

Sea of Stars

Alpha

Galactic Role Playing

by
Aron Zell

WARNING!

This is an alpha release. While some editing and spell checking have been done this is not the final format nor the final edit of the product. This is being released for review purposes only and the final version may differ dramatically.

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Introduction

To whomever has found this document I hope it serves you well. My name is not important. I have traveled our great republic for many decades; from edge to core and spin-ward to trail-wise. In this journal I have recorded my observations and whatever knowledge I have gained.

Inside is information that is mostly common knowledge. However, some of what I have seen is not meant to be known. From the inner workings of the Eclipse Syndicate, to the secret dealings of companies like Open Mind, Ltd., to the real reason Archaeological Expeditions was formed. I even have detailed possible evidence that others beyond the buffer zone and the Red Line have already visited us and may be responsible for certain well known events.

As is often said but rarely headed, knowledge is contagious. Once you learn what is contained in this text you will not be able to unlearn it. Persons, groups or governments may seek you out to destroy that knowledge or just to learn what you know.

If you choose to venture into the wider galaxy after you have read the information contained with in, I have included the top secret system that the Republic uses to categorize people and a way to generate these values for yourself. An identity might be handy in eluding certain individuals. I have also included basic guidelines for modeling equipment, vessels and other inanimate objects and also rules for modeling situations. These can come in useful if you wish to perform simulations of situations before actually engaging in them.

Other necessary information is given on the main systems of our side of the galaxy, the races, important events, and background information on traveling between the stars. BE WARNED! The versions of events and the racial, corporate, and government background I offer are not the versions you learned in school or were told by your parents. It is in these sections that I have buried the truth between lines of accepted and sanitized knowledge.

I wish you luck on your future endeavors and remember that it is in your best interest to act like you never read this information. To pretend you never learned some of the secrets contained within while you interact with the galaxy at large; while you sail through this Sea of Stars.

— Ryzenda

Identity Generation

The system the Republic uses to categorize people is known as the Identity System. This system consists of five primary abilities, four secondary abilities, qualities that define more in depth traits of an identity and skills. All of these terms are described a little further down. The Republic System also defines a person's life by a series of stages. These stages mark the important event in everyone's life such as their race, childhood, and career.

Generating an identity for yourself consist of choosing paths that you have followed, or would have liked to follow, to lead you to this point in your life. The identity must first begin by choosing which race you are. Then move on to where you grew up and what you did as a child. From there it's what the identity did as an adult and up to the present.

Not all identities need to progress through all of the stages. However the Republic does not allow those under the age of 16 to travel by themselves. So it is suggested that all identities created be at least 16 years old which means that they have at least gone through Stage 2, Childhood.

Definitions

Abilities

First and foremost each identity has five primary abilities. They define what and how well you can perform actions, your resilience and your mental and physical strength. There are also four secondary abilities but those will be described later in the chapter.

Strength (S)

This is the raw physical power of the character. A high strength means you are adept at physical tasks such as climbing, boxing, jumping, etc.

Agility (A)

Agility is a measure of physical quickness. Agility helps with getting out of the way of danger, moving quickly and reacting quickly.

Health (H)

Health is a measure of physical well being. The strongest being known can be one of the sickest. Health determines how well a person resist poison, disease, radiation, etc.

Intelligence (I)

Intelligence is the ability to learn and grasp concepts. Below a certain intelligence level a person cannot speak.

Mind (M)

Mind is a measure of mental quickness and toughness. It helps with quickly assessing facts, resisting mental attacks and is the base ability for those rare individuals with psionic powers.

Qualities

Qualities are traits that further describe someone. Major qualities effect how well a person can perform a skill or help to define the physicality or mental state of an identity.

Skills

Skills represent the things that a person is trained to do. This can be things like shooting a gun, driving a car, piloting a spaceship or even noticing the details of the one's surroundings.

When a skill is presented as part of a life path it will be written as

Skill Name (A, L, #). This is a short hand for the information that an identity needs to know about that particular skill. In the parenthesis the *A* stands for the *Linked Ability* that the skill is used with, the *L* is the *Learning Curve* of the skill and the *#* is the number of points gained for that skill. The Ability comes into play when the skill is used. The level affects how hard or easy the skill is to advance.

Example: When the skill Conceal is shown in a life path it may be written as, Conceal (I, E, +4). So the skill name is obviously Conceal. The Linked Ability used with the skill is Intelligence, the Learning Curve for the skill is Easy and the character would gain 4 additional points in that skill.

Stages

Life can be thought of as progressing through a series of stages; a person is born, a person grows, a person learns, they gain experience. Identity Generation is broken down into a series of stages. With in each stage are a series of life paths.

The stages are:

Stage 1 - Race

Stage 2 - Childhood, 1-16 years of age

Stage 3 - Young Adulthood, variable

Stage 4 - Career, variable (Choose a max of 3 careers)

Each path will have some or all of the following traits associated with that .

Abilities: the increase or decrease in abilities

Qualities: the qualities gained from the path

Skills: the skills gained and the number of skill points. Skills are noted in the following format: Skill Name (Linked Ability, Learning Curve, points to spend on the skill).

Next Stage: The next stage in identity generation.

Life Paths: These are the different choices available in the next stage after the current stage and path.

Build Points: These are the number build points gained from the chosen path. Build Points will be used later on to finish the identity.

Random Events: The table that you roll on to determine what, if any, random events occurred during the current life path. Each event will have benefits or penalties for the identity.

Stage 1 - Races

As of the current year, 648 G.E. (2250 AD on the Human calendar), The Galactic Republic of Civilizations has only explored and currently occupies about one third of our galaxy. Our galaxy is simply call Wahkel, home in English. In the nearly 13 cubic terra-light years of space that the Republic occupies, there are only currently seven known races on the galactic stage.

Human

Planet of Origin

Name: Earth
System: Sol
Surface Gravity (g): 1
Atmosphere: Nitrogen & Oxygen
Surface Temp (kelvins): 284
Climate Type: Cool
World Type: Standard (Garden)
Moons: 1
Population: 8 Billion: 91% Human, 5% Thrassian, 3% Lilanite, 1% other

Background

Humans are from the Sol system. In the Sol system they have three independent colonies. Earth is the planet of origin for the Human race and it is an average world. As with most pre-galactic civilizations, Earth was overpopulated and covered in pollution before Humanity began to consider expanding into the nearby reaches of space. Humanity's introduction to the galaxy was rushed and head of schedule due to the Milfred Incident but in the intervening 200 years the Humans have made great strides in fixing their home world and integrating themselves into the Republic.

Humanity's second home would be its rather large satellite Luna. Current analysis has shown that Luna was blasted off of Earth in the early formation of the Sol system. Luna is an independent colony despite being a satellite of Earth. The independence of Luna and the fourth planet, Mars, was the cause of a major system wide conflict that was resolved shortly before the Milfred incident. One of the conditions of Humanity being accepted into the G.R.C. was the independence of Luna and Mars.

Mars is a little red planet with a native atmosphere of carbon dioxide. Mars, the third home of Humanity, has

been slowly terra-formed over the past 200 years. It is now possible to live there without a pressure suit.

Appearance

Humans are mostly hairless bipedal primates. Both sexes have fine hair that sprouts from the top of their heads but the males can grow prominent facial hair and substantial body hair. Humans naturally have a wide range of hair color. They also have a wide range of eye colors and skin colors that range from pale white to black. Unlike Thrassians, another primate species, humans do not have a brow ridge. Average height is 1.75 meters for males and 1.68 meters for females.

Human

Abilities: Strength 40, Agility 40, Health 40, Intelligence 45, Mind 40

Qualities: Common Sense, Fearless 1, Skillful 2

Skills: Perception (A, E, +10)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Kaylin

Planet of Origin

Name: Kaylin Tor
System: Kaylin Mu
Surface Gravity (g): 0.75
Atmosphere: Nitrogen & Oxygen
Surface Temp (kelvins): 290
Climate Type: Normal
World Type: Standard (Garden)
Moons: 2
Population: 4.23 Billion: 96% Kaylin, 2% Thrassian, 1.25% Human, 0.5% Nel Ari, 0.2% Reltoan, 0.05% other

Background

The Kaylin are an old race. Not as old as the Thrassians or the Reltoans but still one of the first to achieve space flight and travel between the stars.

The Kaylin's cherish nature. The Kaylin have a world rich in resources, heavily forested, and ripe with food.

Unlike most races the Kaylin made it through their industrial age with out significant damage to their world. That is because a Kaylin never fouls its home. To this extent all cities blend into their surroundings and all transportation lanes are underground or in the air. Their spaceports are in desolate regions in order to minimize their impact. The two largest spaceports are Mu Nu which is located in the southern polar desert and Mu Ah which is located in the equatorial desert of Grempli, the small continent.

Appearance

The Kaylin are a bipedal canine race. They have short snouts and a coat of thick fur all over their bodies. Kaylin's have short pointed ears and some sub races still have a short stubby, vestigial tail. Their fur comes in a wide range of patterns and colors. Eye color comes in blue, brown, black, and violet. Average height for males is 1.60 meters and 1.50 meters for females.

Kaylin

Abilities: Strength 40, Agility 40, Health 45, Intelligence 40, Mind 45

Qualities: Common Sense, Greater Senses:Hearing 1, Greater Senses:Vision 1

Skills: Perception (A, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Lilanite

Planet of Origin

None

Background

On the 315 day of the year 604 GE, Lil 519, an android lawyer and android rights activist, was slain outside the courthouse where she had successfully pleaded for AI's and androids to have the same rights as naturally evolved citizens. This started the series of conflicts that have become known as the A.I. Wars.

After the end of the conflict all AI's were declared free and equal citizens of the G.R.C. and deserving of all

rights given to naturally evolved, biological citizens. One of their first tasks was to find a system to call home. Sensitive to the needs of the other races, they chose a system with a reddish-orange star and several small worlds and gas giants. They renamed the system Lil 519 in honor of the Lilanite lawyer who gave her life fighting for the rights of her people. Massive space stations were built and the AI's and android's renamed themselves Lilanites after Lil 519. Their civilization is called the Lilanite Federation and is now the only place were AI's and androids are "born."

Lilanite Biology

Unlike the other races who have a normal biology, anatomy, and have no specific section detailing their anatomy, the Lilanites are a special case. Lilanites maybe artificial lifeforms but they are biological lifeforms. They are artificial because they did not evolve in a natural environment but were created by the older races of the G.R.C. No one knows for sure when the Lilanites achieved sentience. Like any race they gradually evolved and over many generations they achieved the level of sentience and intelligence they enjoy today.

What is known is that about 1,100 years ago genetic engineering and robotic engineering merged into the field of cybernetics. To meet the demand for better, faster processors some long forgotten scientist or team of scientist created cells with processors as their nuclei. This gave birth to the first nanites. From there, colonies were grown that networked and used distributed processing to speed up data operations. Eventually an artificial brain was created using a normal biological brain as a template. From this experiment artificial intelligence was born. From artificial intelligence came genetically engineered servants, laborers, entertainment, and central data systems. This was what gave birth to the Lilanites.

For the past half millennia all Lilanites start out with an adult sized, androgynous body. They have no hair, a basic waste elimination process, and the basic ability to process organic food. The body, however, is genetically engineered. The organs, tissues, muscles, and skin are engineered to be disease resistant and are the best examples of organic perfection. The skeleton is made of carbon nanotubes in order to be strong and light. The cranium is a carbon nanotube base with a 2 millimeter thick titanium alloy coating for reinforcement.

The nerve cells retain the cybernetic heritage. They are biological cells with processor cores as their nucleus. They work just like ordinary nerve cells but at the nerve gaps light pulses are used instead of the normal chemical agents found in natural nerve cells. This makes the Lilanite nerve system a little more resilient since the gap spacing can be larger than the natural counterpart.

The brain also retains the cybernetic heritage. Just like the experiment long ago, it is a collection of nanite nerve cells. These nerve cells form a neural net just like the natural counterpart and work much the same as the natural version. If damaged then other cells will take over processing for the damaged cells.

It should be noted that contrary to some beliefs the Lilanite brain can only be programmed using genetic means. This can only be done at creation. Lilanites start out as a blank slate just like any other child. The only exception is that they have an adult sized body. A Lilanite must learn everything. They just learn faster. A Lilanite child will be talking in complete sentences by the age of eight months. They will be walking by three months.

At the age of 15 the Lilanite must choose its final form. There are several standard choices but ultimately the look of the Lilanite's final form and the final sex are personal choices for each Lilanite. After this change the Lilanite cannot change again due to the months of intensive surgery and trauma. In the past when this was attempted either the surgical trauma killed the patient or the mental trauma of being trapped in a body that was not what the patient was used to made them unstable and ended in death.

All Lilanites have an implanted communicator that can only send and receive to similar communicators. These are implanted in order to facilitate speedy communication between fellow Lilanites and the Lilanite Federation. The communicator cannot be used to take control of a Lilanite anymore than a similar implant can take control of a natural race.

The standard final forms are listed below:

AniMod – This is a basic anthromorph model but with modifications. The external covering may be a non-natural color. Or the Lilanite may choose to add more extreme modifications like extra arms, sensory tentacles, extra sensory organs, tentacle arms, or what ever they can imagine. These Lilanites tend to either work around other Lilanites or find themselves in solitary or dangerous professions where the extra modifications can be helpful.

Anthromorph – The Lilanite retains its biological form and can choose to look like any of the other races. These Lilanites are usually found in roles where interaction with the other races is frequent.

Hard Shell - The Lilanite can choose to have a sex if desired. Through a painful procedure the Lilanite is implanted with nanites that slowly change the Lilanite's biology so that instead of normal skin cells glands excrete an titanium alloy carapace. The old biological skin is slowly consumed throughout the process. This is a very painful procedure and the Lilanite must endure months of medical care to ensure that an infection does not break out. Once the procedure is final the “metal skin” can be regrown and repaired like normal skin. The altered biology also extracts the minerals and metals necessary to maintain the new skin.

Lilanite AniMod

The configuration of the final form is not dependent on any of the known races or lifeforms. The player can choose the final form and the number of modifications it has.

Abilities: Strength 40, Agility 40, Health 45, Intelligence 45, Mind 40

Qualities: Additional Sensory Organ, Ambidextrous

Skills: Computer Literacy (I, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Lilanite Anthromorph

Must choose one of the other six races to emulate.

Abilities: Strength 40, Agility 40, Health 45, Intelligence 45, Mind 40

Qualities: Ambidextrous, Balance, Greater Senses: Vision 1

Skills: Computer Literacy (I, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Lilanite Hard Shell

Abilities: Strength 45, Agility 40, Health 40, Intelligence 45, Mind 40

Qualities: Ambidextrous, Greater Senses: Vision 1, Natural Armor 2

Skill: Computer Literacy (I, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Nel Ari

Planet of Origin

Name: Nel

System: Bizzeth

Surface Gravity (g): 0.96

Atmosphere: Nitrogen & Oxygen

Surface Temp (kelvins): 298

Climate Type: Normal

World Type: Standard (Garden)

Moons: 3

Population: 7.3 Billion: 95% Nel Ari, 2.5 % Human, 0.9% Kaylin, 0.75% Thrassian, 0.51% Reltoan, 0.34% other

Background

The Nel Ari are the second youngest race in the galaxy. Their path to becoming one world was particularly violent. It took 200 years for the Nel Ari to finish their globalization effort. During that time they engaged in five world wars. The last world war, The War of Night, occurred before the colonization of the Bizzeth system. At the end of the War of Night, 500 million were dead and the third satellite, Jumal, was left a radioactive wasteland. Three colonies on Jumal were destroyed. Two of these colonies were research stations and the third was a large civilian center.

In 428 GE, the post war development boom led to the invention of the Hithel drive by Hithel si Yassi of the Bureau of Technological Research. The Hithel drive is the Nel Ari designation for the wave drive. A few years after the Nel Ari developed the wave drive an expedition to the Fyden system introduced the Nel Ari to the Kaylin and to the rest of the galaxy. By the beginning of the next decade they were members of the G.R.C.

Names

A traditional Nel Ari name is as follows: [Family/Clan name] [si or sa] [Given Name]. If the person is male then “si” is used and if they are female “sa” is used. Examples: Jorrissi si Amyin, Hileth sa Tebil, Smith si John, Jones sa Marry.

Appearance

Nel Ari are bipedal tail-less Saurians. Nel Ari eye colors are either brown or green, but their natural scale color ranges from green to black. Nel Ari have short snouts and claws on their forearms. Average height is 1.70 meters for males and females.

Ever since the end of the War of Night there has been a division between the young and the old. The current trend is for young Nel Ari to dye their scales in order to visually separate themselves from the old ones. It is not uncommon, and to some it is a right of passage, to see those born after the War of Night to have a tattoo of the ancient symbol for the goddess of harvest. This is done in remembrance of the destruction of Jumal which was named in her honor.

Nel Ari

Abilities: Strength 40, Agility 45, Health 40, Intelligence 40, Mind 40

Qualities: Balance, Double Jointed, Feather Fall, Flexible, Natural Armor 2

Skills: Perception (A, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Quextil

Planet of Origin

Name: Vortash

System: Seril

Surface Gravity (g): 0.64

Atmosphere: Nitrogen & Oxygen

Surface Temp (kelvins): 284

Climate Type: Cool

World Type: Standard (Garden)

Moons: 3

Population: 7.3 Billion: 98% Quextil, 0.33% Human, 0.33% Kaylin, 0.33% Lilanite, 0.33% Nel Ari, 0.33% Reltoan, 0.33% Thrassian

Background

The Quextil were the first race admitted to the G.R.C. after the Unification War. As an avian race descended from raptors, most Quextil are quite content to never leave their home system. In fact in the 700 years since their appearance on the galactic stage they have formed few colonies outside of the Seril system. The call of the stars still manages to draw some Quextil off planet to find a livelihood and adventure.

Maybe the lack of stellar ambition is due to the fact that their home world, Vortash, is such a pleasant place to stay. It is a perfectly average world except for the three satellites that orbit the planet, Merish, Mertath, and Merkath. The moons are all the same size, 1,512km (940 miles) in diameter, in the same orbit, and are equally spaced. This has the effect of giving Vortash no significant tidal action.

The ancient Quextil may never have noticed that there were three separate satellites if not for the fact that they reflect separate colors. Merish reflects a silver light, Mertath reflects a blue tinged silver light, and Merkath reflects a red tinged silver light. Once the Quextil achieved spaceflight they sent several probes to their moons against the wishes of the prominent religious figures. All the probes sent to the satellites have malfunctioned or disappeared. The failure of the probes caused the religious authorities to exert their power and declare the satellites off limits to colonization, further scientific exploration and to place a ban on any traffic going near them.

The Quextil are the only race to hatch from eggs. This gives the Quextil two birth events to celebrate. The laying of the egg, called Egg Day, and the hatching, called the Hatching Day. On the egg day the offspring

honors its parents for its conception and for laying the egg that gave it life. The hatching day is a celebration of the Quextil growing one more year older. There is usually a three month difference between Egg Day and Hatching Day.

The Guardians of Mer

This is a quasi-religious paramilitary organization. Their goal is to protect the sanctity of Merish, Mertath, and Merkath. They spend months, if not years, in orbit meditating, praying, and watching the moons. If any craft for any reason is headed towards one of the moons then it is warned only once and given only five minutes to change course. Failing that the ship is pursued and destroyed before it can reach the surface of one of the moons.

Appearance

Quextil are an avian race with a short beak and a covering of down feathers. The feathers come in many colors and patterns and can be dyed to suite an individual's taste. The Quextil have a flap of skin under their arm that grants them the ability to glide through the air. The Quextil also display their avian heritage in their tall lithe forms. The average Quextil male stands 2 meters (6.6 feet) tall and the average female is 1.8 meters (6 feet) tall.

