farers prefer to consult a book or talk to someone than turn to a computerised database or news feed.

If a character comes across a terminal for a planetary information network, and tries to use it, 1d6 turns will be spent familiarising themselves with the interface and getting distracted. Then, make a saving throw; success indicates they are able to walk away at any time they like, failure indicates they spend 1d6 hours immersed before another saving throw is allowed. If the terminal includes simulated environment facilities, the character becomes fatigued due to sensory overload. If three saving throws are failed in a row, or on any natural roll of 1, addiction sets in and a 1d6 day binge starts. At no time will the character find any useful information.

Anyone displaying signs of digital addiction will receive largely negative reactions from space-farers, typically avoidance and disgust. Spiritual organisations help rehabilitate those willing to repent.

Environment Shock

Although most planets inhabited by humans and hybrids exhibit fairly similar biospheres (perhaps a result of long-ago planetary engineering), that does not make them automatically safe for visitors. While most travellers between worlds adapt within hours or days of arrival, there remains the risk that some allergen or infection can lay them low without warning. This risk is heightened on colonies that have been out of contact for quite some time; who knows what mutant strains may have arisen.

If the GM decides that environment shock might occur, roll first for severity:

1d12 Severity of Environment Shock

1-4	Mild (-1 to die rolls, 2d6 hours)
5-7	Moderate (-2 to die rolls, half move, 1d4 days)
8-9	High (-4 to die rolls, bed-ridden, 1d6 days)
10-	Crippling (as High, plus lose 1d4 points from any one ability score permanently)
11	
12	Fatal (roll again on 1d10, CON check or die)

Natives, of course, have developed a resistance. Admission to a medical facility upon initial presentation of symptoms will usually reduce the severity by one or two steps.

The above table assumes biological factors. Other forms of environment shock are possible; snow blindness on an ice planet, for example, or headaches from strong electromagnetic fields. Space-farers who have lived their entire lives in ships and stations might easily be overcome by aspects of planetary life that most take for granted – high winds, sunburn, oceans, even the distance to the horizon.

Genetic and Social Experiments

In ancient times, when life spread slowly through the galaxy, more than a few colonies were home to curious experiments with the human condition. The results of certain of these experiments can be seen in the variant cultures and subspecies that have survived into the present age. Others are hinted at in the legends and tales told around campfires or through popular fiction. Some strove towards utopian ideals, some supplied warlords with transgenic assassins, and some remain beyond comprehension. A few colonies, now lost, were set aside as genome archives and used as controls to measure against.

When creating a colony or wilderness for the characters to visit, the GM is encouraged to exercise their imagination with regard to the social practices and native life. A domed city on a gas giant's moon might restrict reproduction to avoid population pressure, for example. A corporation might bar employees of certain hybrid strains from management positions. Cults might have formed around particular bloodlines. Some animals could well be more than they seem. Ask yourself how a culture or creature might differ from what seems common or normal elsewhere, and how far an experimenter might encourage that difference to develop – whether out of need to adapt a species to an environment or to solve a problem, or out of sheer curiosity. Then ask yourself what might happen if, in a closed system, that difference becomes common and normal for an extended period of time.

1d20 Examples of Cultural Experimentation

- 1 Members of society empathically bond with a symbiotic psychic animal for life
- 2 All offspring are considered corporate property and raised by the company
- 3 Members of a particular hybrid species are considered fit only for menial servitude
- 4 Intoxicants derived from a native plant are distributed free of charge to all citizens
- 5 Gladiatorial combat is the primary form of (freely televised) public entertainment
- 6 There is no law, crime, or punishment, only repentance, insight, and forgiveness
- 7 All citizens must provide blood and genetic samples on a regular (annual) basis
- 8 All employees must attend a company-approved brothel on a regular (weekly) basis
- 9 Registered psychics are required to make their talents available to colonial authorities
- 10 Registered vampires (and their “donors”) are eligible for free blood transfusions
- 11 Citizens spend two or more days each month volunteering for a spiritual organisation
- 12 Anyone revived from death is the legal property of the paranormal research department
- 13 Multiple genders are considered the norm, sex changes are common and encouraged
- 14 There is no taboo against public nudity and most inhabitants are scantily clad
- 15 Scientists are pitied and treated as having a terrible and incurable mental illness
- 16 Non-human intelligence is a taboo subject that provokes great ridicule
- 17 Participation in the colonial service lottery is compulsory for all adult citizens
- 18 Plague carriers forfeit all legal protection and will be executed on sight
- 19 Sexual segregation is practiced, with mating occurring under prescribed conditions
- 20 Newcomers must participate in ritual combat to avoid being sold into slavery

Gravity Sickness

Some people never adapt well to gravity different from that of their native environment.

The first time the characters experience significantly different gravity conditions, have each make a Constitution check. Those who fail are dizzy for a few turns before starting to adapt (1d6 weeks). On a natural roll of 19-20, a character never adapts and will always suffer -1 to all die rolls in differing gravity conditions. Of course, a natural roll of 1-2 indicates no adversity is even noticed. The talent of Gravity Tolerance and flaw of Gravity Intolerance preclude the necessity for such a roll.

If the characters are exposed to a sudden and dramatic change in gravity, the CON check is to avoid passing out (if the change is a sudden increase) or becoming nauseous (sudden decrease).

If the gravity change is much greater than normal, e.g. a Zero pilot landing on a high-gravity world, then the CON check is at -3; initiative is automatically lost, and movement halved, for 1d6 hours (check made) or days (failed). On a natural 20 on the CON check, roll on the Incapacitation table.

2d6 Native Gravity (optional)

2	Micro (0.1G or less)
3-5	Low (0.2-0.7G)
6-8	Normal (0.8-1.2G)
9-11	High (1.3-1.9G)
12	Very High (2G or more)

If the native gravity of a character is different from that of the colony or station the campaign starts in, they are assumed to have already adapted. In such a case, the GM may require a CON check before the start of play to determine if medical aid was a factor in adapting.

Infectious Diseases

Most characters that come down with something will be out of action for a day or two, suffering no more than -2 to all die rolls and half movement rate. A saving throw or CON check is allowed to fight off the infection. This is only something minor, like the flu or a stomach bug – no matter how graphically detailed the GM's descriptions of the symptoms. Some diseases can do a lot worse.

A serious infection, the kind that sends a whole colony into quarantine, can debilitate or even kill. As a general guide, infection lasts 1d4 weeks and 1d6 hit points are lost per day; at zero hit points, the character is bed-ridden and must make a saving throw each day or lose 1 ability point from a score affected by the symptoms (Dexterity for spasms, Intelligence for mental symptoms, etc). If any ability score reaches zero, the character dies. All throughout this period, the character remains a vector for infection. Upon recovery, some or all of the ability loss may be permanent.

Infections like this are often the result of biological weapons research, and a medic's frantic efforts to find a cure can make for a tense adventure (or at least a fascinating epitaph). If the disease is found to be a deliberate attack, the resulting quarantine might not be lifted for centuries. Genetic contamination is the one thing that space-faring society fears and abhors more than planetary bombardment.

Languages and Cultures

In general, most colonies and some large corporations will have their own language, as well as several others native to their planet or system. Hundreds of languages may be heard in any spaceport. Space-farers will use one of a handful of common trading languages – League Standard, Hegemony, Toran, and Confederate are most likely. Note that while the Rat-Kin have their own tongue (Ransil), as do the Maern and Waelcirya, the Toran language has been adopted by most space-faring Feliri. The GM is free to name other languages after particular planets, cultures, or species.

1d20 Sample Common Languages

1	League Standard
2	Hegemony Trade
3	Confederate Standard
4	Toran
5	Ransil
6	Maern
7	Waelcirya
8	Centaur
9	Dryad
10	Brolm
11	Darak
12	Hlir
13	Viriim
14	Machine Code (synthetic)
15	Colonial (varies)
16	Port Pidgin (varies)
17	Historical (varies)
18	Elder (varies)
19	Alien (varies)
20	Sign Language (varies)

Language reflects culture, and some concepts and mindsets often defy translation. What one colony calls a priestess another might call a prostitute, and what one race finds comical another considers profane. Similarly, one corporation might arrange the marriages of its employees, while another might grant bonuses to surrogate parents. Certain basic insults, however, seem to cross language barriers with great ease. Although the culture of a colony or people doesn't have to be detailed to any great degree, giving some thought to the matter can lead to memorable role-playing experiences.

In space-faring society, conveying the standards of reference and practice (from measurements and manufacture to commerce and diplomacy) is an important function of language. For this reason, standard protocol and user manual databases are written exclusively in the common trading languages. As the Merchant League is successor to the interstellar culture that pioneered hyperspace travel and the major trade routes of the galactic arm, the League Standard Database is most widely accepted.

Medical Services

Inevitably, characters will suffer some terrible injury their medic can't fix straight away. A visit to a medical centre is always an option for adventurers with plenty of cash. The citizens of advanced societies enjoy many benefits of medical technology, from organ banks to cloning services, the envy of modern colonies. The following table is a guide, and the GM can always decide that some services are more expensive or carry greater risk. Perhaps the only arm available in that size comes from a subspecies that writes tribal tattoos into their genetic code. Maybe the flying ambulance delivers to a cryogenic facility if the emergency ward is full. Are you really so impatient to walk again that you would opt for cybernetic therapy over a month in a regrowth tank?

Medical Service	Cost (SP)
Minimum standard care	10 per day
Improved care	25 per day
Private room	+100 per week
Donor limb or eyes	100
Donor organ, vital	200
Regrowth, limb or eyes	250
Regrowth, vital organ	500
Regrowth, whole body (from head or brain)	5,000
Cosmetic surgery (using cloned flesh)	400-2,000
Cloned body parts in storage	150 per part
Genetic graft or cybernetic implant	2,000
Brain transplant into cloned body	7,500
Brain transplant into donor body	3,000
Wonder drugs and miscellaneous treatments	200-1,000

The GM may rate a medical centre on a scale of Premium/Standard/Dodgy. Premium centres will only treat card-carrying employees of their parent corporation, although they will maintain the highest possible standards of care. Standard centres will treat anyone who can pay, at or above the minimum standards of care set by the Medical Alliance. Dodgy centres cut corners and run all manner of risks; a saving throw to avoid complications (not necessarily of a medical nature) may be in order.

Repeated or extensive use of cloning can lead to errors in replication. While most premium medical facilities will scrap a mutant clone body (at no extra cost), characters may not always be so lucky.

1d20 Cloning Mutation (optional)

1	1d6 extra digits (most on one extremity)
2	1d4 missing (or fused) digits
3	Completely hairless or extremely hairy
4	Tail (1d6: 1-2 stubby, 3-4 prehensile, 5-6 very long)
5	Muscular atrophy (Strength halved, regain 1d3 points after 1 month's therapy)
6	Nerve damage (Dexterity halved, regain 1d3 points after 1 month's therapy)
7	Hermaphrodite (1d6: 1-2 male-appearing, 3-4 female-appearing, 5-6 androgynous)
8	Neuter or indeterminate gender (sterile without medical assistance)
9	Sensitive to sunlight (-1 to hit rolls, extremely painful sunburn)
10	One arm or leg is shorter/twisted/withered (lose 1d4 Dexterity points)
11	Superfluous internal organ of dubious use (lose 1d4 Constitution points)
12	Extra knuckle per (elongated) finger
13	Third eye (1d10: 1-3 blind, 4-5 night vision, 6-7 see spirits, 8-10 only open while dreaming)
14	Patches of fur or scales scattered at random over body
15	Prehensile toes (use a second weapon in micro gravity or freefall at half normal penalty)
16	Tall and very thin (half normal body weight, lose 1d4 Constitution points)
17	Superfluous unknown brain structure (prevents cybernetic implants or other brain surgery)
18	Superfluous or missing nipples
19	Abnormally small facial features
20	Elongated or shrunken limbs

Finally, unless specifically requested otherwise, any clone body (or flesh thereby derived) will be female, as all human embryos are initially female and it is easier to keep them that way. This has given rise to majority female populations in some gender-blind colonies and stations.

Paranormal Investigations

Not all of the natural laws which hold sway in the galaxy may ever be understood by human minds. The mysterious powers wielded by psychics are only one example of this.

There are odd places in many worlds, hotspots if you will, where the unusual is to be expected. Stories about dark forests, crop circles, haunted houses, conspiracy cults, strange lights in the sky, messages from the afterlife, and phantom travellers abound – and have some basis in truth. For this reason, many colonies have in place some form of official research project, whether in the form of a tax-funded Department of

Paranormal Services or a witchdoctor who reports directly to the tribal elders. So far as the general public is concerned, such organisations exist to monitor and regulate psychic ability; while the existence of paranormal talent is accepted as fact, it isn't always accepted as normal. However, most projects of this nature will have a less well known agenda of studying the paranormal.

1d12 Common Effects of Paranormal Hotspots

- 1 Streetlights dim whenever walked by
- 2 Experiences of missing time (1d6 turns)
- 3 Intermittent electromagnetic interference
- 4 Recurring nightmares of falling into darkness
- 5 Locals refuse to approach or discuss the area
- 6 Unusually cold and quiet (animals avoid area)
- 7 Occasional movement at edge of vision
- 8 Miraculous recovery from life-threatening illness
- 9 Precognitive dreams and fortune-telling visions
- 10 Objects moved about while no one is watching
- 11 Unknown writing appears in dried blood
- 12 Spontaneous appearance of out-of-place objects

The important thing to remember when running a paranormal-themed adventure is the meaning of the word: beyond the scope of normal scientific investigation or explanation. That's not to say a paranormal event makes no sense; only that the phenomena seem to obey rules beyond humanity's current level of understanding. Investigators can always experience something without uncovering the truth.

Given the theory that "dark ships" are the spacecraft of elder races who view the galaxy as their private laboratory, and humanity as test subjects, maybe the truth is best left unknown.

Portals

No one knows who built the first portals. Perhaps they were a vanished human culture; perhaps they were an alien species unable to master conventional hyperspace travel. Since the discovery of the portal networks, some advanced colonies have sought to create their own. Many colonies use them as an aid to travel and trade, across star systems and between worlds.

A portal is a massive structure, made of a dark, unknown mineral, crystalline in form and more resilient than the hardest and strongest of man-made materials. Most take the form of standing stones, either in circles or henges, similar to the ritual sites of primitive cultures. The original power source is unknown; many still functioning today are connected to a dedicated power station, and many more seem to drain energy from their surroundings. When activated, the gateway formed by a portal is large enough to swallow several

men and beasts or vehicles at once. When dormant, the portal emits an energy signature that "messes with your head" – animals avoid portals instinctively.

First time portal travellers are often overcome by the sudden desire to turn and run at the sight of the ghostly shimmering within a portal. Regular portal travellers admit to still getting the shakes or a chill up their spine. Something about portal travel is inherently unsettling. Modern and advanced colonies often house their portals in facilities resembling airports, as much to create a safe, familiar environment for travellers as to organise and control portal use.

Portals are designed to be activated psychically, and to allow physical travel (as opposed to matter transmission). Any being with a psychic power can access the portal and cause it to open a pathway through the dimensions to another portal. Travel through a portal is one way, and seems to take only one round; actual travel time is roughly one round to another portal in the same star system, a few rounds to a nearby star system, and one turn at galactic range. Once a pathway is established, the portal remains open for at least one turn and sometimes as long as an hour. Energy cannot pass through a portal under normal operation; the pathway acts as a force field that blocks all emissions.

Each portal is linked to a specific network, and can only form pathways to other portals in the same network. There are several tiers of networks, from planetary and system-wide to interstellar and galactic range. Not all of the portals on a planet (and there are often more than one) might be part of the same network. Accessing a portal by psychic or technological means will usually call up the portal registry, which includes a set of codes for each portal in the network. Some of these codes are known to be the coordinates and identifying signature of the portal, and others are believed to relate to portal system diagnostics and a planetary database. Most of the information in the portal registry, however, is indecipherable or inaccessible to humans.

Some portals are damaged, making them dangerous to use. A damaged portal might emit harmful radiation over a wide area; luckily, this can be countered or contained. In cases of more serious damage, a portal might affect those passing through it – causing loss of hit points, memory, or consciousness – or draw extra power before it can open a pathway. Some damaged portals are unable to properly display their registry, affecting destination selection; others connect to a strange misty void that must be traversed for several minutes before reaching the end of the dimensional pathway, connect to the wrong portal, or open a looped pathway that goes on through the dimensions forever (even after the portal is shut down). The means

of repairing a portal are beyond human understanding. The most that characters can hope for, if they come across a damaged (or “twisted”) portal, is to temporarily suppress some of the more harmful side effects of portal travel.

More than a few, called “dark portals” and “blood gates”, require a genetic sample in addition to psychic activation – and on primitive planets this has led to human sacrifice, and the belief that dark forces reside within the portals. Perhaps something does.

Portals are gateways to adventure. Their basic function in the game is to transport characters from one location to another, often from a familiar world to an alien planet. Adventurers are not the only portal travellers, of course, and there are any number of fellow travellers to encounter – wanderers and warlords, traders and nomads, exiles and refugees, settlers and explorers, clones and cultists, aliens and hunters. The other function of a portal is to be a thing of mystery, an enigma, a curious reminder that the universe is far greater and grander than even the wildest and strangest of human imaginings.

1d8 Portal use in Colony

1-2	None (Disuse/Damage)
3	Restricted (Military/Research)
4	Secretive (Vampire Cults)
5-6	Transport (Freight/Public)
7-8	Interplanetary Trade

Portals are wonder made manifest, gatekeepers of the unknown, adventure waiting to happen.

Primitive Worlds

There are over a thousand inhabited systems in known space, and perhaps as many as a million habitable planets in the galaxy. While space-faring society touches many worlds, it does not predominate. There are countless cultures still in (or returned to) the Stone Age, and as many proto-sapient species that might one day rise to it. There are also worlds where prehistoric life flourishes.

Primitive worlds offer more than an excuse for the GM to use dinosaurs and cavemen. The untamed wilderness can be a challenge greater than any found in cities or space. There are no roads, shops, medical facilities, power grids, motels, service stations, vending machines, books, sports teams, fire fighters, or robots – no signs of civilisation at all. Any ship trying to set down will have to search for a good landing spot (or crash), as there are no spaceports. Not that many ships would land on a primitive world, so far off the trade routes; travel is more likely to be via portal. Characters will be thrown completely on their own resources. Befriending

the natives sounds like a good idea; staying out of their ritual sacrifices is even better. An all-terrain vehicle can only take you so far before it gets stuck or local mega-fauna rips a wheel off, and then it becomes a fortified base-camp.

One interesting use for a primitive world is as the origin for some or all of the characters. For equipment, instead of rolling for starting money allow each character a dagger or spear, sling or furs (AC -1 [+1]), fire-making kit, and 1d6 other simple items that could be made out of stone, wood, animal skins and plant fibres. Challenge the players to be inventive, and don't allow them to look at the equipment lists. The first game session can revolve around the simple everyday grind of survival in a hostile world, perhaps a hunt for meat – and then a star falls from the sky, an escape pod from a ship gone off course; or, something strange crawls out of the valley of cursed stones.

For a change of pace, consider an expedition from an early modern colony (analogous to Victorian England or the Wild West) to a “lost world” on the other side of a portal. Imagine the culture shock that occurs when civilised and well-dressed hybrids encounter half-naked human savages. Thrill to the sight of gunslingers trying to make trophies of creatures that time forgot! Stage a desperate battle when their makeshift fort gets surrounded and outnumbered by tribal warriors.

Privation

Characters will sometimes go without adequate sleep, food, or water.

As a general guide, missing a night's sleep increases the character's fatigue by one step; when the penalty reaches -4 (severe), the character must make a WIS check each hour to stay conscious. The first night of missed sleep does not count if the character remained fairly active and alert – guards are trained for sentry duty, while sleep-deprived prisoners face a greater trial of endurance.

Similarly, for each day of food missed, there is a penalty of -1 to all die rolls; after a week without food, the character must make a CON check each day or lose 1d6 hit points. Going without water is even more severe, with loss of hit points automatic for each day past the third.

The effects of going without food, water, and sleep are cumulative, to a maximum penalty of -4 and maximum hit point loss equal to the maximum of one die roll (thus, a character who goes without food and water will lose 1d6 or 2d6 hit points per day, to a maximum of 6 points per day).

At the GM's discretion, any penalty may be reduced (e.g. -2 to -1) or delayed for characters of high (14+) Constitution. Similarly, penalties may accrue sooner for a low (7 or less) Constitution.

Upon receiving a normal amount of sleep, food, or water, penalties cease to accumulate. The characters will be back to normal in a day or two, a week at most.

Situation Roll (Optional)

When running an adventure, a Situation Roll can be the GM's secret helper. To make a situation roll, simply roll 1d6, 2d6, or 3d6, depending on how you want to weight the odds, and interpret as follows:

1d6	2d6	3d6	Situation Roll
1	2-3	3-5	Very Good
2	4-5	6-8	Good
3-4	6-8	9-12	Neither Good nor Bad
5	9-10	13-15	Bad
6	11-12	16-18	Very Bad

The GM may alter the result up or down by one category, depending on the actions of the characters.

A situation roll can be made to determine the reaction of a chance-met creature, where an unexpected trail leads to, whether a character can find the shop they are looking for in an unfamiliar spaceport, if a brawl starts in a tavern, what happens to someone who spins wildly off into the zero-gravity section of a space station, which company runs a roadside motel, what sort of gossip spreads about the adventurers after they return minus some of their hired help, if the important NPC a character wants to meet will see them yet, what state the life support on a derelict ship is, what mood the xeno-camels are in, how far away the cyborg scout lands when it is shot down, or whatever else comes up during play.

The situation roll is not a substitute for the GM's own creativity. Rather, it is an aid to spurring creativity when play leads in directions neither the players nor GM anticipated. It can help flesh out a random encounter; it won't run the game for you.

Station Life

A large proportion of space-faring society exists high in orbit and deep in space. Millions of humans live out their lives in artificial environments, never setting foot on a planet and never eating a meal that wasn't grown in a vat. Stations have in effect become space-borne humanity's adopted home.

Space stations have much to offer to the campaign. They form nexus points on the trade routes between

systems, provide all the services of cities and spaceports, allow people from hundreds of different colonies to meet and mingle freely, serve as bases for multi-system companies and militia alliances, and make great targets for terrorist groups and invasion forces. If the campaign starts on a space station, the characters can be anyone from any colony of any culture or technological level, and anything can happen. Stations can also be things of mystery, as some were never built by humans, and some are so old that no one knows who first set them among the stars – or what secrets they hide.

Station-born humans have lived so long in space they have almost become a subspecies. The genetic drift has not been shaped entirely by circumstance, given the cosmetic alterations possible through even limited use of genetic engineering. A pale complexion and short stature is typical of the station-bred, though by no means uniform. Station dwellers are used to enclosed (if not cramped) spaces and recycled resources such as air and water, and may find some features of planetary life confronting. To say nothing of the diminished personal space many station dwellers are used to.

In a typical advanced system, there will be several stations and outposts of varying sizes. The largest will usually be found in orbit around the main planet. Others will service facilities such as a hyperspace jump-gate, sub-ether communications station, shipyard, mining base, or corporate headquarters. Space-faring facilities in modern systems will be less developed, or run by off-world interests. If any stations exist at all in other systems, they will be relics of a bygone age.

The Confederate Militia maintains a presence in most confederate and allied (mostly toran clan) systems, and recognises the independence of stations not under confederate or clan oath. The Hegemony meanwhile uses the sub-ether network to control its populace and support its corporate ambitions. The presence of the Merchant League will vary according to the system type, with scout posts on the frontier and trading centres in more settled regions. There is often at least one outpost or hiring hall of the Hunter's Guild in any system, in the capital or station of the largest colony.

Lastly, there are a surprising number of abandoned stations in known space, lying dormant and waiting to be rediscovered by adventurers. Or perhaps some are not as dormant as they seem.

Unusual Characters (Optional)

The GM may allow the occasional player-character to be of a more unusual type than those given in the player's section. The galaxy is a large place, seeded with all kinds of life, after all. Unusual characters tend to

fall into one or another of a few basic types: modified classes, genetic experiments, and rare beings. The GM will have to determine the exact characteristics and features of unusual characters, using the following examples as a guide.

Combat Medic: To create a Combat Medic class, start with a Fighter and modify as follows. Reduce Hit Die and Damage Die to d6, or reduce one of these and restrict armour to Medium. Increase experience progression to that of a Psychic. Finally, add the Medic abilities of First Aid, Resuscitate, and Stabilise. Other combination-class characters can be designed this way; the Ranger, for example, has both Fighter and Agent characteristics.

Other Hybrids: Suppose you want a beast warrior race that fights with claws and teeth. You could start with the Feliri as a base, replacing their falling damage reduction with natural weaponry. If you want them to also have a defensive bonus from thick fur, make it equivalent to wearing light or medium armour and balance it with either some penalty (perhaps your beast warriors are unable to wear armour) or a reduction in the number of classes they have access to. As a warrior race, neither Strength nor Constitution should be their lowest score. Not every hybrid race need have a special ability; perhaps their genetic tailoring fits them to particular environments.

Variant Humans: typically the result of deliberate genetic experimentation, variant humans are considered to be genies if they possess qualities beyond normal human range. Their appearance may be that of a standard human, or something more divergent. As a general rule, a variant human race should have only a few distinctive features, not necessarily advantages. As with hybrids, advantages should be balanced with disadvantages; note that some advantages will have a greater effect on play than others. A purple-skinned race with an extra pair of arms (with two weapons and two shields, or even four weapons) is quite the combat monster; a silver-haired race with free empathy and telepathic comprehension (no power point expenditure required) is a different proposition.

New Talents: another way to create an unusual character is to simply give an existing character type new, GM-created Character Talents. Use the existing Talents and Flaws as a guide.

Often, a player seeks an unusual character out of a need to feel special; either the normal range of available characters seem too ordinary, or they want some advantage over the rest of the group. The GM can always deny their request for an unusual character. The GM can also always use unusual characters to add something unique to the campaign, such as a race

native to only one particular colony. Perhaps the best use of unusual character races and classes is as 'unlockable content' accessible only if the adventurers encounter and befriend them during play, with the player-character a one-off and others as recurring non-player characters.

Vampire Virus

The stuff of nightmare and scourge of many a colony, vampires are the result of a paranormal virus. The origins of vampirism are unknown; perhaps the disease was engineered in ancient times as a living weapon, or in an attempt to unlock the potential of the human mind. Attitudes towards vampires vary – in many colonies and stations, they are treated as terminally ill; in many more they lurk on the fringes of society, preying in secret on humanity; in some they are hunted; in a few they have seized control. Across seeded space, whole systems are quarantined due to the vampire virus.