Quextil

Abilities: Strength 35, Agility 45, Health 40, Intelligence 40, Mind 40

Qualities: Balance, Feather Fall, Gliding, Greater Senses: Vision 4, Greater Senses: Hearing 2

Next Stage: Stage 2 – Childhood

Life Paths: Any

Reltoan

Planet of Origin

Unknown

Background

The Reltoans are the oldest space-faring race. However, they have not had a strong drive to explore as the other races have had. Generally they are reserved and not given to strong emotions or passions. This gives the feeling that when talking to a Reltoan it is as if they know something you do not.

Reltoan society is one with well defined social classes; Imperial, nobility, gentry, and commoners. There is mobility between the lower three classes as long as the appropriate tribute is paid.

The Reltoans did not evolve in the Jaokyn system. The Reltoans readily admit this fact but have never divulged where they originated or why they left. All research that is concerned with Reltoan history or biology is blocked by the Reltoan government to the point of being banned. Only the Reltoans know the answers.

Another oddity about the Reltoans is that they are all telepaths. All known races have telepaths but at a rate of 1 in 10,000. For some reason 98% of Reltoans are telepathic and some are telepathically strong. This is a secret that the Reltoans keep to themselves. If this news were revealed then who knows how the rest of galaxy would react.

Appearance

Reltoans are blue skinned humanoids. They look like they are descended from primates but the Reltoan Empire has never allowed extensive tests by non-Reltoans to prove this. All Reltoans have white hair on their head and no body hair. All Reltoans have violet eyes and there is an almost uniform appearance between members of the same sex. Their average height is 1.8 meters with little deviation between the sexes.

Reltoan

Abilities: Strength 35, Agility 45, Health 40, Intelligence 40, Mind 45

Qualities: Ambidextrous, Appearance: Attractive, Psionicist, Secretive (All Reltoans have psionic ability)

Skills: Telepathy (M, In, +8)

Next Stage: Stage 2 – Childhood

Life Paths: Any

Thrassians

Planet of Origin

Name: Thrassis

System: Na Oth

Surface Gravity (g): 1

Atmosphere: Nitrogen & Oxygen

Surface Temp (kelvins): 266

Climate Type: Cold

World Type: Standard (Garden)

Moons: 0

Population: 1.75 Billion: 96% Thrassian, 2.5% Kaylin, 1.25% Human, 0.2% Reltoan, 0.05% other

Background

Thrassis has been locked in an ice age for the past 10,000 years. As such the Thrassians have developed traits that enable them to survive the arctic and sub-arctic temperatures of their homeworld. They developed a very close knit clan structure since they had to hide from the weather in underground caves, braving the outside only to hunt. The clan is paramount to the traditional Thrassian and everything he or she does is for the welfare of the clan. One pleasant side effect of this is that Thrassians are renowned environmentalists. When one cave system might hold 20 or more families of a single clan, conservation becomes essential. Their subterranean existence has continued to the modern age. All of their cities are massive underground complexes. There are no spaceports on the surface and only orbital Shuttles are permitted to land.

One special note is that the Thrassians are very similar to an extinct primate species found on earth called Neanderthals. Humanity developed along-side this

species but the Neanderthals died out for some unknown reason.

Names

Unlike most galactic level races Thrassians still hold to traditional names. Some of those who were born on colonies have abandoned much of traditional Thrassian culture but the majority still adhere to its tenants. A Thrassian has three names. The first name is the clan name. The second name is the given name. The combination of the clan name and the given name are the legal name for a Thrassian. Most people will refer to a Thrassian by both names. Only family, loved ones, and close friends will call a Thrassian by the second name alone.

The third name is the name the Thrassian chooses for him or herself at the age of maturity; about 20 years of age. Only the clan elder knows what name is chosen and makes sure it is recorded in the clan ledger. The Thrassian will only let certain special others know this name and they are only allowed to use it in private. Not even the Thrassian's parents usually know this name.

The order in which the names are spoken is very important to Thrassian Culture. Examples are below.

Chosen - Intimate; used with family and friends.

Given - Semi-formal; used with acquaintances, co-workers, etc.

Clan + Given - Formal; similar to the human use of Mr. and Ms.

Clan only - Honorific; bestowed on those few who have achieved importance.

Given followed by Clan - Insult; signifies selfishness and dishonor.

Appearance

Thrassians are mostly hairless bipedal primates. Both sexes have fine hair that sprouts from the top of their heads but the males can grow prominent facial hair. The natural hair color of Thrassians are shades of brown. Thrassian eye colors range across the spectrum with brown, green, purple, and red being the most prominent colors. Since they are from a cold planet their skin color is fairly monochromatic with tan being the norm. Unlike Humans and other primate races, Thrassians have a brow ridge. Their average height is 1.70 meters for males and females.

Thrassian

Abilities: Strength 45, Agility 40, Health 45, Intelligence 40, Mind 40

Qualities: Increased Temperature Range 2*, Terrain Mobility: Snow, Terrain Mobility: Ice

Skills: Survival:Arctic (A, E, +5)

Next Stage: Stage 2 – Childhood

Life Paths: Any

*The extended temperature range is applied to the low end of the scale. The Thrassian's new temperature range is $[25 - (2 * Stamina)]^{\circ}F$ to $80^{\circ}F$

Stage 2 - Childhood

In the Republic there are two main distinctions between individuals. There are those who grew up in and or live in the Core and those who were born on and grew up on the Fringe. Now that you have chosen a race for your Identity you need choose the place where you grew up.

The first choice is between growing up in the Core or the Fringe. After that you need to decide exactly where you grew up. The location of your childhood determines the languages you learn, initial skills, certain ability increases and more.

The Heart of Civilization: Life in the Core

Life in the Core is typically one of ease and enlightenment. The Core is where all of the latest advances in technology are easily available, jobs are plentiful, and the pay is well above average. The Core has the highest concentrations of the G.R.C.'s gross domestic product. Someone growing up in the Core is guaranteed an education through their first degree. This education is covered partly by local taxes and also by the G.R.C. Education programs. This ensures that at least everyone in the core begins on an even footing.

Since life in the Core is plush and easy for the majority of citizens there, most citizens who grow up in a Core city never leave their home worlds. They are content to simply live a life of plenty. Of course where there are ample resources and an ample supply of wealth there is organized crime. The Core is rife with criminal organizations who offer anything from illicit goods and services to hired men for "security." One of the biggest problems in the Core is the rising addiction to Starshine, a highly addictive hallucinogen.

However, this does not mean that everyone in the Core is well off. There are still the poor, homeless, and those scraping by to make ends meet. Although the Core has all of the newest advances and pays well the services are also proportionately more expensive. The cost of the services and the cost of rent and taxation vary from Core System to Core System, but on average it is higher than anywhere in the Fringe. Some end up losing everything and either find a way to the fringe, the alley ways, the undergrounds, or as wards of the state.

Below is a list of systems controlled by each of the seven core governments. Although the Republic is a cosmopolitan place, most people still begin their lives on worlds that are governed by their race. Most Humans are

born and grow up in the Solar Alliance, most Kaylin are born and grow up within the borders of the Council of Elders, etc. As with most rules there are exceptions.

The descriptions of each of the seven governments includes a summary of their form of governance, how psionics are handled within their jurisdiction and a description of systems within their area of influence.

Council of Elders

Government: Oligarchy

Home System: Kaylin Mu

Home World: Kaylin Tor

Capital: Oskot

Systems: Kaylin Mu, Rwak, Tizzeli, Jorbe, Corlesh

During the early phase of the Kaylin evolution they organized themselves into packs as most canids do. As they evolved the packs became tribes and some tribes became super-tribes. Eventually, during the pre-globalization days, the Kaylins formed governing bodies to mitigate disputes between ruling tribes and families. The Kaylins history taught them that only the most senior members of the tribe or family have the wisdom needed to settle disputes. This tendency lent to elders of tribes meeting with each other to settle disputes between the warring factions. Additional elders from other tribes not involved could be brought in to settle the dispute.

This system of local government worked so well for the Kaylins that it eventually became their model for the global government. When the Kaylin unified during their globalization effort these governing bodies became the ruling government of Kaylin Tor and is now known as The Council of Elders.

Psionics

As one of the oldest races the Kaylin have a long tradition and recorded history of psionics. They also celebrate psionic ability and have used the myriad of advantages on and off the battle field. The ancient Kaylins kept extensive records of which families produced psionic abilities and what those abilities were.

Eventually these families became guilds and then family owned businesses. The businesses are major powers within the Council's domain. The families practice breeding programs and it is unusual that someone born with psionic ability is not born to one of these families. Along with the breeding programs the

families use marriage to form and break corporate alliances.

System Summaries

Kaylin Mu

Habitable Worlds: K-Jul, Kaylin Tor

Population: 4.23 billion, 96% Kaylin, 2% Thrassian, 1.25% Human, 0.5% Nel Ari, 0.2% Reltoan, 0.05% other

Kaylin Mu is the home system of the Kaylin race and Kaylin Tor is their home world. K-Jul is a lethal world with a thick hot carbon dioxide atmosphere. A small population of 230,000 live here as part of the Uzkeyl mining station.

Rwak

Habitable Worlds: Ulyra

Population: 1.7 billion, 89% Kaylin, 5% Thrassian, 2% Human, 2% Nel Ari, 1% Lilanite, 1% other

Rwak was one of the Kaylin's first colony systems. Ulyra is a major agriculture and pleasure world. Unlike agriculture worlds on the Fringe, Ulyra has the major cities typical of Core worlds in addition to the vast fields and pastures of worlds whose main export is food.

Tizzeli

Habitable Worlds: Tizzel Prime

Population: 2.3 billion: 93% Kaylin, 3% Lilanite, 2% Human, 1% Nel Ari, 1 % other

Tizzeli is the Council of Elders main mineral mining, processing and manufacturing center. Tizzel Prime is the headquarters of 94% of the Council's major Manufacturing companies. While mining and processing is extremely limited on Tizzel Prime, the whole system is rich in minerals and there are hundreds of colonies whose sole purpose is to mine and process those minerals.

Jorbe

Habitable Worlds: Jorbe

Population: 6.2 billion: 80% Kaylin, 6% Human, 6% Nel Ari, 6% Thrassian, 1% Reltoan, 1% other

Jorbe is one of the three entertainment centers of the Republic. As such it is considered a pleasure planet. Unlike Ulyra, Jorbe is a built up megalopolis that focuses more on hedonistic pleasures in contrast to the simple communing with nature Ulyra offers. There are also numerous space stations dedicated to making sure everyone who visits the system leaves happy.

Corlesh

Habitable Worlds: Corlesh

Population: 0

****WARNING THIS IS A PURGE SYSTEM.
HABITATION IS FORBIDDEN!****

Council of Elder Citizen

Years: 16

Abilities: Health +5, Intelligence +5

Skills: Computer Literacy (I, E, +5), Knowledge: Council of Elders (I, In, +10), Language:Kaylin (I, A, +30), Language:Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship, Omal Space Academy, Republic Military Academy, Trade School, University

Build Points: 0

Random Events: Roll on the Core Government Random Event Table page 80

Dominance of Mer

Government: Theocracy

Home System: Seril

Home World: Vortash

Capital: Meravorsil

Systems: Seril, Wessry, Jyth

The Quextil have always worshiped their three moons called Mer. They believed that the Mer were guardians, angels that watched over them during the night while they slept. Soon this worship became a full fledged religion. Then the religion spread across Vortash through violence, persuasion and breeding. Eventually 80% of the Quextil came to believe in the Mer and to worship them. The religion was simply called Mer.

This wide spread belief created a commonality between all Quextil and helped to unite the world before they were out of their industrial age. Even though 20 % of Quextil do not believe in the Mer or follow the religious tenants, these non-believers were never punished or prosecuted. The main values of Mer are peace and honor. The non-believers were allowed to exist though they may never rise as high as a believer.

Psionics

When a Quextil is hatched it is tested for psionic potential. When an infant is found to be “blessed” with this gift it is taken from its parents and raised by the Bxy Esun Iul. The parents are more than willing to give up their little one as this is seen as a great blessing.

System Summaries

Seril

Habitable Worlds: Vortash, Vorpith

Population: 7.3 Billion: 98% Quextil, 0.33% Human, 0.33% Kaylin, 0.33% Lilanite, 0.33% Nel Ari, 0.33% Reltoan, 0.33% Thrassian

Seril is the birth system of the Quextil and Vortash is there home world. The centers of their culture, religion and all their industries are on Vortash and may not leave under penalty of law. Vorpith is a hellish world that supplies the Dominance with most of its mineral wealth.

Wessry

Habitable Worlds: Tyca

Population: 721 Million: 100% Quextil

While the seat of the Quextil religion is on Vortash only the most prominent of the order may serve there. Tyca is center of the monastic training all Followers of Mer receive. Only the monastic network exist on Tyca. The Followers took over the planet so that those who come to receive their training would not be tested by the more material aspects of the world until they were ready. The Bxy Essun Iul is also center here.

Jyth

Habitable Worlds: Niepota

Population: 1.5 million: 100% Quextil

Niepota is a small world that houses the Seril Military Academy, Seril Systems Guard and the research arms of the Quextil military industrial complex. The world is one large research station, university and training ground. In orbit are the Debemusa shipyards where the Quextil fleet is created and renewed.

Dominance of Mer Citizen

Years: 16

Abilities: Health +5, Intelligence +5

Skills: Computer Literacy (I, E, 5), Knowledge: Dominance of Mer (I, In, +10), Language:Quessi (I, A, +30), Language:Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Followers of Mer, Nemoan Ranger Apprenticeship, Republic Military Academy, Seril Space Academy, Trade School, University

Build Points: 0

Random Events: Roll on the Core Government Random Event Table page 80

Dominance of Mer - Iulyntia

The Iulyntia is the name of the individual who serves the Bxy Esun Iul. When a Quextil hatches they are tested for psionic ability and if the hatchling posses such ability the parents gladly give it up to the Bxy Esun Iul. There are several requirements for those who are Iulyntia.

- The beak is carved so that all may recognize & honor the Iulyntia
- One must spend the first three decades in the service of the Iul helping promote the greater good of the Quextil
- During the time with the Iul the Iulyntia vows poverty and restraint, to seek knowledge and to better one's self and one's talents. These vows are taken and followed in order to better serve the Quextil
- All Iulyntia must learn martial abilities in case the Dominance of Mer needs defending
- After a Iulyntia's thirty years of service are up they may either choose to remain with the order or to leave. If the Iulyntia leaves the order then they are required to maintain regular communication with the Iul. This is to ensure that the Dominance of Mer knows where all of its psionics are in case they are threatened. Failure to keep the Iul updated is punishable by life imprisonment.

Iulyntia

Prerequisites: Quextil, psionist

Years: 30

Abilities: Mind +5

Qualities: Religious Conviction

Skills: Computer Literacy (I, E, +5), Language:Quessi (I, A, +30), Language:Galactic (I, A, +30), Martial Arts (A, In, +5), Street Fighting (A, E, +5), Sword (A, E, +5), Telekinesis (M, In, +5), Telepathy (M, In, +5)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 5

Random Events: – Roll on Stage 2 Iulyntia Random Event Table page 84

Hegemony of Nel

Government: Constitutional Democracy

Home System: Bizzeth

Home World: Nel

Capital: Ryshis

Systems: Bizzeth, Quisset, Dylut

In 419 GE the Nel Ari War of Night, their fifth and final global war, ended and in its wake were a people who clambered for peace and reconstruction with one unified voice. To this end a world government, the Hegemony of Nel, was formed. It was decided that the Hegemony would consist of two representatives from each city-state. Presiding over the Hegemony would be the Arbiter who is elected from the Followers of Olmini.

Psionist

The Followers of Olmini are a monastic group that devote themselves to finding balance and seeking knowledge. As part of their order they give up all possessions and all personal attachment. This group formed shortly after the first global war in an effort to prevent further catastrophes. In the beginning this was an entirely volunteer organization. That changed for some as soon as it was discovered that about 98% of Nel Ari psionists tended to join the Followers. The burgeoning global government recognized that the Followers had the expertise to handle the training and

to some extent the regulation of psionists and their abilities.

Now all psionists are required to attend classes at their local Followers Sanctuary until the age of 20. At this point the individual must decide to either join the Followers or make their own way in the galaxy. If a psionist in the jurisdiction of the Hegemony of Nel wishes to train or even use their abilities then they must be a member of the Followers. Those who are not members of the Followers are forbidden to use their psionic abilities under any circumstance, including self defense. This stems from the Nel Ari's bloody history of globalization. They know that all peace is transient and they fear that anything may upset the balance. The Hegemony has no more taste for war and fears any unregulated power whether it is a weapon, power source or ability.

The Hegemony's strict restrictions on psionists include itinerant psionists such as travelers, sight seers and those who are conducting business in the Hegemony. If the psionist is caught using their abilities and they are not a part of the Followers then they face a minimum of a 5 year prison sentence during which they will be inducted into the Followers and trained in the proper use of their abilities. The only exception is someone who is a member of the Galactic Armed Forces. However, the G.A.F. when in Hegemony jurisdiction will hire locals when possible for the sake of public relations and good will.

System Summaries

Bizzeth

Habitable Worlds: Nel

Population: 7.3 Billion: 95% Nel Ari, 2.5 % Human, 0.9% Kaylin, 0.75% Thrassian, 0.51% Reltoan, 0.34% other

As the home system for the Nel Ari, Bizzeth is a very busy system. Nel is quickly becoming a major trade center in the Republic.

Quisset

Habitable Worlds: Nosena

Population: 2.3 billion: 86% Nel Ari, 8 % Lilanite, 4% Human, 1.5 % Kaylin, 0.5% other

Nosena is the major commercial center of the Hegemony of Nel. In its orbit are Shipyards, manufacturing facilities and exquisite resorts. Throughout the Quisset system is a huge network of resource gathering, mining and processing with dozens of facilities on asteroids, moons and in stellar orbit.

Dylut*Habitable Worlds:* Dy Ssul*Population:* 2.6 billion: 95% Nel Ari, 2% Human, 1.4% Kaylin, 0.75% Thrassian, 0.51% Reltoan, 0.34% other

Dylut was the Nel Ari's first colony system and as such is just as diversified as their home system. Dy Ssul is the educational and research epicenter of the Hegemony.

Hegemony of Nel Citizen**Years:** 16**Abilities:** Health +5, Intelligence +5**Skills:** Computer Literacy (I, E, 5), Knowledge: Hegemony of Nel (I, In, +10), Language: Wrytithu (I, A, +30), Language: Galactic (I, A, +30)**Next Stage:** Stage 3 – Young Adulthood**Life Paths:** Crime, Drifter, Followers of Olmini, Free Guard academy, Nemoan Ranger Apprenticeship, Republic Military Academy, Trade School, University**Build Points:** 0**Random Events:** Roll on the Core Government Random Event Table page 80**Lilanite Federation***Government:* Democracy*Home System:* Lil 519*Home World:* Freedom Station*Capital:* White Sector*Systems:* Lil 519

The Lilanite Federation is the youngest government in the G.R.C. As such their population is still relatively small and they only have jurisdiction over one system. This has enabled them to form and utilize a true democratic government. Since all Lilanites have a special communicator implant that allows direct communication with other Lilanites, voting on issues can be near instantaneous. The control of the Lilanite Federation is truly in the hands of its citizens.

Psionics

To date there have been no Lilanite psionics.

System Summaries**Lil 519***Habitable Worlds:* Freedom Station, Independence Station, Autonomy Center*Population:* 1 billion: 94% Lilanite, 3% Human, 1% Thrassian, 1% Kaylin, 1% other

Lil 519 is a system with an orange primary star. There are no habitable planets in the system but the Lilanites have built three huge ring stations in the orbit of three of the planets. Freedom Station is the home of their government. Independence Station is their major trade hub. Autonomy Center is their main manufacturing and research station.

Lilanite Federation Citizen**Years:** 16**Abilities:** Intelligence +5**Skills:** Computer Literacy (I, E, 5), Knowledge: Lilanite Federation (I, In +10), Language: Any (I, A, +30), Language: Galactic (I, A, +30)**Next Stage:** Stage 3 – Young Adulthood**Life Paths:** Crime, Drifter, Nemoan Ranger Apprenticeship, Republic Military Academy, Lilanite Police Academy, Trade School, University**Build Points:** 0**Random Events:** Roll on the Core Government Random Event Table page 80**Parliament of Clans***Government:* Parliamentary Democracy*Home System:* Na Oth*Home World:* Thrassis*Capital:* Aitynus*Systems:* Na Oth, Teffur, Bolmarr, Gruzal, Nor Cha

Before the Thrassians achieved a global government or even national governments they had clans. When a decision needed to be made regarding the welfare of the clan all clan members of age would gather and debate the issues. After the adversarial and sometimes lengthy debate a final vote would be taken to determine the outcome. This would include the enactment of some new law or trial of a member of the clan. Once clans started to work together each clan would arrive at its own decision in this way then one or more

representatives from the clans involved would meet and have a second round of debate and voting. The continuation of this form of governing led to the development of the Parliament of Clans.

Psionicists

Traditional Thrassian culture is about how one can help the clan. Their view on psionicists is no different. Thrassians were one of the few races who did not start fearing those with psionic powers. From the records they have they were always held in high regard and encouraged. Stories abound in their histories of the person who could sense the approach of a predator well before anyone else could see it. Or of the one who could talk to the unconscious so that the clan could heal them.

Thrassians also were the first recorded race to use psionicists in warfare. Several dynasties were maintained in their past because of the power of their psionicists. These dynasties stuck to a strict policy that no psionist was to be born to those who were not of the family line. This encouraged the inbreeding of the ancient psionic families and resulted in a degradation of Thrassian psionic abilities. Luckily in the five millennia since, the Thrassian psionic legacy has rebuilt itself and today Thrassian psionicists are just as competent and powerful as the other races.

System Summaries

Na Oth

Habitable Worlds: Thrassis, Asteroid Belt
Population: 1.75 Billion: 96% Thrassian, 2.5% Kaylin, 1.25% Human, 0.2% Reltoan, 0.05% other

Na Oth is the womb and cradle of the Thrassian race. Thrassis, the fourth planet in the system, has been going through an ice age for the past 10,000 years this hasn't stopped the planet from becoming a major Core center in the Republic. The asteroid belt is home to over 1 million beings whose job it is to mine and process the ore that make life work.

Teffur

Habitable Planets: Lysern
Population: 3.13 billion: 90% Thrassian, 3.5% Kaylin, 2.5% Human, 2% Nel Ari, 1% Reltoan, 1% other

Lysern was the first Thrassian colony world. Amazed at finding such a lush world the Thrassians immigrated in droves. Lysern has become in essence the second home to the Thrassians and a second capital to the parliament.

Bolmarr

Habitable Worlds: Wyr
Population: 2.78 billion: 90% Thrassian, 4% Human, 2% Kaylin, 2% Nel Ari, 1% Lilanite 1% other

Thrassians seem to like cold planets and in Wyr they have found one that almost mimics Thrassis. Wyr's ice age ended about 5,000 years ago. Aside from the lower than average surface temperature, Wyr is an idyllic world that and the parliament endeavours to keep it that way. Of special note is that Bolmera engineering and Clan Tyloc Arms are headquartered on Wyr and their major research and manufacturing facilities are in orbit.

Gruzel

Habitable Worlds: Pantea
Population: 2.83 billion: 97% Thrassian, 2% Kaylin, 0.5% Human, 0.5% other

Gruzel is a pleasure system. In most places there are pleasure planets but the whole system of Gruzel is dedicated to helping the paying customers get what they are looking for. From the natural wonders and city life to be found on Pantea, to the orbitals that offer a million and one ways to please the senses, to ship races, to sun diving, Gruzel has it all.

Nor Cha

Habitable Worlds: Yvthi
Population: 1.21 billion: 97% Thrassian, 1% Kaylin, 0.5% Human, 0.5% Lianite, 1% other

Yvthi was founded as a research colony but has since grown into a bustling Core world in its own right. The main industries on Yvthi are still academia and research but it also is a popular spot for vacationers who like a quiet cultural get-a-way.

Parliament of Clans Citizen

Years: 16

Abilities: Health +5, Intelligence +5

Skills: Computer Literacy (I, E, +5), Knowledge: Parliament of Clans (I, In, +10), Language: Elnyn (native) (I, A, +30), Language: Galactic (native) (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship, Republic Military Academy, TDF Academy, Trade School, University

Build Points: 0

Random Events: Roll on the Core Government Random Event Table page 80

Reltoan Imperium

Government: Parliamentary Monarchy

Home System: Jaokyn

Home World: Reltoa

Capital: Arquena

Systems: Jaokyn, Xylan, Bolissa, Terssa, Alder

Reltoan society is based on a caste system. Members can move up to a higher caste but only with great difficulty. However, it is common for those of different castes to socialize and conduct business. There is no practical division among the castes except in the Reltoan government.

The three divisions of the Reltoan caste system are the Nobles, the Gentry, and the Commoners. Nobles are those whose families were granted special recognition from the Imperium. The Gentry are the wealthy who were not born nobles including the leaders of the large corporations and businesses and even the wealthy and famous. The Commoners are everyone else and represent the largest segment of the population.

Psionics

The Imperium has some of the most lenient laws regarding psionics. They require nothing more than the standard G.R.C. regulations. No special registration. No government interference. They do not however allow non-reltoan psionics to become citizens.

The leniency is due to the secret the Imperium has been hiding for well over a millennium. All Reltoans are at least empathic. The fear of this secret being revealed has prompted their lenient regulations for psionics and of course some excessive editing of medical records. The choice of who is to appear on the galactic records as a psionics is largely random with some family lines never failing to make the official record. All Reltoans of course share the secret and will go out of their way to protect the information.

When a Reltoan is found to be a particularly strong psionics, they are inducted into the Menkath. The newborn is taken from its parents, who are compensated, and raised, fed, clothed and trained by the Menkath. They are with the Menkath until death.

No one ever resigns. No one is ever registered with the G.R.C.

System Summaries

Jaokyn

Habitable Worlds: Reltoa, Toothem

Population: 5 billion: Almost 97.5% Reltoan, 1% Thrassian, 1% Kaylin, 0.5% other

Unlike all the other races the Reltoan home system is not their birth system. If the Reltoans know where their race originated then they are not saying. In the two or so millennia since the arrival of the Reltoans to the Jaokyn system the Reltoans have made themselves quite at home. Toothem, an icy world in the next orbit over out from the star, is home to two small mining outposts. It is also rumored that there is a third group of buildings on the planets surface but all who have seen it have strangely disappeared.

Xylan

Habitable Worlds: 0579

Population: CLASSIFIED

Officially, all that is known about the Xylan system is that the Imperium uses as some sort of military base. Unofficially it is the home of the Menkath. Entry to the System is strictly prohibited by the Imperium. Even the Galactic Armed Forces has been known to have trouble entering the system on official business.

Bolissa

Habitable Worlds: Nyka, Nyko

Population: 4.15 billion: 85% Reltoan, 5% Nel Ari, 4% Human, 3% Lilanite, 2% Thrassian, 1% other

Nyka and Nyko, the twins, are the heart of the Reltoan entertainment industry. However the success and failure of particular establishments does not seem to be based on normal rules of supply and demand. Some speculate this is because at the heart of the industry one will find the Eclipse Syndicate.

Terssa

Habitable Worlds: Pagos, Ryk

Population: 2.83 billion: 75% Reltoan, 20% Lilanite, 2% Human, 1% Nel Ari, 1% Thrassian, 1% other

Just four light years from Jaokyn, Terssa proved to be a boon to the Reltoans. Pagos, an icy world, and Ryk, a predominately rocky one, are both mineral and metal rich and the moons of Ryk have surprisingly high concentrations of helium 3 which is essential to fusion.

Alder

Habitable Worlds: Astal

Population: 3.3 billion: 63% Reltoan, 7% Human, 7% Kaylin, 7% Nel Ari, 7% Quextil, 7% Thrassian, 2% Lilanite

Astal is an idyllic world largely unspoiled. This makes it ideally suited as the main campus of the University of the Republic.

Reltoan Imperium Subject

Years: 16

Abilities: Health +5, Intelligence +5

Skills: Computer Literacy (I, E, +5), Knowledge: Reltoan Imperium (I, In, +10), Language:Reltoan (I, A, +30), Language:Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship, Republic Military Academy, Imperial Military Academy, Trade School, University

Build Points: 0

Random Events: Roll on the Core Government Random Event Table page 80

Reltoan Imperium – Menkath

All newborn Reltoans have their psionic potential tested. Strong ones are taken from their families and inducted into the Menkath. The Menkath is officially a division of the Reltoan Imperial Guard. This means that only the Emperor has direct control of the Menkath. This is undoubtedly necessary due to the clandestine nature of the Menkath and because of the knowledge they hold. The Menkath, all Menkath, know the true origins of the Reltoan people. All Menkath are the unofficial first watch and first line of defense against those that might find out the secret or those who are a part of the Reltoan's past.

The Menkath are also interested in finding new ways to express their psionic abilities. On the primitive world of Xylan there is a research station that is the Menkath base of operations. It is within these walls that the Menkath are trying to find ways of using the mind to move through space and time. They are also trying to develop a technological means of detecting and blocking psionics. No one knows if either effort has been successful.

After 25 years of training and indoctrinations the individuals are sent to serve in the Imperial military and

may be assigned special assignments after that in service of the Imperium.

Menkath

Prerequisite: Reltoan

Years: 25

Abilities: Mind +5

Qualities: Psionicist

Skills: Computer Literacy (I, E, +5), Language:Reltoan (I, A, +30), Language:Galactic (I, A, +30), Telekinesis (M, In, +3), Telepathy (M, In, +5)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty or may try to leave the Menkath at any time. Leaving the Menkath will cause the character to gain Enemy 4 and Wanted: Reltoan Imperium 4

Build Points: -1

Random Events: Roll on the Menkath Random Event Table page 83

Solar Alliance

Government: Federal Republic

Home System: Sol

Home World: Earth

Capital: Geneva

Systems: Sol, Barnard, Proxima Centauri, Alpha Centauri

The Solar Alliance is based on the Humans long tradition of federal republics. There are three main branches; the Executive, the Legislative and the Judicial. Only the Judicial branch is filled with those who are not elected by popular vote. This three body system, and the checks and balances that are built in, has worked well for the Humans for over 500.

Psionicists

For Humans psionics is still a fairly new phenomenon. For centuries those who had psionic abilities were judged to be mentally insane or just frauds. Ever since the Milfred Incident Humanity has been struggling with what to do about those individuals who have psionic ability. After the formation of the Solar

Alliance a government agency was set up to track and test psionics. The Psionics Bureau is not the only organization in Solar Alliance jurisdiction that has an interest in psionics.

Solar Alliance Psionics Bureau

Humans still have a fear of psionics and psionics. They fear their privacy will be violated with no trace. They fear psi's are out to make puppets of them all. Most humans still do not understand the nature of psionics and still harbor dark fantasies of those who can kill with a thought.

This fear prompted the formation of the Psi-B. Some regard the Psi-B as a friend and a protector of the people at large. Some see it as an evil dark agency whose goal is to regulate a new slave race. The truth is somewhere in the middle.

Duties:

- The Psi-B keeps records on all of the psionics within Solar Alliance jurisdiction.
- Implants all Humans who test positive for psionic ability with a subcutaneous tracker. Removal of the tracker is a minor felony. The offender will be imprisoned for two years and a new tracker will be surgically implanted at the base of the skull. After the two year prison term the offender will be placed under house arrest and watched for three years.
- Retains high power psionics for their own investigations

Open Mind Limited

Open Mind is a private Solar Alliance corporation that was founded by Gregory Ahumibe in 661 GE. Publicly their goal was to help all human psionics by doing genetic, neurological and developmental research so that the psionic phenomenon could be better understood. Many advancements have come out of Open Mind in the past 56 years. One of the major breakthroughs was a treatment for Wrights disease.

A small number of Humans with psionic ability developed a neurological disorder where migraines would be followed by an activation or intensification of mind reading ability, called Wrights disease. The problem was the person could only read their own thoughts as if they were a stranger. So the person suffering would be trapped in an echo chamber of thought for up to 7 standard days. Open Mind spent

over a decade on the problem but finally developed a treatment. Some wonder where Open Mind got the technique to treat Wrights but even a G.R.C. investigation found nothing amiss.

It is rumored that Open Mind is doing illegal research into psionics. There are some in the Solar Alliance upper echelons who feel that the Human race is at a disadvantage. They feel Humans should have stronger psionics. To this end it is believed that Open Mind is trying to boost the power of human psionics and the frequency of Human psionics being born.

Two Moons

Two moons is not a psionic organization and not much is known about what or who it is. It is included here because there are rumors going around the black markets and underside of society that Two Moons will pay handsomely for any information concerning the Purge Pathogen. If information can be found and verified about the Purge Pathogen that the G.R.C. never released, then Two Moons will pay 1 billion syntuls. It is also suggested that this is just an arm of Open Mind, LTD and this is the area of research that Open Mind is most concerned about.

System Summaries

Sol

Habitable Worlds: Earth, Luna (moon), Mars, asteroid belt, Jupiter Station

Population: 8 Billion: 91% Human, 5% Thrassian, 3% Lilanite, 1% other

Sol is the home and birth place of the Human race. Since the Humans were introduced to the galaxy at too young of an age, their birth system still shows the signs of their previous conflicts. Since the Alliance's admittance to the Republic a concerted effort has been made to help heal the damage done to the system and to the Human birth world of Earth.

Barnard

Habitable Worlds: Lycus, Dublin Station

Population: 1.49 billion: 91% Human, 4% Thrassian, 2% Lilanite, 2% Nel Ari, 1% other

Barnard was settled by those who were looking to escape the crowding of the Sol system and the weight of history. Lycus is a terrestrial sized moon of a local gas giant called Poseidon and is a lethal world with toxic atmosphere. The colony there spans the globe with underground transit tunnels and domed cities. Dublin Station serves as the Barnard's main trade hub.

Proxima Centauri*Habitable Worlds:* Ena, Tria Dock*Population:* 2.5 billion: 85% Human, 6% Thrassian, 5% Kaylin, 3% Lilanite, 1% other

Proxima is a very unique system. Proxima is a red dwarf, flare star. This poses unique problems for any lifeforms in the system. Ena is the first planet in the system and is a tidally locked, oxygen and nitrogen, life bearing planet. These kind of systems are very rare and can be counted on two hands. The local flora and fauna have developed defenses against the periods of stellar flares such as armored exteriors. Tria Dock is a massive space station that orbits the third planet in the system. It's main function is to serve as a research station and a means to evacuate the system in the event of a catastrophic flare.

Alpha Centauri*Habitable Worlds:* Toliman*Population:* 2.8 billion: 87% Human, 4% Thrassian, 3% Kaylin, 3% Lilanite, 2% Nel Ari, 1 % other

Alpha Centauri had been long-time target for Human colonization. Once they got there they found a lone terrestrial planet orbiting Alpha Centauri A. Toliman has become a hub of trade and commerce.

Interestingly, some business seem to thrive despite their lack of turning a profit. There is also an inordinately high violent crime rate in the Port of Raum, which is the largest star port on the planet. The high rate of crime is rumored to be attributed to a turf war between the Eclipse Syndicate and the Earth's Cosa Nostra.

Solar Alliance Citizen**Years:** 16**Abilities:** Health +5, Intelligence +5**Skills:** Computer Literacy (I, E, +5), Knowledge: Solar Alliance (I, In, +10), Language: English (I, A, +30), Language: Galactic (I, A, +30)**Next Stage:** Stage 3 – Young Adulthood**Life Paths:** Crime, Drifter, Nemoan Ranger Apprenticeship, Republic Military Academy, SA Military Academy, Trade School, University**Build Points:** 0**Random Events:** Roll on the Core Government Random Event Table page 80**Dust, Dirt, Grime: Life on the Fringe**

In contrast to life in the Core there is life on the Fringe. Where technology, medicine and services are plentiful in the Core those same services and items may be hard to come by in the Fringe. The Core systems are fairly homogeneous in regards to the technology and services available from jurisdiction to jurisdiction. In the fringe there is a wide variation in the availability as something as simple as an anti-viral.

Some Fringe systems resemble Core systems. They have well populated cities, technology that is only a few generations out of date, plentiful if not convenient medical services, and the job market has a low percentage of unemployed and good compensation. Other Fringe systems may barely have a cohesive government and a level of technology resembling a pre-industrial culture. Some of these poorer Fringe systems chose this state, but most are in these conditions for a variety of economic or political reasons.

One thing in common to all Fringe systems is the feeling of being an underclass. Most people from the Core systems carry about them a smugness of having been born in the right place and the right time. Most Coreys feel the dirt and decrepit conditions of the Fringe are a sign of their laziness and under education. Most Fringers when coming in contact with a Corey begrudgingly let the naive Corey prattle on as long as their money is good. A small percentage of Fringers take a belligerent attitude towards Coreys and have been known to cause trouble.

Some of the well known pirates of the past couple of centuries have been Fringers looking for reparations with Coreys. Most Fringers however take Pride in their heritage. They believe they are hard and resilient like those who helped to settle this part of the galaxy. "Tomorrows Core is today's Fringe," is a phrase often heard from the mouths of Fringers.

The descriptions below cover the typical environments one might find on the fringe. The description starts with the environment name. *Typical Government* denotes the typical type of government found in that environment. *G.R.C. Membership* either is no, for a place that does not typically have membership, or yes for those that on average do have membership. *Sample Systems* gives a list of several known system that exemplify that

particular type of environment.

The descriptions also include information on how psionics are treated in the environment being described, system summaries for the example systems and the typical traits one has from growing up in that particular environment.

Abandoned World

Typical Government: None

G.R.C. Member: No

Sample Systems: Jura, Nos, Ryor

Not all colonies are successful. Some colonies were meant to be temporary some befell calamities. No matter the reason the colony failed and some of the inhabitants either chose to stay behind or were left. These Fringers are typically hardy and resilient.

Psionics

There are no rules for how psionics are treated on abandoned worlds. Some worlds either were abandoned a short time ago or had a big enough population that knowledge of psionics remained on a fairly galactic level. Some planets were lost so long ago, had a sparse population or both so that psionics are treated with mysticism. This can be good or bad. In some cases “seers” are revered but in others they may be feared and persecuted.

System Summaries

Jura

Habitable Worlds: Grys

Population: UNKNOWN

Jura and Grys were colonized 20 years before the Unification War broke out. For 15 years all seemed to be going well and the burgeoning colony was making a go at establishing a permanent foothold on the temperate world. Then on 221-021 BGE an asteroid that somehow got through the early warning system and impacted on the surface of Grys. The colonial government had only known about the eminent impact for 2 months. In that time most of the colony was evacuated. Some choose to stay behind and some got left behind. Soon after the Galaxy was engaged in the Unification War and Jura was forgotten.

Nos

Habitable Worlds: Wyn

Population: UNKNOWN

Wyn of the Nos System is actually a moon orbiting a gas giant, Nos Ma. This peculiar trait and the occasional alignment of the Nos Ma's other satellites causes Wyn to endure occasional prolonged periods of darkness. The first Kaylin Colony was established in 74 GE several months before one of Wyn's long nights. Six months into the long night communications ceased with the colony. In 76 GE a detachment of OSX Planeteers were sent to Wyn to find out what happened to the original colony. They too were never heard from again. From then on the astrogation charts have had a small note suggesting no one land on Wyn.