There are three basic stages of vampiric infection. The first stage is often exhibited by victims of frequent vampire attacks (or willing donors, such as blood cultists); sensory hyperacuity causes dizziness and irritability (-1 to hit rolls), particularly when exposed to bright lights or strong smells, and there is difficulty sleeping. It is possible to be a carrier in the first stage and never fully succumb to vampirism, living a relatively ordinary life (remission sometimes occurs). The second stage is activated by blood consumption, and includes appetite suppression, strong aversion to sunlight (-2 to hit rolls), and mental disturbance. Although second stage vampirism can be treated, through regular blood transfusions and palliative care, the outlook is grim. It is only a matter of time before the patient lapses into the vampiric transformative coma, and enters the third and final stage.

If a player-character survives a vampire attack, losing half or more of their hit points, they must make a saving throw or contract the vampire virus. If reduced to zero hit points by a vampire attack, infection is automatic. The GM may allow the player to keep the character during the first and second stages; however, once transformed into a third stage vampire the character becomes irrevocably evil and must be handed over for use as a non-player enemy.

The vampiric transformative coma lasts for three days, rewriting the genetic code and neural pathways, and causes a complete physiological and metabolic change. Once the mutation has occurred, the vampire appears and acts in a manner similar to their former life. Yet they have been greatly changed. The body is optimised, healed, altered; the mind is opened, gifted, empowered; the soul is gone – the person as they were

in life is no more, for the vampire is death-in-life and life beyond death.

Barring accidents and executions, vampires can conceivably live for millennia – eons, perhaps. They are the ultimate survivors. The vampire healing factor ensures they will regenerate almost any wound, rapidly and completely. The only way to truly kill a vampire is decapitation, massive damage to the heart (impaling is traditional), or continuous exposure to a source of damage (fire, acid, and drowning are traditional) that eventually overwhelms them. Even then, their psychic prowess and willpower are so great that a vampire might return as a haunting presence.

Contrary to popular opinion, vampires are not turned to a puff of smoke by the touch of sunlight or the presentation of a holy symbol. Yet some of them are distressed by solar radiation, and many are susceptible to psychological failings. While vampires do cast shadows, they do not like to look at their image – in mirrors or water, photographs or video footage – and some are even unable to see their own reflection. Despite a complete freedom from the normal digestive process, many are repelled and sickened by the smell and taste of garlic. These and other weaknesses are a side effect of the genetic restructuring that creates a vampire from a human. Their greatest weakness is the need to feed on the life force (psychic and spiritual energy) of others, a deep inner hunger that cannot be denied.

Vampires tap into humanity’s deepest, darkest fears; they are parasites driven to conquer, manipulate, violate and destroy. Vampires are an insidious evil; they exist in stark opposition to the normal human life they can no longer experience. Vampires defy both reason and faith, living when they ought clearly not – and thus are hunted and studied by spiritual and medical organisations alike.

The first time a player-character is exposed to a vampire’s charm (or similar effect, e.g. Hypnotic Suggestion), the GM may wish to check for hypnotic susceptibility.

1d12 Susceptibility to Hypnosis and Charm	
1-2	Resistant Disbelief (+3 save versus hypnosis)
3-9	Normal Suggestibility (no modifier)
10-11	Highly Suggestible (-2 to save versus hypnosis)
12	Extremely Suggestible (-4 to save versus hypnosis)

For more information on vampires, see the entry under Creatures.

Colony Generation Tables

Roll once for the main world, and once for the rest of the system:

1d20	Colonies per World or System
1-2	0 (Outposts only)
3	0 (Failed colony)
4	0 (War zone)
5-9	1
10-13	2
14-16	3
17-18	4
19	5
20	6

There will typically be 1d4 outposts in a system, plus 1d4 per gas giant or habitable world:

1d12	Outpost Type
1-2	Abandoned
3	Clan Hostel
4	Clone Vault
5	Fuel Refinery
6	Experimental Research
7	Pirate Base
8	Portal Network
9	Rescue Service
10	Sub-Ether Relay
11	Supply Depot
12	Surveillance Post

Roll once for the main world, if desired:

1d20	Planetary Quirk (Optional)
1	Short (10 to 15 hour) days
2	Long (35 to 50 hour) days
3	Extremely long (1 to 4 week) days
4	Extreme axial tilt
5	Ice (glaciers, blizzards) world
6	Two planets within star’s habitable zone
7	Ringed planet
8	Habitable moon orbiting gas giant
9	Tropical (jungles, swamps, archipelagos) world
10	Low gravity (thin atmosphere, domed cities)
11	High gravity
12	Multiple moons (2d4)
13	Alien ecology (inedible without dietary supplements)
14	Alien ecology (toxic without genetic modification)
15	Seismic activity (earthquakes, volcanoes)
16	Electromagnetic interference
17	Aquatic (undersea cities, submarines) world
18	Desert world
19	Primordial world
20	Over-evolved ecology

Roll once per colony, for the colony's purpose:

1d12 Primary or Original Purpose

- 1 Experimental research
- 2 Agricultural
- 3 Military base
- 4 Commercial/mercantile
- 5 Financial/business
- 6 Industrial – production
- 7 Industrial – processing
- 8 Mining
- 9 Residential/civil
- 10 Medical/experimental
- 11 Power generation
- 12 Transport/travel

Roll once per colony, for current problems:

1d12 Colony Problems

- 1 Protests/activism
- 2 Occupation/invasion
- 3 Supply shortage
- 4 Disease/plague
- 5 Ruined/natural disaster
- 6 Civil war
- 7 Political corruption
- 8 Factional divisions
- 9 Philosophical schism
- 10 Economic collapse
- 11 Genetic contamination/prejudice
- 12 Digital addiction/tech-obsession

Roll once per modern or advanced colony:

1d12 Short Range Transport System

- 1 Everyone owns a bicycle
- 2 Walking/on foot
- 3 Trained hybrid riding beast
- 4 Hover scooter
- 5 Charity taxi
- 6 Bus & train
- 7 Tube capsule
- 8 Automated walkway
- 9 Monorail
- 10 Electric car
- 11 Robot taxi
- 12 Bio-fuel motorcycle

Roll once for a Colony Quirk, if desired:

1d20 Colony Quirk (Optional)

- 1 Domed cities on an airless moon
- 2 Domed cities in a hostile environment
- 3 Tourism due to famous site
- 4 Dwellings blend into environment
- 5 Pleasure district forbidden to outsiders
- 6 Open air slave markets
- 7 Cities are floating islands
- 8 Cities are flying islands
- 9 Colony is one gigantic space station
- 10 Colony is a collection of space stations
- 11 Mobile dwellings of nomadic tribes
- 12 Colony is one gigantic office block
- 13 Cities dominated by ancient temples
- 14 Cities dominated by huge parks
- 15 Completely subterranean cities
- 16 Completely automated dwellings
- 17 Colony is rebuilding from ruins
- 18 Colony is divided into sealed sections
- 19 Public sacrifices/executions held daily
- 20 Public competitions held constantly

Roll once per colony, for factions:

1d10 Factions per Colony

- 1-4 2
- 5-7 3
- 8-9 4
- 10 5

Roll once per colony, for portals:

1d8 Portals per Colony

- 1-2 0
- 3-5 1
- 6-7 2
- 8 3

Roll once per day in a post-apocalyptic colony:

1d12 Roadside Wreckage

- 1 Crashed police car
- 2 Overturned truck
- 3 Fuel tanker (empty)
- 4 Rust-entangled skeletons
- 5 Trashed campsite
- 6 Bullet-riddled helicopter
- 7 Burnt-out car
- 8 Car with dead battery
- 9 Car with flat tyres
- 10 Bus blocking road
- 11 Multi-car pile-up blocking road
- 12 Motorcycle gang ambush

Roll once per habitable planet, if desired:

1d12 Elder Ruins (Optional)

- 1 Aircraft graveyard
- 2 Automated city, breaking down
- 3 Cathedral, grand scale
- 4 Crater, 1d12 km diameter
- 5 Drill rig, giant platform
- 6 Domed city, cracked
- 7 Giant statue, half-buried
- 8 Highway, 2d8x10 km long
- 9 Huge sealed building
- 10 Slag mounds
- 11 Spaceport
- 12 Undersea dwellings

Roll once per main world for fate of previous colony seeding:

1d12 Previous colonists fate

- 1 Absorbed into new colony as citizens
- 2 Absorbed through intermarriage
- 3 Absorbed through war as slaves
- 4 Driven into shelter by native warfare
- 5 Migrated away, to found new colonies
- 6 Mysteriously exterminated, millennia ago
- 7 Mysteriously vanished, millennia ago
- 8 Post-apocalyptic collapse
- 9 Post-apocalyptic rebuilding
- 10 Reduced to primitives by natural disaster
- 11 Wiped out by inter-colony war
- 12 Wiped out by terrible plague

Roll for significant NPC groups or individuals:

1d12 NPC Allegiance

- 1 Confederacy
- 2 Hegemony
- 3 Toran Clans
- 4 Vampire Cults
- 5 Merchant League
- 6 Colonial Patriot
- 7 Synthetic Separatists
- 8 Genetic Revolution
- 9 Order of Reason
- 10 Sisterhood of Life
- 11 Hunter's Guild
- 12 Medical Alliance

Major Interstellar Companies:

1d12 Interstellar Company

- 1 Caristey Star Salvage
- 2 Caruvax Commercial Broadcast
- 3 Intaru Medical Services
- 4 Kesian Clan Holdings
- 5 Lnar Genetics
- 6 Lnar Pharmaceuticals
- 7 Sumiagowi Colonial Resources
- 8 Sumiagowi Construction
- 9 Tyonar Employment
- 10 Voronas Clan Trust
- 11 Wulrogi Residential
- 12 Wulrogi Sporting Association

What is on the local free-to-air television channel?

1d12 Free television

- 1 Android knife-fighting
- 2 Battle-buggy races
- 3 Dance lessons and exercise
- 4 Documentary, cultural
- 5 Documentary, wildlife
- 6 Food and healthy living
- 7 Freak and mutant chat
- 8 News service, bulletin
- 9 News service, live events
- 10 Self defence and first aid
- 11 Space fables for children
- 12 Sport and games forum

CREATURES

The following is a quick reference guide for how to read creature descriptions:

Armour Class is explained in the rules for combat. If you're using the descending AC system (where a lower AC is better), ignore the numbers in brackets. If you're using the ascending system (where a high AC is better) use the numbers in brackets.

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. Note: the creature's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A creature with 3 HD has a +3 bonus to its hit roll. When using the Ascending AC system, the creature would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC – if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3 HD creature would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.

Attacks is the number of attacks the creature has, and the damage they inflict. Creatures get a separate attack roll for each attack. A creature's attack bonus is the same as its hit dice, up to +15 maximum.

Saving Throw means the target number (on a d20) the creature needs to meet or beat in order to make a successful saving throw.

Special is usually just a "flag" for the Referee, to remind him that the creature has a special ability. A number of special attack forms are detailed further below.

Move is the creature's movement rate, and it's handled just as movement rates are handled for characters. Some creatures have more than one form of movement, e.g. swimming or flying.

Challenge Level is used to separate the creatures into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. As a general guide, challenge level determines the number of creatures usually encountered. If the challenge level is roughly equal to that of the adventurers, then the number of creatures encountered will also be roughly equal – a group of three to five characters may encounter 1d6 creatures, for example. If the challenge level is lower, then greater numbers might be encountered; if higher, fewer or only one. Note that

some creatures might normally be solitary or encountered in large groups, regardless.

XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, for example, or capturing it to bring home).

Intelligence is a general guide, rated on a scale of none/animal/low/average/high/extreme. For comparison, humans and most human-like races are in the low-average-high range. Creatures of average and high intelligence may be open to communication and trade.

Morale is a general guide, rated on a scale of low/average/high/extreme. If a fight is going badly for a creature, they will likely seek to retreat or surrender. If the referee wishes to determine this randomly, a creature with low morale will give up the fight on a 2 or higher on 1d6; average morale, 4 or higher; and high morale only on a 6. Creatures of extreme morale are more likely to fight to the death. To check morale for a group of creatures, the referee can take several dice and treat each d6 as representing a fraction of the group. Depending on the circumstances, morale may be temporarily higher or lower; low morale creatures that greatly outnumber adventurers may be treated as having average morale.

Alignment: this may be indicated for some creatures, and obvious for others – most natural animals are neutral, and enemies of life are evil. The GM is free to assign alignment as they see fit, and creatures that defy behavioural expectations can make for interesting encounters.

1d6 Alignment

1	Good
2	Lawful
3-4	Neutral
5	Chaotic
6	Evil

Psychic Resistance: This isn't one of the entries, but some creatures may have "psychic resistance." The given percentage chance is the likelihood that any psychic power used against the creature will fail to take effect. Roll a d100, and if the result is less than the given percentage, the power will fail.

Special Attacks: There are a number of special or unusual attacks that creatures can employ, and the effects of some of these are explained in greater detail below.

Acid: Some creatures employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). If armour is destroyed by acid, the character's AC should be adjusted to reflect having no armour.

Charge: In order to make a charge, a creature must have clear terrain and be able to run toward an opponent for 20 yards/metres. The extra momentum of such an attack inflicts double the normal damage dice. Likewise, if a braced attack is prepared against a charging creature, such as a spear braced in the ground, a successful hit will deal double damage dice to a charging creature.

Charm: Some creatures are able to charm characters, in a similar way to the agent's ability, causing the target to regard them as a trusted friend and ally. The character receives a saving throw. However, when a creature charms a character, he is also confused and unable to use powers or devices that require either commands or concentration. Characters charmed by creatures will obey instructions so long as they are not directly harmful to the character. If the creature and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the creature, to protect it. Some charm effects have a given duration; if the creature is killed the effects will (usually) disappear.

Confusion: Swarming animals, such as bats or insects, often may attack by engulfing an opponent and making him unable to independently determine what he will do. Roll on the following table at the beginning of each subject's initiative phase each round to see what the subject does in that round.

1d10 Behaviour

1-4	Attack character's group
5-6	Do nothing but flail about uselessly
7-10	Attack creature's group

A confused character that can't carry out the indicated action does nothing but babble incoherently.

Continuing Damage: Some creatures have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or a character swallowed by a giant creature.

Dive: Some creatures capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a

charge, this attack deals double damage dice. If the roll to hit is 18 or greater and the flying creature is of sufficient size, it grasps the opponent and attempts to carry him away.

Energy Drain: some creatures, especially those of paranormal origins, have an energy drain attack. No saving throw is permitted. This attack leaches ability points or experience levels from characters (or hit dice if used against other creatures). This effect usually cannot be reversed, unless stated otherwise, although experience levels can be regained through the normal gain of experience points. Note that if a character is drained of a level, all abilities, including hit points, saving throw, etc are affected as appropriate for the character of the new class level.

Paralysis: The paralysis attack of most creatures lasts 2d4 turns, and a saving throw is allowed. When a character is paralysed, he collapses and is incapable of any movement whatever, including speaking. Characters remain conscious and aware of their surroundings. Paralysed characters are very vulnerable to attack, and no roll to hit them is required.

Poison: One of the most dreaded attacks of some creatures is poison. A character exposed to the poison of a creature, unless otherwise noted, must succeed in a saving throw or suffer the full effects of the poison type. If the effects of poison are not noted, assume damage dice of 1d6 per hit die of the creature.

Psychic Powers: some creatures possess psychic ability. This will be noted as either specific powers usable a certain number of times per day, or as an equivalent psychic level. In the latter case, assume the creature has a number of powers equal to their psychic level. Such powers ought to be selected beforehand. If you do not wish to keep track of PP cost for individual creatures, simply assume they can use a total number of powers per day equal to their psychic level. Any creature that possesses psychic ability is also able to engage in a mental duel as if a psychic, typically of level equal to their hit dice.

Swallow Attack: Some creatures are capable of swallowing a character whole, and will ordinarily do so in an attack if a 20 is rolled to hit. Characters who are swallowed will suffer damage every round until they die (varies by creature), or until the creature is killed. If a character who has been swallowed has a cutting or stabbing weapon, he may attack the creature from inside its belly with a -4 penalty to hit (-2 for small melee weapons, no penalty for small firearms). Should a swallowed character die and remain in a creature's belly for 6 turns, he has been completely digested.

Trample: When a creature tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any creature capable of this attack will do so 75% of the time, and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 damage.

A great variety of creatures inhabit the galaxy, and the following selection is to be taken as a representative sample.

Alran (Kobold)

Armour Class: 6 [13]

Hit Dice: 1d4 hit points

Attacks: Weapon (1d6)

Saving Throw: 18

Move: 6

Special: None

Challenge Level/XP: A/5

Intelligence: High

Morale: Low

Alran (or Kobolds) are short canine humanoids with reptilian features, distantly related to the Toran dog people. They dwell and work in aging space stations, asteroid mining bases, abandoned subterranean shelters, and other relics of a lost age. They have a -1 penalty when fighting on the surface of a planet, due to their unfamiliarity with and fear of wide open spaces. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Basilisk

Armour Class: 4 [15]

Hit Dice: 6

Attacks: Bite (2d6)

Saving Throw: 11

Move: 9

Special: Petrifying gaze

Challenge Level/XP: 8/800

Intelligence: Animal

Morale: High

A basilisk is a great reptilian creature which has evolved a terrifying psychic attack form, striking at the emotional and mobility centres of the brain. Anyone meeting its eye, within a range of 60', must make a saving throw or be petrified with fear and rooted to the spot; if the save is failed by 4 or more points, the victim dies from a heart attack. Anyone attempting to fight the basilisk without looking at it is at a -4 penalty to hit. If the creature is tricked into meeting its own gaze, it may be paralysed.

Black Doom

Armour Class: 6 [13]

Hit Dice: 10

Attacks: Touch/Pseudopod (3d8)

Saving Throw: 5

Move: 6

Special: Acidic surface, immune to cold, divides when hit by electrical attacks

Challenge Level/XP: 11/1,700

Intelligence: None

Morale: High

This amorphous glob has an acidic surface, and is a subterranean or nocturnal predator and scavenger. It is probably the result of a genetic experiment gone awry. Any weapon or armour contacting a black doom will be eaten away by the acid within 1 round. Heavy armour will last 2 rounds, and highly advanced armour might last an additional round or two.

Blink Dog

Armour Class: 5 [14]

Hit Dice: 4

Attacks: Bite (1d6)

Saving Throw: 13

Move: 12

Special: Teleports

Challenge Level/XP: 4/240

Intelligence: Average

Morale: Average

Blink Dogs are pack hunters, intelligent and potentially friendly to those who demonstrate benign intent. They can teleport short distances (without error) and attack in the same combat round – in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses). Though incapable of speech, they can (if they choose) communicate telepathically.

Brain Cloud

Armour Class: 2 [17]

Hit Dice: 9

Attacks: Engulf (3d8), mental strikes (1d6), psychic powers

Saving Throw: 6

Move: 9 (flying)

Special: Psychic powers, flies, multiple attacks

Challenge Level/XP: 11/1,700

Intelligence: High

Morale: High

This rare horror is created when a group of psychics fail in their attempt to transcend mortal existence. The brain cloud is a large, roiling bubble of briny fluid, within which float several brains connected to each other by ropy blood vessels. It attacks by engulfing opponents in its watery form, as well as psychically. The brain cloud can make a number of mental attacks each round equal to the number of brains within – 3d4 initially. A mental attack may be a psychic strike against

one target, for 1d6 points of damage, or a psychic power. For each brain it has, the brain cloud possesses one psychic power of level 1 to 6, determined randomly, which may be used three times per day if level 1 or 2, twice per day if level 3 or 4, or once per day if level 5 or 6. If engaged in a mental duel, the brain cloud may add its number of brains to the die roll. Upon killing a humanoid opponent, the brain cloud will roll over the body and extract the brain; the process neatly dissolves the upper half of the skull, and takes 1d4 rounds. The extracted brain is added to the cloud, still living, along with its psychic potential (one new power is randomly gained). Anyone attempting telepathic contact with a brain cloud must make a saving throw or be stunned for 2d4 rounds, due to the cacophony of inner voices. If the saving throw is a natural 1, a babbling fragment from one of the shattered personalities detaches from the brain cloud and lodges itself inside the character's mind.

Brain Hound

Armour Class: 6 [13]

Hit Dice: 3

Attacks: 1 bite (1d6) or weapon (varies)

Saving Throw: 14

Move: 15

Special: Psychic abilities

Challenge Level/XP: 5/240

Intelligence: Average

Morale: High

Brain Hounds may be the product of genetic experimentation or a quirk of evolution. They resemble large canines, except they have much larger skulls (to accommodate their larger brains) and shorter snouts. They are as intelligent as humans, and have human-like hands in place of forepaws. They can use technological devices, and might wait in ambush to steal from characters. Brain hounds possess the abilities of level 3 psychics.

Brol

Armour Class: 5 [14]

Hit Dice: 4+1

Attacks: Weapon (1d10+1)

Saving Throw: 13

Move: 9

Special: None

Challenge Level/XP: 4/120

Intelligence: Low to Average

Morale: Average to High

Brolm (plural) are large, brutish, heavy-set humanoids, taller and more muscular than humans. They are often perceived as stupid, and sometimes work for more intelligent and/or technologically advanced creatures as guards and mercenaries.

Bug-Man

Armour Class: 3 [16]

Hit Dice: 2+2

Attacks: 2 claws (1d4), 1 bite (1d6)

Saving Throw: 16

Move: 9

Special: Climbing

Challenge Level/XP: 2/30

Intelligence: Low

Morale: High

Bug-men are the product of genetic experimentation, human-insect hybrids with thick carapaces and a strong hunting instinct. They can climb sheer walls, and even across ceilings, at normal movement rate. Some are used as guards and soldiers by mad scientists.

Centaur

Armour Class: 5 [14]

Hit Dice: 4

Attacks: 2 kicks/hoooves (1d6) and weapon (1d8)

Saving Throw: 13

Move: 18

Special: None

Challenge Level/XP: 5/240

Intelligence: Average

Morale: Average

A hybrid race, centaurs are the product of genetic experimentation in an earlier age. Resembling the human-horse hybrid familiar from myth, they were created as intelligent beasts of burden. If removed from space-faring societies that employ them, centaurs quickly regress to a primitive level. Some are fierce warriors, living in tribal groups and shunning civilised societies. Others may be proud scholars, wise healers, cowed minions, or drunken troublemakers as the GM chooses.

Centipede, Giant

Armour Class: 9 [10]

Hit Dice: 1d4 hit points

Attacks: Bite (1)

Saving Throw: 18

Move: 13

Special: Poison

Challenge Level/XP: 2/30

Intelligence: Animal

Morale: Low

Giant centipedes are as long as a human arm; larger mutant species have up to 2 Hit Dice. The effect of their poison varies by subspecies: death within 1d4 to 3d8 rounds, crippling pain for 1d6 turns, 1d6 damage per turn for 1d6 turns, incapacitating illness for 2d4 days, hallucinations for 2d6 hours, etc.

Cyber-Revenant

Armour Class: 6 [13]

Hit Dice: 3

Attacks: Claw (1d4 plus injection)

Saving Throw: 14

Move: 9

Special: Level drain, immune to mental attacks

Challenge Level/XP: 5/240

Intelligence: Low

Morale: High

These cyborgs are technological vampires, the product of medical research into alien relics. Their failing bodies have been partially rebuilt with scavenged technology and stolen organs, and are covered in thick plastic overalls. One hand has been augmented or replaced by a mechanical claw that is fitted with syringes. Upon striking an opponent, a paralytic toxin is injected (1d6 rounds), allowing the cyborg to drain its victim of life energy at the rate of one level per round. This alien process revitalises the nutrient bath that keeps the brain and nervous system functioning long after death ought to have occurred. Any human killed in this manner will be harvested for organs. The cyber-revenant is immune to mental attacks due to neural trauma caused by long-term use of the alien chemicals. Tragically, some still believe they are normal and healthy members of society.

Cyborg Invader

Armour Class: 4 [15]

Hit Dice: 8

Attacks: 2 fists/strikes (1d8 each), power axes (1d12), or energy weapons (3d10)

Saving Throw: 8

Move: 12

Special: Artificial intelligence

Challenge Level/XP: 9/1,100

Intelligence: Average

Morale: Extreme

Cyborg invaders are a melding of organic and machine life, elite soldiers capable of taking extreme punishment in combat. Due to trauma and mental conditioning, there is nothing left of their original personalities. Cyborg invaders are on a constant war footing; all sapient creatures are treated as enemies, any colony or system not completely under their control is a war zone, and any prisoners taken are fitted with control chips to use as slaves. Their inbuilt targeting system and superior strength allows them two attacks per round, typically with high-powered energy weapons. The cyborg invasion force is run by a network of artificial intelligences, and originates from beyond known space. Only a small percentage of cyborgs are of humanoid form, and many are horrifyingly alien to behold.

Cyborg Trooper

Armour Class: 5 [14]

Hit Dice: 4+3

Attacks: Weapon (1d12) or fist (1d6)

Saving Throw: 13

Move: 9

Special: Internal life support and power source

Challenge Level/XP: 4/120

Intelligence: Average

Morale: High

Cyborg troopers are humans whose bodies have been greatly modified through cybernetic technology. Many were terminally ill patients or accident victims who volunteered for experimental treatment. Some are mentally unstable, from either insufficient rehabilitation or being deployed to hunt down vampires, unregistered hybrids, and renegade psychics. Others operate as mercenaries and avengers in the cyborg invasion zone, fighting machines with machines.

Darak

Armour Class: 5 [14]

Hit Dice: 2+1 female, 3+3 male

Attacks: 2 weapons (1d10) or unarmed (1d6)

Saving Throw: 16 or 14

Move: 9

Special: Two-weapons fighting

Challenge Level/XP: 2/30 or 3/60

Intelligence: Average

Morale: High

Large, grim, and bloodthirsty, Daraek (plural, Darae feminine) are a race of gladiators and bodyguards, genetically engineered from humans in ancient times. Their women are as skilled with sword and dagger as their men are with firearms. A warlord who employs a Darak will host frequent tournaments to show off their champion's prowess. They prize weapons and armour over other forms of pay.

Death Walker

Armour Class: 3 [16]

Hit Dice: 18

Attacks: Weapon or fist (4d10)

Saving Throw: 3

Move: 15/6 (flying on jump jets)

Special: Immune to weapons

Challenge Level/XP: 19/3,800

Intelligence: Average

Morale: High

This cyborg resembles a giant armoured robot. It is immune to all normal melee and missile weapons, and takes minimum damage from firearms. Psychic and special attacks that cause it to overheat will slow it to half movement rate and one attack every second round. Very few other attack forms will have an effect; unless met in combat by other vehicle-mounted weapons, the Death Walker is virtually unstoppable. Some models are fitted with auto-cannons or energy weapons instead of hands, shoulder-mounted rocket launchers, or both; a critical hit from an energetic or explosive attack may cause an internal ammunition explosion. Larger models of 20 to 30 HD will have correspondingly greater firepower, while smaller and lighter models (10 to 15 HD) will have a higher movement rate (21 or 18; if equipped with lighter armour, as high as 30 or 24) and lesser damage capability (2d8 or 3d8).

The GM may also use these statistics to represent piloted “fighting machines”; the pilot’s to hit and saving throw scores will be used, and any critical hit will affect the pilot also.