Ryor

Habitable Worlds: Ryor 3

Population: UNKNOWN

Bolster by the outcome of the Unification War, the Quextil decide to begin extending their influence in the newly formed Republic. One of the first colonies was Ryor. A system close to the Rim, Ryor was an excellent opportunity for the Dominance of Mer to expand in a direction away from others influence. The colony was founded in 22 GE and lasted for more than fifty years. Then in 73 GE a small black hole was detected near the system. It was calculated that black hole would pass through the system but that its presence shouldn't perturb the orbit of Ryor 3. For three years the astronomers waited to get a sight of a passing black hole. Then one night one of them noticed that one of the outer planets wasn't where it was supposed to be. With just days left to evacuate it was realized that the black hole would not only pass through the system sooner but would also drastically alter the orbit of Ryor 3.

Abandon Worldeer

Years: 16

Abilities: Strength +5, Health +5

Skills: Ground Vehicle Operation (A, E, +5), Language: Galactic (I, A, +30), Kinetic Energy Weapon: Shotgun (A, E, +5), Choose one: [Survival: Forrest (A, E, +5). Survival: Desert (A, E, +5) or Survival: Mountain (A, E, +5)]

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship

Build Points: 5

Random Events: Roll on the Fringe World Random Event Table page 84

Agriculture Colony

Typical Government: Democracy

G.R.C. Member: Yes

Sample Systems: Sencia, Renent, Sertok, Dyfi

There are billions of mouths to feed in the Blue Zone. While most of the Core worlds still set aside tracks of land to produce food it is not enough. To feed all the mouths some worlds have been set aside as nothing more than huge farms. There are cities on the world but they are kept small and centralized in order to preserve the environment and maximize the available land for growing crops and raising animals.

Psionicists

Since agriculture worlds owe no particular allegiance to a specific culture, psionicists only need to follow the general Republic guidelines. In the Republic there is very little control or interference with psionicists. It is classified as a special medical condition such as chronic depression, Joffer's Syndrome or any other treatable but not curable condition. As such, psionic ability is noted on all identification and records and the individual psionicists may elect to wear a mark, tattoo or piece of jewelry that denotes the medical condition.

In day to day activities it is the psionicists responsibility to inform those they are dealing with that they have psionic ability and the nature of the ability. Failure to do so is punishable by fines and/or imprisonment depending on the circumstances of the crime. Luckily ID readers are cheap and plentiful.

System Summaries**Sencia**

Habitable Worlds: Sencia Prime

Population: 1.74 billion: 20% Kaylin, 20% Quextil, 20% Reltoan, 20% Thrassian, 8% Lilanite, 7% Nel Ari, 5% Human

Though established by the Quextil 400 years ago, Sencia is no longer aligned with the Dominance of Mir. This world is the major rimward agriculture world. A wealth of grain, fruits and vegetables are grown on its three major continents. Although there is

minimal ranching and raising of animals for protien sources there is an abundant aquaculture system.

Renent

Habitable Worlds: Ren One

Population: 1.49 billion: 50% Human, 10% Kaylin, 10% Lilanite, 10% Nel Ari, 10% Thrassian, 7% Reltoan, 3% Quextil

Renent and it's world Ren One are relatively new. The humans founded this colony just 100 years ago. Shortly after its founding the human colonists discovered Ren had unusually fertile soil. This discovery set Ren on it's course as a food production world. Located on the trail-ward side of the Republic, The land is well suited to growing not only fruits, vegetables and grains found on Earth but also those found on most planets. Ren One also has a large ranching industry that helps supply the Republic with all sorts of animal protein.

Sertok

Habitable Worlds: Tekit Sertok

Population: 1.83 billion: 20% Kaylin, 20% Quextil, 20% Reltoan, 20% Thrassian, 8% Lilanite, 7% Nel Ari, 5% Human

Sertok was settled long before the Unification war by the Parliament of Clans. Even before the war broke out the Thrassians were utilizing it as an agriculture world dedicated to feeding billions. Tekit Sertok has a land mass to water ratio of almost one and is well known for its extensive aquaculture, ranching and farming. As a show of good faith after the war, the Parliament ceded Sertok to the Republic to help feed the galaxy as it rebuilt from war.

Dyfi

Habitable Worlds: Pylma

Population: 1.27 billion: 35% Kaylin, 35% Reltoan, 10% Quextil, 10% Thrassian, 5% Human, 4% Nel Ari, 1% Lilanite

Pylma in the Dyfi system is the main coreward agriculture colony. A Kaylin/Reltoan joint venture, Plyma was settled 420 years ago with the purpose of being a food production planet unlike most agri-colonies which just evolved into their role as food producers. Pylma supplies OSX-SS001 with most of it's food needs as well as Reltoa and Nel.

Agriculture Colonist

Years: 16

Abilities: Health +5

Skills: Biology (I, A, +5), First Aid (I, E, +5), Grav Vehicle Operation (A, E, +5), Ground Vehicle Operation (A, E, +5), Language: Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship, Republic Military Academy, Trade School, University

Build Points: 5

Random Events: Roll on the Fringe World Random Event Table page 84

Frontier World

Typical Government: Varies

G.R.C. Member: No

Sample Systems: Jeza, Schryen, Shiloah

From dust to ice to unrelenting jungle. From tents to shanties to steel & glass. Frontier worlds are usually on the edges of the Republic. They could have been settled hundreds of years ago or just last week. They could have a thriving local economy or still rely on the occasional visit from freighter captains. The one thing they do have in common is that they were settled by independent people who felt that the reach of the Republic and the Core governments had grown too long. These individuals desired a place they could make their own and not be hampered with the rules and customs or a faceless bureaucracy.

Be warned most frontier systems do not have a Tunnel Com and the GAF is not permitted to enter the systems boundaries. This means that the only communication is in the form of couriers and for the traveler in trouble they are on their own until they can get out of the system.

Psionicists

The only thing that can be said about psionicists on frontier worlds is be careful. Each world will see psionicists differently. The wise traveler will learn the rules, regulations and customs regarding psionicists before stepping on-world. If that is not possible then at the very least it is advised that the individual keep their

talents to themselves until they are sure how those talents will be received.

System Summaries

Jeza

Habitable Worlds: Jeza

Population: 724 million: 60% Nel Ari, 30% Lilanite, 5% Kaylin, 2% Human, 2% Thrassian, 1% other

Jeza, the system and the planet, was founded by a distraught Nel Ari, Kraj, looking for peace after losing his wife, Jeza. Jeza was returning home and was caught in the middle of an Eclipse Syndicate retribution. Kraj became obsessed with the loss of his wife and eventually was convinced her spirit was out among the stars. So taking his entire fortune he found an uninhabited system and a suitable planet. Naming both after his dead wife, Kraj formed a colony dedicated to peaceful contemplation of the nature of existence.

Schryen

Habitable Worlds: Schryen Tau

Population: 568 Million: 30% Kaylin, 30% Reltoan, 30% Thrassian, 5% Human, 2% Lilanite, 2% Nel Ari, 1% Quextil

Schryen is near the rim-ward border of the spin-wise yellow zone. The planet, Schryen Tau, was settled by the now defunct LaPaGyn Endeavors as its first and only attempt at a manufacturing base. The venture went under when the only people they could get to settle the planet where the independent type and once on planet insisted on doing things their own way. Now Schryen Tau has several small towns and regularly sees traffic from the Core systems. One word of warning: the locals do not necessarily uphold the same laws as those the Republic and Core governments do. This means it is possible to find items that may not be readily available elsewhere.

Shiloah

Habitable Worlds: Stonewall

Population: 154 Million: 100% Human

Every race has had its share of bigots and Fascists. Humanity though has yet to purge itself entirely of these malcontents. A group of human bigots and a human first group, Knights of Terra, sought to free themselves from the “vile” influence of alien cultures brought on by Humanities introduction to the galaxy. They located a system on the edge of the trail-ward yellow zone and settled the habitable planet there. It was decided to name the system's bodies after places

and people important to the Confederate States of America from the time during the American Civil War.

Stonewall and the whole Shiloah system has a very strict no non-humans policy. Most non-humans who ventured into the system never return. When Stonewall and it's people need supplies trading parties are sent to nearby systems and those in the party must follow draconian protocols in order to not be infected by aliens or their culture. The Knights do not allow unknown vessels to enter their system. Ever.

Frontier Worlder

Years: 16

Abilities: Strength +5, Agility +5

Skills: First Aid (I, E, +5), Ground Vehicle Operation (A, E, +5), Kinetic Energy Weapon: Shotgun (A, E, +5), Language: Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Merchant Apprenticeship, Nemoan Ranger Apprenticeship, Pilot Apprenticeship, Trade School

Build Points: 10

Random Events: Roll on the Fringe World Random Event Table page 84

Manufacturing Colony

Typical Government: Corporate

G.R.C. Member: Yes

Sample Systems: Byssentrada, Tineen

Manufacturing colonies are setup in resource rich systems. The colonies may do everything from mining ore and resources, refining the material and producing a final product or just be small mining stations. These colonies are typically supported and run by a large companies. This means the government can take the form of anything from a democracy to a military governorship. Law enforcement is another big gamble. Some colonies will use volunteers withing the local population and some will use corporate enforcers. The one thing that all these colonies know is currency.

Psionics

Most manufacturing colonies have no particular concern for psionics. They follow the Republic

regulations and not much more. Those with telepathic or mind probe abilities may be sought after by the local law enforcement or criminal organizations for employment. The one talent the companies are looking for are well trained telekinetics. Individuals who can move things with their mind could help save the companies millions in wear and tear on their precious hardware.

System Summaries

Byssentrada

Habitable Worlds: Clan Gren Manufacturing One (CGM-1)

Population: 273 million: 40% Thrassian, 35% Human, 17% Kaylin, 5% Lilanite, 2% Reltoan, 1% Other

CGM-1 in the Byssentrada is a barely habitable planet on the rim. The planet is a huge hunk of rock with no large bodies of water, scant vegetation, no multicellular animal life and a thin atmosphere that requires a breath mask. Also it is cold. Almost as cold as Thrassis. The only thing CGM-1 has going for it is the high amount of easily accessible mineral deposits.

Settled some time around 244 G.E. CGM-1 is an unruly place. Most hithal, new hires, barely last half a revolution. Those that do make become just as hardened as the veterans. There is a distinct rift between the workers and the administration. Many of the “arguments” end in trips to the hospital.

Tineen

Habitable Worlds: The Belt

Population: 254 Million: 70% Human, 15% Lilanite, 10% Kaylin, 3% Nel Ari, 2% other

There are no habitable planets in the Tineen system just four outer gas giants and a very large inner asteroid belt. The Belt is of course the asteroid belt and the hub of Everhoff Industries manufacturing in the system. Illygad is a very large spherical asteroid (835 km diameter) and the base of operations for all activity in The Belt; legal, illicit and illegal.

The only concern Everhoff has is getting it's ore mined, processed and shipped. How this is done they do not care. They have no concern for what activities their workers choose to partake in during their off hours so long as they show up for their shift. Interference with the Tineen operation can result in heavy fines or “disappearance”.

Manufacturing Colonist

Years: 16

Abilities: Intelligence +5

Skills: Applied Mathematics (I, In, +5), Chemistry (I, A, +5), Computer Literacy (I, E, +5), Language: Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Mechanic Apprenticeship, Nemoan Ranger Apprenticeship, Republic Military Academy, Spiker, Trade School

Build Points: 5

Random Events: Roll on the Fringe World Random Event Table page 84

Research Station

Typical Government: Corporate

G.R.C. Member: Yes

Sample Systems: Anatzi, Boros

Some may wonder what the difference between a regular space station or outpost is and a research station. Research stations are not open to visitors and the inhabitants have signed on for for several years if not decades. Research stations, as their name implies, have no interest in trade, manufacturing or any thing besides the focus their research projects. The location of all but a few research facilities are closely guarded secrets.

All research facilities are run by a corporate authoritarian government. There are the one at the top who are appoint by and answer directly to who ever is funding the endeavor. Security is handle either by corporate guards or hired guns. Almost every station has a black market and underground gambling rings. After all how much fun can be had in your off hours watch a nebulae form?

Psionicists

In general psionicists are of no great concern to research stations. There are no special restrictions or regulations outside of the ones required by the Republic. The only exception is those facilities whose focus of research is psionic abilities. At these facilities psionicists may not be welcome as part of the general population; just as guinea pigs.

System Summaries

Anatzi

Habitable Worlds: Mavro

Population: Unknown

It is unknown the nature of the research that goes on at Mavro. Just core-ward of Jaokyn it was started by the Reltoan Ministry of Science several hundred years ago. It is known that all unscheduled ships are sternly turned away by several heavy cruisers and half a dozen fighter squadrons.

Rumor has it that Mavro is conducting some sort of psionics research. Some say it is related to the Purge Pathogen. Some say it is related to creating technology based on psionics. Whatever the answer is those at Mavro guard it clolsely.

Boros

Habitable Worlds: Delta Boro

Population: 152 Million: 30% Human, 30% Thrassian, 25% Kaylin, 10% Nel Ari, 5% Lilanite

Established just a few decades ago, the Delta Boro research station is actually a facility in orbit of one of Delta Boro's moons. The mission at Delta Boro is to study the evolution of a sentient race. Of particular interest is the native species which seems to be derived from not just mammalian stock but a possible third or fourth sentient primate (Humans and Thrassians are descended from primates and no one is sure of the Reltoan heritage).

Research Colonist

Years: 16

Abilities: Health +5, Intelligence +5

Skills: Applied Mathematics (I, In, +5), Computer Literacy (I, E, +5), Computer Programming (I, In, +5), Language: Galactic (I, A, +30)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Nemoan Ranger Apprenticeship, Pilot Apprenticeship, Republic Military Academy, Spiker, Trade School

Build Points: 0

Random Events: Roll on the Fringe World Random Event Table page 84

Ship Born

Typical Government: Authoritarian

G.R.C. Member: No

Sample Ships: EITC, Followers of the Black

For business, trade, exploration or personal preference there are some who vary rarely leave the metal walls of the vessel they call home. Some ships are traveling colonies comprised of one or more families that exist by trading their skills or cargo for consumables. Some are long range exploration ships studying some strange astrophysical phenomenon. Whatever the reason these large vessels are whole settlements in themselves.

The main authority on any vessel is the captain. This may be a nominated, elected or hereditary position. Security and law enforcement can be handled by a separate class of workers or by mandatory short term or rotational service by all on board personnel.

Psionicists

There are no set guidelines for how psionicists are treated or regarded. They may be despised, revered, feared or ignored.

Sample Ships

East India Trading Company

Type: Generational Trading Vessel

Population: 12, 867: 60% Human, 25% Nel Ari, 15% Lilanite

Shortly after the A.I. Wars a group of humans decided that to look for a life of more freedom. Not the anarchist of some of the frontier colonist, this group decided find their freedom plying th space ways the way their ancestors did. So the group officially formed a corporation and as an homage they Named it the East India Trading Company. EITC bought an old space liner and retro-fitted for their purposes. Along their travels they picked up more Humans, some Nel Ari and Lilanites who felt the same as the founders of the EITC.

The EITC only owns and operates one ship and has no plans of expanding beyond that. Their primary interest is in trade but they are also unofficial explorers. Sometimes the EITC finds itself months or years away from the nearest station or inhabited planet so the seek out planets that have minable resources. This often leads to unique finds with high trad value.

Followers of the Black

Type: Generational Religious Vessel

Population: 3,749 on each vessel: Each vessel is an even mix of Kaylins, Nel Ari, Quextil and Thrassians with the occasional Human and Reltoan

Followers of the Black is a religious cult whose sole goal is quiet meditation on the nature of existence. The followers were founded by a Quextil merchant, Mezon Gotaj, who had grown weary of the death and sense of hopelessness created by the Purge. Feeling the Mer had abandoned the galaxy, Mezon spent his fortune to by several old space liners and large freighters. He refitted them to provide simple but comfortable accommodations. The purpose was to spend moths or years quietly drifting among the stars to find the meaning of life.

Shiper

Years: 16

Abilities: Intelligence +5

Skills: Astrogation (I, In, +5), Astronomy (I, In, +5), Language: Galactic (I, A, +30), Navigation (I, In, +5), Space Rider (I, E, +10), Space Suite Operation (A, E, +10), Spacecraft Operation (A, E, +5)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Drifter, Pilot Apprenticeship, Spiker, Trade School

Build Points: -10

Random Events: Roll on the Fringe World Random Event Table page 84

Station Born

Typical Government: Variable

G.R.C. Member: No

Sample Stations: Archos Station, Hell's Gate

A system's lack of habitable planets has never stopped any of the races from settling a system. Space stations are essential islands of trade, resources and civilization. They provide convenient stopping points between planetary journeys or a good place to hide. Space Stations can be unruly places with little in the way of law enforcement.

Some are well known hubs of trade and commerce. Some are well known for their cultural impact. Some are known as places no law abiding person wants to be

found in. As with most places on the Fringe the one thing that will get you far in any space station is currency. The more you got the more you can get but the more of a target you are.

Psionics

There are no set guidelines for how psionics are treated or regarded. They may be despised, revered, feared or ignored.

Station Summaries

Archos Station

Location: Rymsis System

Population: 149,768: various mix of races

Several hundred years ago, Archos was a brand new Cassian class space station on the edge of inhabited space; on the Yellow line. Back then it was a thriving hub of commerce. Now the station shows its age. Neglected and in severe disrepair, Archos has become a backwater stop over with a few permanent residents.

Archos isn't necessarily a hub of criminal activity but more like a floating ghetto in space. It has constant money problems, the command staff has a turn over rate greater than most restaurants, docking fees sometimes go missing and then there are the random break downs.

Hell's Gate

Location: Hades Prime

Population: 256, 824: Various mix of races

Hell's Gate is a young space station; only one hundred years old. The Humans naturally wanted to explore and expand after be introduced to the larger galaxy. So Nether Industries, rumored to be front for several criminal organizations, recruited promising engineers, technical personnel and specialist from the Solar Alliance, Lilanite Federation and the Hegemony of Nel. Selecting an unnamed system on the edge of the Yellow Zone and commenced to build a large space station.

Nether Industries is now exclusively based on Hell's Gate and is the major trade company on the station. Hell's Gate serves as a major trade hub and is a very lively and attractive station. However rumors still persist that the station and Nether Industries are controlled by a criminal organization. The hushed whispers also speculate that Hell's Gate serves as a front and a means to shelter and transfer goods and personnel with out pesky government involvement.

Station Rat

Years: 16

Abilities: Agility +5

Skills: Applied Mathematics (I, In, +5), Astronomy (I, In, +5), Computer Literacy (I, E, +10), First Aid (I, E, +5), Language: Galactic (I, A, +30), Space Suite Operation (A, E, +10)

Next Stage: Stage 3 – Young Adulthood

Life Paths: Crime, Drifter, Merchant Apprenticeship, Nemoan Ranger Apprenticeship, Pilot Apprenticeship, Spiker, Trade School, University

Build Points: 0

Random Events: Roll on the Fringe World Random Event Table page 84

Stage 3 – Young Adulthood

Your Identity has survived into the beginning of adulthood. Now you must choose how your adventure began. Did you join one of the military academies? Did you go to university or trade school? Did you become an apprentice? Or was luck not with you and you started off as one of the downtrodden or became a criminal.

Crime

Maybe it was desperation, the lure of easy money, the challenge of outwitting law enforcement and security measures, the violence or just pure sadist joy that drew you to a life of crime. Some get rich, some get caught and some actually make it long enough to see retirement.

Criminal

Years: 5

Skills: Dodge (A, E, +5), Choose one: Kinetic Energy Weapon: Pistols (A, E, +5) or Knife (A, E, +5),

Next Stage: Stage 4 – Careers

Life Paths: Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant Apprenticeship, Mercenary, Nemoan Range Apprenticeship, Pilot Apprenticeship Spiker

Build Points: 0

Random Events: Roll on the Dangerous Job Random Event Table page 92

Drifter

You never felt like you fit in anywhere. Nothing ever seemed to work out for you; jobs, school, relations. If life is a current then you seem to a piece of driftwood caught in the flow.

Drifter

Years: 4

Abilities: Health -5

Skills: Conceal (I, E, +5), Knowledge: Life on the Streets (I, In, +10)

Next Stage: Stage 4 – Careers

Life Paths: Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant Apprenticeship, Mercenary, Nemoan Range Apprenticeship, Pilot Apprenticeship Spiker

Build Points: 5

Random Events: Roll on the Dangerous Job Random Event Table page 92

Followers of Mer

The unified Quextil religion. The followers of Mer are the dominate force in all aspects of Quextil society. Not all of those who become Followers of Mer are destined nor desire to control or lead Quextil society. Most enter the Followers out of the need for spiritual contemplation.

Follower of Mer

Prerequisites: Quextil & Grew up in the Dominance of Mer

Years: 10

Qualities: Religious Conviction

Skills: Business (I, E, +5), First Aid (I, E, +5), Martial Arts (A, In, +5), Street Fighting (A, E, +5), Sword (A, E, +5)

Next Stage: Stage 4 – Careers

Life Paths: ArchX, Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant, Mercenary, Nemoan Range Apprenticeship, OSX Basic Training, Pilot Apprenticeship, Seril System Guard, Trade School, University

Build Points: -5

Random Events: Roll on the Religious Random Event table page 95

Followers of Olmini

Originally the Followers of Olmini were just another monastic order dedicated to the quiet pursuit of knowledge. Now they are were psionist born in the Hegemony of Nel go to learn how to use their powers and to register with the Republic and the Hegemony. The Beniks, the title given to those in the order who have

taken their vows, happily take on their duties of teaching the next generation of psionist.

Follower of Olmini

Prerequisites: Psionist & Grew up in the Hegemony of Nel

Years: 10

Abilities: Strength -5, Mind +5

Qualities: Headaches: Medium

Skills: Control (M, In, +5), Mind Probe (M, In, +5), Telekinesis (M, In, +5), Telepathy (M, In, +5)

Next Stage: Stage 4 – Careers

Life Paths: ArchX, Bizzeth Free Guard, Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant Apprenticeship, Mercenary, Nemoan Range Apprenticeship, OSX Basic Training, Pilot Apprenticeship, Trade School, University

Build Points: -5

Random Events: Roll on the Religious Random Event Table page 95

Free Guard Academy

The Hegemony's famous Free Guard are not just renowned soldiers but feared. The Free Guard Academy turns out soldiers trained in tactics and soldiers who are not afraid to get into hand to hand with their Nel Ari blades. Graduates are Sought after for work in military, para-military and private sectors. Upon entering the academy the student must choose one of the two branches to join.

Star Warriors

Whether it is in the air or in space, piloting fighters or getting resources or personnel to and from strategic locations the Star Warriors get the job done. The Star Warriors are more than fighter pilots frigate drivers. This branch has the brightest scientist that the Hegemony has to offer.

Star Warrior Cadet

Prerequisites: Grew up in the Hegemony of Nel

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Careers

Life Paths: Bizzeth Free Guard Tour of Duty: Star Warriors

Build Points: -1

Random Events: Roll on the Academy Random Event Table page 88

Ground Operations

Don't let the name fool you the troops of the Free Guards Ground Force and not limited to dirt side combat. Where ever the need for combat whether on a planet, inside a ship, boarding a ship or EVA the men and women of Ground Operations are the professionals you need.

Ground Operations Cadet

Prerequisites: Grew up in the Hegemony of Nel

Years: 4

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)

Next Paths: Bizzeth Free Guard Tour of Duty: Ground operation

Build Points: -4

Random Events: Roll on the Academy Random Event Table page 88

Imperial Military Academy

The Imperial Military academy is one of the most renowned and secretive military academies in the republic. Only Reltoans are allowed to attend and only Reltoans who grew up with in the borders of the

Imperium. The secretive and exclusive nature of the IMA leads to many rumors of its true nature. Some assume it is a secret facility working on super soldiers while others assume it is a shadow academy training spies and infiltration specialist whose goals are to undermine the other races. None of these suspicions are true but conspiracy theorists are never contained by facts.

Naftana

No other military force is more well trained nor more proficient in space than the Reltoan Naftana. The Naftana formed the might of the Separatist fleet during the Unification War 650 years ago and when the Reltoans changed sides they determined the outcome of the war. The Naftana currently provide instructors for some of the elite training of Republic Armed Forces personnel.

Naftana Cadet

Prerequisites: Reltoan, Grew up in the Reltoan Imperium

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Telepathy (M, In, +2)

Next Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -3

Random Events: Roll on the Academy Random Event Table page 88

Laona

The Nafta may be the fly boys but you still need those who are specialized in more traditional forms of combat. The Laona handle boarding actions, zero-g EVA maneuvers and combat, ground combat and hand to hand combat.

Laona Cadet

Prerequisites: Reltoan, Grew up in the Reltoan Imperium

Years: 4

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Dyso

It was recognized long ago by the Imperium that there needed to a specialized branch of the military to help those space travelers who became stranded or were other wise in need. This led to the creation of the Dyso. Whenever a ship is in trouble within the jurisdiction of the Imperium it is the Dyso that is dispatched to render aid.

Dyso Cadet

Prerequisites: Reltoan, Grew up in the Reltoan Imperium

Years: 4

Qualities: Dedicated: Help the Helpless

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Lilanite Police Academy

The LPA is the youngest academy in the Republic. While the candidates and cadets consist primarily of Hard Shell Lilanites you will find Animods, Anthromorphs and the occasional non-Lilanite. One unique feature of the LPA is that all students are taught diplomacy in addition to

the normal curriculum. Lilanites and their ancestors were a subjugated for thousands of years and then fought a bloody and violent war for independence a hundred years ago. The teaching of diplomacy is done to help reinforce to the IPA cadets that despite the history, holding grudges will not help the Lilanite Federation and that they, the cadets, must be trained in how to deal with those who might still see the Lilanites as less than equal.

Novas

For only a unit with only a hundred years of tradition the Novas have made quite a name for themselves. Quick, agile, good in a fight and always ready to lend a hand the Novas are almost the perfect face of the Federation. As a force of a small one system government very few people in the Republic ever see one of the Novas however this works in the Novas favor. Since so few have seen a Nova in action, they are a thing of legend.

Nova Cadet

Prerequisites: Grew up in the Lilanite Federation

Years: 4

Abilities:

Qualities: Brash

Skills: Diplomacy (I, A, +1), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Grounders

The Novas may be the face of the LPF but the Grounders are the muscle and the shadow. Trained in how to take the fight to the enemy either by a boarding action, ground combat or infiltrating an enemy compound. They are still trained in how to handle the public diplomatically just in case.

Grounder Cadet

Prerequisites: Grew up in the Lilanite Federation

Years: 4

Qualities: Brash

Skills: Diplomacy (I, A, +1), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Rezers

For those who find they are traveling on unreliable ships within the Lilanite federation there is no more comforting site than the yellow and orange hulls and bright orange space suits of the Rezers. Following the centuries old example of the other races, the Rezers are the branch of the Lilanite Police Force dedicated to helping those in need while in transit within the boundaries of the Federation.

Rezer Cadet

Prerequisites: Grew up in the Lilanite Federation

Years: 4

Qualities: Dedicated: Help the Helpless

Skills: Diplomacy (I, A, +1), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: -6

Random Events: Roll on the Academy Random Event Table

Mechanic Apprenticeship

Not everyone does well in a typical school setting. For some that are there is still the Republic Apprentice Guild. The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is for two years after which it is the responsibility of the master to give a RAG approved test to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

For those who are good with their hands and have a mind for machines there is the mechanic apprenticeship. The individual finds a Mechanic in the field of their choosing who is willing to take an apprentice and for several years learning the necessary skills.

Mechanic Apprentice

Years: 2

Skills: Choose one: Repair: Grav Vehicle (I, In, +4), Repair: Ground Vehicle (I, In, +4), Repair: Pressure Vehicle (I, In, +4), Repair: Spacecraft (I, In, +4), Repair: Tracked Vehicle (I, In, +4), Repair: Water Craft (I, In, +4) or Repair: Wave Drive (I, In, +4)

Next Stage: Stage 4 – Career

Life Paths: Any except Mechanic Apprenticeship

Build Points: +2

Random Events: Roll on Apprenticeship Random Event Table page 89

Merchant Apprenticeship

Not everyone does well in a typical school setting. For some that are there is still the Republic Apprentice Guild. The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is for two years after which it is the responsibility of the master to give a RAG approved test to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

For some the dream of owning their own business or just working with products and services is a strong. The merchant apprentice may work for a family owned shop or a large regional store. Whatever the situation the

merchant apprentice learns the necessary skills to run any size business.

Merchant Apprentice

Years: 2

Skills: Business (I, E, +5), Persuasion (M, E, +5)

Next Stage: Stage 4 – Career

Life Paths: Any except Merchant Apprenticeship

Build Points: 0

Random Events: Roll on Apprenticeship Random Event Table page 89

Nemoan Ranger Apprenticeship

The Rangers got their start in a secret political prison called Nemoa on the planet Nemoa in the Tyfe system. The original Rangers led by Dr. Thomas Milfred were the group of men and women who broke out of Nemoa. They pursued Nevani Belissi's Fleet to the Sol system and ultimately defeated his efforts to wipe out the Human race.

After Dr. Milfred's disappearance the Rangers re-organized and vowed to help the helpless. They are now based on Nemoa. The Rangers now enjoy official recognition by the G.R.C. as a military organization but they receive no funding and some still view them as a vigilante group. Those they have helped see them as saviors and someone you can rely on when the G.R.C. lets you down.

There are two distinct ranks in the Nemoan Rangers; the apprentice and a ranger. The Apprentice is someone who is in training to be a Ranger. Because Apprentices are unaltered they can easily hide in a crowd and do not draw attention to themselves. For this reason the Apprentice is used extensively as a means to gather information about the current affairs of areas of interest.

Nemoan Ranger Apprentice

Years: 10

Qualities: Loyalty: Protection of the Weak & Helpless

Skills: Astrogation (I, In, +2), Astronomy (I, In, +2), Computer Hacking (I, A, +2), Computer Literacy (I, E, +2), Computer Programming (I, In, +2), Martial Arts (A, In, +2), Navigation (I, In, +2), Perception (A, E, +4),

Spacecraft Operation (A, E, +2), Space Rider (I, E, +2),

Next Stage: Stage 4 – Career

Life Paths: Any except Nemoan Ranger Apprentice

Build Points: -5

Random Events: Roll on Apprenticeship Random Event Table page 89

Omal Space Academy

The Omal Space Academy, OSA, is the Kaylin's native military academy. Like most of the academies of the founding races it has the traditional three branches, those who fly, those who fight and those who rescue those in need. The OSA now accepts anyone who is a citizen of the Council of Elders and of course the republic. One distinct difference between the OSA and other military academies is the focus on team work. Since the Kaylin's are a canine race, pack life was very dominate in their evolution. This tradition of pack culture influences the myriad of team based challenges at the OSA. In fact it is very rare to find even written test that are to be taken by an individual. Upon entering the OSA the cadet must choose under which branch he or she will serve.

Ublukani

The “Star Hounds.” The Ublukani are the skilled and resourceful group in the Kaylin Space Command, KSC, tasked with getting persons and material from point A to point B, maintaining air and space superiority in a conflict and developing new and better ways of healing fellow KSC troops and new and better weapons. Fierce and dedicated they will leave no one behind and have been known to disobey direct orders in order to retrieve fellow KSC troops.

Ublukani Cadet

Prerequisites: Grew up in the Council of Elders

Years: 4

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Kaylin Space Command Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Nuikani

As with most other military land branches, the Nuikani focus on weapons, and taking the fight to the enemy. This includes land assaults, zero-g combat, boarding ships, repelling boarder and what ever else may be required. The nick name of “Red Fangs” comes from an old Kaylin honorific for hunters and because it is rumored that by the time you see a Nuikani on the battlefield he or she is already covered in blood. Your blood.

Nuikani Cadet

Prerequisites: Grew up in the Council of Elders

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Kaylin Space Command Tour of Duty

Build Points: -3

Random Events: Roll on the Academy Random Event Table page 88

Trukani

If you are in trouble within Council space then it is the Trukani you want coming to your aid. They are the space rescue branch of the Kaylin Space Command and have been an operating branch for over half a millennium.

Trukani Cadet

Prerequisites: Grew up in the Council of Elders

Years: 4

Qualities: Dedicated: Help the Helpless

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2),

Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Craft Operation (A, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Kaylin Space Command Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Pilot Apprenticeship

The stars. How you always dreamed of flying among them. You could have joined the military but you never did like taking orders much so you chose to become an apprentice to get your hands on a ship sooner. As soon as you could you applied to the Republic Apprentice Guild's pilot division.

The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is for two years after which it is the responsibility of the master to give a RAG approved test to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

Pilot Apprentice

Years: 2

Skills: Repair: Spacecraft (I, In, +2), Spacecraft Operation (A, E, +4)

Next Stage: Stage 4 – Career

Life Paths: Any except Pilot Apprenticeship

Build Points: 0

Random Events: Roll on Apprenticeship Random Event Table page 89

Republic Military Academy

The Republic Military Academy is the most prestigious military academy in the known galaxy. The RMA was founded in 10 GE and is directly funded by the G.R.C. so it has the best facilities, staff and faculty. It is the aspiration of most young men and women who wish to

serve the galaxy either through a life of military service or through civil service to be accepted by the RMA and serve a tour of duty. Upon entering the RMA a cadet must choose which branch of the service he or she wishes to serve in.

Star Force

Fly or Die. The unofficial motto of the Star Force helps to illustrate the dedication those involve have to feeling space beneath their wings. However the Star Force is more than flying and combat it is also one of the foremost research organizations in biological and physical sciences and new technology. Not all of their efforts are used to find new ways to wage war and kill. Along with renowned universities and private firms, most of the best tech that changed the way the galaxy lived has come out of a Star Force lab.

Star Force Cadet

Years: 4

Qualities: Brash

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +3), Spacecraft Operation (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: -1

Random Events: Roll on the Academy Random Event Table page 88

Space and Land Specialist (S.A.L.S.)

Eatin' mud and breathin' vacuum. The unofficial motto of the S.A.L.S shows how each member of this group of combat specialists views their role in the G.A.F. With basic training in living, working and fighting in space and on land S.A.L.S. Are unparalleled soldiers. During a tour a duty an individual will specialize in weapons, infiltration or demolition.

S.A.L.S. Cadet

Years: 4

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Space Rescue

Death has no quarter with us. In the tradition of the finest rescue services throughout history the G.A.F. Space Rescue is dedicated to helping those who are in trouble. Whether it is a simple systems malfunction, a sick or dying crew member or finding a ship lost in the black reaches of deep space, Space Rescue will not stop until they have succeeded or died trying. Their motto reflects their attitude that they are their to keep death at bay.

Space Rescue Cadet

Years: 4

Qualities: Dedication: Help the Helpless

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Craft Operation (A, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Seril Space Academy

As with most major institutions within the Dominance of Mer, choosing to go to the Seril Space Academy is a matter of religious conviction. Those who attend the SSA have a desire to help defend the Dominance and believe in and wish to protect the Mer. Along with up-to-date instruction with and in the use of the latest

technology used to wage war those in the Seril System Guard learn how to wield the ancient mectyl, the Quextil sword of honor. Upon entering the SSA the cadet must choose which branch of the Seril System Guard in which they wish to serve.

Mer Zva

The Star Fliers of Mer, the Mer Zva, take pride in the fact that their wings are strong enough for them to fly in the vastness of the great black sky. For over 600 years the Mer Zva has helped protect the systems of the Dominance and when needed aid the Galactic Armed Forces.

Mer Zva Cadet

Prerequisites: Quextil, Grew up in the Dominance of Mer

Years: 4

Qualities: Religious Conviction

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +5), Space Rider (I, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Mer Pa

Though descended from avians the Quextil are no strangers to ground combat. Boarding ships fighting off boarding parties or performing landing and ground assaults, the Mer Pa are very adept at warfare. Not only has the Mer Pa proven itself in countless small battles to defend the Dominance from pirates and malcontents but they were a major force in the end of the Unification War 600 plus years ago.

Mer Pa Cadet

Prerequisites: Quextil, Grew up in the Dominance of Mer

Years: 4

Qualities: Brash, Religious Conviction

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Mer San

Even though the Dominance is a deeply religious society they have also been one of the most medically advanced races. Faith is for the soul they say, medicine is for the body. It is also a prevalent tenant in their beliefs that helping others is one of the greatest personal sacrifices. It is this philosophy that guides those who serve in the Mer San or space rescue service.

Mer San Cadet

Prerequisites: Quextil, Grew up in the Dominance of Mer

Years: 4

Qualities: Religious Conviction

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: -5

Random Events: Roll on the Religious Random Event Table page 95

Solar Alliance Military Academy

The Solar Alliance may have a unique history and a premature introduction into the Republic but this has never caused their conviction or devotion to the Republic to falter. The Solar Alliance Military Academy was found on the shoulders of the finest military

institutions that Earth had to offer. Even though it is only 200 years old the SAMA has risen to be one of the prominent military organizations in the Republic. Upon entering SAMA a cadet must choose which branch they will serve in.

SA Navy

Drawing on an extensive history of naval warfare, the Solar Alliance Navy excels at fleet tactics. In the short time of experience in the realm of three dimensional warfare, the SA Navy has managed to prove that they can handle themselves against more experienced and bigger foes. The Navy also is home to the space rescue services of the solar alliance and some of the most up to date research facilities in the Solar Alliance.

SA Navy Cadet

Prerequisites: Grew up in the Solar Alliance

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), Knowledge: Tactics (I, In, +2), Persuasion (M, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Solar Alliance Militia Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

SA Marines

The SA Marines are known for striking quick and hard. While other forces may specialize in sieges, motorized infantry or long range assault the SA Marines are known for taking in as much firepower as possible and annihilating the target in a minimum amount of time. The SA Marines are also known for their rather effective and harsh interrogation techniques.

SA Marine

Prerequisites: Grew up in the Solar Alliance

Years: 4

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge (I, In, +2), Persuasion (M, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Solar Alliance Militia Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Spiker

For some the digital world of information seems as natural and as easy to see and interpret as the physical world. Three individuals typically become spikers. The term refers to those with exceptional skills at manipulating computers, information networks and the data they contain. The term was originally used to refer the act of illegally accessing a computer or information system using a spike shunt. Now the term refers more liberally to anyone with the appropriate skills.

Spiker

Prerequisite: Computer Literacy ≥ 5

Years: 4

Qualities: Curiosity

Skills: Computer Hacking (I, A, +2), Computer Programming (I, In, +5)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: -5

Random Events: Roll on the Dangerous Job Random Event Table page 92

Thrassian Defense Force Academy

Nicked named the Hall of Ice and Fire the main building of the Thrassian Defense Force Academy, T-DeF A, has stood for more than eight hundred years. Unlike most military institutions, the T-DeF A begins by grouping students into support groups and structures called mock clans. The students are taught to live and die for the

mock clan. It becomes their family. They are to strive to better themselves and their clan mates.

Also since Thrassis has been in the throes of an ice age for the better part of 10,000 years, The natives have formed an underground culture that rarely ventures on the frigid surface. Because of this the tactics of the Thrassian Defense Force centers around close quarters fighting.

Upon entering the Academy a cadet must decide which branch of the surface they will serve.

Difyn Awr

Like most space navies, the Difyn Awr are responsible for getting people and things where they need to go in the Thrassian Defense Force. But because of Thrassis's unique environmental conditions Thrassis never had a traditional wet navy in its history. This has influenced their tactics. Unlike most navies the Difyn Awr do not specialize in long range bombardment of the enemy. All the ships of the line are relatively small and quick. They get into thick of the fighting and inside the range of the big guns as quick as they can. Then with the help of the other branches of the T-DeF execute lightning boarding.

The Difyn Awr is also home to one of the premiere research facilities.