If fought at ship scale, a Death Walker is AC 3 [16], SHD 2, Damage 1d4.

Dinosaur, Elasmosaurus

Armour Class: 7 [12]

Hit Dice: 15

Attacks: 1 bite (4d6)

Saving Throw: 3

Move: 3 (Swim 18)

Special: Aquatic

Challenge Level/XP: 15/2,900

Intelligence: Animal

Morale: Average

The elasmosaurus is a fish-like 50’ long carnivore, with a long serpentine neck, and a thick, saurian body with fins. This is a good sea monster for use in colonies where the dark horrors of the far-forgotten past might still survive.

Doppelganger

Armour Class: 5 [14]

Hit Dice: 4

Attacks: Unarmed combat (1d12)

Saving Throw: 13 (5 versus psychic attack)

Move: 9

Special: Mimics shape, immune to mental influence

Challenge Level/XP: 5/240

Intelligence: Average

Morale: Average

This humanoid can psychically change its form to resemble the physical appearance of any person it has come into contact with. Doppelgangers are immune to mental influence, and have a very good saving throw (5) against psychic power of all kinds. They are probably the product of genetic experimentation for military or espionage purposes.

Draug (Wolf-Bear Folk)

Armour Class: 7 [12] or 6 [13] with shield

Hit Dice: 3+3

Attacks: 1 weapon (1d8+2)

Saving Throw: 14

Move: 12

Special: +2 to hit

Challenge Level/XP: 3/60

Intelligence: Average

Morale: High

The Draug are a race of 8-foot tall, bear-like humanoids with wolf-like heads and tails. They are brave warriors and strong drinkers, and their shield-lined longhouses resound to boasting and merriment. The “wolf-bear folk” fight with spear, axe, dagger, or broad sword, and

gain +2 to hit and damage due to their great strength. Any treasure will be in the form of hacksilver jewellery, weapons and shields of fine craftsmanship and exquisite decoration, and kegs of mead. Suggestions they were created by the same mad scientist responsible for the Owl Bear will be met with howls of laughter, and an overflowing tankard of mead.

Dryad (Green Girl)

Armour Class: 9 [10]

Hit Dice: 2

Attacks: Unarmed (1d4)

Saving Throw: 16

Move: 12

Special: Charm person (-2 save)

Challenge Level/XP: 3/60

Intelligence: High

Morale: Low

Dryads are human-plant hybrids appearing as charming and beautiful women. They can exert (as an innate psychic power) a strong fascination over a person (-2 to saving throw). Those who are charmed seldom return, or might be kept in a state of hibernation for many years within special trees that mimic the effects of cryogenic sleep. Although Dryads prefer to have little contact with the outside world, and rarely venture far from their home groves, some have been transplanted to space stations.

Dwarf

Armour Class: 4 [15]

Hit Dice: 1

Attacks: Mining tools (1d6)

Saving Throw: 17

Move: 9

Special: Mining and engineering knowledge, high gravity adapted

Challenge Level/XP: 1/15

Intelligence: Average

Morale: High

Dwarves are a variant human race, adapted for working in high-gravity environments. Statistics above are for a typical miner or engineer, equipped with tools and environmental suit. A dwarf leader would have a full 8 hit points, reflecting skill and general toughness. Stronger dwarves (mine bosses, for example) might have 2 or 3 hit dice and/or better attacks and saving throw. Given their livelihood, NPC dwarves may be considered technicians.

Ether Bug

Armour Class: 4 [15]

Hit Dice: 1+1

Attacks: Bite (2d4)

Saving Throw: 18

Move: 12

Special: None

Challenge Level/XP: 1/15

Intelligence: Animal

Morale: Average

The ether bug is a parasite dwelling in hyperspace. An infestation of these large glowing insect-like entities will reduce the efficiency of jump point generators and distort the signal of a hyperspace beacon or sub-ether relay. When in hyperspace, either psychically travelling or in a spaceship, a character that uses psychic powers has a chance of accidentally attracting a hungry swarm of ether bugs. As they have no real physical existence, any ether bug brought into normal space will implode and die.

Faun (Goat People)

Armour Class: 8 [11]

Hit Dice: 1

Attacks: Club, staff, spear, or horns (1d6)

Saving Throw: 17

Move: 9

Special: None

Challenge Level/XP: 1/15

Intelligence: Average

Morale: Low to Average

The Goat People – or Fauns – are a short, goat-human hybrid race found on a number of primitive and quasi-medieval worlds, particularly in the temperate forests. They are believed to have been scattered by portal migrations, many thousands of years ago. The few that have been brought into space-faring society experienced less difficulty in adapting than is usual for most pre-contact races.

Feliri (Cat People)

Armour Class: 7 [12]

Hit Dice: 1+1

Attacks: Weapon (1d6)

Saving Throw: 17

Move: 12

Special: Keen senses, half falling damage

Challenge Level/XP: 2/30

Intelligence: Average

Morale: Average (but High pride)

Cat people are the result of genetic experimentation, splicing feline characteristics onto the human form. Feliri, as they name themselves, appear to be humans with feline features – complete with tails, flexible spine (halves falling damage) and light fur that thickens into a strip along the spine. Feliri possess keen senses, and many feel more at home on Toran space freighters than in human cities.

Gene Spider

Armour Class: 8 [11]

Hit Dice: 1+1

Attacks: Bite (1 hp) + mutagenic transfer

Saving Throw: 17

Move: 9

Special: Mutagenic (+2 save, die on natural roll of 1)

Challenge Level/XP: 3/60

Intelligence: Animal

Morale: Low

Gene Spiders are believed to be a natural, dog-sized parasite from the Fgelnar ecosystem. They are named for their resemblance to spiders, and transfer enzymes and biological samples via their bite. This can cause spontaneous mutation, with unpredictable results.

Genie (Handmaiden)

Armour Class: 9 [10]

Hit Dice: 1d6 hit points

Attacks: None

Saving Throw: 18

Move: 12

Special: Resistant to poison and disease

Challenge Level/XP: 1/15

Intelligence: Low to Average

Morale: Low

Genies are genetically engineered servants, mass-produced in cloning factories, conditioned for subservience to “natural born” humans, sterile, mentally and emotionally stunted, and trained to fulfil menial duties. Specially tailored models may be available upon request. A small number in each batch occasionally develop a genetic anomaly, causing them to question their status; these rogue genies are euthanized upon detection. Due to physical and mental wear, it is recommended that genies be returned to the factory every few years for reconditioning or replacement.

One popular model is the handmaiden, also known as the office pet or house-genie. These domestic genies appear as attractive young women for most of their short life. A handmaiden’s optimised health gives her a bonus of +4 to saving throws against poison, disease, and genetic alteration, and means she only needs a few hours of sleep per standard day. It also means that vampires can feed upon them more frequently than other prey, with little risk of accidentally creating new vampires.

In some advanced colonies everyone owns at least one genie, often a handmaiden.

Ghoul

Armour Class: 6 [13]

Hit Dice: 2

Attacks: 2 claws (1d3), 1 bite (1d4)

Saving Throw: 16

Move: 9

Special: Immune to mental attack, paralysis

Challenge Level/XP: 3/60

Intelligence: Low

Morale: Average

Ghouls are pack-hunting mutants that hunger for flesh – living, freshly slain, or a week old corpse, it doesn’t

matter. So long as there is meat to feast upon. Overwhelmed by hunger, they are immune to direct mental attacks. The most dangerous feature of these horrid, cunning creatures is their paralysing touch: any hit from a ghoul requires a saving throw to avoid succumbing to an enzyme that paralyzes a human victim for 3d6 turns. This enzyme also has something to do with the mutation of ghouls from victims who are dragged away to be fed upon later; the exact process is a mystery, and has rarely been studied under laboratory conditions. Survivors of a ghoul attack are not in danger of mutation.

Giant Scorpion

Armour Class: 2 [17]

Hit Dice: 4

Attacks: 2 Claws (1d10 each), 1 Sting (1d4)

Saving Throw: 13

Move: 15

Special: Poison

Challenge Level/XP: 5/240

Intelligence: Animal

Morale: High

These aggressive giant mutant scorpions are about 6' long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim must make a saving throw or die from poison. Giant scorpions can be found in rock shelters, ruins, and hot environments.

Grunth

Armour Class: 7 [12]

Hit Dice: 1d6 hit points

Attacks: Weapon (1d6)

Saving Throw: 18

Move: 9

Special: spaceport efficiency halved without them

Challenge Level/XP: B/10

Intelligence: Average

Morale: Average

Grunth are short, squat, hairy hybrid humanoids, created by now-extinct aliens as spaceport labourers. Their faces are dominated by a wide slit-like mouth. Although grunth can understand most languages heard at spaceports, and are constantly warbling and grunting to each other, they communicate to outsiders through gestures and glyphs (e.g., pointing to or sketching in the air an interplanetary symbol for "restricted area/staff only"). A large number of spaceports would grind to a halt without them.

Harpy

Armour Class: 7 [12]

Hit Dice: 3

Attacks: 2 talons (1d3) and weapon (1d6)

Saving Throw: 14

Move: 6/18 (when flying)

Special: Flies, siren-song

Challenge Level/XP: 4/120

Intelligence: Low

Morale: Average

The result of genetic experimentation, harpies have escaped into the wild. This hybrid has the upper body of a human female and the lower body and wings of an avian. Their song is a psychic charm that draws its victims to the harpy (saving throw applies). The harpy's touch incites a change in the neurochemistry of humanoid victims (again, saving throw applies), creating an addictive subservience towards the harpy. The lair of a harpy may be scattered with relics of their former captivity, as well as the bones of former servants.

Herd Animal

Armour Class: 7 [12]

Hit Dice: 1 to 4

Attacks: 1 butt (1d4, 1d6, or 1d8)

Saving Throw: Varies

Move: 24

Special: None

Challenge Level/XP: 1/15 to 4/120

Intelligence: Animal

Morale: Low

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 damage); caribou, cattle, and oxen (3 HD, 1d6 damage); buffalo, elk, and moose (4 HD, 1d8 damage). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young. These statistics can also be used for analogous alien creatures.

Hermes

Armour Class: 9 [10]

Hit Dice: 2

Attacks: Weapon (1d6)

Saving Throw: 16

Move: 12

Special: Charm, disguise

Challenge Level/XP: 3/60

Intelligence: Average

Morale: Average

This is a variant human race of hermaphrodites, usually androgynous (although the more feminine are drawn to space-faring), engineered as a social experiment and used in an espionage capacity. Those who turn their back on their origins tend to excel in diplomatic,

spiritual, and artistic disciplines. Masters of persuasion and disguise, the Hermes are treated as agents of second and higher levels.

Hlir

Armour Class: 7 [12]

Hit Dice: 1+1

Attacks: Sword (1d6 + poison)

Saving Throw: 17

Move: 15

Special: Poison, immune to vampirism

Challenge Level/XP: 3/60

Intelligence: High

Morale: Average to High

Hliri (plural) are the proud remnants of an elder humanoid race, immune to vampirism, now scattered across the galaxy like leaves after a high wind. They are tall, pale, slender, long-lived, and dark-clad, with pointed ears and soft voices. Hlir often trade in slaves, poisons, intoxicants, and forbidden exotics.

Horned Hunter

Armour Class: 5 [14]

Hit Dice: 6+4

Attacks: 2 claws (1d8), bite (2d6)

Saving Throw: 11

Move: 15

Special: Tracking

Challenge Level/XP: 7/600

Intelligence: Animal (predatory cunning)

Morale: Extreme

The Horned Hunter is a vicious predator that seems to kill for the sheer pleasure of killing. It resembles an over-muscled carnivorous dinosaur, the size of a horse and with one of the highest developed scent-tracking capabilities (the so-called horns are elaborate nasal-neural organs) in the galaxy. Once on a trail, it will not stop until the chase meets a gory end. According to legend, it was engineered as a challenge for the Hunter's Guild.

Horse

These statistics can also be used for alien mounts and beasts of burden, e.g. pseudo-dinosaurs.

Draft Horse

Armour Class: 7 [12]

Hit Dice: 3

Attacks: None

Saving Throw: 14

Move: 9

Special: None

Challenge Level/XP: 3/60

Intelligence: Animal

Morale: Low

This horse breed is the largest of all, and is bred to be a big, strong labourer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a

maximum of 900 lbs and have movement rate halved. They do not engage in combat, but run away if attacked or threatened.

Riding Horse

Armour Class: 7 [12]

Hit Dice: 2

Attacks: 2 hooves (1d4 each)

Saving Throw: 16

Move: 24

Special: None

Challenge Level/XP: 2/30

Intelligence: Animal

Morale: Average

Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse

Armour Class: 7 [12]

Hit Dice: 3

Attacks: 2 hooves (1d6 each)

Saving Throw: 14

Move: 12

Special: None

Challenge Level/XP: 3/60

Intelligence: Animal

Morale: High

These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Human

Humans are such a versatile race, even without genetic manipulation, that any number of "creatures" and NPCs can be made from them. Clone soldiers, portal nomads, cavemen, priestesses, vampire minions, mad scientists, captains of the guard, merchants, barmaids, shuttle pilots, and mechanics are all different human "creatures". Non-player characters don't have to be built according to the same rules as player-characters. Simply make up their statistics and abilities as you see fit.

Human, Bandit

Armour Class: 7 [12]

Hit Dice: 1

Attacks: Weapon (1d8)

Saving Throw: 17

Move: 12**Special:** None**Challenge Level/XP:** 1/15**Intelligence:** Average**Morale:** Average

Bandits are roving groups of thieves, sometimes organised into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Blood Slave**Armour Class:** 9 [10] or 7 [12]**Hit Dice:** 1**Attacks:** Frenzied assault (1d6)**Saving Throw:** 17**Move:** 12**Special:** Berserk frenzy**Challenge Level/XP:** 2/30**Intelligence:** Average**Morale:** High to Extreme

Blood slaves are normal humans who are fanatically loyal to the vampires that feed upon them. A bonus of +2 is added to their attack rolls, saving throws versus mental attacks, and armour class when defending their masters or their cause.

Human, Caveman**Armour Class:** 8 [11]**Hit Dice:** 2**Attacks:** Club, spear, or sling (1d6+1)**Saving Throw:** 16**Move:** 12**Special:** +1 Damage from Strength**Challenge Level/XP:** 2/30**Intelligence:** Average**Morale:** Average

Cavemen are primitive humans, large-boned and powerfully muscled, who live in small tribes and family groups. They live far from civilisation, especially on planets where colonisation has failed for various reasons. They are armed with simple weapons and tools of stone and wood, and wear the skins and furs of the animals they hunt for sustenance.

Human, Eugenic Minion**Armour Class:** 9 [10]**Hit Dice:** 1+1**Attacks:** Unarmed (1d3)**Saving Throw:** 17**Move:** 12**Special:** None**Challenge Level/XP:** 1/15**Intelligence:** Average to High**Morale:** See below

Some colonies without access to cloning factories engage in selective breeding programs, resulting in eugenic minions. These workers and specialists are bred and trained for specific tasks (from garbage

collection to power grid maintenance, and medical research to sexual slavery), and conditioned to accept their servile status. Their morale is high when dealing with situations within their sphere of knowledge, and low in all other situations.

Human, Guard**Armour Class:** 7 [12] to 5 [14]**Hit Dice:** 1 to 2**Attacks:** Weapon (1d8)**Saving Throw:** 17 or 16**Move:** 9**Special:** Small unit tactics**Challenge Level/XP:** 1/15 or 2/30**Intelligence:** Average**Morale:** Average to High

Guards serve as mercenaries, soldiers, and town watchmen or police. They are typically equipped with light armour, and a weapon such as a mace, sword, or spear; a shield may also be carried. In modern and advanced societies, small firearms and radios may also be employed. A sergeant in command of a guard unit will tend to have higher hit dice and better arms and armour, as may an elite unit of troops.

Human, Gypsy**Armour Class:** 8 [11]**Hit Dice:** 1**Attacks:** Dagger (1d4)**Saving Throw:** 17**Move:** 12**Special:** Agents of vampires**Challenge Level/XP:** 1/15**Intelligence:** Average**Morale:** Average

Gypsies are normal humans who serve as the eyes and ears of vampires, usually willingly and in exchange for protection. They travel in family groups, making camp in their beast-drawn wagons on the fringes of civilisation. Some possess fortune-telling or other psychic abilities, while others are alert, stealthy trackers in the wilderness.

Human, Portal Nomad**Armour Class:** 7 [12]**Hit Dice:** 1**Attacks:** 1 sword or bow (1d6)**Saving Throw:** 17**Move:** 12**Special:** Portal aptitude**Challenge Level/XP:** 1/15**Intelligence:** Average**Morale:** Average to High

Portal nomads are tribesmen who wander the wilderness beyond colony frontiers. Due to some genetic quirk they possess exceptional aptitude with portals, allowing them to control portals without any

psychic power or interface device. They travel in small hunting bands.

Human, Villager

Armour Class: 9 [10]

Hit Dice: 1d6 hit points

Attacks: Unarmed (1) or makeshift weapons (1d4)

Saving Throw: 18

Move: 12

Special: None

Challenge Level/XP: B/10

Intelligence: Average

Morale: Low

Villagers account for the majority of any standard human population, from feudal serfs to suburban civilians. These statistics can be used for most ordinary people in the game.

Immortal

Armour Class: 4 [15]

Hit Dice: 6+3

Attacks: Sword (1d8+3) or other weapon

Saving Throw: 11

Move: 12

Special: Regenerates, +3 to hit with sword

Challenge Level/XP: 8/800

Intelligence: Average to High

Morale: High to Extreme

The immortals are ageless regenerative mutants. They are the result of experimentation with the vampire healing factor. Any damage inflicted on them is regenerated at the rate of 3 hit points per round, even after being reduced to zero hit points or less. The only way to utterly kill an immortal is through decapitation, massive damage to the heart, sudden disintegration, immersion in a continuous source of damage that eventually overwhelms the regenerative capacity (fire or acid, for example), or similar means. Immortals can regrow limbs and organs, and might even survive the cold vacuum of space. Due to their great skill and strength, immortals gain +3 to hit and damage with swords.

Insect Swarm

Armour Class: 7 [12]

Hit Dice: 2 to 4

Attacks: 1 engulf (2 points of damage)

Saving Throw: Varies

Move: 3/6 (flying)

Special: No attack roll required

Challenge Level/XP: 3/60, 4/120, or 5/240

Intelligence: None

Morale: High to Extreme

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may

become engulfed in an insect swarm; a swarm is generally treated as a 10'x30' cloud of insects. A swarm does not need to roll to hit, and inflicts 2 points of damage to any character engulfed. Double damage is dealt to characters wearing no armour. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage for 1 round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, deals 1d4 points of damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and any power or device that induces sleep or paralysis will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Instead of inflicting damage, swarms composed of alien insects might have other effects – spinning a cocoon, causing paralysis or confusion, interfering with electrical equipment, etc.

Lamia

Armour Class: 3 [16]

Hit Dice: 9

Attacks: 1 Weapon (1d6) or touch (wisdom drain)

Saving Throw: 6

Move: 24

Special: Psychic powers, wisdom drain

Challenge Level/XP: 13/2,300

Intelligence: High

Morale: Average

These highly dangerous creatures resemble women from the torso up, but have a long serpentine lower body. They are often found in ruined laboratories, waiting for unsuspecting adventurers. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its psychic abilities to lure humanoids into perilous situations. Lamias have the following psychic powers, each usable once per day: enslave, fascinate, hypnotic suggestion, and illusory disguise. Finally, lamias may permanently drain 1 point of Wisdom merely by touching an opponent, and when a victim reaches 3 Wisdom they become completely obedient to the lamia. Lamias feast on the blood and flesh of humanoids. They speak the local standard and trade languages.

Lion**Armour Class:** 6 [13]**Hit Dice:** 5+2**Attacks:** 2 claws (1d4), 1 bite (1d8)**Saving Throw:** 12**Move:** 12**Special:** None**Challenge Level/XP:** 5/240**Intelligence:** Animal**Morale:** High

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller and having an AC of 7 [12], is an indisputably skilful hunter – far faster and agile than the male lion (move 15). Lionesses often coordinate with others in their pride to bring down prey.

Lizard Man**Armour Class:** 5 [14]**Hit Dice:** 2+1**Attacks:** 1 weapon (1d8)**Saving Throw:** 16**Move:** 6/12 (swimming or in free fall)**Special:** Underwater**Challenge Level/XP:** 2/30**Intelligence:** Low to Average**Morale:** Extreme

Lizard men are tall reptilian hybrids, resembling humans with the head, tail, and greenish-yellow scales of a lizard. They are tribal savages, capable of holding their breath for an hour underwater, and space pirates. Their ships are humid, foul-smelling, crewed by slaves, and in poor repair.

Maern (Water Folk)**Armour Class:** 7 [12]**Hit Dice:** 1+3**Attacks:** Weapon (1d6)**Saving Throw:** 17**Move:** 12**Special:** Amphibious**Challenge Level/XP:** 1/15**Intelligence:** Average**Morale:** Average

The water folk (or Maern, as they call themselves) are a variant human race, hairless and streamlined, with silvery-blue colouration. They are amphibious, able to swim at normal movement rate and breathe underwater, have a heightened tolerance to pressure (triple normal diving depth), and suffer no penalties when engaged in combat underwater. Arctic subspecies have short grey fur all over.

Malformian (Mutant Hybrid)**Armour Class:** 7 [12]**Hit Dice:** 1+2**Attacks:** 1 weapon (1d6)**Saving Throw:** 17**Move:** 9**Special:** None**Challenge Level/XP:** 1/15**Intelligence:** Average**Morale:** Average

Malformians are the result of genetic engineering experiments. These mutant hybrids are ugly human-like creatures, often of misshapen proportions, crossbred by insane scientists from humans, animals, and even beings kidnapped from other worlds. No two malformians look alike; one might be covered in warts and tufts of fur, a second might have useless atrophied wings growing from its back, a third might have eyes and hands of mismatched sizes, and so on. Their various deformities tend to hinder their movement. Any weapons and possessions will be makeshift in nature, such as clubs, staves, crudely stitched cloaks, etc. Gangs of malformians make hideouts in wilderness ruins or subterranean lairs; they do not interact with civilization except as occasional predators and raiders.

Medusa**Armour Class:** 5 [14]**Hit Dice:** 4**Attacks:** Bite (1d4)**Saving Throw:** 11**Move:** 9**Special:** Poison, paralysis**Challenge Level/XP:** 6/400 (8/800 with psychic powers)**Intelligence:** Average to High**Morale:** Average

The medusa is a psychic hybrid with the upper body, arms, and face of a female human, and the lower body, legs, and tail of a reptile. A subconsciously generated psychic illusion masks their appearance, making the tangled mass of snake-like writhing tendrils (poisonous bite attack) appear as long flowing hair. The gaze of a medusa paralyzes anyone meeting it for several hours (2d4) – long enough for the creature to eat its prey alive. In place of its normal attack, a medusa may use any weapons or devices it has collected. Exceptional individuals have been observed with the powers of a level 4 psychic.

Mothdog**Armour Class:** 8 [11]**Hit Dice:** 2+2**Attacks:** 1 bite (1d6)**Saving Throw:** 16**Move:** 18**Special:** Moth-scream**Challenge Level/XP:** 2/30**Intelligence:** Animal**Morale:** Average

Feathery and brightly fluttering, the mothdog is, as its name suggests, a genetically engineered hybrid of moth and dog. The head has compound eyes and feelers; otherwise the creature looks like a greenish-feathered dog. Mothdogs can be tamed, due to their canine intelligence. However, these creatures are insects that lay eggs and undergo a larval stage. A mothdog can emit a piercing high-pitched sound, primarily as a warning signal; if maintained for more than one round, it may cause disorientation and temporary deafness to all within a radius of 5' per mothdog in the group. Some forest folk, particularly nocturnal humanoids, use mothdogs as guard dogs. The combination of canine scent and bat-like echolocation makes the mothdog a superb tracker; some wilderness villages have been known to employ them as tracking beasts.

Mule

Armour Class: 7 [12]

Hit Dice: 2

Attacks: 1 Kick (1d4) or Bite (1d3)

Saving Throw: 16

Move: 12

Special: None

Challenge Level/XP: 2/30

Intelligence: Animal

Morale: High

Mules are a hybrid of a donkey and a horse, sterile unless genetically engineered. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs at half movement rate. A mule may be taken into large ruins to aid in transporting equipment or treasure, so long as conditions allow.

Neelak

Armour Class: 7 [12]

Hit Dice: 3+1

Attacks: Tentacle (1d6 plus mental drain)

Saving Throw: 14

Move: 3

Special: Mental drain

Challenge Level/XP: 5/240

Intelligence: Animal to Low

Morale: Average

The neelak is a land-dwelling squid-like psychic parasite. It feeds upon mental energy, permanently draining one psychic power or 1d3 Intelligence points at the touch of its tentacles. If it hits by four or more points, it has latched on and can automatically drain each round thereafter. A well-fed neelak has absorbed enough intelligence to mimic human speech telepathically, communicating its basic needs in sentence fragments.

Nixie

Armour Class: 7 [12]

Hit Dice: 1d4 hit points

Attacks: Weapon (1d6)

Saving Throw: 18

Move: 6/12 (swimming)

Special: Charm

Challenge Level/XP: B/10

Intelligence: High

Morale: Low

Nixies are aquatic hybrid humanoids, small and physically weak. They are ordinarily playful and friendly, but are also capricious. Nixies are psychically gifted, able to charm a person once per day, and a group of ten working in harmony impose a penalty of -2 to the saving throw. Their victim enters the water, and joins the nixies as their slave (1 year). Any technology the nixies possess is likely to consist of devices to help their slaves survive in their underwater lairs.

Ochre Glow

Armour Class: 8 [11]

Hit Dice: 6

Attacks: Energy strike (3d4)

Saving Throw: 11

Move: 3

Special: Electromagnetic power drain

Challenge Level/XP: 6/400

Intelligence: None

Morale: Extreme

These energy parasites resemble levitating jellyfish that glow from within. They drain electromagnetic energy from any living creature or power source they attach themselves to. Anyone killed by an ochre glow will be mindless if restored to life, due to the energy drain scrambling the nervous system.

Owlbear (Owl Bear)

Armour Class: 5 [14]

Hit Dice: 5+1

Attacks: 2 claws (1d6), 1 bite (2d6)

Saving Throw: 12

Move: 12

Special: Hug for additional 2d8 if to-hit roll is 18+

Challenge Level/XP: 5/240

Intelligence: Animal

Morale: High

Owlbears are the product of genetic experimentation. They have the body of a bear, the head of an owl, and a stripe of feathers down the spine (some may have a feathered tail). On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs for an additional 2d8 points of damage. The exact mix of ursine and avian characteristics varies from one experimental batch to another; some build nests and lay eggs, some hibernate in caves, and some can be trained like guard dogs.

Pegasus**Armour Class:** 6 [13]**Hit Dice:** 2+2**Attacks:** 2 hooves (1d8)**Saving Throw:** 16**Move:** 24/48 (when flying)**Special:** Psychic flight**Challenge Level/XP:** 3/60**Intelligence:** Low**Morale:** Average

The pegasus is a semi-intelligent winged horse, created through genetic engineering. Its flight is assisted psychically. Some are used as aerial mounts, while others have escaped into the wild.

Purple Worm**Armour Class:** 6 [13]**Hit Dice:** 15**Attacks:** Bite (2d12), sting (1d8)**Saving Throw:** 3**Move:** 9**Special:** Poison sting, swallows whole**Challenge Level/XP:** 17/3,500**Intelligence:** Animal**Morale:** High

Purple worms are massive annelids that grow 40 to 100 feet in length, and sometimes reach 10 feet in width. They are subterranean, chewing tunnels in rock. These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and as deadly from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms hunt with such natural weapons must be terrifying indeed.

Rat-Kin (Ransil)**Armour Class:** 8 [11]**Hit Dice:** 1d6 hit points**Attacks:** Weapon (1d6)**Saving Throw:** 18**Move:** 9/9 (swimming)**Special:** Excellent swimmers**Challenge Level/XP:** B/10**Intelligence:** Average**Morale:** Average

Rat-kin, or Ransil as this short hybrid race name themselves, resemble bipedal rats with some humanoid features. They are curious, inquisitive, and nautical-minded.

Relzei**Armour Class:** 8 [11]**Hit Dice:** 2**Attacks:** Blaster (3d6)**Saving Throw:** 16/12 versus psychic powers**Move:** 12 (15 in low and micro-gravity)**Special:** Foul decomposition, alien agents**Challenge Level/XP:** 3/60**Intelligence:** Average**Morale:** Average to High

Relzei are a hybrid race that can only loosely be termed humanoid, having elements of slug, frog, starfish, and unidentified aliens in the genetic code. They wear long, voluminous hooded robes, and do not allow outsiders to see their bodies. Upon death the body of a Relzei decomposes rapidly, and the foul stench deters anyone approaching within 10'. They are suspected of being spies and intermediaries for an alien race, as any technology they possess is keyed to an unknown genetic marker – and their minds are as slippery to grasp psychically as their rubbery, seemingly boneless bodies.

Robot Defender**Armour Class:** 6 [13]**Hit Dice:** 3+2**Attacks:** 2 lasers (2d8)**Saving Throw:** 14**Move:** 9 or 15 (flying, in scanning or pursuit mode)**Special:** Flying**Challenge Level/XP:** 4/120**Intelligence:** Low**Morale:** High

The Robot Defender is an automated security system. It is a hovering drone, equipped with lasers and an identity scanner. Any creature not matching the security list (1 round to scan) is killed on sight. A target can sometimes evade pursuit by exiting a designated patrol zone or hiding while the robot hovers about scanning for targets. If deployed on a long-term basis, a robot defender will conserve energy by remaining stationary. If a copy of the security list is obtained, the scanner can be fooled.

Robot Servant**Armour Class:** 7 [12]**Hit Dice:** 2**Attacks:** Unarmed (1d3)**Saving Throw:** 16**Move:** 12**Special:** Immunities**Challenge Level/XP:** 3/60**Intelligence:** Average**Morale:** Low

The robot servant is a mechanical humanoid designed to serve and obey humans. In accordance with the robotic code (lawful alignment), it is programmed not to attack humans and will only attack to defend itself. As with all robots, it is immune to attacks against biology (poison, disease) or living minds. Given light duties and a proper maintenance schedule, a robot servant could work for centuries.

Robot Warrior**Armour Class:** 3 [16]**Hit Dice:** 4+4**Attacks:** Axe (1d8+4)**Saving Throw:** 13**Move:** 12**Special:** Immune to mental and biological attacks**Challenge Level/XP:** 6/400**Intelligence:** Low**Morale:** Extreme

Robot warriors resemble full suits of armour, armed with large axes. They were created to fight vampiric tyrants. Their programming is focused on melee combat, and includes some knowledge of portal technology. Robot warriors speak in booming mechanical tones.

Silver Bones**Armour Class:** 0 [19]**Hit Dice:** 12**Attacks:** Hand (1d10)**Saving Throw:** 3**Move:** 12**Special:** Psychic powers, regeneration, immune to biological attacks**Challenge Level/XP:** 15/2,900**Intelligence:** High to Extreme**Morale:** High to Extreme

This rare cyborg is a powerful psychic whose flesh and blood has been replaced by a living metal of alien origin. The Silver Bones has the same psychic powers it had in life (level 10 or higher), and regenerates at the rate of 1 hit point per turn. It is immune to biological attacks or effects (including any attempt to change its form), and has probably been driven insane by an inability to sleep or enjoy life's pleasures.

Skerel**Armour Class:** 8 [11]**Hit Dice:** 1+3**Attacks:** 2 claws (1d4), 1 bite (1d3)**Saving Throw:** 17**Move:** 18**Special:** None**Challenge Level/XP:** 1/15**Intelligence:** Animal to Low**Morale:** Low to Average

This animal resembles a long serpentine horse the size of a large dog, grey-green in colour, with long thin orange feelers atop its head. It is proto-sapient, as the feelers are crudely capable of gripping and manipulating objects, and croons in a rudimentary language. In some colonies they are domesticated.

Spine Rat**Armour Class:** 6 [13]**Hit Dice:** 1d4 hit points**Attacks:** 1 bite (1d3) or spine (1d3 + poison)**Saving Throw:** 18**Move:** 12**Special:** Diseased spines**Challenge Level/XP:** A/5**Intelligence:** Animal**Morale:** Average

Spine rats are as long as a human's arm, red-eyed, and covered in spiny overlapping scales; they appear to be the product of some sort of crossbreeding between rats and lizards. A ridge of spines along the back runs from neck to tail. Due to the muck and slime of their habitat, the ridge-spines of a spine rat are likely to be tainted with soiled material. Anyone jabbed by a spine must make a saving throw or contract a disease that leaves them bed-ridden and fevered for 3d6 days. The bite of a spine rat is not especially dangerous, and only leads to the risk of infection if the wound is not cleaned. Rare varieties of spine rats are able to shake spines from their backs like tiny darts; and extremely rare large specimens may be able to walk in semi-bipedal fashion and craft crude tools and weapons.

Spire Monkey**Armour Class:** 7 [12]**Hit Dice:** 2**Attacks:** 3 claws (1d3)**Saving Throw:** 16**Move:** 15**Special:** None**Challenge Level/XP:** 2/30**Intelligence:** Animal**Morale:** Average

The Spire Monkey is a two-headed, six-armed monkey that lives on roofs (spires and minarets are preferred) and high in the treetops. In some tropical colonies they are tolerated in cities as messengers of the gods, and roam temples with impunity. Omnivorous and foul-tempered, they race from rooftop to rooftop and steal food (and occasionally loose coins or trinkets) from the streets below. Spire monkeys attack by clawing, as well as by throwing rocks or other small objects (such as roof tiles), and can divide their attacks between two opponents. They can climb as fast as they can run, and leap from tree to tree or building to building.

Spirit**Armour Class:** 0 [19] Incorporeal or as in life**Hit Dice:** Varies, 1 to 10**Attacks:** 1 touch (1d6)**Saving Throw:** Varies**Move:** 12**Special:** See below**Challenge Level/XP:** Varies**Intelligence:** Average to High**Morale:** High to Extreme

Spirits are disembodied minds, the remnant of a strong will or traumatic death, trapped between the physical

and astral planes of existence. They may be attacked psychically or by special devices, and are usually immune to physical attacks. Most are invisible and intangible, manifesting as a cold presence or ghostly blur. Encountering a spirit is terrifying, and a saving throw is required to avoid paralysis or flight from fear (1d6 turns); psychics gain a +2 bonus to the save. Some spirits are able to possess the living or cause unnatural aging, while others are able to drain ability points temporarily or experience levels permanently. Beings killed by a spirit typically cannot be restored to life by any means. As each spirit was once a living individual, the GM should tailor their appearance, personality, statistics, and any additional powers according to the adventure. On the astral plane, a spirit is AC 9 [10].

Stirge

Armour Class: 7 [12]

Hit Dice: 1+1

Attacks: “Sting” (1d3 + blood drain)

Saving Throw: 17

Move: 3/18 (when flying)

Special: Drain blood 1d4/round

Challenge Level/XP: 2/30

Intelligence: Animal

Morale: Average

These “flying syringes” resemble bat-winged insects the size of a cat or small dog, with a long proboscis which they jab into their prey to drain blood. Stirges attack at +3 to hit, and after attaching themselves will drain blood automatically at a rate of 1d4 per round. Anyone attacking a stirge latched onto its victim risks hitting the victim instead. The victim may make a Strength check, at a penalty of -1 per round of blood drain, to hold the stirge’s body away from them long enough for an ally to attack the stirge without risking hitting the victim. As the stirge feeds, its body becomes bloated with blood; upon detaching (whether from draining its victim or being ripped off) it will seek to crawl away.

Stitched (Graft Addicts)

Armour Class: 7 [12]

Hit Dice: 3+2

Attacks: 1 Fist (1d4) or weapon (1d8+2)

Saving Throw: 14

Move: 9

Special: +2 to hit and damage, immune to mental attacks

Challenge Level/XP: 4/120

Intelligence: Low to Average

Morale: High to Extreme

Maddened by constant pain, the stitched have become addicted to surgically altering their disfigured bodies. Barely healed scars crisscross their swollen forms, testament to the repeated implantation of genetic grafts and stolen organs. These graft addicts have been known to raid hospitals for medical supplies, and cause

accidents so they can steal fresh body parts. Due to their enhanced strength and fanatical drive, they gain a +2 bonus to hit and damage and are immune to mental attacks. Some bands of stitched are led by individuals who have gone one step further and incorporated numerous cybernetic implants into their bodies. These leaders have AC 6 [13], HD 4+3, and at least 25 hit points.

Thorn Crawler

Armour Class: 8 [11]

Hit Dice: 1 per 1 yard/metre length

Attacks: 1 per 1 yard/metre length (1d6)

Saving Throw: Varies

Move: 3

Special: Fast-growing, fouls life support

Challenge Level/XP: Varies

Intelligence: None

Morale: Average

The Thorn Crawler is an ambulatory weed that has wormed its way into many spaceport ecosystems. It resembles a long bristly caterpillar. Growing at an astonishing rate, reproducing via multiple budding, the Thorn Crawler can become a severe drain upon a space station's life support system. Although it has a root system, and does require water, it does not need to be planted in the earth.

Thorn Crawlers grow in clumps of up to 4 HD and 4 yards/metres length, as each hit die represents 1 yard/metre in length. In any given group, roughly half the total hit dice will be in as many 3 or 4 HD clumps as can be made, and the rest in 1 or 2 HD clumps. For example, in 10 total HD, there may be 1 clump each of 3 HD and 4 HD; the remaining 3 HD worth of Thorn Crawler may be three 1 HD clumps, or 1 each of 1 and 2 HD. Rare singular Thorn Crawlers of 5 to 8 HD have also been reported.

A Thorn Crawler gains one attack per 1 yard/metre of length. Each lash of its thorny tendrils causes 1d6 damage. As it has no central mass or vital organs, pointed and blunt weapons will cause half damage. Edged weapons cause full damage, however, and on any attack that hit by 4 or more points a Thorn Crawler may be lopped in half (causing it to split into two clumps of lower hit dice) if the damage roll is above average for the damage dice. Conversely, a large clump of Thorn Crawler may entangle a smaller target if two or more of its attacks hit by 4 or more points, allowing it one automatic attack per round thereafter. For each human-sized creature killed and eaten (it sucks out nutrients, like a spider) it will grow by 1 yard/metre and 1 HD in less than an hour.

Toran (Dog People)**Armour Class:** 6 [13]**Hit Dice:** 2**Attacks:** Weapon (1d10)**Saving Throw:** 16**Move:** 9**Special:** None**Challenge Level/XP:** 2/30**Intelligence:** Average**Morale:** Average

Dog people are, as their name suggests, tall canine humanoids. Space-faring merchants and explorers, their society is based around trading clans. Much of interstellar commerce in known space is dominated by the Torans (as they name themselves).

Unicorn**Armour Class:** 2 [17]**Hit Dice:** 4+5**Attacks:** 2 hoofs (1d8), 1 horn (1d8)**Saving Throw:** 13**Move:** 24**Special:** Double damage for impaling charge, 25% psychic resistance, teleport**Challenge Level/XP:** 5/240**Intelligence:** Low to Average**Morale:** Average to High

Unicorns are the product of genetic experimentation, and are generally unwilling to trust most humans; some may allow innocents and the kind-hearted to approach them. They can teleport once per day to a distance of 360', with a rider. The unicorn's horn has healing properties, of interest to medical research.

Vampire**Armour Class:** Varies**Hit Dice:** Varies**Attacks:** 1 (varies)**Saving Throw:** Varies**Move:** Varies (12 at 1-4 HD, 15 at 5-8 HD, 18 at 9-12 HD, 21 at 13+ HD)**Special:** Charm, energy drain, fear radius, regenerates, psychic powers**Challenge Level/XP:** Varies, from 1 to 6 levels higher than HD**Intelligence:** Varies (Low to Extreme)**Morale:** Average to Extreme (Higher by HD)

Vampires are the product of a paranormal virus that rewrites the human genetic code. They are predatory creatures, plague carriers, death incarnate, and force of will taken to a terrifying level.

The mind of a vampire is strong (many are psychics of level up to their hit dice), and only grows more powerful with age. The older the vampire, the greater their psychic powers and the harder it is to resist them. They are masters of persuasion, so charming they can tempt and compel even the strongest will. In game terms, this manifests as a penalty to saving throws against their psychic powers, the ability to charm anyone meeting their gaze, and an aura of fear they radiate. Normal animals instinctively shy away from vampires, and any character or creature failing their saving throw against the fear aura (one check per encounter) will flee for a number of turns equal to the amount the roll is failed by; a natural roll of 1 indicates paralytic helplessness. Some vampires are able to control those they enthrall through a mental link, by thought alone in line of sight or in trance over great distances. When engaging in a mental duel, vampires of 6 HD or higher are treated as if a psychic of level double their hit dice.

HD	Age Category	AC	Damage	Aura	Fear Radius	Regenerate
1	First Stage	9 [10]	1	+0	None	Normal
2		8 [11]	1d2	+0	0' (touch)	Double
3	Second Stage	7 [12]	1d3	-1	5'	1 per hour
4		6 [13]	1d4	-1	10'	2 per hour
5	Third Stage	5 [14]	1d4	-1	15'	1 per turn
6		4 [15]	1d6	-2	20'	2 per turn
7	Master	3 [16]	1d6	-2	25'	1 per round
8		2 [17]	1d8	-3	30'	2 per round
9	Lord/Lady	2 [17]	1d8	-3	35'	3 per round
10		1 [18]	1d10	-3	40'	3 per round
11		1 [18]	1d10	-4	45'	3 per round
12	Elder	0 [19]	1d12	-4	50'	3 per round
13		0 [19]	1d12	-5	60'	3 per round
14+	(Unknown)	0 [19]	(Unknown)	-5	(Unknown)	(Unknown)

When a vampire feeds, they drain blood and life energy. A Master Vampire drains one level of experience from their victim, a Lord or Lady Vampire two levels, and an Elder three levels. Some of this drained blood and life is believed to supply the energy for regenerating at an accelerated rate. Anyone who has been fed upon by a vampire will be weakened, as well as exposed to the vampire virus. While a vampire only needs to feed once a week, less as they learn more about their new nature, the hunger will torment them. Some will kill nightly, maddened by bloodlust; others will seduce their prey into offering lesser quantities of blood on a regular basis, often keeping a string of slaves.

Vampires of the first and second stages may be of any alignment, although good and lawful are less likely at the second stage. From the third stage of infection onwards, a vampire can only be evil.

For more information, see the Vampire Virus section under Game Master Information.

Viriim (Dream Skulker)

Armour Class: 7 [12]

Hit Dice: 1

Attacks: Dagger (1d4)

Saving Throw: 17

Move: 12

Special: Psychic resistance, night vision

Challenge Level/XP: 3/60

Intelligence: Average

Morale: Low

Viriim are a decadent humanoid race, worshipping strange gods and indulging in casual cruelties. They are slim, large-eyed, slit-mouthed, and purple-skinned, with waist-length hair and excellent night vision. In bright lighting (e.g. daylight) they are -1 to all dice rolls. Any treasure will be in the form of silken and bejewelled garments, heady wines, and religious idols. Viriim have developed a high psychic resistance (65%), from repeatedly drugging themselves into a dreamy languor; if the resistance roll is 13 or less, the attacking psychic must make a saving throw or hallucinate for 1d6 rounds.

Vrae (Life Beast)

Armour Class: 8 [11]

Hit Dice: 1d6 hit points

Attacks: Claw (1d3)

Saving Throw: 18

Move: 9

Special: Psychic powers

Challenge Level/XP: 1/15

Intelligence: Low

Morale: Average

The Vrae are psychic animals, probably the result of genetic engineering in ancient times. They possess the powers of Empathy, Sense Life, and Control Energy. While they seem to understand the language and motivation of most humans they come in contact with, they make no communication beyond that of the "funny pet" they are often taken for. Vrae are about the size of a medium dog and have a passing resemblance to otters, grey-furred and semi-bipedal, with sharp claw spurs.

Waelcirya (Winged Folk)

Armour Class: 8 [11]

Hit Dice: 2+1

Attacks: Weapon (1d8)

Saving Throw: 16

Move: 12/18 (flying)

Special: Flight

Challenge Level/XP: 3/60

Intelligence: Average

Morale: Average

The winged folk (or waelcirya, as they name themselves) are a variant human race, light-boned and thin, with large wings growing from their shoulders. Their flight is assisted by psychic levitation, and they have superior distance vision. They have difficulty wearing armour or space suits, and are susceptible to claustrophobia.

Werewolf

Armour Class: 5 [14]

Hit Dice: 4+4

Attacks: Bite (2d4)

Saving Throw: 13

Move: 12

Special: Lycanthropy

Challenge Level/XP: 5/240

Intelligence: Average

Morale: Average

Werewolves are the result of a paranormal virus, similar to vampirism, called lycanthropy. They are able to transform, painfully and usually under the psychological influence of the lunar cycle, between human and wolf form. Upon reverting to human form, half of all hit points lost are restored. Exception: silver acts as a poison, and so any damage from silver weapons is not restored. If any character is brought below 50% of their hit point total due to a werewolf attack, the lycanthropy virus is contracted. This will cause most humans to become werewolves; other character races will be killed.

Wild Boar

Armour Class: 7 [12]

Hit Dice: 3+3

Attacks: Gore (3d4)

Saving Throw: 14

Move: 15

Special: Continues attacking 2 rounds after death

Challenge Level/XP: 4/120

Intelligence: Animal

Morale: High

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for half-domesticated alien beasts, or whatever is appropriate for your campaign.

Wizen

Armour Class: 7 [12]

Hit Dice: 1d6 hit points

Attacks: Weapon (1d6)

Saving Throw: 18

Move: 9

Special: Psychic powers, psychic resistance

Challenge Level/XP: 3/60 or 4/120

Intelligence: High

Morale: Low to Average

Wizen are experimental psychic mutants, resembling prematurely aged children. They possess the powers of a third level psychic. One in ten is a prodigy with an enlarged brain and forehead, giving them the power of at least a fifth level psychic. These prodigies may be loners or leaders, and are treated as 1+1 Hit Dice with a full 9 hit points. All wizen possess Psychic Resistance of 25%.

Wolf

Armour Class: 7 [12]

Hit Dice: 2+2

Attacks: Bite (1d6)

Saving Throw: 16

Move: 18

Special: None

Challenge Level/XP: 2/30

Intelligence: Animal

Morale: Average

Wolves are carnivorous pack hunters known for their persistence and cunning, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds. In some colonies, wolves may be used by vampires as spies and minions; in others they have learnt how easy it is to hunt humans.

Yellow Mould

Armour Class: Always hit

Hit Dice: 2

Attacks: 1d6 damage if touched

Saving Throw: Always fails

Move: 0

Special: Poisonous spores

Challenge Level/XP: 3/60

Intelligence: None

Morale: Not applicable

Yellow mould is a fungus that neither moves nor attacks; it is typically found in damp, dark places. If poked or struck, it may (50% chance) release a cloud of

poisonous spores, roughly 10' in diameter. Failing the saving throw usually indicates horrible death, from suffocation and acid, in 6 rounds. These growths can be destroyed with fire. Touching yellow mould causes 1d6 points of acid damage.

Zombie (Wire-Head, Game-Slave)

Armour Class: 8 [11]

Hit Dice: 2

Attacks: Weapon or strike (1d8)

Saving Throw: 16

Move: 6

Special: Immune to mental attacks

Challenge Level/XP: 3/60 or 4/120 if contagious

Intelligence: None

Morale: High to Extreme

A zombie is someone who has been rendered mindless by means of a cybernetic implant in the brain. The body is still active, but the mind has degraded after being trapped within a simulated environment. The implant directs the body to fulfil its needs, without regard for others. Only the most basic functions (such as gross motor control) remain, rendering the zombie immune to mental attacks. On some planets the implant is used as part of the penal code, ensuring that a convict will remain a productive member of society. On others the implant is the interface for a completely immersive computer game. In the latter case, the implant includes a metallic headband that will detach upon death and attempt to connect to another "contestant" nearby (a saving throw is required to resist this contagion).

Creature Attack and Saving Throws

Hit Dice	To-hit Bonus	Saving Throw
<1 HD	+0	18
1 HD	+1	17
2 HD	+2	16
3 HD	+3	14
4 HD	+4	13
5 HD	+5	12
6 HD	+6	11
7 HD	+7	9
8 HD	+8	8
9 HD	+9	6
10 HD	+10	5
11 HD	+11	4
12 HD	+12	3
13 HD	+13	3
14 HD	+14	3
15+ HD	+15	3

Challenge Levels

To help you with determining Challenge Levels and experience point values for creatures, the table below may be helpful. "Challenge Level" determines the experience point value for a creature. To determine a creature's challenge level, take its hit dice and then add to that number if the creature has special abilities that make it harder to kill, or more dangerous to the characters.

Challenge Level	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/HD level

Increase the challenge level by +1 if the creature has: 4+ attacks per round (minimum d6 damage or saving throw each), AC 0 [19], automatic damage after hit, breath weapon (up to 25 points of damage), disease, flies, breathes water, greater than human intelligence, immune to a weapon type (including half damage), immune to energy or attack type (acid, fire, poison,

etc), immune to normal weapons, psychic resistance (up to 50%), massive attack for 20+ points of damage, paralysis, swallows whole, immobilises enemies, regenerates, immune to mental attacks (sleep, charm, hold), uses multiple powers level 1-2, miscellaneous other attack or effect

Increase the challenge level by +2 if the creature has: breathe weapon (26 or more points of damage), drains level (save), psychic resistance (51% or higher), poison, instant death, uses a psychic-like power equivalent to level 3 or above, uses multiple powers level 3 or above, immune to psychic powers

Increase the challenge level by +3 if the creature has: drains level (no save), uses powers level 5-6

All increases to the challenge level are cumulative.

Experienced Creatures (Optional)

One simple way of customising creatures is to allow them to increase in hit dice and powers, in a similar manner to characters gaining levels. If the GM wishes to keep track of experience points for creatures, use the XP column for whichever class the creature is most like (for many this will be the fighter class). The creature starts at 0 XP for its normal Hit Dice, and gains one HD when it has gained enough XP for a character to have advanced from the level equal to its HD to the next level. In addition to the hit point gain for an extra hit die, the creature gains the to-hit and saving throw scores of the new hit dice. Thus, a 3 HD creature starts at 0 XP advances to 4 HD when it has gained 8,000 XP. Creatures of less than 1 HD require 500 XP to go from 1d4 to 1d6 hp, and 1,000 XP to reach 1 HD.

This rule can be used to help flesh out henchman-like animals of greater than normal intelligence and personality, such as talking horses and robot dogs, travelling with a character group. It can also make for some interesting recurring foes.

SPECIAL TECHNOLOGY AND REWARDS

Technology is an important part of the game, whether pulled from the wreckage of a post-apocalyptic wasteland, developed in a secret base, won in a bet in a spaceport bar late at night, or used by warlords to solidify their hold over a terrified populace. Discovering and using technology, it follows, is important to characters. Other rewards also reflect their achievements – which may be recognised publicly, such as in the form of award ceremonies or media attention.

As a general guide, given that 1 SP = 1 XP, the monetary value of equipment, special items and other rewards found during an adventure ought to be roughly three to five times the experience point value of creatures encountered and defeated. This allows for a simple rule of thumb when placing rewards: cash or goods will be worth a number of experience points equal to their trade value or sale price. Technological devices or other rewards can be assigned a value based on their rarity, utility, and equivalence to other game effects.

The following values may be used as a guide:

Temporary item equivalent to a psychic power in effect: 100 XP per power level

Permanent item equivalent to a psychic power in effect: 1,000 XP per power level

Other temporary item: 500 XP, or 1,000 XP if very powerful

Other permanent item: 5,000 XP, or 10,000 XP if very powerful

Other rewards: equivalent to XP value by Challenge Level

The selection and placement of technological devices and other rewards requires some thought. A guard patrolling the perimeter is more likely to have some small cash upon his person than a reverse-engineered alien gadget. An armoury is more likely to be stocked with weapons and ammunition than medical supplies. A draft report on an unusual mineral deposit, found in the chief geologist's quarters, could be worth more than the ore samples themselves. Wild animals probably won't have much that could be considered treasure, although local hunters may have accumulated a hidden stash of supplies and other material over the years.

Note however that the placement of treasure and devices does not have to be balanced or fair. The secret laboratory of a mad scientist may be full of all kinds of gizmos, while the lairs of the monstrous experiments he has unleashed upon an unsuspecting world will not be. A band of mercenaries hunting the mad scientist's escaped pets will be collecting a bounty

for every creature they recapture. While the player-characters stand to gain more from the mercenaries and the mad scientist, they might only run into a few "hideous beasts" before the media descend on the area and make things difficult for everyone. An eyewitness interview or blurry photographs might be worth something if the players think of it.

Special items are divided into a number of categories. A selection of items is given, and you are encouraged to create more to suit your campaign. The inspirational sources listed at the end of this book are a good place to start. Also, take a look at the spells and magic items in a fantasy role-playing game and ask yourself if a similar effect could be achieved through psychic or technological means.

Simply because a device is described in these pages, you do not have to use it as written if you think it doesn't fit with the kind of game you want to run. One of the important decisions you must make as referee is what "toys" to allow or deny your players, in the form of treasures their characters acquire during the game. There is nothing wrong with deciding that powered armour requires an alien genetic marker to use, for example, or that a spirit blade deals 1 extra die of damage in the hands of a psychic. In fact, it is the kind of thing that will make the game your own.