Difyn Awr Cadet

Prerequisites: Grew up in the Parliament of Clans

Years: 4

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Difyn Tyr

Quick, fast and deadly. This is the operational motto of the Difyn Tyr. With a history of close range combat in caves and tunnels the combat support branch of the Thrassian Defense Force are masters of boarding actions and urban warfare. That being said they are not

ineffectual on a traditional battlefield and striking enemies at distances of hundreds of meters or kilometers.

Difyn Tyr Cadet

Prerequisites: Grew up in the Parliament of Clans

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Kymoth

According to the historical records it seems that the Thrassians were the first race to develop an individual branch exclusively devoted to search and rescue in the deep of space. Practiced, professional and exceptional the Kymoth are the pinnacle to which the other military branches aspire.

Kymoth Cadet

Prerequisites: Grew up in the Parliament of Clans

Years: 4

Qualities: Dedication: Helping the Helpless

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: -3

Random Events: Roll on the Academy Random Event Table page 88

Trade School

For some the military and traditional college are not the road they choose to take. They are more hands on and desire careers of service instead of long hours of study. For them there are the numerous trade schools. Typically 2 to 5 years programs that give their students hands on experience in real world applications. Upon enter a trade school a student must decide which field of study they are going to pursue. Anyone may go to trade school even if they have already been through a program at another school. However for those who receive training at one of these institutions more than once they may never take the same course of study twice.

Trade School Graduate

Years: See Courses of Study below

Skills: See Courses of Study below

Next Stage: Stage 4 – Career

Life Paths: Any but if Trade School is chosen then a different course of study from any previous Trade School course of study must be taken.

Build Points: 0

Random Events: Roll on the School Random Event Table page 96

Courses of Study

Commercial Star Pilot

Years: 5

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Navigation (I, In, +1), Starship Operation (A, E, +4)

Comms Technician

Years: 2

Skills: Comms Operation (I, E, +2), Repair: Comm Systems (I, In, +4)

Computer Technician

Years: 2

Skills: Computer Literacy (I, E, +2), Computer Programming (I, In, +4)

Medical Technician**Years:** 2**Skills:** First Aid (I, E, +5), Biology (I, A, +1)**Sensor Technician****Years:** 2**Skills:** Sensor Operation (I, E, +2), Repair: Sensors (I, In, +4)**Starship Mechanic****Years:** 2**Skills:** Repair: Starship (I, In, +3), Repair: Wave Drive (I, In, +2)**Vehicle Mechanic****Years:** 2**Skills:** Choose one pair: [Aircraft Operation (A, E, +2) & Repair: Aircraft (I, I +4), Grav Vehicle Operation (I, E, +2) & Repair: Grav Vehicle (I, In, +4), Ground Vehicle Operation (A, E, +2) & Repair: Ground Vehicle (I, In, +4), Pressure Vehicle Operation (A, E, +2) & Repair: Pressure Vehicle (I, In, +4), Tracked Vehicle Operation (A, E, +2) & Repair: Tracked Vehicle (I, In, +4) or Water Craft Operation (A, E, +2) & Repair: Water Craft (I, In, +4)]

University

Even in this age of high technology and superluminal travel still less than 50% of the population attend a university. For those who higher education is the right choice, they find that university is a challenging and rewarding experience. Most courses of study at a university in this era require extensive study and at least a decade of invested time. The degree achieved is equivalent to the old Earth designation of a Doctor of Philosophy. Each time a student attends a university they must choose a course of study that they have not taken before.

University Graduate**Years:** *See Courses of Study below***Qualities:** *See Courses of Study below***Skills:** *See Courses of Study below***Next Stage:** Stage 4 – Career**Life Paths:** Any but if Trade School is chosen then a different course of study from any previous University course of study must be taken.**Build Points:** *See Courses of Study below***Random Events:** Roll on the School Random Event Table page 96**Courses of Study****Biological Sciences****Years:** 10**Skills:** Choose one: Biology (I, A, +5) or Anthropology (I, A, +5)**Build Points:** -5**Engineering****Years:** 10**Skills:** Applied Mathematics (I, In, +2), Choose one: Engineering: Aerospace (I, A, +4), Engineering: Biomedical (I, A, +4), Engineering: Chemical (I, A, +4), Engineering: Civil (I, A, +4), Engineering: Combat (I, A, +4), Engineering: Computer (I, A, +4), Engineering: Electrical (I, A, +4) or Engineering: Mechanical (I, A, +4)**Build Points:** -2**Medicine****Years:** 10**Qualities:** Dedicated: Healing the Sick**Skills:** First Aid (I, E, +10), choose one: Physician (I, A, +4) or Surgery (I, A, +4)**Build Points:** -5

Political Science

Years: 4:

Skills: Diplomacy (I, A, +5), Persuasion (M, E, +5)

Build Points: 0

Physical Sciences

Years: 10

Skills: Applied Mathematics (I, In, +2), Choose one
Astronomy (I, In, +4) & Physics (I, A, +2), Chemistry
(I, A, +4), Geology (I, In, +4) & Physics (I, A, +2),
Physics (I, A, +4)

Build Points: -2

Stage 4 – Careers

At this point you are a full fledged adult. It is now time to choose your career or careers. Some of the choices are the same or similar to the Life Paths in Stage 3. You may choose up to 3 careers, even the same one multiple times, as long as you meet all of the prerequisites.

ArchX

Archaeological Expeditions is a private, government funded organization whose public mandate is to explore the past in hopes of finding information for the present. This draws a large amount of support from the public. There are persistent rumors that ArchX was actually formed by the G.R.C. in order to plunder the past for the benefit of the rich and wealthy. Either way ArchX employs those who have a desire to see the stars and an interest in the past. Most of the jobs needed for an ArchX mission are filled with individuals who have training in the appropriate fields; pilot, technician, medic, etc. The one essential position that ArchX insists on training in-house is that of archaeologist. These individuals usually have previous training in archeology but it is not required.

ArchX Archaeologist

Years: 5

Skills: Archeology (I, A, +2)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 0

Random Events: – Roll on ArchX Random Event Table page 90

Bizzeth Free Guard Basic Training

The Hegemony's famous Free Guard are not just renowned soldiers but feared. Free Guard basic training turns out soldiers who are not afraid to get into hand to hand with their Nel Ari blades. Upon entering basic training the recruit must choose one of the two branches to join.

Star Warriors

Whether it is in the air or in space, piloting fighters or getting resources or personnel to and from strategic locations the Star Warriors get the job done. The Star Warriors are more than fighter pilots frigate drivers. This branch has the brightest scientist that the Hegemony has to offer.

Star Warrior Recruit

Prerequisites: Grew up in the Hegemony of Nel and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Bizzeth Free Guard Enlisted Tour of Duty or Bizzeth Free Guard Officer Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Ground Operations

Don't let the name fool you the troops of the Free Guards Ground Force and not limited to dirt side combat. Where ever the need for combat whether on a planet, inside a ship, boarding a ship or EVA the men and women of Ground Operations are the professionals you need.

Ground Operation Recruit

Prerequisites: Grew up in the Hegemony of Nel and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Brash

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Bizzeth Free Guard Enlisted Tour of Duty or Bizzeth Free Guard Officer Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Bizzeth Free Guard Tour of Duty

Having survived either basic training, the rigors of the academy or a previous tour of duty you are now ready to serve the Hegemony. Upon beginning your tour of duty, or starting another tour of duty, you must remain in the same branch that you previously served under at basic, the academy or during a previous tour of duty.

Star Warrior

Prerequisite: Free Guard Academy, Bizzeth Free Guard Basic Training, Grew up in the Hegemony of Nel and any missing limbs, appendages or sensory organs must be replaced.

Years: See *Star Warrior Military Occupations below*

Qualities: See *Star Warrior Military Occupations below*

Skills: See *Star Warrior Military Occupations below*

Next Stage: Stage 4 – Career

Life Paths: Any except Bizzeth Free Guard Basic Training

Build Points: See *Star Warrior Military Occupations below*

Random Events: Roll on Tour of Duty Random Event Table page 97

Star Warrior Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: +1

Crewman

Years: 5

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Sword (A, E, +2)

Build Points: 0

Medical Specialist

Years: 10

Qualities: Curiosity

Skills: First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: 0

Pilot

Years: 5

Qualities: Impulsive

Skills: Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)

Build Points: -2

Physical Scientist

Years: 10

Qualities: Curiosity

Skills: Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2)

Build Points: -1

Rescue Op Entry Specialist

Years: 5

Qualities Dedicated: Helping the Helpless:

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)

Build Points: 1

Tech Specialist**Years:** 5

Skills: Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System (I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)

Build Points: 0**Ground Operations Solider**

Prerequisite: Free Guard Academy, Bizzeth Free Guard Basic Training, Grew up in the Hegemony of Nel and any missing limbs, appendages or sensory organs must be replaced.

Years: See *Ground Operations Military Occupations* below

Qualities: See *Ground Operations Military Occupations* below

Skills: See *Ground Operations Military Occupations* below

Next Stage: Stage 4 – Career

Life Paths: Any except Bizzeth Free Guard Basic Training

Build Points: See *Ground Operations Military Occupations* below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Ground Operations Military Occupations**Demolitions Expert****Years:** 5**Qualities:** Brash

Skills: Demolitions (I, E, +5), Engineer: Combat (I, A, +2)

Build Points: 0**Duster****Years:** 5

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)

Build Points: -2**Infiltration Specialist****Years:** 5

Skills: Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)

Build Points: 0**Weapon Specialist****Years:** 5**Qualities:** Brash

Skills: E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)

Build Points: 1**Black Marketeer**

The lure of high profits. The challenge of getting things for clients that others can't. Whatever the reason you became a buyer and seller of questionable and illegal goods. Some call you a fixer or a black marketeer. As far as you are concerned you are just a businessperson who sees the law as a mere suggestion.

Black Marketeer**Years:** 5

Skills: Business (I, E, +2), Conceal (I, E, +2), Forgery (I, In, +2), Persuasion (M, E, +2)

Next Stage: Stage 4 - Career**Life Paths:** Any**Build Points:** 0

Random Events: Roll on the Dangerous Job Random Event Table page 92

Bureaucrat

Whether a cog in the machine of a corporation, part of a local or planetary government or as a Galactic Republic of Civilizations Senator the in and out of running big operations is where you found yourself. Maybe it was a desire to serve the public good or the lure of power or both whatever the reason a life of running a desk was for you.

Bureaucrat

Perquisite: University

Years: 10

Qualities: Influence: Bureaucracy 1

Skills: Diplomacy (I, A, +5), Knowledge: Bureaucracy (I, In, +2), Persuasion (M, E, +5)

Next Stage: Stage 4 - Career

Life Paths: Any

Build Points: 1

Random Events: – Roll on the Civilian Random Event Table page 91

Courier

The galaxy is a big place. Even this age of advance technology and wonders there are still places not served by the G.R.C.'s communication infrastructure. To get priority messages to and from the far reaches of the G.R.C.'s domain couriers are needed. Daring pilots with small speedy ships courageously push the limits of themselves and their machines to make sure messages and small packages are received in a timely manner.

Courier

Perquisite: Spacecraft Operation ≥ 40

Years: 5

Skills: Conceal (I, E, +5), Space Craft Operation (A, E, +5)

Next Stage: Stage 4 - Career

Life Paths: Any

Build Points: 0

Random Events: – Roll on the Civilian Random Event Table page 91

Crime

Maybe it was desperation, the lure of easy money, the challenge of outwitting law enforcement and security measures, the violence or just pure sadist joy that drew you to a life of crime. Some get rich, some get caught and some actually make it long enough to see retirement.

Criminal

Years: 5

Abilities:

Skills: Dodge (A, E, +5), Choose one: Kinetic Energy Weapon: Pistols (A, E, +5) or Knife (A, E, +5),

Next Stage: Stage 4 – Careers

Life Paths: Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant Apprenticeship, Mercenary, Nemoan Ranger Apprenticeship, Pilot Apprenticeship, Spiker

Build Points: 0

Random Events: Roll on the Dangerous Job Random Event Table page 92

Drifter

You never felt like you fit in anywhere. Nothing ever seemed to work out for you; jobs, school, relations. If life is a current then you seem to a piece of driftwood caught in the flow.

Drifter

Years: 4

Abilities: Health -5

Skills: Conceal (I, E, +5), Knowledge: Life on the Streets (I, In, +10)

Next Stage: Stage 4 – Careers

Life Paths: Black Marketeer, Crime, Drifter, Eclipse Syndicate Employee, Galactic Armed Forces Basic Training, Mechanic Apprenticeship, Merchant Apprenticeship, Mercenary, Nemoan Range Apprenticeship, Pilot Apprenticeship Spiker

Build Points: 5

Random Events: Roll on the Dangerous Job Random Event Table page 92

Eclipse Syndicate Director

You have survived life in the syndicate long enough to reach the upper levels of the organization. As a Director you have control over the Syndicates interests in an entire system or over several systems depending on how populated the system or systems are and whether they are Core or Fringe systems. How you handle matters is up to you but you must meet the goals set out by the Syndicate's Board.

Eclipse Syndicate Director

Perquisite: Eclipse Syndicate Manager

Years: 5

Qualities: Influence: Criminal Element 1

Skills: Perception (A, E, +2), Persuasion (M, E, +2), Stealth (A, E, +2)

Next Stage: Stage 4 - Career

Life Paths: Any but if the character leaves the Syndicate they gain Enemy 5

Build Points: -1

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Eclipse Syndicate Employee

Your life on the shady side of the law drew the attention of some very important people. Now you are a junior member of the Eclipse Syndicate. This is your way into the big time. Your first choice is whether you want to work for enforcement, procurement or tech support.

Enforcement

Whether it is protecting an asset, seizing an asset or just making sure people understand what happens when their payments aren't up to date, enforcement is the muscle of the Syndicate. You have proven yourself to be more than a simple brawler. You can take orders and execute them with lethal efficiency.

Eclipse Syndicate Enforcer

Perquisite: Crime, Drifter, Black Marketeer, Mercenary or Spiker

Years: 5

Skills: Stealth (A, E, +2), Street Fighting (A, E, +4), Choose One: K.E.W: Pistol (A, E, +4), K.E.W: Rifle (A, E, +4), K.E.W: Shotgun (A, E, +4)

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 2

Build Points: 0

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Procurement

Basic economics, supply and demand, are what keep any business or organization afloat. As part of the Syndicate's procurement department you help to keep the goods flowing into the hands of the clients and the currency flowing into the coffers of the Syndicate. Of course most of the transactions you engage in are on the shady side of the law.

Eclipse Syndicate Procurement Specialist

Perquisite: Crime, Drifter, Black marketeer, Mercenary or Spiker

Years: 5

Qualities: Greedy

Skills: Business (I, E, +2), Conceal (I, E, +7), Forgery (I, In, +4), Persuasion (M, E, +6), Stealth (A, E, +2)

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 2

Build Points: 0

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Tech Support

Every company needs a tech support department to keep the computer and information equipment in working order. At the syndicate their tech support is engaged in more challenging duties. As a member of the Syndicates tech support division you will be engaged in acquiring and planting data and the odd planting of illicit code here and there.

Eclipse Syndicate Tech Support Specialist

Perquisite: Computer Literacy $\geq 45\%$ and either have taken Crime, Drifter, Black marketeer, Mercenary or Spiker life paths

Years: 5

Qualities: Curiosity

Skills: Computer Hacking (I, A, +2), Computer Programming (I, In, +3), Conceal (I, E, +2)

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 2

Build Points: 0

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Eclipse Syndicate Manager

You made it through the... rigors of being a Syndicate employee. As an employee you were a part of a team or may have even lead a small team now and then. As a Manager you now have control over Syndicate operations over a city, continent or planet; depending on the size of the population.

Enforcement

As a Syndicate manager with enforcement it is your job to assemble teams that will execute missions were anything from a well armed presence is needed to all out war. As a manager you are responsible for those

under your command. You succeed when they succeed and you fail when they fail or you fail to punish... manage them correctly.

Eclipse Syndicate Enforcement Manager

Perquisite: Eclipse Syndicate Employee: Enforcement

Years: 10

Qualities: Influence: Criminal Element 1

Skills: Perception (A, E, +4), Persuasion (M, E, +5), Stealth (A, E, +2), Choose One: K.E.W: Pistol (A, E, +4), K.E.W: Rifle (A, E, +4), K.E.W: Shotgun (A, E, +4)

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 3

Build Points: 0

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Procurement

As a Syndicate manager with procurement it is your job to make sure that employees get the items they need, the syndicate collects its fees, customers are kept happy and that when necessary enforcement is detailed to collect fees and protect assets. As a manager you are responsible for those under your command. You succeed when they succeed and you fail when they fail or you fail to punish... manage them correctly.

Eclipse Syndicate Procurement Manager

Perquisite: Eclipse Syndicate Employee: Procurement

Years: 10

Qualities: Influence: Criminal Element 1

Skills: Business (I, E, +2), Conceal (I, E, +2), Forgery (I, In, +2), Perception (A, E, +2), Persuasion (M, E, +3), Stealth (A, E, +2)

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 3

Build Points: 0

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Tech Support

As a Syndicate manager with tech support it is your job to decide data needs to augmented, planted or expunged. As a manager you are responsible for those under your command. You succeed when they succeed and you fail when they fail or you fail to punis... manage them correctly.

Tech Support Manager

Perquisite: Eclipse Syndicate Employee: Tech Support

Years: 10

Qualities: Influence: Criminal Element 1

Skills: Computer Hacking (I, A, +2), Conceal (I, E, +2), Persuasion (M, E, +2), Stealth (A, E, +2),

Next Stage: Stage 4 - Career

Life Paths: Any but if the Character leaves the Syndicate they gain Enemy 3

Build Points: -1

Random Events: Roll on the Eclipse Syndicate Random Event Table page 93

Freighter pilot

All you wanted was to fly from star to star and not have to worry about those petty concerns like punching in and punching out, getting the kids from school or kissing the boss's butt. Whether you are an independent freighter pilot or you work for one of the larger corporations, while you are traveling between the planets you are the lord of your domain. And hey sometimes they pay ain't bad.

Freighter Pilot

Prerequisite: Spacecraft Operation ≥ 4

Years: 5

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Navigation (I, In, +1), Spacecraft Operation (A, E, +4)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 0

Random Events: Roll on the Civilian Random Event Table page 91

Galactic Armed Forces Basic Training

Officially the Galactic Armed Forces was formed in 1 GE, but before that it was comprised of the fleets of the races on the side of unification. The GAF was born out of victory, cooperation and service to the greater good. These traditions continue on today. The GAF has the best facilities, equipment and personnel and has proven instrumental in keeping the republic safe and orderly. Upon entering the G.A.F. a recruit must choose which branch of the service he or she wishes to serve in.

Star Force

Fly or Die. The unofficial motto of the Star Force helps to illustrate the dedication those involve have to feeling space beneath their wings. However the Star Force is more than flying and combat it is also one of the foremost research organizations in biological and physical sciences and new technology. Not all of their efforts are used to find new ways to wage war and kill. Along with renowned universities and private firms, most of the best tech that changed the way the galaxy lived has come out of a Star Force lab.

Star Force Solider

Prerequisites: Any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Space and Land Specialist (S.A.L.S.)

Eatin' mud and breathin' vacuum. The unofficial motto of the S.A.L.S shows how each member of this group of combat specialists views their role in the G.A.F. With basic training in living, working and fighting in space and on land S.A.L.S. Are unparalleled soldiers. During a tour a duty an individual will specialize in weapons, infiltration or demolition.

SALS Solider

Prerequisites: Any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Space Rescue

Death has no quarter with us. In the tradition of the finest rescue services throughout history the G.A.F. Space Rescue is dedicated to helping those who are in trouble. Whether it is a simple systems malfunction, a sick or dying crew member or finding a ship lost in the black reaches of deep space, Space Rescue will not stop until they have succeeded or died trying. Their motto reflects their attitude that they are their to keep death at bay.

Space Rescue Solider

Prerequisites: Any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Galactic Armed Forces Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Galactic Armed Forces Tour of Duty

Having survived either basic training, the rigors of the academy or a previous tour of duty you are now ready to serve the Republic. Upon beginning your tour of duty, or starting another tour of duty, you must remain in the same branch that you previously served under at basic, the academy or during a previous tour of duty.

Star Force Solider

Prerequisite: Galactic Armed Forces Basic Training, Republic Military Academy, or previous military experience and any missing limbs, appendages or sensory organs must be replaced.

Years: See Star Force Military Occupations below

Qualities: See Star Force Military Occupations below

Skills: See Star Force Military Occupations below

Next Stage: Stage 4 – Career

Life Paths: Any except Galactic Armed Forces Basic Training

Build Points: See Star Forces Military Occupations below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Star Force Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: +1

Crewman**Years:** 5**Skills:** Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)**Build Points:** 0**Physical Scientist****Years:** 10**Qualities:** Curiosity**Skills:** Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2)**Build Points:** -1**Pilot****Years:** 5**Qualities:** Impulsive**Skills:** Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)**Build Points:** -2**Tech Specialist****Years:** 5**Skills:** Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System(I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)**Build Points:** 0**S.A.L.S. Solider****Prerequisite:** Galactic Armed Forces Basic Training, Republic Military Academy, or previous military experience and any missing limbs, appendages or sensory organs must be replaced.**Years:** See S.A.L.S. Military Occupations below**Qualities:** See S.A.L.S. Military Occupations below**Skills:** See S.A.L.S. Military Occupations below**Next Stage:** Stage 4 – Career**Life Paths:** Any except Galactic Armed Forces Basic Training**Build Points:** See S.A.L.S. Military Occupations below**Random Events:** Roll on the Tour of Duty Random Event Table page 97**S.A.L.S. Military Occupations****Demolitions Expert****Years:** 5**Qualities:** Brash**Skills:** Demolitions (I, E, +5), Engineer: Combat (I, A, +2)**Build Points:** 1**Infiltration Specialist****Years:** 5**Skills:** Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)**Build Points:** 0**Marine****Years:** 5**Skills:** Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2). K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)**Build Points:** 0

Weapon Specialist**Years:** 5:**Qualities:** Brash

Skills: E.W.: Grenade Launcher (A, E, +2),
 E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2),
 B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2),
 K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)

Build Points: 1***Space Rescue Solider***

Prerequisite: Galactic Armed Forces Basic Training, Republic Military Academy, or previous military experience and any missing limbs, appendages or sensory organs must be replaced.

Years: *See Space Rescue Military Occupations below***Qualities:** *See Space Rescue Military Occupations below***Skills:** *See Space Rescue Military Occupations below***Next Stage:** Stage 4 – Career**Life Paths:** Any except Galactic Armed Forces Basic Training**Build Points:** *See Space Rescue Military Occupations below***Random Events:** Roll on the Tour of Duty Random Event Table page 97***Space Rescue Military Occupations******Entry Specialist*****Years:** 5

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)

Build Points: 0***Medical Specialist*****Years:** 5**Qualities:** Curiosity

Skills: First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: -2***Pilot*****Years:** 5

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Navigation (I, In, +1), Spacecraft operation (A, E, +5)

Build Points: -1***Kaylin Space Command Basic Training***

The Kaylin Space Command, KSC, is one of the oldest militaries in the Republic. Like most of the armed forces of the founding races it has the traditional three branches, those who fly, those who fight and those who rescue those in need. One distinct difference between the KSC and other armies is the focus on team work. Since the Kaylin's are a canine race, pack life was very dominate in their evolution. This tradition of pack culture influences the team nature of the KSC hierarchy. Upon entering the KSC the recruit must choose under which branch he or she will serve.

Ublukani

The “Star Hounds.” The Ublukani are the skilled and resourceful group in the Kaylin Space Command, KSC, tasked with getting persons and material from point A to point B, maintaining air and space superiority in a conflict and developing new and better ways of healing fellow KSC troops and new and better weapons. Fierce and dedicated they will leave no one behind and have been known to disobey direct orders in order to retrieve fellow KSC troops.

Ublukani Recruit

Prerequisites: Grew up in the Council of Elders, and any missing limbs, appendages or sensory organs must be replaced.

Years: 4

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career**Life Paths:** Kaylin Space Command Tour of Duty**Build Points:** 0

Random Events: Roll on the Academy Random Event Table page 88

Nuikani

As with most other military land branches, the Nuikani focus on weapons, and taking the fight to the enemy. This includes land assaults, zero-g combat, boarding ships, repelling boarder and what ever else may be required. The nick name of “Red Fangs” comes from an old Kaylin honorific for hunters and because it is rumored that by the time you see a Nuikani on the battlefield he or she is already covered in blood. Your blood.

Nuikani Recruit

Prerequisites: Grew up in the Council of Elders and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Kaylin Space Command Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Trukani

If you are in trouble within Council space then it is the Trukani you want coming to your aid. They are the space rescue branch of the Kaylin Space Command and have been an operating branch for over half a millennium.

Trukani Recruit

Prerequisites: Grew up in the Council of Elders and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Dedicated: Help the Helpless

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space

Rider (I, E, +2), Space Craft Operation (A, E, +2), Space Suit Operation (A, E, +2)

Life Paths: Kaylin Space Command Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Kaylin Space Command Tour of Duty

Having survived either basic training or the rigors of the academy you are now ready to serve the Council of Elders. Upon beginning your tour of duty, or starting another tour of duty, you must remain in the same branch that you previously served under at basic, the academy or during a previous tour of duty.

Ublukani

Prerequisite: Omal Space Academy or K.S.C. Basic Training, grew up in the Council of Elders and any missing limbs, appendages or sensory organs must be replaced.

Years: See *Ublukani Military Occupation* below

Qualities: See *Ublukani Military Occupation* below

Skills: See *Ublukani Military Occupation* below

Next Stage: Stage 4 - Career

Life Paths: Any except Kaylin Space Command Basic Training

Build Points: See *Ublukani Military Occupation* below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Ublukani Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: +1

Physical Scientist**Years:** 10**Qualities:** Curiosity**Skills:** Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2)**Build Points:** -1***Pilot*****Years:** 5**Qualities:** Impulsive**Skills:** Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)**Build Points:** -2***Star Hound*****Years:** 5**Skills:** Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)**Build Points:** 0***Tech Specialist*****Years:** 5**Skills:** Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System(I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)**Build Points:** 0***Typical Nuikani*****Prerequisite:** Omal Space Academy or K.S.C. Basic Training, grew up in the Council of Elders and any missing limbs, appendages or sensory organs must be replaced.**Years:** See Nuikani Military Occupation below**Qualities:** See Nuikani Military Occupation below**Skills:** See Nuikani Military Occupation below**Next Stage:** Stage 4 - Career**Life Paths:** Any except Kaylin Space Command Basic Training**Build Points:** See Nuikani Military Occupation below**Random Events:** Roll on the Tour of Duty Random Event Table page 97**Nuikani Military occupations*****Demolitions Expert*****Years:** 5**Qualities:** Brash**Skills:** Demolitions (I, E, +5), Engineer: Combat (I, A, +2)**Build Points:** 0***Infiltration Specialist*****Years:** 5**Skills:** Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)**Build Points:** 0***Red Fang*****Years:** 5**Skills:** Dodge (A, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)**Build Points:** 0***Weapon Specialist*****Years:** 5**Qualities:** Brash**Skills:** E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2),

K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)

Build Points: 1

Trukani

Prerequisite: Omal Space Academy or K.S.C. Basic Training, grew up in the Council of Elders and any missing limbs, appendages or sensory organs must be replaced.

Years: *See Trukani Military Occupation below*

Qualities: *See Trukani Military Occupation below*

Skills: *See Trukani Military Occupation below*

Next Stage: Stage 4 - Career

Life Paths: Any except Kaylin Space Command Basic Training

Build Points: *See Trukani Military Occupation below*

Random Events: Roll on the Tour of Duty Random Event Table page 97

Trukani Military occupations

Years: 5

Qualities: Dedicated: Helping the Helpless:

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)

Build Points: 1

Medical Specialist

Years: 10

Qualities: Curiosity

Skills: First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: 0

Pilot

Years: 5

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Navigation (I, In, +1), Spacecraft operation (A, E, +5)

Build Points: -1

Lilanite Police Force Basic Training

The LPF is the youngest military in the Republic. While the recruits consist primarily of Hard Shell Lilanites you will find Animods, Anthromorphs and the occasional non-Lilanite.

Novas

For only a unit with only a hundred years of tradition the Novas have made quite a name for themselves. Quick, agile, good in a fight and always ready to lend a hand the Novas are almost the perfect face of the Federation. As a force of a small one system government very few people in the Republic ever see one of the Novas however this works in the Novas favor. Since so few have seen a Nova in action, they are a thing of legend.

Nova Recruit

Prerequisites: Grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: 2

Random Events: Roll on the Academy Random Event Table page 88

Grounders

The Novas may be the face of the LPF but the Grounders are the muscle and the shadow. Trained in how to take the fight to the enemy either by a boarding action, ground combat or infiltrating an enemy compound.

Grounder Recruit

Prerequisites: Grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Rezers

For those who find they are traveling on unreliable ships within the Lilanite federation there is no more comforting site than the yellow and orange hulls and bright orange space suits of the Rezers. Following the centuries old example of the other races, the Rezers are the branch of the Lilanite Police Force dedicated to helping those in need while in transit within the boundaries of the Federation.

Rezer Recruit

Prerequisites: Grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Lilanite Police Force Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table page 88

Lilanite Police Force Tour of Duty

You survived the academy or LPF basic training and now you are ready to protect and serve the Federation. It could be years of monotony and ease or it could be filled with pirates, smugglers and racists intent on harming the people you have sworn to protect. You must serve in the same branch of the LPF that you chose during the academy or LPF basic training.

Nova

Prerequisite: Lilanite Police Academy or Lilanite Police Force Basic Training, grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: See Nova Military Occupation below

Qualities: See Nova Military Occupation below

Skills: See Nova Military Occupation below

Next Stage: Stage 4 - Career

Life Paths: Any except Lilanite Police Force Basic Training

Build Points: See Nova Military Occupation below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Nova Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: +1

Physical Scientist

Years: 10

Qualities: Curiosity

Skills: Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2)

Build Points: -1

Pilot

Years: 5

Qualities: Impulsive

Skills: Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)

Build Points: -2

Tech Specialist**Years:** 5

Skills: Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System (I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)

Build Points: 0**White Coat****Years:** 2

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Build Points: 2**Grounder**

Prerequisite: Lilanite Police Academy or Lilanite Police Force Basic Training, grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: See Grounder Military Occupation below**Qualities:** See Grounder Military Occupation below**Skills:** See Grounder Military Occupation below**Next Stage:** Stage 4 - Career

Life Paths: Any except Lilanite Police Force Basic Training

Build Points: See Grounder Military Occupation below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Grounder Military Occupations**Demolitions Expert****Years:** 5**Qualities:** Brash

Skills: Demolitions (I, E, +5), Engineer: Combat (I, A, +2)

Build Points: 0**Gray Coat****Years:** 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Build Points: 0**Infiltration Specialist****Years:** 5

Skills: Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)

Build Points: 0**Weapon Specialist****Years:** 5**Qualities:** Brash

Skills: E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)

Build Points: 1

Rezers

Prerequisite: Lilanite Police Academy or Lilanite Police Force Basic Training, grew up in the Lilanite Federation and any missing limbs, appendages or sensory organs must be replaced.

Years: See Rezer Military Occupation below

Qualities: See Rexer Military Occupation below

Skills: See Rezer Military Occupation below

Next Stage: Stage 4 - Career

Life Paths: Any except Lilanite Police Force Basic Training

Build Points: See Rezer Military Occupation below

Random Events: Roll on the Tour of Duty Random Event Table page 97

Rezer Military Occupations

Entry Specialist

Years: 5

Qualities: Dedicated: Helping the Helpless:

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)

Build Points: 1

Medical Specialist

Years: 10

Qualities: Curiosity

Skills: First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: 0

Orange Coat

Years: 2

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Build Points: -2

Mechanic Apprenticeship

Not everyone dose well in a typical school setting. For some that are there is still the Republic Apprentice Guild. The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is for two years after which it is the responsibility of the master to give a RAG approved test to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

For those who are good with their hands and have a mind for machines there is the mechanic apprenticeship. The individual finds a Mechanic in the field of their choosing who is willing to take and apprentice and for several years learning the necessary skills.

Mechanic Apprentice

Years: 2

Skills: Choose one: Repair: Grav Vehicle (I, In, +4), Repair: Ground Vehicle (I, In, +4), Repair: Pressure Vehicle (I, In, +4), Repair: Spacecraft (I, In, +4), Repair: Tracked Vehicle (I, In, +4), Repair: Water Craft (I, In, +4) or Repair: Wave Drive (I, In, +4)

Next Stage: Stage 4 – Career

Life Paths: Any except Mechanic Apprenticeship

Build Points: +2

Random Events: Roll on the Apprenticeship Random Event Table page 89

Mechanic

Vehicles get made and vehicles break down. Mechanics will always be needed. Whether you came from an apprenticeship, picked up the skill in one of the military services or just have a natural talent you have decided that the best use of your time and the best way for you to pick up a few syntuls is by fixing that which is broken. Or maybe encouraging that which is not yet broken to break.

Mechanic

Prerequisite: Any vehicle repair skill at 1 except Repair: Starship

Years: 5

Skills: Choose one: Repair: Grav Vehicle (I, In, +5), Repair: Ground Vehicle (I, In, +5), Repair: Pressure Vehicle (I, In, +5), Repair: Tracked Vehicle (I, In, +5), Repair: Water Craft (I, In, +5)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 0

Random Events: Roll on the Civilian Random Event Table page 91

Mercenary

Gun for hire, security consultant, or body guard. Whatever you called yourself you decided to take your weapons experience and use it to make a living. Not all mercenaries are thugs with guns and uncontrollable blood lust. As with most professions there are good ones, bad ones and those who live in the gray. Which one will you become?

Mercenary

Years: 5

Qualities: Greedy

Skills: Conceal (I, E, +5), Dodge (A, E, +5), K.E.W.: Pistols (A, E, +5), K.E.W.: SMG (A, E, +5), Persuasion (M, E, +5)

Next Stage: Stage 4 - Career

Life Paths: Any

Build Points: 0

Random Events: Roll on the Dangerous Job Random Event Table page 92

Merchant Apprenticeship

Not everyone does well in a typical school setting. For some that are there is still the Republic Apprentice Guild. The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is for two years after which it is the responsibility of the master to give a RAG approved test

to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

For some the dream of owning their own business or just working with products and services is a strong. The merchant apprentice may work for a family owned shop or a large regional store. Whatever the situation the merchant apprentice learns the necessary skills to run any size business.

Merchant Apprentice

Years: 2

Skills: Business (I, E, +5), Persuasion (M, E, +5)

Next Stage: Stage 4 – Career

Life Paths: Any except Merchant Apprenticeship

Build Points: 0

Random Events: Roll on the Apprenticeship Random Event Table page 89

Merchant

The exchange of currency, the fulfilling of a need, the providing of a service or just the desire to line your coffers with more than the next guy, whatever the reason you decided to become a merchant. You may work in a high pressure commission oriented sales position such as vehicle sales or you may be your own boss in a small shop. For the most part you remain on the correct side of the law. After all if you wanted to be a criminal you would have become a **Black Marketeer** (page XX).

Merchant

Prerequisite: Business ≥ 3

Years: 5

Qualities: Influence: Business Community 1

Skills: Business (I, E, +3), Persuasion (M, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 0

Random Events: Roll on Civilian Random Event Table page 91

Nemoan Ranger Apprenticeship

The Rangers got their start in a secret political prison called Nemoa on the planet Nemoa in the Tyfe system. The original Rangers led by Dr. Thomas Milfred were the group of men and women who broke out of Nemoa. They pursued Nevari Belissi's Fleet to the Sol system and ultimately defeated his efforts to wipe out the Human race.

After Dr. Milfred's disappearance the Rangers re-organized and vowed to help the helpless. They are now based on Nemoa. The Rangers now enjoy official recognition by the G.R.C. as a military organization but they receive no funding and some still view them as a vigilante group. Those they have helped see them as saviors and someone you can rely on when the G.R.C. lets you down.

There are two distinct ranks in the Nemoan Rangers; the apprentice and a ranger. The Apprentice is someone who is in training to be a Ranger. Because Apprentices are unaltered they can easily hide in a crowd and do not draw attention to themselves. For this reason the Apprentice is used extensively as a means to gather information about the current affairs of areas of interest.

Nemoan Ranger Apprentice

Years: 10

Qualities: Loyalty: Protection of the Weak & Helpless

Skills: Astrogation (I, In, +2), Astronomy (I, In, +2), Computer Hacking (I, A, +2), Computer Literacy (I, E, +2), Computer Programing (I, In, +2), Martial Arts (A, In, +2), Navigation (I, In, +2), Perception (A, E, +4), Spacecraft Operation (A, E, +2), Space Rider (I, E, +2),

Next Stage: Stage 4 – Career

Life Paths: Any except Nemoan Ranger Apprentice

Build Points: -5

Random Events: Roll on the Apprenticeship Random Event Table page 89

Nemoan Ranger

Having survived the trials of being a Ranger apprentice you are now ready to take the burden and become a full ranger. The Ranger's do not stand on ceremony. After a surgery to replace your eyes with cybernetic

enhancements, a week of recovery, and a small gathering you were inducted into the Nemoan Rangers.

Nemoan Ranger

Prerequisites: Nemoan Ranger Apprenticeship

Years: 5

Qualities: Cybernetic Replacement: Eyes, Enhanced EM Spectrum: Infrared, Enhanced EM Spectrum: Ultraviolet, Headaches: Medium

Skills: B.E.W:Pistol (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: -1

Random Events: Roll on the Dangerous Job Random Event Table page 92

OSX Basic Training

The Office of Stellar Exploration, OSX, was established for the sole purpose of exploring the unknown beyond the borders of the Republic. The lonely ships of the Scout Corps venture into the black and catalog new systems and planets. Later members of the Survey Corps return to the habitable planets to catalog all that can be found. Through this process the size and knowledge of the Republic grows.

You have decided for your own reasons that joining OSX is a good fit for you. Your first step is basic training. As you enter OSX you will encounter people from all walks of life and from all age groups. Not all of them are here out of the goodness of their heart.

OSX Recruit

Years: 2

Skills: Astronomy (I, In, +2), Comms Operation (I, E, +2), First Aid (I, E, +2), Geology (I, In, +1), Grav Vehicle Operation (A, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: - 4

Random Events: Roll on the OSX Random Event Table page 94

OSX Advanced Training

Now that you have had some training it is time to step into a more active role. The choice that awaits you is between the Scout Corps and the Survey Corps.

Scout Corps

The Scout Corp are those individuals who like to fly out in to the unknown just to find out what is out there. They tend to fly alone and have to endure solitude for months on end.

OSX Scout

Prerequisite: OSX Basic Training

Years: 10

Qualities: Solitary

Skills: Astrogation (I, In, +2), Navigation (I, In, +2), Repair:Spacecraft (I, In, +4), Spacecraft Operation (A, E, +9)

Next Stage: - Stage 4: Careers

Life Paths: Any

Build Points: 0

Random Events: Roll on the OSX Random Event Table page 94

Survey Corps

The Survey Corps is called in after a Scout has found a system with terrestrial planets that needs surveying. There is always a minimal of a four person team with additional members added if it is a habitable planet.