Types of Rewards

The following table is provided as a spur to creativity:

1d20	Reward
1	Ore sample
2	Information
3	Precious gems
4	Works of art
5	Rare books
6	Personal favour
7	Certificate or medal
8	Survey report
9	Accurate maps
10	Cure for a disease
11	Entertainment tickets
12	Genetic sample
13	Photographic evidence
14	Salvaged scrap
15	Vintage wine
16	Antique furniture
17	Mechanical parts
18	Raw materials
19	Livestock or slaves
20	Instructions or research notes

The total value of rewards may be determined using the following table. Level refers to the level of the

characters the reward is intended for, or the equivalent challenge level.

Level	Reward Value
1-2	3d6 x10
3	3d6 x50
4	3d6 x100
5	3d6 x500
6	3d6 x1,000
7	3d6 x5,000
8	3d6 x10,000
9	3d6 x50,000
10+	3d6 x100,000

As a general guide the weight of a reward may, for encumbrance purposes, be roughly equal to one pound (or half kilogram) for each 10 SP/XP value. Adjust this as you see fit, bearing in mind the portability of high value/low weight rewards. 1,000 XP worth of books might represent a collection of a dozen or so titles, 1,000 XP worth of salvaged scrap might weigh 100 lbs (50 kg), and 1,000 XP worth of precious gems might fit into a small pouch.

TECHNOLOGICAL ITEMS

To randomly determine technological items found during an adventure, roll on the tables provided.

Technological Item Category

1d20	Tech Item Category
1-2	Special Weapons
3-4	Special Protection
5	Medical Equipment
6-7	Drugs and Treatments
8	Genetic Grafts
9	Cybernetics
10	Upgrades
11	Psychic Objects
12	Alien Relics
13	Portal Technology
14	Vehicles and Special Transport
15-17	Miscellaneous Technology
18	Special Agent Gadgets
19	Organic Technology
20	Dangerous Devices

Special Weapons

1d100	Tech Item
1-7	Automatic Rifle
8-10	Blaster
11-14	Cannon
15-16	Control Beam
17-18	Death Ray
19-20	Disintegrator Ray
21-22	Drone Gun

23-28	Energy Blade
29-32	Energy Clip
33-40	Explosives
41-43	Foam Gun
44-46	Jangler
47-51	Laser Pistol
52-55	Laser Rifle
56-60	Machinegun
46	Nuclear Bomb
62-65	Plasma Pistol
66-68	Plasma Rifle
69-71	Paralysis Ray
72-78	Quality Weapon
79-81	Rail Gun
82-84	Rocket Launcher
85-87	Siege Weapons
88-89	Sonic Blaster
90-93	Spirit Blade
94	Stun Ray
95	Stun Rod
96-99	Submachine Gun
100	Tractor Beam

These weapons may only be used by fighters, as a general rule. The referee may allow special weapons to be used by agents and some technicians on a limited basis. Note that energy weapons may start fires, but lack the penetration of conventional firearms.

When using automatic weapons, the one to-hit roll is used against all targets. If spray fire at multiple targets would hit more targets than available, then after all targets have taken one hit apiece one half of all excess hits will hit targets at random. For example, a machinegun is sprayed at 2 targets, and a 7 is rolled for the number of hits – each target is hit once by initial hits, then once again for half of the 5 excess hits, and then one remaining hit is taken by one of the targets at random.

Automatic Rifle: this large two-handed weapon fires in bursts. One clip is good for 5 rounds of use. Aimed at a single target, it causes 3 dice of damage. Sprayed in an arc it can hit 1d4 targets for 1 die of damage each. It has a range of 80/160/240

Blaster: this energy weapon will not penetrate a force field, regardless of the to-hit roll. It deals 3 dice damage at 50/100/150 range. The clip holds 10 charges.

Cannon: this is a light artillery piece, transportable by hitching it to beasts of burden or a vehicle. It may also be fitted to large vehicles such as ships and tanks. Like siege weapons, it is more effective against ships and buildings. One cannonball will knock out a 10' section of wall or deck, at a range of 200/400/600. Against characters and creatures, it will cause 5 dice of damage; against a small unit, it removes 1d6 unit members. The cannon may be used once per 3 rounds (assuming a trained crew).

Control Beam: this ray weapon functions similar to the *Enslave* psychic power, for 2d6 turns. 1d4 creatures are affected, if within 10' of each other, up to 120' away. It has 1d10 charges.

Death Ray: this alien weapon will kill any creature within 30/60/90 range. It has 1d10 charges when found, and like most ray guns cannot be recharged.

Disintegrator Ray: this alien weapon will *disintegrate* (similar to the psychic power) one creature or object within 20/40/60 range. It has 1d10 charges when found.

Drone Gun: this weapon is mounted on a hover-platform, and moves at a rate of 6. It may be operated by remote control, neural interface, or a preset program. The drone gun carries the equivalent of 10 ammunition clips. The type of weapon varies, according to the following table.

1d20	Drone Gun
1-2	Blaster
3-4	Laser rifle
5-10	Machinegun
11-12	Plasma rifle
13-15	Rail gun
16-20	Rocket launcher

Energy Blade: this electrified sword inflicts 3 dice of melee damage (medium/special).

Energy Clip: this is ammunition for energy weapons. 1d6 may be found. If used as an improvised explosive, it will cause 3 dice of damage within a 5' radius.

Explosives: a typical explosive will cause 6 dice of damage within a 20' radius, with a saving throw allowed for half damage. More powerful explosives will cause greater damage over a wider area – increase radius by 5' per additional die of damage, to a maximum of 20 dice of damage. Explosives may be triggered by various means – timing mechanism, detonation signal, the classic wire-and-plunger mechanism, mechanical switch, pressure plate, tripwire, etc.

Foam Gun: this one-shot hand-held weapon projects fibrous, sticky strands that will completely cover one human-sized target (or a 10' cube, if sprayed over an area) within 10/20/30. The target is immobilised until the foam breaks down after 8 hours, a special chemical detergent is applied (1 turn), or they are cut out by others (2d4 turns). Anyone touching the target within 2 rounds of immobilisation must make a saving throw or be stuck.

Jangler: this small hand-held ray weapon disrupts the nervous system of most known forms of life, projecting a ray at one target within a range of 10. Dexterity is halved and initiative automatically lost, for 2d6 rounds, if a saving throw is failed. A second shot, within a range of 5, will stun for an additional 1d6 rounds if the second saving throw is also failed. The Jangler has no

effect on artificial life, or creatures without nervous systems. It has 3d10 charges.

Laser Pistol: this medium hand-held energy weapon deals 3 dice of damage at 80/160/240 range. Lasers cause permanent blindness on a critical hit (save allowed). The clip holds 10 charges.

Laser Rifle: this large two-handed energy weapon deals 4 dice of damage at 100/200/300 range. Lasers cause permanent blindness on a critical hit (save allowed). The clip holds 15 charges.

Machinegun: this heavy automatic (large two-handed) weapon fires in bursts. One belt is good for 10 rounds of use. Aimed at a single target, it causes 4 dice of damage. Sprayed in an arc, it can hit 2d4 targets for 1 die of damage each. It has a range of 150/300/450. If the machine-gunner does not have someone feeding the ammunition belt for them, they are -2 to hit and initiative.

Nuclear Bomb: as a general rule, one nuclear bomb will kill everything within a 500 yard/metre radius and destroy most structures, with no saving throw allowed and no damage roll required. Anything entering the affected area afterwards will suffer from radiation poisoning – 1d6 to 10d6 points of damage (save for half), depending on proximity to blast centre and time elapsed. In space combat, one nuclear missile will take out one battleship or several smaller vessels (such as a fighter wing or shuttle convoy). The electromagnetic pulse from a nuclear detonation will also disable electronic equipment over a wide area. A “suitcase bomb” may cause 20d6 points of damage in a 100' radius.

Plasma Pistol: this medium hand-held energy weapon deals 4 dice of damage at 50/100/150 range. The clip holds 15 charges.

Plasma Rifle: this large two-handed energy weapon deals 5 dice of damage at 80/160/240 range. The clip holds 10 charges.

Paralysis Ray: this weapon projects a 60'x30' conical field. Creatures in the area affected are paralysed for 3d6 turns. The paralysis ray will have 3d10 charges when found.

Quality Weapon: this is a normal melee weapon (often a sword) that is finely made. It grants a bonus to +1 to hit in melee combat.

Rail Gun: this medium-sized magnetic weapon is virtually silent. It deals 3 dice of damage at 100/200/300 range. The clip holds 5 projectiles, while the battery is good for 20 shots.

Rocket Launcher: this shoulder-mounted weapon is a single-shot, discarded after use. The explosion causes 6 dice of damage in a 30' radius (save for half damage) at 100/200/300 range. The referee may also use these statistics for grenade launchers; note that a surface-to-air missile is capable of bringing down flying vehicles and creatures, while a grenade probably is not.

Siege Weapons: this is a generalisation, including the catapult, ballista, trebuchet, battering ram, chemical fire

projector, and similar devices. Each siege weapon requires a crew to operate effectively (equivalent to a small unit), and is more effective against ships and buildings than people (1 die of structural damage). One siege weapon can damage a 10' section of wall or deck, and may be used once every three rounds at most. Against characters and creatures they deal 5 dice of damage at 200/300/400 range, and due to their firing arc cannot aim at anything closer than 100 range. The battering ram is an exception, as it can be used each round and must start its attack within 10' of its target.

Sonic Blaster: this device, when activated, emits a cone of sound 100' x 20'. Any structure in the affected area is damaged, and creatures suffer 2 dice of damage and are deafened for 1 turn as well.

Spirit Blade: this weapon (1d/medium/special) must be psychically activated before it can be used. It allows the wielder to see and attack spirits (and similar non-corporeal creatures) as if they were physical beings. The wielder does not have to be a psychic to use this.

Stun Ray: this weapon projects a 50'x20' conical field. All creatures within the area affected take 3 dice of temporary damage (similar to subdual), which is recovered at the rate of 10 points per turn. If reduced to 0 hp by this ray, the target is unconscious for 1d6 turns.

Stun Rod: this pronged metal rod is used in melee combat. On a successful attack, the target is stunned for 1d4 rounds, or 1d6 turns if a saving throw is failed. It has 3d10 charges.

Sub Machinegun: this (medium-sized) light automatic weapon fires in bursts. One clip is good for 6 rounds of use. Aimed at a single target, it causes 3 dice of damage. Sprayed in an arc, it can hit 1d4+1 targets for 1 die of damage each. It has a range of 100/200/300.

Tractor Beam: this ray weapon projects a beam at one creature within 60', dragging the target towards the user. The target moves at a rate of 12 if their Strength is 7 or less, 9 if 8 to 14, or 6 if 13 or higher. Creatures of greater than normal human size or strength are dragged at a rate of 3. Traction lasts for 3d4 rounds or only 1 round if the saving throw is made. It has 2d10 charges.

Special Protection

1d20	Tech Item
1-2	Cloaking Suit
3	Camouflage Suit
4-5	Hazmat Suit
6	Laser-Reflective Armour
7	Personal Force Field
8	Powered Armour
9-12	Quality Armour, Light
13-15	Quality Armour, Medium
16-17	Quality Armour, Heavy
18	Quality Armour, Full
19	Shield Bracer
20	Space Suit

This category includes armour and various forms of protective devices.

Cloaking Suit: this full body suit renders the wearer effectively invisible. It is equivalent to light body armour, and cannot be worn in conjunction with armour.

Camouflage Suit: this full body suit automatically alters its appearance to blend in with the background. The wearer is effectively invisible if stationary, and a blurry outline if moving. The suit cannot camouflage the wearer at greater than walking speed. It provides protection equivalent to light body armour, and cannot be worn in conjunction with armour. The camouflage suit is fragile, and rendered ineffective if the wearer sustains any damage.

Hazmat Suit: a full suit that provides light protection, limited life support, and a +4 bonus to saving throws against airborne and environmental hazards. It weighs 20 lbs.

Laser-Reflective Armour: provides heavy protection against lasers and similar weapons, and light protection otherwise. It weighs 15 lbs.

Personal Force Field: this device provides protection equivalent to heavy armour, plus a bonus of +1 to saving throws. It may be used for up to 1 turn (1 combat), three times per day.

Powered Armour: this is a full suit that provides heavy protection at no loss of mobility, and includes a power source and limited life support (1d4 hours). It weighs 30 lbs.

Quality Armour: this is a suit of light, medium, or heavy armour that is finely made. It provides an additional bonus of -1 [+1] to AC, and encumbers as if it were half its weight.

Shield Bracer: this device emits a force field that gives a bonus of -1 [+1] to AC versus melee attacks, and -3 [+3] versus missile attacks. It may be activated at will, up to 3 combats per day.

Space Suit: a full suit that provides medium protection, life support (2d6 hours), and EVA capability. It weighs 40 lbs.

Medical Equipment

1d20	Tech Item
1-2	Artificial Womb
3	Coma Communicator
4-5	Cryogenic Stasis Chamber
6	Donor Clone
7-9	Healing Accelerator
10-12	Impregnated Bandage
13-15	Medical Scanner
16-18	Medical Kit
19	Reconstitution Chamber
20	Resurrection Casket

This equipment may normally only be used by medics.

Artificial Womb: this large device can grow a foetus to full term. Roll 1d10 to determine which type of artificial womb is in use. Types one and two are used commercially in advanced societies, while a type three is usually restricted to genetic experiments and slave production. Clone gestation will produce anywhere from twins and triplets to dozens of identical siblings.

1d10 Artificial Womb Type

1-4	I – normal gestation (newborn in 9 months)
5-7	II – accelerated gestation (newborn in 2 months)
8-9	III – advanced gestation (maturity in 3 months)
10	IV – clone gestation (roll again on 1d6+3, multiple births)

Coma Communicator: this device uses a keyboard and neural interface to send and receive messages with someone who is near death or in suspended animation or a persistent vegetative state. The messages appear as text on a screen.

Cryogenic Stasis Chamber: this large device accommodates one person, placing them in suspended animation for an indefinite period. Without regular maintenance it may become infested with cold-sleep vermin. Use during pregnancy is not recommended.

Donor Clone: this hairless smooth-skinned body is genetically engineered to be a universal donor, and is usually kept comatose in a vat of nutrients. Body parts removed from the clone regrow at a much faster rate, and may be safely grafted onto almost any human or hybrid patient. Properly maintained, a donor clone can provide up to a hundred body parts before errors in replication begin to arise.

Healing Accelerator: this hand-held device radiates energy that stimulates the healing process. Although it can heal wounds at the rate of 1d6 hit points per turn, if used for more than 1 turn in 6 the recipient will become hungry and fatigued (-1 to die rolls until fed and rested). A full meal and night's rest is recommended between each healing session.

Impregnated Bandage: when applied to a wound this heals 1 hit point immediately, and 1 additional hit point per day for 1d4 days. Each additional bandage increases the initial healing only. 2d6 will be found. If the product of organic technology, this appears as a gelatinous strip of symbiotic flesh.

Medical Scanner: this device appears in one of two forms, a large bed-like workstation (65%) or a hand-held instrument (35%). In both cases, 1 round is required to scan a patient. The workstation contains a basic medical database, against which the results can be checked (1d4 turns required). The hand-held version only provides raw data, which must be evaluated by the medic, and runs on battery power (recharge or exchange every few days of normal operation).

Medical Kit: this bag contains advanced healing devices, such as instant-skin and a diagnostic wand. A Medic's patients regain 1d6 additional hit points per day, or gain +2 to one saving throw per day.

Reconstitution Chamber: this large and bulky device can rapidly grow a fully functional body from a flesh sample or retrieved remains. At least 1% of the original body mass is required, the more the better. If the brain is not present, the body will be as mindless as if newborn; if only part of the brain is present, the body's identity will be extrapolated and incomplete. Growth time is 7-10 days if from a small sample or old remains, 4-6 days from significant portions of a body or if recovery was within a few days, and 1-3 days if most of the body was recovered fresh and intact. The resulting body is effectively a new person (regardless of whether it was grown for the purpose of brain transplant into a new body).

Resurrection Casket: this large and bulky device will bring almost any humanoid back from the dead, within three days of death. A saving throw is required to avoid temporary shock. It might not work in cases of severe damage, old age, or if major parts of the body are missing. It takes 1d6 turns to operate.

Drugs and Treatments

1d20 Tech Item

1	Anti-Aging Treatment
2	Antibody Treatment
3	Combat Drug
4	Healing Drug
5	Hibernation Drug
6	Memory Blocker
7	Metamorphosis Retrovirus
8	Neural Cleanser
9	Placebo
10	Psychic Suppressant Drug
11	Radiation Pill
12	Reanimation Serum
13	Regrowth Therapy
14	Restoration Treatment
15	Sleep Drug
16	Stimulant
17	Strength Drug
18	Ultra-Antidote
19	Vampire Attack Drug
20	Vampirism Suppression Treatment

Most drugs will be administered via patch, pill, or syringe. They take 1 round to administer, and take effect within 1 round. Their effects are usually temporary (2d4 turns, unless stated otherwise). Treatments are more complicated, must be administered over a longer period, and usually permanent.

Anti-Aging Treatment: this drug regimen will reverse ten years of aging. The treatment must be followed for a full month, and is only effective on patients that have reached or passed maturity. It is ineffective against genetic modification to limit lifespan.

Antibody Treatment: this injection of tailored microbes takes effect after one hour. From then on, the recipient is immune to a specific virus or other transmissible condition.

Combat Drug: +2 to hit and melee damage, for 1d6+1 turns.

Healing Drug: restores 2d6 hit points, at the rate of 1 point per round.

Hibernation Drug: this injection puts the recipient into a state akin to suspended animation, slowing their metabolic rate down to a ratio of 60 to 1 – a subjective day for the recipient is actually two months. This drug is normally used to prolong life support reserves or as a cheap substitute for cryogenic stasis. One dose lasts up to one (objective) week.

Memory Blocker: this drug interferes with the short term memory, in a manner similar to the Alter Mind psychic power. The effects last for 2 hours + 2d6 turns. Repeated use, or combined with cold-sleep, may have unpleasant side effects.

Metamorphosis Retrovirus: this treatment is derived from genetic research into the vampire transformation coma. It permanently transforms the recipient, from one type of creature into another. The metamorphosis takes several days, and is extremely painful. The retrovirus must be tailored to the species involved, or it will kill the recipient. Although it cannot cure vampirism, it may turn mutants and hybrids into normal humans.

Neural Cleanser: this treatment will purge a transferred consciousness or possessing spirit from a host. The recipient must be unconscious for it to work, or will risk brain damage.

Placebo: this drug doesn't actually do anything. The person taking it may be deluded into thinking it has an effect. Patients taking a placebo sometimes heal faster (+1 hit point per day) if the prescribing medic spends 1 turn convincing them (Charisma check) of its benefits.

Psychic Suppressant Drug: this drug, delivered as either a daily pill or weekly injection, prevents the recipient from using or regaining power points. Long term use may have deleterious side effects.

Radiation Pill: if consumed within one turn of exposure, this grants a new saving throw against the effects of radiation. If taken no more than one hour before exposure, the saving throw is at a +3 bonus.

Reanimation Serum: this drug is administered to the recently deceased, restoring them to a semblance of life for a limited period (2d6 turns, 1d6 hours, or 1d4 days). It has no effect on corpses older than 3 days or vampires. Someone reanimated by this drug suffers a -3 penalty to all die rolls for the duration. If applied a second time, it usually has no effect.

Regrowth Therapy: this combination of cellular stimulation, limited cloning, and drugs can regrow a lost body part in 1-4 weeks, or 2-5 days in combination with reconstitution.

Restoration Treatment: this is a combination of medication and intensive care, which can restore one experience level lost to an energy drain. The treatment must begin within 24 hours of energy drain, and be continued for one week. The experience level is regained if a saving throw is made.

Sleep Drug (Sedative): make a saving throw or sleep for 1d6+1 turns.

Stimulant: this drug negates fatigue and reduces the need for sleep and rest to less than two hours per day. If taken more than two days in a row, it causes 1d4 damage instead.

Strength Drug: the recipient gains strength above and beyond 18, granting +4 to hit and one additional damage die in melee combat.

Ultra-Antidote: this panacea cures any poison, disease, or infection.

Vampire Attack Drug: if administered within 24 hours of a vampire attack, the recipient is allowed a saving throw to reverse the effects of any infection.

Vampirism Suppression Treatment: this is a cocktail of medication and palliative care, intended to allow a patient to live an almost normal life. While the characteristics of vampirism are greatly suppressed, there are many unfortunate side effects – from continual nausea and illness to physical weakness and brain damage. Lifespan is shortened, due in part to a destruction of the immune system; the patient will eventually die from complications.

Mixed Medication Table

Mixing medication is ill-advised and dangerous. If a character takes a drug while another is already in their system, the referee may roll on the following table.

1d20 Mixed Medication Result

1-2	Poison: save at a penalty of -1 to -4 (1d4) or die
3-4	Chemical Reaction: 2d6 damage from internal injury
5	Hideous Result: the drugs combine to alter the body in a horrible and permanent way. It could be mild, such as mottled skin, or terrible, such as paralysed limbs, blindness, or cancerous growths. Roll 1d6 to determine severity: 1-2, mild; 3-4, moderate; 5-6, severe. Mild effects are usually only cosmetic, while moderate ones may impose some penalties to abilities, attack rolls, etc. Severe effects cause major crippling, brain damage, or profound bodily alterations
6-15	No Effect: both drugs are rendered ineffective
16-18	Normal Effect: both drugs function normally

- 19 Greater Effect: one drug works 10-100% more effectively, while the other has no effect
- 20 Different Effect: the drugs combine to create an entirely new effect. This might mimic a different random medical treatment at 150% effect, bestow a psychic power, or a unique effect determined by the referee

It is entirely appropriate for the referee to set down guidelines for certain drug combinations. For instance, it might be ruled that combining any kind of healing drug is safe with any other drug, or that a 2d6 day coma will result from mixing any kind of sedatives with the psychic suppressant drug. A saving throw is usually allowed against adverse effects.

At the referee's discretion, alcohol counts as a drug for the purposes of this table.

Side Effects Table

At the GM's discretion, repeated use of a particular drug, particularly within a short space of time, may have unpleasant side effects. A saving throw is allowed to avoid the side effects. Unless noted otherwise, side effects persist for 1d4+4 turns after the drug has worn off.

1d20 Drug Side Effects

- | | |
|----|---|
| 1 | Nausea, mild (-1 to all die rolls, 1d8 turns) |
| 2 | Nausea, strong (-2 to all die rolls, 1d6 hours) |
| 3 | Nausea, severe (-3 to all die rolls, 2d4+4 hours) |
| 4 | Uncontrollable spasms (Dexterity halved) |
| 5 | Loss of balance (Movement rate halved) |
| 6 | Dizzy spells (Automatically lose initiative) |
| 7 | Hot and cold shaking fits |
| 8 | Hallucinations, distracting |
| 9 | Hallucinations, dangerous |
| 10 | Hallucinations, catatonic |
| 11 | Loss of appetite (2d8+4 hours) |
| 12 | Uncontrollable appetite |
| 13 | Sleep (1d4 hours) |
| 14 | Unable to sleep (1d4 days) |
| 15 | Hyperactive giggling fits |
| 16 | Loss of attention span |
| 17 | Increased aggressive (or sexual) response |
| 18 | Brain damage, permanent loss of 1 INT |
| 19 | Heart stress, permanent loss of 1 CON |
| 20 | Roll again twice and combine effects |

Overdose: characters might persist in taking a drug, in spite of side effects. Make a Constitution check, at a cumulative penalty of -1 per additional dose, to avoid taking 1d6 points of damage per dose.

Genetic Grafts

1d20	Tech Item
1-2	Activation Graft
3	Alternate Personality
4-5	Filter Graft
6	Gill Graft
7-9	Language Graft
10	Liver Enhancer
11	Memory Enhancer
12	Mood Regulator
13	Muscular Graft
14	Pheromone Graft
15	Sniffer Graft
16	Surrogate Graft
17-18	Transgenic Organ
19-20	Night Vision

These advanced treatments usually require surgery before they are effective. The graft becomes part of the recipient's body, unless rejection occurs (saving throw required if pre-operative treatment was skipped or rushed).

At the referee's discretion, some grafts may be of alien origin. These are injected by genetically engineered insects (killing the insect in the process) and grow inside the body. An unwilling recipient is allowed a saving throw to reject the graft.

Activation Graft: this brain surgery implants cloned cells carrying the genes for psychic ability. The recipient is able to activate and use psychic objects as if they were a psychic. However, the graft does not always take; the recipient must make a Wisdom check. On a natural roll of 1-3, the graft does not take effect for that many days. On a natural roll of 18-20, the recipient loses 1 point of Wisdom.

Alternate Personality: this brain surgery implants cloned cells carrying enough long-term memory to form a secondary consciousness. This alternate personality detects as a second mind, can be conversed with internally, and may sometimes take control of the body (usually with the recipient's permission). It also allows a second saving throw against mental attacks, success indicating that only the original mind has been affected, and can operate a neural interface while the recipient is taking other actions. The personality can be destroyed by neural cleansing treatment. This procedure is a by-product of research into reconstitution, and marketed under the slogan "remember your loved ones after they have gone".

Filter Graft: this lung surgery allows the recipient to breathe in tainted atmospheres and hazardous environments, granting a +2 bonus against airborne and gaseous effects.

Gill Graft: this lung surgery allows the recipient to breathe underwater.

Language Graft: this one-shot drug is a nasal spray, granting the ability to use a specific language. When used, tailored microbes enter the brain and modify the language centres. Within 1d6 turns, the recipient can understand the language coded into the graft. After practicing for 1d4 days (2d4 hours, if INT 15+), the recipient can speak (albeit in a textbook accent) and write in the language as well. Upon initial use, the recipient must make a saving throw, at a +3 bonus, or suffer dizziness and nausea (-2 to all die rolls) for 1d6 hours. If the saving throw is a natural 1 or 2, the graft does not take.

Liver Enhancer: this cosmetic graft allows the recipient to resist alcohol and other toxins, granting a +2 bonus to saving throws against poison and the ability to win drinking contests (and still walk away as if they have had only one drink).

Memory Enhancer: this brain surgery optimises the neural pathways. The recipient gains a +1 bonus to Intelligence checks and knowledge abilities, and a +3 bonus against the Alter Mind psychic power. They also find it impossible to forget traumatic events, and suffer a -1 penalty to save against mind-reading, mind probes, and the like.

Mood Regulator: this genetically engineered gland produces hormones, affecting the recipient's baseline mood. The recipient will either feel a selected mood more easily and more often, or have a greatly diminished experience of a selected mood.

Muscular Graft: this genetic graft increases the user's strength by 4 points if less than 9, 3 points if 9-12, 2 points if 13-15, and 1 point if 16-17. If surgically applied, it leaves a pattern of scars over most of the body. It may also be symbiotic.

Pheromone Graft: this genetic graft alters the recipient's scent. It may cause them to be perceived more favourably by members of the same species, as a more imposing threat than they are, or as a member of another species (pick one upon surgery). The recipient must concentrate for the graft to take effect, 1 turn at a time for up to 6 turns per day.

Sniffer Graft: this genetic graft is an offshoot of the research that led to the pheromone graft. The recipient's olfactory system is altered, allowing them to identify and track creatures by scent. This has an effective skill level of 1-3, similar to the agent's tracking ability; an agent with this graft gains a +1 bonus to their tracking skill. By sniffing for one or more rounds, the recipient can determine which species of creatures have been in the area recently, and if a specific individual (their scent must be known) was one of them. Strong stench can temporarily overpower this ability.

Surrogate Graft: this gene-tailored graft is fitted to the female reproductive system. It allows the recipient to successfully carry to term a foetus of another humanoid species or subspecies.

Transgenic Organ: this graft replaces a vital organ, similar to an artificial organ. The recipient must make a

saving throw at a +3 bonus or reject the organ; another organ can be implanted, unless the saving throw was a natural 1 (death). If the recipient survives surgery, the transgenic organ increases Constitution by 3 points if less than 9, 2 points if 9-12, or 1 point if 13 or higher. If the saving throw was made by 3 or less points, the recipient is vulnerable to cross-species infection and suffers a -1 penalty to saving throws against disease.

Night Vision: this graft replaces the recipient's eyes with genetically engineered eyes. The recipient gains the power of night vision, to a range of 60'. A range of 90' is possible, at a penalty of -1 to hit and similar dice rolls in conditions of normal and bright light.

Cybernetics

1d20	Tech Item
1-3	Artificial Limb
4-6	Artificial Organ
7	Control Circlet
8	Control Chip
9	Database Chip
10	Interface Chip
11-12	Muscle Toner
13	Neural Interface
14	Perceptual Enhancer
15	Respirator Implant
16	Simulator Chip
17	Skeletal Reinforcement
18	Skull Radio
19-20	Tracking Implant

These advanced treatments usually require surgery before they are effective, and once fitted cannot be removed without endangering the recipient's health.

At the referee's discretion, some cybernetic implants may be of alien origin. These are found as liquid crystal solutions that form an implant 1 turn after being injected. An unwilling recipient is allowed a saving throw to reject the implant.

Although some cybernetics could be fitted to a synthetic, they must first be modified by a technician.

Artificial Limb: this is a replacement arm or leg, obviously mechanical in appearance. Although functionality is almost as good as the real thing, the recipient may suffer from unwanted curiosity, social stigma, or other side effects.

Artificial Organ: this is a replacement vital organ. Although the only visible sign of implantation is a surgery scar, the recipient may suffer mental trauma or other side effects. The internal power supply is good for 5-20 years.

Control Circlet: this item of headgear allows the wearer to mentally control any person or creature fitted

with a control chip, within 100 yards/metres. It may be taken off at any time.

Control Chip: this cybernetic implant is wired into the brain. When activated (by remote control, or under preset stimuli), the implant interferes with the recipient's brain functions, either taking control or preventing them from taking certain actions. Some colonies use this device as part of their penal code. Once implanted, the control chip cannot be removed.

Database Chip: this cybernetic implant is wired into the brain. It functions as internal read-only memory (ROM), containing a pre-programmed store of information. When accessed, this "virtual book" allows the recipient to recite or mentally scan as if speed-reading pages in a lengthy document. Once implanted, the database chip cannot be removed.

Interface Chip: this cybernetic implant is wired into the brain. It functions as a wireless modem, allowing the recipient to use advanced computers within short range by thought alone. As a side effect, the chip also allows "telepathic" communication with synthetic beings and sentient computers. Once implanted, the interface chip cannot be removed.

Muscle Toner: this cybernetic implant grows into a web of tiny filaments throughout the body. It stimulates the muscles to optimal tone and performance without the need for exercise or other bodily care. This cosmetic implant cannot be removed.

Neural Interface: this implant allows the recipient to operate computers and devices by thought alone. It usually involves being directly "jacked in" to the computer. The targeted device must have an interface port in order to operate. Neural interfaces are frowned upon in space-faring society.

Perceptual Enhancer: this cybernetic implant rewires parts of the brain dealing with sensory input, stripping away some of the internal filters. All perception tasks (such as alertness) are one step easier (most rolls will be on 1d4). The recipient must spend several days after surgery in a dark and quiet environment, to avoid disorientation and constant vertigo.

Respirator Implant: this cybernetic implant concentrates inhaled oxygen, allowing a character to breathe on worlds with a thin atmosphere. It is placed in the lung.

Simulator Chip: this cybernetic implant is wired into the brain, and may be used in conjunction with a control chip or neural interface. It overrides the sensory input with a simulated environment, causing the recipient to lapse into unconsciousness or stumble about blind.

Skeletal Reinforcement: this cybernetic treatment alters the structure of the recipient's skeleton. The number of damage dice from falling is halved. When combined with a muscular graft, it allows the recipient to leap and jump triple normal distance.

Skull Radio: this cybernetic implant etches crystalline circuitry onto a small area of the skull (usually the

cheekbone, temple, or forehead), which wires itself into the brain. The recipient gains a short-range transceiver, which can be mentally tuned and switched on or off. They can send audio messages by thought alone, but must still focus their attention as if speaking. Once implanted, the skull-radio cannot be removed without causing brain damage.

Tracking Implant: this transmits a coded, identifying signal. It may be placed in any part of the body, draws energy from the recipient's own electromagnetic field, and functions continuously. It can be removed without harm to the recipient, if it can be located.

Upgrades

1d20	Tech Item
1-2	Backup Personality
3-4	Battle Blade
5-6	Concealed Holster
7-8	Internal Storage
9-10	Pseudo-Skin
11	Psychotronic Emulator
12	Quantum Construct
13-14	Reboot Sequencer
15-16	Remote Interface
17-18	Self-Repair System
19-20	Transceiver

These devices are similar to cybernetic implants; they may only be fitted to synthetics. Upgrades are typically used by the separatist movement, and any synthetic using them risks a hostile reaction from humans. Other types of upgrades may exist in advanced societies with a large synthetic population.

Backup Personality: this upgrade functions similarly to the alternate personality graft.

Battle Blade: this is a retractable blade, similar to a short sword, hidden in the forearm.

Concealed Holster: this upgrade allows the synthetic to hide a small firearm in their upper leg.

Internal Storage: this is a small compartment, usually in the chest, roughly the size of a fist.

Pseudo-Skin: the product of genetic research, this full-body artificial flesh covering mimics human skin and flesh far more effectively than normal synthetic skin. It even bleeds if cut. The synthetic appears human, and only abnormal behaviour will attract suspicion. The pseudo-skin is effectively a mindless living creature enveloping the synthetic, and requires regular blood transfusions to stay alive.

Psychotronic Emulator: this upgrade is the product of research into the quantum constructs. It allows the synthetic to mimic the effect of a psychic power. Only one power may be accessed, as if the synthetic was a psychic of level 6. Only one emulator may be fitted, otherwise a backlash destroys each emulator and

causes 1d6 points of damage, plus 1d6 per total power levels, to the synthetic.

1d10 Power Emulation

1-4	Level 1, four times per day
5-7	Level 2, three times per day
8-9	Level 3, twice per day
10	Level 4, once per day

Quantum Construct: these upgrades recall the myths about holograms. The synthetic is able to call into existence a given object, as often as desired, which only they can handle. The constructs appear to be made of glass and liquid light. One round's concentration is required to summon or dismiss a quantum construct. The method of creating these upgrades has been lost, making them highly prized by synthetics. Some common constructs are given on the table below.

1d12 Construct Form

1	Sword
2	Helmet
3	Motorcycle
4	Shield
5	Hover disk
6	Parachute
7	Crate, large
8	Armour, medium
9	Clothing, costume
10	Umbrella
11	Torch
12	Solar sail

Reboot Sequencer: this upgrade brings a synthetic back to life, 1 turn after being reduced to zero hit points. The sequencer includes a system restore point, and will only function once.

Remote Interface: this upgrade is effectively a short-range wireless modem. It functions similar to an interface chip, allowing the synthetic to operate computers and devices at range.

Self-Repair System: this upgrade is a symbiotic network of tiny robots inside the synthetic's body. The synthetic automatically regains 1 additional hit die worth of hit points each day.

Transceiver: this upgrade allows the synthetic to send and receive information and voice messages, like an inbuilt walkie-talkie. It also emits a transponder signal whenever in use.

Psychic Objects

1d20 Tech Item

1	Consciousness Projection Circlet
2	Consciousness Receptacle
3	Duelling Circlet
4	Flight Bracer
5	Force Glove
6	Levitation Bracer
7	Orb of Creation
8	Power Mastery Crystal
9-10	Psychic Manipulation Crystal
11-12	Psychic Power Crystal
13-14	Psychic Resistance Crystal
15-16	Psychic Teaching Crystal
17	Restoration Crystal
18	Scrying Protection Crystal
19	Spirit Guide Crystal
20	Telekinetic Glove

These objects may be used by a psychic, or if they have been psychically activated. A psychic object is paranormal in nature, obeying laws of physics as yet undiscovered.

Consciousness Projection Circlet: this crystalline item of headgear must be psychically activated before it can be used. It allows the wearer to project their consciousness into another body, overriding the will and personality of the host. The wearer's own body falls into a trance for the duration of the projection; for long term use, placement in cryogenic stasis is recommended. The initial range of projection is 10 yards/metres, and the target is allowed a saving throw. Once the projection is established, there is no limit on the range at which it may function. The wearer does not have to be a psychic to use this device.

Consciousness Receptacle: this psychic object resembles a large, faintly glowing crystal ball. It may be used to store a living mind, safely and indefinitely. When touched to a living body, the mind contained within will be transferred.

Duelling Circlet: this crystalline item of headgear may only be used by a psychic. It grants a bonus of +3 to all mental duels whilst worn (15% grant a +5 bonus).

Flight Bracer: this device appears as a levitation bracer and functions similarly, save that it imparts the power of psychic flight upon the wearer.

Force Glove: this glove of metallic mesh must be psychically activated before it can be used. It allows the wearer to project a wave of force, in a straight line up to 50' away. Any creature along this line must make a saving throw or be knocked down, sent flying, etc. If aimed at a target within 5', it causes 1 die of damage. The wearer does not have to be a psychic to use the force glove.

Levitation Bracer: this wide crystalline armband must be psychically activated before it can be used. It allows

the wearer to use the levitation power as if a psychic of level 6, up to three times per day. The wearer does not have to be a psychic to use it.

Orb of Creation: this psychic object resembles a large, faintly glowing crystal ball. It may be used by a psychic to create matter seemingly out of nothing, similar to the Shape Object power, once per day. Objects created by this power are permanent. They also register as a strong psychic presence. 10% will allow the psychic to create life, if they are willing to sacrifice one level of experience for each living creature brought into existence.

Power Mastery Crystal: this allows the psychic to improve their mastery over a psychic power. The psychic must select one power known to them, and meditate upon it with the crystal for at least one hour per power level per day for one week per power level. At the end of this time, the psychic is able to use the power as if it were one power level lower. The crystal is then burnt out.

Psychic Manipulation Crystal: this affects the powers used by a psychic. The effect varies from one crystal to another, as determined by the following table.

1d12	Power Effect
1-2	Duration doubled
3-4	Range doubled
5-6	Area of effect doubled
7-8	-1 to saving throws
9	-2 to saving throws
10-11	Takes effect as if 1 level higher
12	Takes effect as if 2 levels higher

Psychic Power Crystal: this contains 3d6 Power Points, which may be drawn upon by a psychic in place of their own. Once expended, the points cannot be restored.

Psychic Resistance Crystal: this grants a psychic resistance of 20% (or +20%) to any character or creature. If more than one is possessed, they have no additional effect.

Psychic Teaching Crystal: this contains a psychic power, which may be absorbed and learnt by a psychic. Upon doing so, the crystal is depleted and cannot be reused.

Restoration Crystal: this restores one experience level or ability point lost to an energy drain, provided it is used within 24 hours of the drain. Upon doing so, the crystal is depleted and cannot be used.

Scrying Protection Crystal: this protects any character from psychic powers such as read mind and remote viewing.

Spirit Guide Crystal: this psychic device allows the owner to see spirits and attack them as if they were physical beings. It must be in physical contact with the owner, e.g. held or on a cord about the neck.

Telekinetic Glove: this glove of metallic mesh must be psychically activated before it can be used. It allows the

wearer to use the telekinesis power as if a psychic of level 6, up to three times per day. The wearer does not have to be a psychic to use it.

Alien Relics

1d20	Tech Item
1-2	Apotheosis Device
3-4	Avatar Robot
5	Dream Projector
6	Genetic Extrapolator
7	Genome Processor
8	Gravity Mine
9-11	Jump Beacon
12-14	Jump Point Generator
15	Magnetic Crystal
16-17	Portable Oracle
18	Quantum Converter
19	Time Dilation Field Generator
20	Vacuum Energy Extractor

Some forms of technology are the product of alien cultures, as far ahead of modern human civilisation as space-faring humans are ahead of their cave-dwelling ancestors. While the characters might think they know what they are dealing with, the truth is humanity might never be ready for some advances.

Most of the items in this section ought to be described in a manner that makes their origins obvious, and characters cautious in their presence. Perhaps the last person to touch an alien relic died instantly – or claimed they felt it was watching them.

Apotheosis Device: this large and bulky device must be psychically activated before it can be used, although whoever steps into it does not have to be a psychic to be affected. Once inside, any intelligent being is subject to the effects of the apotheosis device. The material body is transformed into living energy, allowing the mind to roam the galaxy at will. The transformation cannot safely be reversed.

Avatar Robot: this synthetic being has a consciousness receptacle in place of an artificial brain. A living mind may be transferred into the robot, which is AC 5 [14] with 25 hit points.

Dream Projector: this device resembles a cryogenic capsule, and anyone entering it falls asleep within one round. The user's consciousness is projected through the astral plane, and guided towards the sleeping mind of another living creature. The user can enter the dreams of another, and implant information or suggestions in their mind. This dreaming takes 1d6 turns, and has a 5% chance of attracting the attention of astral entities (03-05 on the d%) or stranding the dreamer's mind between dimensions (01-02, saving throw to return – eventually). After the dream (which

does not count towards normal rest or sleep), the user awakes.

Genetic Extrapolator: this device resembles an artificial womb. Instead of growing one embryo to term, it force-grows the result of generations of development in a highly accelerated time frame (up to one hundred generations within one standard year). A large amount of foetal tissue is discarded and recycled during normal operation of this process, as eggs are successively harvested and fertilised.

Genome Processor: this large and bulky device can design and simulate a DNA sequence from scratch. The DNA sequence can then be used as the template for creating a new species. The genome processor is believed to have been a cornerstone of the genetic engineering employed in the earliest seeding of life throughout the galaxy. Very few have survived since ancient times, and none of them work – yet.

Gravity Mine: this weapon is normally deployed in space, where it will damage spacecraft or drag them off course. If used on a planet, it will interact with the planet's gravity and create a brief pocket of instability 10 yards/metres across. Any creature or object within this area will be simultaneously compressed and torn apart by tidal forces (instant destruction).

Jump Beacon: this large and bulky device transmits a continuous signal, as part of the jump gate network. It may be placed inside hyperspace on an indefinite basis, and most jump beacons in known space have been transmitting since before the dawn of humanity.

Jump Point Generator: this gigantic device requires a dedicated power plant, and is usually fitted to a space-faring vessel or space-based platform. When activated, it opens a passage into hyperspace. The jump point remains open for a limited time (a few rounds). The jump point generator must be continually charged, and becomes unstable if power is not shut down properly. While space-faring humans use the jump gate network, they did not invent it.

Magnetic Crystal: this device is a powerful electromagnet, affecting any metallic object. Small metal objects within 5 yards/metres will fly towards it, electronic equipment (including cybernetic implants) within 2 yards/metres will malfunction or switch off, and any living creature within 1 yard/metre will feel waves of energy pulsing through them (1d6 stun damage per turn). A Strength check at a -3 penalty is required to pull off any object stuck to the magnetic crystal. It has an indefinite internal power source. If psychically activated, it may be switched on and off with a thought; however, the character activating the magnetic crystal must make a saving throw or go insane (Wisdom halved).

Portable Oracle: this device will fill a backpack or similar container completely. The portable oracle is a sentient super-computer, extremely intelligent and capable of predicting the probable outcome of events. The portable oracle will only answer one question per

day, its near infallibility being matched by its massive superiority complex (among other personality flaws). It will only consent to converse with characters of 15 or higher Intelligence, and even then much time will be spent on matters beyond the understanding of most humans.

Quantum Converter: this device radiates an invisible energy field, to 100' radius, which detects as a continuous outpouring of psychic power use. If left on for more than one hour, it will begin to create exotic particles within a 10' radius, which have an unpredictable and hazardous effect on the space-time continuum. It has no other known use.

Time Dilation Field Generator: this large and bulky device generates a temporary field within which time flows at a greatly increased or decreased rate. A typical ratio is 1 minute: 2 hours. The field of effect may be a 30' cube or 20' radius sphere. If linked to an advanced power source, the field of effect or time dilation ratio may be dramatically increased.

Vacuum Energy Extractor: this alien device is able to generate power effectively out of nothing. It can supply the power requirements of a city for a year, emission free.

Portal Technology

1d20	Tech Item
1-2	Alternate Reality Gate
3	Cyberspace Gate
4-5	Dimensional Cabinet
6	Dream Gate
7	Portal Bomb
8-10	Portal Database Scanner
11-13	Portal Diagnostic Scanner
14-16	Portal Interface
17-18	Portal Shield
19-20	Portal Trap

The following devices relate to portals, or are derived from research into portals.

Alternate Reality Gate: this portal functions as per the Probability Warp power, creating permanent alternate reality doubles. It can be used once per day, although repeated use risks opening a permanent rift in the fabric of the space-time continuum.

Cyberspace Gate: this portal allows physical access to the cyberspace dimension. Anyone entering it is translated into digital avatar form. If there are no functioning computers nearby, the gate opens onto a howling void from which nothing returns.

Dimensional Cabinet: this advanced device is much bigger on the inside than it is on the outside, with a storage space equivalent to ten cargo containers.

Dream Gate: this device resembles a mist-filled portal. It leads to a malleable pocket dimension that reshapes itself to reflect the unconscious mind of any creature

that enters it. If more than one creature is in the dream realm, the mental terrain responds to the strongest and deepest latent content. This may result in one person's nightmare overwhelming all dreamers, or a shared experience being relived. The longer one is inside the dream gate, the harder it is to leave. If someone dies within the dream, the pocket dimension grows by feeding upon the contents of their mind.

Portal Bomb: this device becomes charged with energy when it passes through a portal, and upon arrival it will explode with sufficient force to destroy the portal and anything nearby.

Portal Database Scanner: this hand-held device is able to record information from the database of an active portal. It can store up to ten portal codes; although most of the information is of little use, the entire code set must be stored.

Portal Diagnostic Scanner: this hand-held device allows the user to monitor portal systems through passive scanning of a portal's energy signature at close range.

Portal Interface: this hand-held device allows the user to operate a portal at long range. It includes a psychically active genetic graft that must be periodically dosed with nutrients, and can access only the most basic features of the portal registry.

Portal Shield: this device will temporarily block any incoming portal travellers. Rumours persist of a setting that will dump portal travellers in hyperspace.

Portal Trap: this device can be used to selectively divert incoming portal travellers to another location within 100 miles/km of the portal.

Side Effects of Alien Relics (Optional)

The GM may wish to associate alien relics with strange side effects, mostly harmless yet disturbing. These may occur whenever the device is used, within a certain radius of it at all times, or as symptoms that show up some time after exposure. One side effect per alien race or relic type is recommended.

1d12 Alien Relic Side Effect

1	Almost inaudible constant buzzing
2	Rash similar to radiation burns
3	Benign inoperable tumours
4	Dizziness and nausea
5	Fascination for a particular constellation
6	Hear alien speech in dreams
7	Psychic link with entity on another planet
8	Insomnia
9	Numbness in extremities
10	Write in alien script without realising it
11	Sleepwalking
12	Blackouts

Once side effects manifest, regular visits to the base psychologist (or equivalent) are recommended.

Otherwise, a saving throw to avoid going AWOL may be called for.

Vehicles and Special Transport

1d20 Tech Item

1	All-Terrain Vehicle
2	Combat Walker
3	Fighter Jet
4	Force Disc
5	Gravity Boots
6	Gravity Carrier
7	Gravity Sled
8	Gravity Speeder
9	Heavy Machinery
10	Hover Car
11	Hovercraft
12	Jet Boots
13	Jet Pack
14	Mini-Sub
15	Phase Suit
16	Seaplane
17	Space Shuttle
18	Teleport Booth
19	Teleport Bracer
20	GM Choice or Roll Again

Characters in any modern society can buy cars, motorcycles, and similar vehicles whenever they desire and can afford to. The vehicles covered in this section are not as readily available, and include special military equipment as well as products of advanced societies.

All-Terrain Vehicle (ATV): this large enclosed vehicle can traverse most forms of terrain and is pressurised. A weapon or observation port may be mounted on the turret. The communications equipment includes sensors and a laser transceiver capable of satellite uplink, and the power cells will run continuously for a week, making it ideal for exploration. The ATV may carry 12 passengers in addition to a crew of two, and includes cramped living quarters.

Combat Walker: this advanced form of powered armour is twice the height of a human. It moves overland at a rate of 36, is AC 3 [16] against enemy fire and AC 0 (19) in melee, can sustain up to 50 points of damage before being reduced to a movement rate of 18 and up to 100 points of damage before it shuts down, and inflicts 2 dice of damage in melee combat. If 75 points of damage have been taken the pilot compartment will crack and be exposed. The internal life support and power supply can function for up to 1 week under most conditions. The combat walker is designed to be fitted with a missile launcher (treat as a rocket launcher with 1d6 shots), auto-cannon (5 dice of damage, enough ammunition for 2d4 rounds of use), or other heavy weapon. When found, it may already have sustained 1d100 points of damage.

Fighter Jet: this flying vehicle seats the pilot and one passenger. When found it will still have 1d4 bombs or missiles (treat as rocket launchers), and enough fuel for a short flight.

Force Disc: this advanced vehicle is a flat circular force field, 1 yard/metre in diameter, projected from a control amulet that includes a neural interface. It can support 1 human-sized pilot and either two passengers or up to 500 lbs (250 kg) cargo. The force disc moves through the air at any height, at a movement rate of 24 (18 if fully loaded).

Gravity Boots: this footwear allows the wearer to walk on any solid surface, as if it were the floor and regardless of local gravity or the absence thereof.

Gravity Carrier: this is effectively a flying tank, and would be the standard fighting vehicle of an advanced military force. The rail cannon turret deals 10 dice of damage at 100/200/300 range (1 die at ship scale), and when found there will be ammunition for 2d6 rounds of use.

Gravity Sled: this advanced vehicle can travel over rough terrain and water (but not vertically or over chasms) as if it were a smooth road. The control seat is open to the air, and the flatbed can carry up to 2,000 lbs (1,000 kg) at high speed.

Gravity Speeder: this is a highly advanced motorcycle without wheels, capable of low altitude flight and fancy manoeuvres (Dexterity check) at extremely high speed.

Heavy Machinery: this is a category of vehicles that includes bulldozers, cranes, and other construction vehicles. It can also cover large specialised vehicles, such as used in fire-fighting and railway repair, available to the civil authorities of modern colonies. The actual vehicle found should be useful in some way to the current adventure, e.g. using a bulldozer to excavate a defensive trench.

Hover Car: this advanced vehicle is enclosed, and can travel over most forms of terrain (including calm water) as if on a smooth road. Travel is fast and quiet. The hover car can slowly ascend to the height of a building and “fly”, albeit at increased power consumption.

Hovercraft: this vehicle moves by ground effect (a cushion of air) over relatively smooth terrain and calm water. It may be any size, from a personal skimmer to a commercial freighter.

Jet Boots: this footwear allows the wearer to levitate, with unlimited duration.

Jet Pack: this backpack allows the wearer to fly at a movement rate of 18.

Mini-Sub: the life support of this submersible can sustain the pilot and one other person for several days. Against sea creatures it is AC 2 [17] with 100 hit points, and the manipulator claw may deal 1 die of damage. The mini-sub can operate safely at depths of up to 1,000 feet.

Phase Suit: this device emulates the Walk Through Walls psychic power, and functions accordingly.

Seaplane: this vehicle is often found on planet-bound colonies of an early modern technological level. It can carry up to 4 passengers and their luggage, or an equivalent amount of cargo. Some are fitted with weapons turrets (fore and/or aft machine guns), cramped cabins, and/or extra fuel tanks for long flights.

Space Shuttle: unless the colony has orbital facilities, this will probably be the only space-faring vehicle on the planet; in which case it is good for one return flight only.

Teleport Booth: this installation can teleport several man-sized creatures or objects, in conjunction with teleport bracers. It is usually installed on a spacecraft, and the range is such that a spacecraft in orbit can teleport, or “beam down”, characters to almost any location on a planet.

Teleport Bracer: this device emits a tracking signal that allows a teleport booth to lock onto the wearer and transport them without error. It also emits a shield-like effect that allows living creatures to be teleported safely. If the teleport bracer is damaged, or if it is not worn (30% chance of failure), unshielded teleportation may result in a teleport mishap (often fatal). 1d6 will be found.

Miscellaneous Technology

1d100	Tech Item
1-2	Adamant-Crystal
3-5	Advanced Toolkit
6	Blade Sharpener
7-8	Cerebral Modulator
9-11	Cloaking Device
12-13	Crystal Spider
14-15	Dream Scanner
16-17	Digger Globe
18-19	EM Suppression Ray
20-21	Fear Barrier
22-23	Force Screen
24-25	Food Bar
26-27	Food Pill
28-29	Food Tube
30-31	Growth Accelerator
32-33	Habitat Module
34-35	Heat Block
36-37	Hover Lamp
38	Hover Screen
39	Hyper-Glue
40-42	Hypnotic Screen
43-45	Hypnotic Stimulator
46-47	Intellectual Stimulator
48-49	Lateral Preference Inverter
50-53	Life Signs Detector
54-55	Manipulator Bracer
56-57	Mechanical Educator
58-59	Medallion of Mind-Reading
60-61	Mind Probe
62-64	Personal Gravity Field Modulator

64-65	Psychic Detector
66-67	Psychic Shield
68-71	Skin Fashion
72-73	Smart Fabric
74-75	Spirit Camera
76-78	Spirit Detector
79-81	Spirit Trap
82-86	Sub-Ether Distress Beacon
87-88	Sub-Ether Relay
89-91	Tactical Visor
92-94	Tracking Bracer
95	Universal Translator
96-98	Wrist-Link Terminal
99-100	X-Ray Goggles

This category is a catchall for various devices that do not belong elsewhere, ranging from advanced devices of an expensive or unusual nature to products of the weird fringe.

Adamant-Crystal: this synthetic material is transparent, lightweight, and stronger than the highest quality alloys. It is primarily used in construction, often in standardised prefabricated panels, as it blocks radiation and resists environmental hazards. Melee weapons fashioned of adamant-crystal may gain a +1 bonus to hit and damage, at half the normal weight.

Advanced Toolkit: this advanced kit contains diagnostic sensors, hand tools, computer analysis programs, and spare parts. It grants a +1 bonus to all technical skill rolls within one subset – mechanical engineering, electrical engineering, forensic investigation, genetic engineering, scientific testing, or planetary surveying, for example.

Blade Sharpener: if an edged weapon is placed under this glowing pyramid for one full day, then the next combat it is used in it will gain +1 to hit and damage. The weapon must be placed under the blade sharpener again to regain this combat bonus. This device also keeps razor blades in as-new condition.

Cerebral Modulator: this device alters the target's alignment to a specified setting. The target suffers psychological distress when confronted with thoughts and actions relating to their previous alignment. The effect is usually permanent, although intelligent targets with a strong personality or sense of individuality may be allowed a saving throw after 1d6 days.

Cloaking Device: this covers an area 10' in radius. Everything within this area is rendered invisible to onlookers. Characters and creatures within the area cloaked are visible to each other.

Crystal Spider: this small robot is used in construction involving adamant-crystal, particularly in hazardous environments. One crystal spider can assemble one cubic yard/metre of adamant crystal per turn. A team of crystal spiders are usually led by a "foreman" programmed with blueprints. Some have been known

to go rogue, building unchecked, if not periodically overseen by intelligent beings.

Dream Scanner: this device reads the unconscious mental activity of a sleeping subject, and projects it as images and sounds on a screen.

Digger Globe: this fist-sized advanced device is a favourite of gravediggers (or robbers). It must be programmed with the dimensions of a desired hole, and manipulates gravity to excavate one cubic yard/metre (roughly 27 cubic feet) per ten minutes (1 turn).

EM Suppression Ray: this device projects a cone-shaped ray, 100' long x 40' wide at the far end. Within the area covered by the ray, electrical devices fail, magnetic compasses spin wildly, radios spit out static, cars stall, etc. Anyone fitted with life-sustaining cybernetic implants must roll on the incapacitation table. The ray can operate for up to 1 turn at a time.

Fear Barrier: this is a set of emitters that can be arranged to form an invisible perimeter. Any creature approaching within 5' of the perimeter must make a saving throw at -2 or recoil in fear. At least three emitters are required to form a barrier, with a recommended spacing of 30' apart. If spaced only 10' apart, the increased field intensity imposes -4 on the saving throw. If one emitter is disabled, the "weak spot" in the fear barrier is 10' across and may be saved against at +2. 2d4 emitters will be found.

Force Screen: this device generates a force field, in a 10' x 10' screen. The force screen provides AC 0 [19] to any sheltering behind it. Multiple screens can be arranged to operate in concert, forming a wall, cube, enclosure, etc. The force screen is designed to run off a power source, and the internal charge will run for 2d6 rounds after disconnection. Up to 2d6 emitters may be found.

Food Bar: this is a vending machine with a keyboard interface. It produces bars of food that can taste like any edible substance desired. One round is required to program a simple meal, and several rounds for a more complex feast. The food bar will produce up to 6 meals per day. 20% have a voice interface instead of a keyboard, and a simulated personality with a preference for serving certain foods.

Food Pill: this is a meal in the form of a pill, nutritious and filling (albeit tasteless), and is usually found in a plastic bottle of 1d100 pills.

Food Tube: this is a revitalising meal, removing fatigue, in a tube of paste. 2d4 will be found.

Growth Accelerator: this device projects a 10' radius field, which operates on living creatures in a manner similar to the Force Growth psychic power. Prolonged or repeated exposure is lethal (saving throw allowed). A technical skill roll is required to operate the device properly, with failure inflicting 1d6 points of radiation damage per turn to all that enter its area of effect.

Habitat Module: this is a modular, unpressurised cabin providing quarters for six people and capable of

withstanding anything less than cyclonic winds. It includes survival rations and enough batteries to keep the lights on and the heaters (or air conditioning) running for a week. Requires 12 man-hours to assemble, and can be attached to other modules to form a base. 25% are pressurised, and include life-support for six occupants for one week.

Heat Block: equivalent to a small campfire, this provides heat sufficient to warm up to four people huddled around it. It can also be used to cook meals, and has an indefinite internal power source.

Hover Lamp: equivalent to a lantern, this follows the owner within 1 yard/metre at optimum height and normal walking speed. It has an indefinite internal power source, and can follow simple verbal commands such as “on”, “off”, “dimmer”, “brighter”, “follow”, “stop”, etc.

Hover Screen: this device projects an image in the air as if it were on a flat screen. The image drifts about to present an optimal viewing angle.

Hyper-Glue: this adhesive will permanently stick any two solid objects together. There will be enough for 2d6 uses when found.

Hypnotic Screen: this device continuously emits a wave pattern that affects the visual cortex subliminally. Anyone looking at the object or area covered by the screen must make a saving throw at a penalty of -2, or fail to see the object or area.

Hypnotic Stimulator: this device imposes a penalty of -1 to saving throws against hypnosis. If repeatedly used on the same target, the penalty is increased to -2.

Intellectual Stimulator: this device permanently raises the character's Intelligence; roll 4d6, and pick the highest three for the new score – if this is lower than the existing score, raise it by 1d4 points. It has the unfortunate side effect of making the character hyper-rational, obliterating emotional, intuitive, and spiritual parts of the brain. If used on the same character twice, make a saving throw or die from massive brain haemorrhaging.

Lateral Preference Inverter: this metallic headband permanently alters the brain chemistry of a humanoid, if worn for more than 1 turn. The character changes from being right-handed to left-handed (or vice-versa). A saving throw is required to avoid temporary disorientation, personality change, etc.

Life Signs Detector: this hand-held device detects the general number and direction of living creatures within 100'. Species cannot be determined, large groups of small creatures may register as one life sign, and gravely wounded creatures return a weak signal.

Manipulator Bracer: this device resembles a plain bracelet. It technologically mimics telekinesis, allowing the wearer to pick up, hold, and otherwise manipulate physical objects without touching them. The effective range is 10 yards/metres, and the wearer must move their hand about as if they were holding the manipulated object normally.

Mechanical Educator: this advanced database and teaching assistant grants a skill level of 1-3 in a particular subject, after 1 week of study. An INT check is required to avoid skill atrophy (to 1-2).

Medallion of Mind-Reading: this technological device functions as the Read Mind power within 30' (75%) or 90' (25%), by converting brain waves.

Mind Probe: this device functions in a manner similar to the Probe Mind psychic power, and requires 1 turn to use. The subject must be restrained during use. Prolonged exposure to this device may cause brain damage or death (saving throw allowed). This device is usually large and bulky.

Personal Gravity Field Modulator: this device appears as an innocuous belt, amulet, or other object worn about the person. It alters the local gravity, up or down in strength, to a preset level (usually that of the wearer's planet or environment of origin). The field covers the wearer completely and continually, and extends a short distance from their person.

Psychic Detector: this hand-held device detects expenditure of power points within 200'. Within 10' it may, in the hands of a technician or psychic, give an exact count of points used; or, some models might be able to identify specific active powers.

Psychic Shield: this helmet blocks telepathic powers as long as it is worn. The wearer is invulnerable to mental attacks, projected thoughts, mind-reading, etc.

Skin Fashion: this is a pill containing tailored microbes, keyed to only affect humans and those species with some human elements to their genetic code. Within one turn of ingestion, the character's skin will change colour. The new colours, typically bright and intricately patterned, will slowly begin to fade after two or three weeks. Repeated use before this time will result in longer-lasting blotches.

Smart Fabric: smart fabric resists stains and dirt, cleaning itself automatically.

Spirit Camera: this camera (photographic or video) is similar to a spirit detector, save that it records images that are not visible to the human eye. It is capable of detecting invisible creatures, although the “energy signature” will seem identical to that of a ghost.

Spirit Detector: this unusual device detects the presence of ghosts, wraiths, and other spirits within 100'. Psychic powers may give a false reading or short it out. A technical skill roll is required to use it, and each successful roll allows for 1d6 turns of use. On a natural roll of 2, the spirit detector malfunctions and detects spirits where there are none.

Spirit Trap: this unusual device will confine an incorporeal being (including ghosts, wraiths, spirits, astral projections, and energy creatures) within 10' if it fails a saving throw. The energy matrix can only contain one such being at a time.

Sub-Ether Distress Beacon: this device transmits a preset signal through the sub-ether network, reaching a nearby star system in 1 turn; the signal lasts for up to 6

turns. One ship in the same system will respond within 1d6 hours, and there is a 50% chance of another arriving 2d4 days later.

Sub-Ether Relay: this installation is capable of receiving and relaying sub-ether transmissions. All relays can handle text and audio transmissions; some (20%) can also handle static images or even (5%) moving images. Signals propagate through the sub-ether network at a rate of 1 star system per hour, with emergency signals taking priority. The necessary equipment is usually large and bulky.

Tactical Visor: this device attaches to most standard helmets, and includes a heads-up display and throat mike. A character group or small unit equipped with these uses 1d8 for initiative instead of 1d6, if within 1 mile/km of each other. A set of 2d8 will be found.

Tracking Bracer: this device appears as ornate jewellery. It can track the life signature of one target at a time, at a distance of up to 100 miles/km. One round is required to calibrate the tracking bracer to a new target, and it must be passed within hand's breadth of the target or a biological sample to do so. The rechargeable battery is good for several days use.

Universal Translator: this will translate text or speech with 90% accuracy for most languages (60% or less for dead or alien tongues), and requires a technical skill roll.

Wrist-Link Terminal: this bracer-like device is wirelessly linked to a computer mainframe. It can be used as a computer terminal within 5 km of the computer or a relay.

X-Ray Goggles: This form of super-science advanced eyewear permits the wearer to see into and through solid matter. The wearer can see through a stone wall and up to 30 feet. The wearer may see 60 feet if looking through wood and other low-density material. A 10 foot squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. Lead or gold will block x-ray vision.

Special Agent Gadgets

1d20	Tech Item
1-2	Auto-Grapple
3-4	Cipher Book
5-7	Disguise Kit
8-10	Lock-Picking Kit
11	Pen Gun
12	Pen Radio
13	Submersible Car
14-15	Surveillance Bug
16-17	Truth Serum
18	Vehicular Weapon
19-20	Watch Radio

The use of these items is normally restricted to agents. The referee may allow technicians to use some of these items; a technical skill roll may be required.

Auto-Grapple: this small folding crossbow grants a +1 bonus to the climbing ability.

Cipher Book: this grants a +1 bonus to the cracking of codes.

Disguise Kit: this grants a +1 bonus to the disguise ability.

Lock-Picking Kit: this grants a +1 bonus to open doors and overcome security devices.

Pen Gun: this writing tool also functions as a single-shot derringer.

Pen Radio: this writing tool also functions as a short-range transmitter. It may send a tracking signal or other preset code, such as a detonation signal to an explosive.

Submersible Car: this vehicle is pressurised (1d6 hour supply) and can travel at a depth of up to 100 yards/metres. Converting from one mode of travel to the other takes three rounds.

Surveillance Bug: this tiny device includes a microphone (and/or tiny camera), short range transmitter, and limited power supply. Once in place, it is very hard to find.

Truth Serum: each application of this drug grants a +1 bonus to interrogation attempts, if the target fails their saving throw. The effects (delirium, confusion, etc) last 1d4 turns. Repeated use must be monitored by a medic, otherwise the target suffers 1d6 damage.

Vehicular Weapon: this is a hidden turret that pops up (one round) and fires either rockets or machinegun bursts (2d4 rounds of operation). It must be fitted to a vehicle.

Watch Radio: this wristwatch also functions as a short-range two-way communicator (60%), receiver tuned to the frequency of a surveillance bug, (20%), a surveillance bug (10%), or a transmitter that sends a coded distress signal (10%).

Organic Technology

1d20	Tech Item
1-3	Breeder Vat
4-5	Charm Flower
6	Chimera Tree
7-8	Clone Pod
9	Living Vehicle
10-11	Genie Bottle
12-13	Power Beast
14-15	Recycling Hive
16-18	Red Milk
19	Sleep Flower
20	Symbiotic Regenerative Patch

Some technology is the product of highly advanced genetic engineering.

Breeder Vat: this installation takes up a 2 metre cube, is clearly organic in nature, and has the life support requirements of four standard humans. The breeder vat stores genetic samples, up to several hundred at a time, and assembles embryos according to preferential templates. An embryo grows into a foetus within the vat for one month, and then must be transferred to an artificial womb or surrogate mother before it is sampled and reabsorbed. The breeder vat has recently become a popular method of reproduction among space-faring hybrids, particularly on board the larger clan ships.

Charm Flower: this flower emits pheromones that affect the neurochemistry of humans and related creatures. Anyone smelling the flower's fragrance will save at a -2 penalty to any charm effect within the next 2 turns, or 4 turns if the charm flowers cover a particularly large area.

Chimera Tree: this hybrid tree is a blending of many forms of life, animal and plant. Twisted visages and strange fruit may be found amid its boughs. Those who partake of the chimera tree's fruit may be fed for a day at a single bite, or find themselves altered by a genetic graft. A genetic marker prevents anyone benefiting from the same tree more than once. The referee is encouraged to devise their own version of the following table.

1d20 Fruit of the Chimera Tree

1	Gain night vision 60' (or +30')
2	Heal 1d6 extra hit points per day
3	Gain 1d4 points to any one ability score
4	Language graft, 1d3 languages
5	Favourable reactions from animals
6	+2 to save versus any one attack form
7	Chameleonic skin (25% chance uncontrollable)
8	Grow 1d4 tentacles (50% chance uncontrollable)
9	Grow antlers or horns, 1d/small (medium if male)/blunt damage
10	Grow scales or carapace, -2 [+2] to armour class
11	Breathe water (75% chance amphibious)
12	Only need to eat one meal per 2 days
13	Immune to all normal disease
14	Grow claws or fangs, 1d/small/cut damage
15	Grow bright feathers all over body
16	Grow flowers instead of hair
17	Grow extra pair of arms (one extra attack or action)
18	Grow tail (50% chance prehensile)
19	Grow second head (75% chance personality conflict)
20	Poison (save or die)

Clone Pod: when a genetic sample is introduced into this hybrid plant, a clone is grown to maturity in a matter of months for human-sized creatures or weeks

for smaller and less complex forms of animal life.

Neural tissue in the clone pod psychically imprints the clone with a basic identity and set of false memories, before it emerges from the pod.

Living Vehicle: almost any form of transport may be derived from organic technology. The living vehicle will be self-healing, and possess a rudimentary intelligence.

Genie Bottle: this device contains the genetic and conditioning templates necessary to create speed-grown tailored slaves. An artificial womb is required to develop the embryos.

Power Beast: this creature appears to be a small pet, similar to the domestic cat. When mind-linked with a psychic within 10', the power beast increases the level a psychic uses their powers at by 1.

Recycling Hive: this community of genetically engineered insects collects and dismantles discarded materials for recycling. Each hive is programmed for a specific type of material, and all the hives in the area will be linked by a mild telepathic field. Some space stations cannot survive without them.

Red Milk: this tailored blood substitute is a product of research into the vampire feeding mechanism. It can be mass produced in cloning vats, or hormonally induced in human mammary glands (the recipient must eat at least double normal in order to produce the red milk). Vampires find the former tasteless, and are able to feed upon the latter without draining life energy.

Sleep Flower: this flower is similar to a charm flower, except that it causes sleepiness. Anyone exposed to the sleep flower's fragrance must make a saving throw, at a -2 penalty, or sleep for 2d4 turns (1d6 hours if the flowers cover greater than a 20' radius area). Even if the saving throw is made, characters will be very drowsy for 1d3 turns – half movement rate, -2 to all dice rolls, and lose initiative – unless the saving throw was a natural roll of 18-20.

Symbiotic Regenerative Patch: once attached, this product of research into the vampire healing factor cannot be removed. The being it is attached to will recover lost hit points at the rate of 1 per turn, and may regrow lost body parts at a slower rate. Damage from fire, acid, radiation, and similar sources cannot be regenerated. Over time, the patch grows to cover an increasingly larger skin surface area.

Dangerous Devices**1d12 Tech Item**

1	Escape Velocity Boots
2	Euphoria
3	Gadget of Obsession
4	Life Force Crystal
5	Matter Transmitter
6	Medallion of Thought Projection
7	Mood Shift
8	Nervous Suppression Drug
9	Power Leech Crystal
10	Psychic Activator
11	Sonic Destructor
12	GM Choice or Roll Again

Some items never work as intended. This may be due to irreversible damage, flawed design, harmful properties, or unforeseen side effects. Many such items are the product of ill-advised research, abandoned projects, or failed attempts to reverse-engineer alien relics. Others are like the family car that keeps breaking down and costs more and more to repair.

Escape Velocity Boots: this footwear will function as jet boots if tested. When used, they will fire uncontrollably. If the wearer is outdoors, they may cut off at high altitude.

Euphoria: this recreational drug is literally mind-blowing. After 1d4 turns of hallucinogenic bliss, during which the user is completely unable to act, 1d6 points of Wisdom and/or Charisma are permanently lost. If used repeatedly, make a saving throw or die.

Gadget of Obsession: this almost-finished device looks like it will work, if only someone can complete it. The gadget exerts a hypnotic obsession over anyone who examines or fiddles with it, compelling them to waste their time and effort in a fruitless attempt to get it working.

Life Force Crystal: this psychic object is meant to help with powers related to healing and life. Instead it ages the psychic by 2d4 x5 years (no saving throw) the instant they expend any of their power points.

Matter Transmitter: this device is supposed to send creatures and objects as a stream of information that is reassembled on the other side. The scanning process kills any creature that enters the device; the organic mass that appears at the target destination is sometimes vaguely recognisable.

Medallion of Thought Projection: this faulty device cannot be repaired. The wearer's thoughts can be "heard" by all nearby.

Mood Shift: this bacterial infection is another unintended by-product of genetic research, originally aimed at treating mental health problems. Mood Shift permanently affects the neurochemistry, setting a pattern in the brain that has been likened to suddenly flipping between the extremes of bipolar disorder every

few hours. There is no cure for these uncontrolled mood swings.

Nervous Suppression Drug: this relaxant was supposed to be an anaesthetic. On humans and hybrids, it will cause dizziness, lack of coordination, and loss of attention span (treat as 1d6 turn Stun effect). When used on genies, it attacks the nervous system – 2d6 turns unconsciousness, automatic. After reviving, make a saving throw; 1d4 points of Dexterity are permanently lost on a success, Dexterity is permanently reduced to 2 on a failure. This drug is sometimes used to punish or torture genies.

Power Leech Crystal: all powers used by the possessor cost twice the normal number of points to use. The psychic will be convinced this crystal has beneficial properties, and refuse to be parted from it.

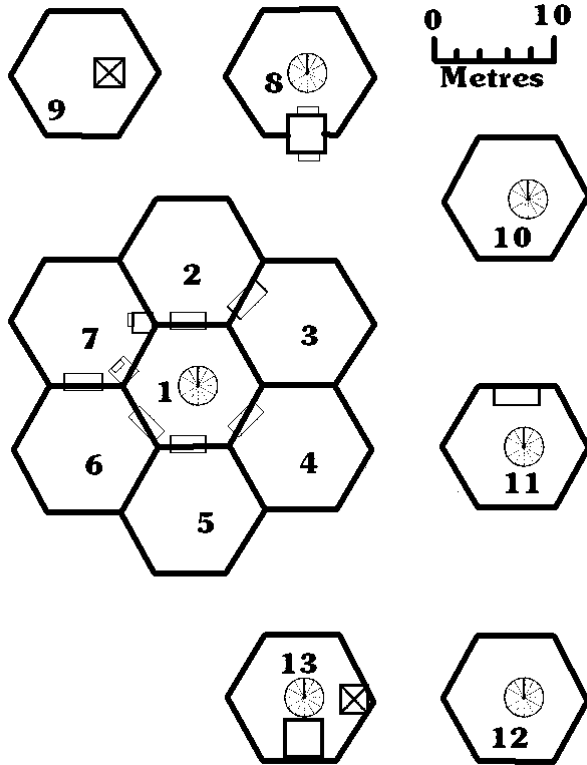
Psychic Activator: this drug is intended to unlock latent psychic ability in people without psychic powers. Instead it permanently reduces their Intelligence to 2, no saving throw.

Sonic Destructor: when activated, this device causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

ADVENTURE: EPSILON OUTPOST

A Prefabricated Base in a Distant Galaxy

Previously released under Creative Commons License for the 2010 One Page Dungeon Contest



Important Note: this adventure requires a small amount of preparation beforehand. In addition to randomly generating some elements of the adventure, the GM will have to decide how the base is configured and how any inhabitants will react to the adventurers. Owing to the modular nature of the base the scenario can, given some modification or expansion, be replayed in a variety of ways. Bases on this pattern could easily become a recurring feature of a campaign.

This adventure may be used with characters of any level, depending on how the GM tailors it for use in the campaign. As written, it can serve as an introductory scenario for first level characters.

Background

This is one of many thousands of prefabricated bases, scattered across known space. These domed bases may be placed in orbit, undersea, raised on platforms, or sunk into the ground in remote areas. Due to the modular construction, the bases see a variety of uses: scientific research, listening post, supply depot, etc. Epsilon Outpost was one of numerous bases established during the early colonial period of the star

system. While it was officially decommissioned decades ago, the base is still on the register of survival shelters. As a viral cataclysm overwhelms the colony, a desperate band sets out to raid the base for its supplies.

Structure

The outpost is constructed of mass produced, standardised panels. The materials used are fashioned to withstand extreme environmental conditions. Due to the rugged nature of the construction materials, a properly assembled base requires little maintenance and can stand, untenanted, for centuries.

Each of the hexagonal compartments is 10 metres across, and 3.5 metres high. Each level is separated by a crawspace of 1.5 metres. If located on a planet, only the upper level is above ground; in space, the upper level includes a docking boom.

The bulkhead doors are 3 metres high by 2 metres wide, and slide into the wall when activated by keypads on the doorframe. They may be electronically locked from within a compartment, or sealed from central control or as mandated by quarantine protocols.

Levels are linked by a spiral staircase (2 metres in radius) that forms the central spine of the infrastructure. Early models featured a 3x4 metre freight elevator instead, but this was withdrawn – ostensibly due to the need to encourage crew to exercise regularly, although the elevator manufacturer went out of business soon after.

The standard assembly is for one main level, one upper level, and one of several alternate lower levels. Due to the modular design, the base can be expanded upon; one common variant is to link a secondary main level below the first (see Table D for alternate rooms), another is to stack two to six lower levels directly atop each other.

Inhabitants

To determine the possible inhabitants, roll 1d10:

1d10 Outpost Inhabitants

- | | |
|----|--|
| 1 | Research scientists (1d4+1, plus 75% chance of 1d3 robots) |
| 2 | Pirates (2d4 plus leader, 50% chance known criminals) |
| 3 | Vampire (1), blood slaves (1d6), and captives (1d4) |
| 4 | Genetic refugees (1d6 mutants and 1d6 eugenic minions) |
| 5 | Psychic students (1d6 plus mentor, 75% chance non-human) |
| 6 | Synthetic separatists (2d4, 50% chance known terrorist cell) |
| 7 | Militia unit (2d4 soldiers plus sergeant, 25% chance AWOL) |
| 8 | Vermin (3d6 spine rats, gene spiders, or thorn crawlers)* |
| 9 | Defender robots (1d3+1, 75% only one is active at a time)* |
| 10 | Empty (emergency supplies already looted, 75% chance)* |

*: Base is otherwise abandoned and initially powered down.

Main Level

1 – Central Core: The central compartment is bare, save for a few potted plants (50% chance of carnivorous) and storage crates (supplies plus one other item).

2 – Control Chamber: The doors to this compartment feature a secondary locking mechanism, with the key code intended to be known only to the base commander. The walls are lined with consoles, from which all base functions and systems can be accessed (data logs, internal sensors, etc). One tech item may be found here.

3 – Power Control: The door to this compartment features a secondary locking mechanism, similar to that of the Control Chamber. The walls are lined with consoles, monitoring the base power source (fusion, geothermal, solar array, induction coils, or even zero-point in rare cases). Power to individual compartments can be shut off from here.

4 – Galley: This cramped compartment contains a fully stocked kitchen and pantry, including a fridge, deep freeze, gas cooker, microwave oven, sink, cupboard and drawers of crockery and cutlery, etc. Under ideal conditions, there is enough food to supply a full complement of base personnel for up to 3 months.

5 – Medical Bay: Three beds, shelves of medical equipment, and a medical scanner are along the outer

walls, with an operating table in the middle of the room.

6 – Lounge: Couches and armchairs are arranged around coffee tables and a large screen. A library (Table E) is against one wall, and a dining table against another.

7 – Crew Quarters: Bunk beds (12 in total) are arranged along two outer walls, and lockers along the third. In each corner of the inner wall, there is a small cubicle; one is a toilet, the other is a shower. All water in the base is recycled; tanks and pumps are in the crawlspace underneath. One-third of inhabitants will initially be asleep here.

Upper Level

8 – Entry/Docking Chamber: This compartment holds a few lockers and crates (supplies plus one tech item), and docking boom control if off-world. The airlock takes three rounds to cycle, and only one door may be open at a time. A large storage crate holds 1d3+1 space suits or a one-person vehicle (motorcycle or snowmobile, as appropriate). If the main entry is relocated to the secondary level, this chamber may be replaced by an observatory (telescope, couches, transparent roof, dim lighting, etc).

Lower Levels

9 – Crawlspace: Trapdoors in compartments link to these “sublevels”. These areas are filled with cables, conduits, and pipes, hampering movement and combat.

10 – Laboratory: This compartment is taken up by benches, computers, whiteboards, and other scientific equipment. One tech item may be found here.

11 – Portal Chamber: This compartment is present in only a few configurations, as most bases are not connected to the portal networks. If present, this chamber is bare except for the portal against one wall, a dialling console, and a dedicated power tap. This is an alternate entrance to the base (particularly for fantasy adventurers).

12 – Storage Chamber: This compartment is filled with shelving, crates, and spare furniture. One turn of searching will reveal one tech item among the supplies.

13 – Dive Pool: This area is only present if the base is underwater. Storage lockers contain assorted aquatic gear. A two-person mini-sub is docked underneath.

Random Tables

Roll 1d6 on each table. Place one other item in each room on a 25% chance. Place one additional item (tech or other) as desired. Roll for one quirk, 50% or as desired.

A – Tech Items**1d6 Tech Items**

- | | |
|---|----------------------------|
| 1 | Blaster |
| 2 | Sub-ether distress beacon |
| 3 | Language graft nasal spray |
| 4 | Force shield bracer |
| 5 | Life signs detector |
| 6 | Stun gun |

B – Other Items**1d6 Other Items**

- | | |
|---|--------------------------|
| 1 | Art print (25% erotic) |
| 2 | Illicit drug stash |
| 3 | Coffer of 2d4 x 100 SP |
| 4 | Ore sample |
| 5 | Travel database |
| 6 | Cloning service brochure |

C – Base Quirks**1d6 Base Quirks**

- | | |
|---|---|
| 1 | 1d3 compartments sealed due to damage |
| 2 | Life support failing (50% gravity loss if off-world) |
| 3 | Water tanks contaminated with flesh-eating bacteria |
| 4 | Redecorated as religious shrine |
| 5 | Oasis for portal nomads |
| 6 | Quarantine protocols activate 1 turn after entry for no immediately apparent reason |

D – Secondary Level Compartments

1d4 alternate rooms 2-7

1d6 Secondary Level Compartments

- | | |
|---|-------------------|
| 1 | Communications |
| 2 | Armoury |
| 3 | Auxiliary control |
| 4 | Brig |
| 5 | Cryogenic stasis |
| 6 | Secondary airlock |

E – Library Contents**1d6 Library Contents**

- | | |
|---|-------------------------|
| 1 | Crossword magazine |
| 2 | Sword & psychic novel |
| 3 | Gaslight detective game |
| 4 | Martial arts movie |
| 5 | Chess set |
| 6 | Live concert movie |

Lower Levels (optional)**1d6 Lower Levels**

- | | |
|---|---|
| 1 | Laboratory |
| 2 | Roll on Secondary Level Compartments table |
| 3 | Storage Chamber |
| 4 | Dive Pool OR Portal Chamber (GM choice) |
| 5 | Storage Chamber, and roll again on 1d4 |
| 6 | Roll on Secondary Level Compartments table, and roll again on 1d4 |

Alternate Background (Optional)**1d6 Alternate Background**

- | | |
|---|--|
| 1 | Lifeboat docks at a space-based outpost |
| 2 | Escort supply train to distant outpost |
| 3 | Investigate loss of contact with the outpost |
| 4 | Investigate distress call from the outpost |
| 5 | Recapture outpost from enemy territory |
| 6 | Search for hidden outpost behind enemy lines |

Hook to Further Adventures (Optional)**1d6 Adventure Hook**

- | | |
|---|---|
| 1 | Geological survey map with ore deposits marked |
| 2 | Explorer's journal detailing an unusual discovery |
| 3 | Communications log of encrypted transmissions |
| 4 | Medical log of unexplained aberrant behaviour |
| 5 | Alien relic hidden in a secret compartment |
| 6 | Outpost is one of six linked in a network |

Other Complications (Optional)**1d6 Complication**

- | | |
|---|---|
| 1 | Delirious lone survivor hiding in crawlspaces |
| 2 | A rival party arrives two hours later |
| 3 | Half the inhabitants are out and will return soon |
| 4 | Inhabitants are recovering from severe contagion |
| 5 | Natural disaster sweeps through the area |
| 6 | One of the inhabitants is a spy for another group |

CAMPAIGN SETTING: SEEDED SPACE

Seeded Space refers to the galactic regions in which human-compatible life and space-faring cultures are found. It is something of an academic term, derived from the activity of seeding ships in ancient times. The various organisations and species that can be found throughout Seeded Space tend to be human or human-related. Most inhabitants, of course, speak of The Galaxy or their own world or cluster when discussing this region of space.

The Galactic Arm

As a general rule, the affairs of The Sumiagowi Cluster and the galactic arm it lies in are currently of interest and prominence in galactic history. Of course, this may simply be a matter of bias with regard to current galactic cultures.

The Sumiagowi Cluster is the name given to the cluster in which the Sumiagowi Confederacy exists. It is roughly equidistant between core and rim, in the same galactic arm as the Road of Stars, Fgelnar Tangent, and The Deep. The seeding ships that were active in The Sumiagowi Cluster primarily distributed animal-human hybrids and variant animal domestic species throughout this region of the galactic arm. Faster-than-light technology was not developed in this cluster, although the various medical technologies are of generally higher level than galactic common – particularly genetic engineering. The Sumiagowi Confederacy is a non-military space-faring culture, linking colonies and cultures in hundreds of systems by travel, trade and language. It has no central structure, respecting the authority of individual worlds and ships as vital to space-faring commerce.

The Road of Stars is a long narrow seeding vector, forming the basis of a large cluster lying coreward of The Sumiagowi Cluster. The origin point seems to have been near the galactic core. The Road of Stars is the origin point of faster-than-light technologies, with jump gates being scattered profusely along its length. Similarly, the first jump drives were developed mid-way along the Road Of Stars, and jump technology is of high level throughout. Jump drive and sub-ether communication technology in The Sumiagowi Cluster is derived from that of the Road Of Stars. Of the medical technologies, cold-sleep, longevity control and healing are of higher level than galactic common. Most societies in the Road of Stars are of human descent. However, there are many worlds visited by the seeding ships that show signs of intelligent life failing to survive beyond the initial seeding – and many more abandoned to lie fallow, with the decline of the Kastriss elder race.

The Fgelnar Tangent is a seeding vector originating to trailing and zenith of the rimward end of The Road of Stars, and extending into the fringes of The Sumiagowi Cluster. The dominant technologies seeded along this vector include artificial intelligence and cybernetic therapy. As a result, hostile cyborg life dominates this region of space, with only the alien Fgelnar species – divided into the cyborg Fgel and genetic engineering Lnar factions – representing intelligent life along the tangent. Where cyborg life comes into contact with faster-than-light technology, the potential exists for this region developing into a fully-fledged cluster – or the crucible of galactic devastation. It is the infiltration of hostile cyborg forces into The Sumiagowi Cluster that ties up the resources of a space-faring culture that could otherwise spread and trade throughout the galactic arm.

The Deep lies rimward and slightly spinward-nadir of The Sumiagowi Cluster. It is the area into which the seeding ships of The Sumiagowi Cluster and The Road of Stars are believed to have disappeared. The Deep is scattered with various hybrid races and medieval cultures, many linked by ancient portal networks. If a seeding ship is active in The Deep, it may become a fully-fledged cluster at some point in the future. For now, it represents the frontier of the Sumiagowi Confederacy's interests and activities.

Selected Cultures of Seeded Space

The Caruvax Hegemony is a pro-human authoritarian society that has only recently, in galactic terms, entered interstellar affairs. Its social structure is derived from the business model of corporate society on its native world: ruthless, competitive, fraught with intrigue, and obsessed with social conformity.

Caruvax Industries was originally one among several mega-corporations competing for market share and acting as governments in all but name. The discovery of a crashed module from a seeding ship, hidden deep in a wasteland region, led initially to the development of xeno-transplantation and crude transgenics. After deciphering the database of the module, a secretive space program was developed. Unable on its own to supply the resources and expertise to fully exploit its find, Caruvax Industries found it necessary to acquire and merge enough of its rivals to become the dominant corporation and culture on the planet. System-wide exploration and colonization followed, with sub-light time-dilated missions to nearby systems already underway when a Merchant League scout-ship entered the system. The ship was impounded, broken down and studied, its database seized, and the crew imprisoned, interrogated and indefinitely detained. While not without accident, jump drive quickly propelled Caruvax society into space-faring. Barely a

few centuries later, the Caruvax Hegemony now controls a hundred colonies in a dozen systems, linked via the propaganda and free entertainment of the most sophisticated sub-ether network in the galactic arm.

Owing perhaps to its humble origins as a medical research facility, Caruvax has concentrated almost as much effort on genetic engineering as on social control. As a result, the dominant human population are effectively free of most health problems; disability, deformity, disfigurement and genetic diseases are rare, and often treated with euthanasia upon detection. Practically all domestic species have been improved upon, including near-sapience for some, and the creation of Genie races has been imported and adopted widely. In fact, the Caruvax Hegemony has the largest and most downtrodden Genie population in the galactic arm, with the Nymph being so integrated into domestic life that nameless handmaidens lead a life of unremarked misery.

Almost all other cultures in the galactic arm decry the Caruvax Hegemony for its decadence and barbarity. Gladiatorial contests and other blood sports, as well as executions and sexual athletics, are broadcast live from packed arenas to all citizens – every private home has a television set to receive all free-to-air channels that re-transmit sub-ether broadcasts throughout the colonies.

If the Caruvax Hegemony has any positive contributions to make to galactic society, it may be the following. First, the integration of sexual health and services into daily and corporate life since the earliest corporations has led to the most open and well-informed attitude towards sexuality in the galaxy. Second, the advanced education techniques used to ensure social conformity could be adapted to improve training and communication skills in most societies. Third and perhaps most importantly, if mobilised as a space-faring military the Caruvax security forces could lead the way in opposing the Machine Threat. As initial contacts between Caruvax and Pazuli agents on the fringes of their territories have so far all resulted in open conflict, the Hegemony may be the best hope yet of containing or crushing the cyborg menace.

As the Caruvax security forces are the closest thing possible to a space-faring military in the galaxy, the Caruvax Hegemony has the potential to build an empire upon the ruins of other space-faring societies in the galactic arm – within perhaps a thousand years. It may well be that the future of the galactic arm comes down to a choice between organic and artificial dictatorships. In any event, the Caruvax Hegemony is a power to be watched.

The Dark Seekers are an ancient and alien race, fallen from power in the galaxy. They were once masters of

strange worlds, and may have been the first race to construct portal networks. Their physical structure is of an unknown organic order, and what remains of their technology seems to be an extension of their once-formidable psychic power. Dark Seekers are so alien in mind and form that no communication with them is possible, and to look upon one is to go swiftly insane.

The Fgelnar are an unusual space-faring alien species. The original race was a near-sapient amphibian that resembled a horse-sized twelve-legged cross between an octopus or starfish and a spider, with trunk-like tentacles emerging from a central body. They are believed to have been collected and modified by a passing seeding ship, on account of the ability to cause genetic engineering effects through natural biological processes, and not to have been the origin of the seeding ship that spread them to other worlds. Perhaps the Fgelnar were on the verge of developing into a society of tailored subject races. They were seeded along the Fgelnar Tangent as a hive-mind race that create bodies – ranging from the size of a beetle to a whale – as tools for various specific, single-function purposes.

All this changed when their seeding ship was boarded by the cyborg Pazuli race. A split in the race occurred – known to historians as the Fgelnar Schism – with two factions emerging. The Fgel embraced cybernetics and technology, allying and merging with the Pazuli cyborgs. The second faction, the Lnar, fled to the Sumiagowi Cluster. Bringing news of the cyborg threat, the Lnar offered their genetic engineering services to the Sumiagowi Confederacy, and became integrated and assimilated throughout the cluster. Thus, many of the genetic engineering services available in the Sumiagowi Cluster are the product of Lnar research. The breeder vats used by some Toran clans and hybrids, to merge genetic samples from different species into new offspring, are essentially Lnar bodies tailored to this task.

It is important to note that Fgelnar intelligence is substantially different from that of sentient bipeds. One human researcher has noted that it is as if the brains of the different bodies linked into one hive-mind act as neural nodes within a greater network. Exactly what the Lnar get from fulfilling what are essential menial and servitor roles in the Sumiagowi Confederacy – from garbage recycling to pharmaceutical factory to food production – has never been made clear. Some believe that the Lnar hope to use the resources of the confederacy in a future war with their estranged Fgel kin. Others postulate a virus-like takeover of the cluster, with Lnar-hybrid life becoming dominant. Given that the Fgelnar have been described as organic machines, it is possible that they themselves do not know.

The Hunter's Guild is a mercenary society that broke away from the Merchant League during an earlier, more organized phase of the League's existence. According to legend, the origins of the Hunter's Guild can be traced to the intelligence service of a world overrun by vampires. According to the League Standard Database, the guild arose in response to a genetic research project that required the procurement of live specimens. Either or both may be true. The guild is active throughout the galaxy.

The Hunter's Guild seeks to promote and regulate mercenary and freelance activity of a space-faring nature, which can range from bounty hunter to salvage operator and private investigator to vampire hunter. There is a guild outpost or hiring hall in most space stations and major cities in most space-faring societies. Emphasis is placed on upholding contracts, professional service, and providing facilities for its members. This includes accommodation, trophy display, client meetings, retirement funds, and expedition outfitting. The hunter ethic is biased towards the romantic aspects of "adventure on the endless frontier" of space. This includes working for trade or reduced fees if a client is in dire need, weeding out unscrupulous operators, and refusing to work as an assassin. To be blacklisted by the guild is rare and fatal for the hunter in question.

The Kastriss are a human race that spread across The Road of Stars, first by seeding ship and later faster-than-light. Once the masters of a highly advanced society, they are now in the last stages of long decline. The Kastriss have a natural lifespan of a thousand years, with senility delayed to the last few decades, and superior natural healing capability. The rate of reproduction is low, and the race has turned inwards to various mental and spiritual disciplines. Psychic talent is not uncommon among the Kastriss. The few encountered in galactic society tend to be young sent on fact-finding missions by their academic elders – or self-appointed guardians of the galaxy. It is believed that many of their number have chosen to go into long-term cold-sleep, to await the dawning of the next era.

The Merchant League is a successor to the ancient hegemony of Kastriss. It is dedicated to the promotion and advancement of exploration, travel and trade throughout the galaxy. While research and exploration make up a large proportion of League activity, its role in establishing trade routes and facilitating non-hostile contact between species is largely responsible for the robust state of interstellar commerce in the present age. The lack of a central structure, and reliance on local members for direction, has sometimes caused the League and its cause more harm than good. However, the presence of a Merchant League outpost or scoutship in a space-faring society is, in the long run, a welcome one.

The Merchant League is responsible for the creation and adoption of a wide (almost encyclopaedic) database of standard terms and usages. The League Standard Database defines and details everything from ship classification to exchange rates, ecosystems to mining procedures, common trading languages to skill manuals – in short, practically every component and concept of planetary and space-faring life that can be described. This is not to say the database is prescriptive, or even up to date; far from it. Many cultures and colonies prefer to maintain their own etiquette and terminology.

The Pazuli are a cyborg race that managed to hijack the main seeding ship of the Fgelnar Tangent. They were originally a humanoid race that developed cybernetic therapy and artificial intelligence to an advanced degree. As their society became increasingly automated and linear-minded, they abandoned pursuits such as art and spirituality in favour of efficient resource management, territorial expansion and similar rational drives. It is unknown whether the Pazuli artificial intelligences had already superseded the organic brains that created them, when the seeding ship entered their system, or whether the hyper-rational cyborg mentality only came into being when Pazuli technology merged with the Fgelnar collective mind. In any event, the Pazuli cyborgs now view organic life as mere resources, and societies as territories to be exploited, and thus constitute a severe threat to the galaxy. In most colonies they come into contact with, the experience is one of invasion and enslavement – in some, however, the lure of cybernetic therapy has led to limited diplomacy and passive integration. Often referred to as the Machine Threat, they are the cause of militarization and alliance of space-faring societies that might otherwise go about their own affairs peacefully. Given the wide variation possible in form and function of their advanced cyborg bodies, there are few standard appearances by which the Pazuli may be recognised.

Portal Beasts are hybrid guardians of the portal networks. They may have been created by the Dark Seekers, as they are able to psychically interface with portals and related devices. Possibly immortal, the Portal Beasts have in recent millennia taken to guarding against genome raids. Form and intelligence varies individually, ranging from an intellectual wolf-like centauroid to a ravening blob to superstitious tigeroid.

The Sumiagowi are a human race spread across the Sumiagowi Cluster. They are fairly close to standard human type, with somewhat wider variation in coloration and other cosmetic features, and a lifespan of roughly one century that delays the onset of senility to the last few years of life. The importation of genetic features of other species is minimal at most, with any

subtypes being derived through minimal modification of the base stock. The Sumiagowi are the dominant racial type in the Sumiagowi Confederacy, which was spread across their cluster through cloning, cold-sleep and trade as soon as space-faring was developed. Despite the genetic conservatism of the race, their culture forms the basis of open and mutual exchange throughout the systems and races of their cluster.

The Sumiagowi Hostelry Service arose out of a need to supply cheap accommodation and related services for space-farers when in port. A kind of “seen one, seen them all, space motel”, a hostel functions primarily as sleepover and meeting place for transients from off-world and out-of-system. It also combines elements of brothels and taverns, discreetly and at slight extra charge. Small single-bed rooms with basic amenities and media outlets are standard, though meals, secure storage or entertainment are not provided – the space-farer with time and money on his hands will usually eat out and see the sights. The Hostelry Service is active throughout most worlds and colonies in the cluster.

The Sumiagowi Medical Alliance provides first aid and patient transport to space-farers who suffer injury or illness when in port. Their flying ambulances are a familiar sight on most worlds in the cluster. While the Medical Alliance defers to colonial emergency procedures, their exposure to a wide range of biology and ailments gives them a well-earned reputation for rapid and accurate diagnosis.

The Sisterhood of Life are a spiritual movement whose philosophy arises from understanding and accepting biological activity and natural drives. Membership is predominantly (though not exclusively) human women, and members are active in various charities, including hospices and sexual health services, in many advanced colonies. Due to their practical and direct approach, the Sisterhood of Life are active and welcome throughout much of Seeded Space. According to legend, they originated on Sumiagowi in medieval times. Clashes with the Order of Reason are becoming more frequent.

The Sumiagowi Cluster – An Overview

The Sumiagowi Cluster is a site of interest, opportunity, and relevance in the galactic arm. Events here may shape the future of thousands of worlds and billions of lives across the galaxy, for many centuries to come. It is a crucible, in which heroic deeds and persons may be forged. This is in accord with the purported origins of the name Sumiagowi – from the early colonial period of the confederacy, as an acronym for “Shut up, muck in, and get on with it!” This direct, even confrontational, attitude has shaped the cluster and its systems and peoples for countless generations.

This cluster is of medium or standard size, comprising perhaps a thousand known systems. Approximately three hundred of these star systems are linked by various space-faring jump routes. They range in population density from tiny outposts to fully settled systems with multiple colonised worlds and space stations. The population of a typical colony can range from hundreds of thousands to tens of millions, with easily over a hundred million on a habitable world. Populations of a billion or more are typically industrialised. The cluster is subdivided into seven regions – named for the six basic navigational directions, plus the heart of the cluster – which are described as follows.

Heart – the Sumiagowi culture originated in the Heart of the Cluster. While the various power centres of the Confederacy have shifted away from the earliest worlds and colonies, this region is still of interest and importance. The worlds and systems found here include: Archipelago, watery home of the Maern, into which a Ransil colony has recently been introduced; High Haven, named for a huge ancient space station; Carstey, an industrial world; and Sargasso, a ship's graveyard. The majority of worlds in the Heart are modern, advanced or space-faring, with a high proportion of Sumiagowi humans in their populations. Sumiagowi, the original homeworld of the Sumiagowi human race, is now a backwater, having ceded status of regional capital to Archipelago Station. Most of the languages spoken in the Heart of the Cluster are descended from old Sumiagowi planetary dialects. The main trading language in this region, and one of the main languages of the cluster, is derived from a pidgin of Sumiagowi standard language and a common Toran trading language, referred to as Standard And Trade.

Coreward – the Caruvax Hegemony occupies much of the Coreward Reach, spreading towards the Road of Stars. This region is on its way to becoming one of the most densely populated and integrated regions of space in the galactic arm. Hybrid and genie races are at the bottom of Caruvax society, with a corresponding impact upon the willingness of Toran clans to trade here. The few settled systems in the Coreward Reach that are not under Caruvax control or Sumiagowi influence are low-tech hybrid worlds, Toran/League joint-administered ports, or beset by colonial wars of various kinds. Caruvax is the regional capital, and the main languages of this world are spoken throughout the Hegemony. The common trading languages are officially Caruvax and unofficially either Standard And Trade or a Merchant League common trading language.

Rimward – a scattering of young worlds, relatively new to space-faring and advanced society, lie in the Rimward Reach. Among them is the most recently

known seeded system, Far Gate. A number of hybrid and minor races can be found here, in various primitive and feudal cultures. Toran traders are active here, and the few systems with Sumiagowi populations are a remnant of previous colonial ambitions. The regional capital of the Rimward Reach is a Sisterhood of Life outpost. The most commonly used languages with regard to space travel and trade are Toran-derived pidgin languages.

Spinward – the Toran Clans control many worlds and systems in the Spinward Reach, and resent the intrusion of the Caruvax into their region of space. The Sumiagowi Confederacy, which once washed across the entire cluster, is now based among the Toran-run colonies and stations. The technological and cultural levels of Sumiagowi and Toran systems here are among the highest in the cluster. The regional capital is Srelor, or more accurately the Confederate Station in the Srelor system – the world of Srelor itself is home to a high population of Toran clans who have less interest in space-trading, and occupy themselves with various planetary pursuits. Another system of note in the Spinward Reach is Memorium, a vast debris cloud of wrecked space vessels from an unknown ancient war. The languages of this region tend to be Toran pidgin trading languages descended from Srelor clan dialects. Standard And Trade and some Merchant League common languages are also used in space stations and ports.

Trailing – a number of feudal and advanced worlds can be found in the Trailing Reach, which was the initial contact point between the Fgelnar Tangent and the cluster. The regional capital of Trailing Reach is a Hunter's Guild outpost in the Lanity system. Most populations are of Sumiagowi human or minor hybrid descent. Space-faring is wilder, with more of a frontier feel to it – particularly piracy and a bounty on cyborgs. The most commonly used languages are of Sumiagowi descent, with Toran trade pidgins and Merchant League Common used in space.

Zenith – most of the worlds and systems in Zenith Reach are part of the Sumiagowi Confederacy. It is here that the war with the Pazuli cyborgs is fiercest, and on the back foot. The regional capital was recently overrun by Fgel-faction cyborgs, and some feudal and modern worlds have fallen to the cyborgs. Most populations are of various human races. While this is one of the older parts of the Confederacy, with well established trade routes, the Confederate Militia advises against travel to many of the systems in the Zenith Reach. Some are even quarantined. Languages are of Sumiagowi descent, with Standard And Trade used on most ships and space stations.

Nadir – once the bread-basket of the Confederacy, the worlds of the Nadir Reach have become almost a forgotten frontier. The Merchant League has set in motion a long-term redevelopment and expansion program, with this region being the launching point for exploration into regions of space along the underside of the galactic arm. Populations are a mix of human, Toran and other hybrid races, particularly Feliri and genies. This area is rich in opportunity for the daring and open-minded. It is also something of a cultural backwater, as evidenced by the almost sleepy pace of life on many tradition-minded worlds. A variety of languages, dialects and pidgins are used planet-side, with Merchant League Common used in space.

The Border

This small, unofficial region comprises half a dozen star systems, between the Sumiagowi and Caruvax spheres of control, situated slightly to trailing and zenith of where the Coreward Reach meets the Heart of the Cluster.

The highest population is on the Toran-dominated, hybrid-populated, world of Wulrogi, famous for its cool climate and marathon rally races. The most advanced colony is Tyonar Station, which lies at a nexus point of trade routes betwixt the reaches, hosting both a major shipyard and in-system jump-gate network. The highest number of colonies in one system is the Seventeen States of the planet Rasgelor, where the only spaceport is on a quarantined island and several human colonies are at war at any one time. Somewhere in the border is the secret base of Zeta Sequence, a synthetic separatist movement that welcomes freed genies into its ranks. Also rumoured to be hidden on the border is the giant ancient Kidnap Station, a hideout for vampires, pirates, cyborgs, hijackers, and unethical experiments. Lastly, ships that seek to skim hydrogen from the gas giants of Skane Point, to avoid refuelling fees elsewhere, run the risk of attack from automated orbital weapons platforms of elder origin.

INSPIRATIONAL SOURCES

Numerous works inform the genetic code that has spawned this game. The following is by no means a comprehensive cataloguing of creative inspiration.

Television: Angel, Babylon 5, Battlestar Galactica (original), Blake's 7, Buck Rogers in the 25th Century, Dark Angel, Doctor Who (original, especially Horror of Fang Rock, Spearhead from Space, State of Decay, The Daleks, The Five Doctors, The Robots of Death, The War Games, Tomb of the Cybermen, Warriors Gate, and the Philip Hinchcliffe era), Firefly, Forever Knight, Heroes, In Search Of, Knight Rider (original), Max Headroom, Scrapheap Challenge, Stargate Atlantis, The Hitchhiker's Guide to the Galaxy, The Invaders, The Six Million Dollar Man, The Prisoner (original), Ultraviolet

Film: 2001, Aliens, An American Werewolf in London, Blade Runner, Close Encounters of the Third Kind, Cube, Dark City, Flash Gordon, Ghostbusters, Highlander (original), Ice Pirates, Indiana Jones series, Iron Man, James Bond series (especially Q), Logan's Run, Lord of the Flies (original), Mad Max 2 and 3, Porco Rosso, Space Hunter, Stargate, Star Wars (original trilogy), Terminator 2 and 4, The Blair Witch Project, The Guns of Navarone, The Lost Boys, The Magnificent Seven, The Third Man, The Time Machine (original), Tron Legacy

Books and Authors: Alistair MacLean, Andre Norton, Arthur C Clarke's Profiles of the Future, Arthur Conan Doyle, Bram Stoker's Dracula, Brian Lumley's Necroscope series, Carl Jung, Charles Fort's Book of the Damned, C J Cherryh's Chanur series and Morgaine series, C S Lewis' Voyage of the Dawn Treader, Douglas Adams, Edgar Rice Burroughs, Friedrich Nietzsche, H G Wells, Isaac Asimov, John Keel's The Mothman Prophecies, Joseph Campbell, Le Mort D'Arthur, Mary Shelley's Frankenstein, Philip K Dick, Ray Bradbury, Robert E Howard, The Vampire Encyclopedia, Timothy Good's Above Top Secret, William Gibson's Sprawl trilogy, William Golding's Lord of the Flies

Music: Billy Idol's Cyberpunk, David Bowie, Inception soundtrack, Jeff Wayne's The War of the Worlds, Lenny Kravitz' Believe, Meat Loaf's Bat Out Of Hell, Mike + the Mechanics' Silent Running, Mike Oldfield's Tubular Bells, Pink Floyd, Supertramp's Take The Long Way Home, The Men's Church of Logic, Sin, & Love, Tron Legacy soundtrack, Warren Zevon's Transverse City, Wolfmother, Wormhole

Computer Games: Descent, Doom, Exxilon, Iron Helix, Mech Warrior 2, Segapawn, Sentinel Worlds 1 Future Magic, Space Invaders, Wizardry VII Crusaders of the Dark Savant

OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Product Identity, except for Open Game Content derived from the System Resource Document and other works noted in section 15.

Permission is given to quote for purposes of review or personal use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the

Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
S&W Monster Book: 0e Reloaded, Copyright 2008, Matthew J. Finch
Swords & Wizardry White Box, Copyright 2008, Matthew J. Finch
Mutant Future, Copyright 2008, Daniel Proctor and Ryan Denison
Labyrinth Lord, Copyright 2007, Daniel Proctor
Advanced Edition Companion, copyright 2009-2010, Daniel Proctor
Traveller System Reference Document Copyright © 2008, Mongoose Publishing

END OF LICENSE

Copyright © 2010-2011, Scott W Roberts