OSX Survey Corps Member

Prerequisite: OSX Basic Training

Years: 10

Skills: See Survey Corp Occupations

Next Stage: Stage 4: Careers

Life Paths: Any

Build Points: See Survey Corp Occupations

Random Events: Roll on the OSX Random Event Table

OSX Survey Corps Occupations

Biologist

Skills: Biology (I, A, +4), K.E.W:Pistols (A, E, +2)

Build Points: -2

First Contact Specialist

Skills: Anthropology (I, A, +2), Diplomacy (I, A, +2), K.E.W:Pistols (A, E, +1), Linguistics (I, In, +2)

Build Points: -5

Pilot

Skills: Astrogation (I, In, +2), Dodge (A, E, +2), K.E.W.: Pistol (A,E, +2), Navigation (I, In, +2), Spacecraft Operation (A, E, +8)

Build Points: -0

Technician

Skills: Dodge (A, E, +2), K.E.W:Pistols (A, E, +2), Repair: Comms (I, In, +2), Repair: Sensors (I, In, +2), Repair: Spacecraft (I, In, +2), Repair: Wave Drive (I, In, +2)

Build Points: 0

Pilot Apprenticeship

The stars. How you always dreamed of flying among them. You could have joined the military but you never did like taking orders much so you chose to become an apprentice to get your hands on a ship sooner. As soon as you could you applied to the Republic Apprentice Guild's pilot division.

The RAG is a formal system that connects learners with those who have the experience and time to teach. The RAG also makes sure that neither the apprentice nor the master are taken advantage of. The standard contract is

for two years after which it is the responsibility of the master to give a RAG approved test to the apprentice. On passing this test the apprentice becomes a journeyman in his or her field.

Pilot Apprentice

Years: 2

Skills: Repair: Spacecraft (I, In, +2), Spacecraft Operation (A, E, +4)

Next Stage: Stage 4 – Career

Life Paths: Any except Pilot Apprenticeship

Build Points: 0

Random Events: Roll on the Apprenticeship Random Event Table page 89

Reltoan Imperial Forces Basic Training

The Imperial Military is one of the most renowned and secretive military forces in the Republic. Only Reltoans are allowed into the service and only Reltoans who grew up with in the borders of the Imperium.

Naftana

No other military force is more well trained nor more proficient in space than the Reltoan Naftana. The Naftana formed the might of the Separatist fleet during the Unification War 650 years ago and when the Reltoans changed sides they determined the outcome of the war. The Naftana currently provide instructors for some of the elite training of Republic Armed Forces personnel.

Naftana Recruit

Prerequisites: Reltoan, Grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: 4

Abilities:

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -3

Random Events: Roll on the Academy Random Event Table page 88

Laona

The Nafta may be the fly boys but you still need those who are specialized in more traditional forms of combat. The Laona handle boarding actions, zero-g EVA maneuvers and combat, ground combat and hand to hand combat.

Laona Recruit

Prerequisites: Reltoan, Grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: 4

Abilities:

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Grav Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -2

Random Events: Roll on the Academy Random Event Table

Dyso

It was recognized long ago by the Imperium that there needed to a specialized branch of the military to help those space travelers who became stranded or were other wise in need. This led to the creation of the Dyso. Whenever a ship is in trouble with in the jurisdiction of the Imperium it is the Dyso that is dispatched to render aid.

Dyso Recruit

Prerequisites: Reltoan, Grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: 4

Abilities:

Qualities: Dedicated: Help the Helpless

Skills: Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Knowledge: Tactics (I, In, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Reltoan Imperial Forces Tour of Duty

Build Points: -5

Random Events: Roll on the Academy Random Event Table page 88

Reltoan Imperial Forces Tour of Duty

Having survived basic training in RIF it is now time to risk your life in the service of the Imperium. Upon beginning your tour of duty, or starting another tour of duty, you must remain in the same branch that you previously served under at basic, the academy or during a previous tour of duty.

Naftana Solider

Prerequisite: Reltoan Imperial Forces Basic Training or Imperial Military Academy, Reltoan and grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: See Naftana Military Occupations

Qualities: See Naftana Military Occupations

Skills: See Naftana Military Occupations

Next Stage: Stage 4 - Career

Life Paths: Any except Reltoan Imperial Forces Basic Training

Build Points: See Naftana Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Naftana Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1), Telepathy (M, In, +1)

Build Points: -1

Naftana Crewman

Years: 4

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Knowledge: Tactics (I, In, +2), Space Rider (I, E, +2), Telepathy (M, In, +2)

Build Points: -3

Physical Scientist

Years: 10

Qualities: Curiosity

Skills: Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2), Telepathy (M, In, +1)

Build Points: -3

Pilot

Years: 5

Qualities: Impulsive

Skills: Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)

Build Points: -2

Tech Specialist**Years:** 5

Skills: Telepathy (M, In, +1), Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System(I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)

Build Points: -2***Laona Solider***

Prerequisite: Reltoan Imperial Forces Basic Training or Imperial Military Academy, Reltoan and grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: See Laona Military Occupations**Qualities:** See Laona Military Occupations**Skills:** See Laona Military Occupations**Next Stage:** Stage 4 - Career

Life Paths: Any except Reltoan Imperial Forces Basic Training

Build Points: See Laona Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Laona Military Occupations**Demolitions Expert****Years:** 5**Qualities:** Brash

Skills: Demolitions (I, E, +5), Engineer: Combat (I, A, +2), Telepathy (M, In, +1)

Build Points: -2**Infiltration Specialist****Years:** 5

Skills: Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2), Telepathy (M, In, +1)

Build Points: -2**Laona Grunt****Years:** 5**Abilities:****Qualities:** Impulsive

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Street Fighting (A, E, +2), Telepathy (M, In, +2)

Build Points: -2**Weapon Specialist****Years:** 5**Qualities:** Brash

Skills: E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2), Telepathy (M, In, +1)

Build Points: -1***Dyso Solider***

Prerequisite: Reltoan Imperial Forces Basic Training or Imperial Military Academy, Reltoan and grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: See Dyso Military Occupations**Qualities:** See Dyso Military Occupations**Skills:** See Dyso Military Occupations**Next Stage:** Stage 4 - Career

Life Paths: Any except Reltoan Imperial Forces Basic Training

Build Points: See Dyso Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Dyso Military Occupations

Entry Specialist

Years: 5

Qualities: Dedicated: Helping the Helpless

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Empathy (M, In, +1), Repair Spacecraft (I, In, +2)

Build Points: +1

Pilot

Years: 5

Qualities: Dedicated: Helping the Helpless

Skills: Astrogration (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +2)

Build Points: +1

Medical Specialist

Years: 10

Skills: Empathy (M, In, +1), First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: +1

Reltoan Imperial Guard

Only the most dedicated Reltoan can become an Imperial Guard. More than just an armed guard for the emperor and the imperial estates, this elite force routinely embarks on high priority top-secret missions for the good of the Imperium. Rumors abound about assassinations, abductions, covert intelligence and more. They are on the front lines of defending the Imperium's interests and secrets

Through your career in the R.I.F. You distinguished yourself and one day an old fashioned envelope appeared in your service locker. No identifying remarks except your name and the Guard seal. Inside was an invitation to join the Guard.

Reltoan Imperial Guardsmen

Prerequisite: Reltoan Imperial Forces Tour of Duty, Reltoan, grew up in the Reltoan Imperium and any missing limbs, appendages or sensory organs must be replaced.

Years: 10

Abilities: Mind +5

Qualities: Headaches: Medium

Skills: B.E.W.: Pistol (A, E, +2), K.E.W.: Pistol (A, E, +2), K.E.W.: SMG (A, E, +2), Mind Probe (M, In, +2), Telepathy (M, In, +2)

Next Stage: Stage 4 – Career

Life Paths: Any

Build Points: 1

Random Events: Roll on the Tour of Duty Random Event Table page 97

Seril System Guard Basic Training

As with most major institutions within the Dominance of Mer, choosing to go to enter the Seril System Guard is a matter of religious conviction. Those who enter the SSG have a desire to help defend the Dominance and believe in and wish to protect the Mer. Along with up-to-date instruction with and in the use of the latest technology used to wage war those in the Seril System Guard learn how to wield the ancient mectyl, the Quextil sword of honor. Upon entering the SSG the recruit must choose which branch of the Seril System Guard in which they wish to serve.

Mer Zva

The Star Fliers of Mer, the Mer Zva, take pride in the fact that their wings are strong enough for them to fly in the vastness of the great black sky. For over 600 years the Mer Zva has helped protect the systems of the Dominance and when needed aid the Galactic Armed Forces.

Mer Zva Paladin

Prerequisites: Quextil, Grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Religious Conviction

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +4), Sword (A, E, +4)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Mer Pa

Though descended from avians the Quextil are no strangers to ground combat. Boarding ships fighting off boarding parties or performing landing and ground assaults, the Mer Pa are very adept at warfare. Not only has the Mer Pa proven itself in countless small battles to defend the Dominance from pirates and malcontents but they were a major force in the end of the Unification War 600 plus years ago.

Mer Pa Paladin

Prerequisites: Quextil, Grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Brash, Religious Conviction

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Mer San

Even though the Dominance is a deeply religious society they have also been one of the most medically advanced races. Faith is for the soul they say, medicine is for the body. It is also a prevalent tenant in their beliefs that helping others is one of the greatest personal

sacrifices. It is this philosophy that guides those who serve in the Mer San or space rescue service.

Mer San Paladin

Prerequisites: Quextil, Grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Religious Conviction

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2), Sword (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Seril System Guard Tour of Duty

Build Points: -1

Random Events: Roll on the Academy Random Event Table page 88

Seril System Guard Tour of Duty

You survived your time at the academy or in the System Guard basic with your faith intact and are now ready to continue your service to the Mer. Whatever branch of the service you chose during the academy, basic training or during a previous tour of duty you must choose during this tour of duty.

Mer Zva Crusader

Prerequisite: Seril Space Academy or Seril Sytem Guard Basic, a Quextil and grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.

Years: See Mer Zva Military occupations

Qualities: Curiosity

Skills: See Mer Zva Military occupations

Next Stage: Stage 4 - Career

Life Paths: Any except Seril System Guard Basic Training

Build Points: See Mer Zva Military occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Mer Zva Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1), Sword (A, E, +2)

Build Points: -1

Mer Zva Crewer

Years: 5

Skills: Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Sword (A, E, +2)

Build Points: 0

Physical Scientist

Years: 10

Qualities: Curiosity

Skills: Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2), Sword (A, E, +2)

Build Points: -3

Pilot

Years: 5

Qualities: Impulsive

Skills: Aircraft Operation (A, E, +2), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5), Sword (A, E, +2)

Build Points: -1

Tech Specialist

Years: 5

Skills: Sword (A, E, +2), Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System (I, In, +3), Electronic Warfare Systems

Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, In, +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)

Build Points: -2

Mer Pa Crusader

Prerequisite: Seril Space Academy or Seril Sytem Guard Basic, a Quextil and grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.

Years: See Mer Pa Military occupations

Qualities: Curiosity

Skills: See Mer Pa Military occupations

Next Stage: Stage 4 - Career

Life Paths: Any except Seril System Guard Basic Training

Build Points: See Mer Pa Military occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Mer Pa Military Occupations

Demolitions Expert

Years: 5

Skills: Demolitions (I, E, +5), Engineer: Combat (I, A, +2), Sword (A, E, +2)

Build Points: -3

Infiltration Specialist

Years: 5

Skills: Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2), Sword (A, E, +2)

Build Points: -2

Mer San Commando**Years:** 5**Skills:** Dodge (A, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Street Fighting (A, E, +2), Sword (A, E, +2)**Next Stage:** Stage 4 – Career**Life Paths:** Seril System Guard Tour of Duty**Build Points:** -2**Weapon Specialist****Years:** 5**Skills:** E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2), Sword (A, E, +2)**Build Points:** -6**Mer San Crusader****Prerequisite:** Seril Space Academy or Seril Sytem Guard Basic, a Quextil and grew up in the Dominance of Mer and any missing limbs, appendages or sensory organs must be replaced.**Years:** See Mer San Military occupations**Qualities:** Curiosity**Skills:** See Mer San Military occupations**Next Stage:** Stage 4 - Career**Life Paths:** Any except Seril System Guard Basic Training**Build Points:** See Mer San Military occupations**Random Events:** Roll on the Tour of Duty Random Event Table page 97**Mer San Military Occupations****Entry Specialist****Years:** 5**Qualities:** Dedicated: Helping the Helpless:**Skills:** Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2), Sword (A, E, +2)**Build Points:** -1**Pilot****Years:** 5**Qualities:** Brash**Skills:** Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +2), Sword (A, E, +2)**Build Points:** +1**Medical Specialist****Years:** 10**Qualities:** Curiosity**Skills:** First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2), Sword (A, E, +2)**Build Points:** -2**Solar Alliance Militia Basic Training**

The Solar Alliance may have a unique history and a premature introduction into the Republic but this has never caused their conviction or devotion to the Republic to falter. The Solar Alliance Militia was found on the shoulders of the finest military institutions that Earth had to offer. Even though it is only 200 years old the SAM has risen to be one of the prominent military organizations in the Republic. Upon entering SAM a recruit must choose which branch they will serve in.

Solar Alliance Navy

Drawing on an extensive history of naval warfare, the Solar Alliance Navy excels at fleet tactics. In the short time of experience in the realm of three dimensional warfare, the SA Navy has managed to prove that they

can handle themselves against more experienced and bigger foes. The Navy also is home to the space rescue services of the solar alliance and some of the most up to date research facilities in the Solar Alliance.

Solar Alliance Sailor

Prerequisites: Grew up in the Solar Alliance and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.:Pistol (A, E, +2), Persuasion (M, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Solar Alliance Militia Tour of Duty

Build Points: -1

Random Events: Roll on the Academy Random Event Table page 88

Solar Alliance Marines

The SA Marines are known for striking quick and hard. While other forces may specialize in sieges, motorized infantry or long range assault the SA Marines are known for taking in as much firepower as possible and annihilating the target in a minimum amount of time. The SA Marines are also known for their rather effective and harsh interrogation techniques.

Solar Alliance Marine

Prerequisites: Grew up in the Solar Alliance and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Impulsive

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Persuasion (M, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Solar Alliance Militia Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Solar Alliance Militia Tour of Duty

Welcome to the second youngest fighting force in the Republic. Based on centuries long military traditions and excellence you are now ready to assume the mantel of defender of Sol. Whatever branch of the service you chose during the academy, basic training or during a previous tour of duty you must choose during this tour of duty.

Solar Alliance Naval Crew Person

Prerequisite: S.A. Military Academy or S.A. Militia Basic Training, grew up in the S.A. and any missing limbs, appendages or sensory organs must be replaced.

Years: See Solar Alliance Naval Military Occupations

Qualities: See Solar Alliance Naval Military Occupations

Skills: See Solar Alliance Naval Military Occupations

Next Stage: Stage 4 - Career

Life Paths: Any except Solar Alliance Militia Basic Training

Build Points: See Solar Alliance Naval Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Solar Alliance Naval Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: +1

Medical Specialist**Years:** 10**Qualities:** Curiosity**Skills:** First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)**Build Points:** 0**Pilot****Years:** 5**Qualities:** Impulsive**Skills:** Aircraft Operation (A, E, +5), Astrogation (I, In, +2), Astronomy (I, In, +2), Navigation (I, In, +2), Spacecraft operation (A, E, +5)**Build Points:** -2**Physical Scientist****Years:** 10**Qualities:** Curiosity**Skills:** Applied Mathematics (I, In, +2), Chemistry (I, A, +1), Computer Literacy (I, E, +3), Computer Programming (I, In, +2), Physics (I, A, +2)**Build Points:** -1**Rescue Op Entry Specialist****Years:** 5**Qualities:** Dedicated: Helping the Helpless:**Skills:** Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)**Build Points:** 1**Sailor****Years:** 5**Skills:** Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)**Next Stage:** Stage 4 – Career**Life Paths:** Solar Alliance Militia Tour of Duty**Build Points:** 0**Tech Specialist****Years:** 5**Skills:** Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System(I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)**Build Points:** 0**Solar Alliance Marine****Prerequisite:** S.A. Military Academy or S.A. Militia Basic Training, grew up in the S.A. and any missing limbs, appendages or sensory organs must be replaced.**Years:** See Solar Alliance Marine Military Occupations**Qualities:** See Solar Alliance Marine Military Occupations**Skills:** See Solar Alliance Marine Military Occupations**Next Stage:** Stage 4 - Career**Life Paths:** Any except Solar Alliance Militia Basic Training**Build Points:** See Solar Alliance Marine Military Occupations**Random Events:** Roll on the Tour of Duty Random Event Table page 97**Solar Alliance Marine Military Occupations****Demolitions Expert****Years:** 5**Qualities:** Brash**Skills:** Demolitions (I, E, +5), Engineer: Combat (I, A, +2)**Build Points:** 0

Grunt**Years:** 5**Skills:** Dodge (A, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Street Fighting (A, E, +2)**Build Points:** 1**Infiltration Specialist****Years:** 5**Skills:** Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)**Build Points:** 0**Weapon Specialist****Years:** 5**Qualities:** Brash**Skills:** E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (I, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)**Build Points:** 1**Spiker**

For some the digital world of information seems as natural and as easy to see and interpret as the physical world. These individuals typically become spikers. The term refers to those with exceptional skills at manipulating computers, information networks and the data they contain. The term was originally used to refer to the act of illegally accessing a computer or information system using a spike shunt. Now the term refers more liberally to anyone with the appropriate skills.

Spiker**Prerequisite:** Computer Literacy ≥ 5 **Years:** 4**Qualities:** Curiosity**Skills:** Computer Hacking (I, A, +2), Computer Programming (I, In, +5)**Next Stage:** Stage 4 – Career**Life Paths:** Any**Build Points:** -5**Random Events:** Roll on the Dangerous Job Random Event Table page 92**Starship Mechanic**

You love starships. The freedom they bring. The technology they represent. Somewhere along your journey through life you decided that fixing those magnificent machines was better than flying them. You may have learned your skills as an apprentice or during some other job or career. Now you may have your own small starship repair garage or work for one of the big multi-system companies.

Starship Mechanic**Prerequisite:** Repair: Spacecraft ≥ 40 **Years:** 5**Skills:** Repair: Spacecraft (I, In, +3), Repair: Wave Drive (I, In, +2)**Next Stage:** Stage 4 – Career**Life Paths:** Any**Build Points:** 0**Random Events:** Roll on the Civilian Random Event Table page 91**Thrassian Defense Force Basic Training**

The Thrassian Defense Force, T-DeF, has been operating for more than eight hundred years. Unlike most militaries the base unit is not just a team of individuals who work together but these units are support groups and structures called mock clans. The individuals are taught to live and die for the mock clan. It becomes their family. They are to strive to better themselves and their clan mates.

Also since Thrassis has been in the throes of an ice age for the better part of 10,000 years, The natives have formed an underground culture that rarely ventures on

the frigid surface. Because of this the tactics of the Thrassian Defense Force centers around close quarters fighting.

Upon entering the T-Def a recruit must decide which branch of the surface they will serve.

Difyn Awr

Like most space navies, the Diffyn Awr are responsible for getting people and things where they need to go in the Thrassian Defense Force. But because of Thrassis's unique environmental conditions Thrassis never had a traditional wet navy in its history. This has influenced their tactics. Unlike most navies the Diffyn Awr do not specialize in long range bombardment of the enemy. All the ships of the line are relatively small and quick. They get into thick of the fighting and inside the range of the big guns as quick as they can. Then with the help of the other branches of the T-DeF execute lightning boarding.

The Difyn Awr is also home to one of the premiere research facilities.

Difyn Awr Solider

Prerequisites: Grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Skills: Compute Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: 0

Random Events: Roll on the Academy Random Event Table page 88

Difyn Tyr

Quick, fast and deadly. This is the operational motto of the Difyn Tyr. With a history of close range combat in caves and tunnels the combat support branch of the Thrassian Defense Force are masters of boarding actions and urban warfare. That being said they are not ineffectual on a traditional battlefield and striking

enemies at distances of hundreds of meters or kilometers.

Difyn Tyr Solider

Prerequisites: Grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Brash

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2), Street Fighting (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Kymoth

According to the historical records it seems that the Thrassians were the first race to develop an individual branch exclusively devoted to search and rescue in the deep of space. Practiced, professional and exceptional the Kymoth are the pinnacle to which the other military branches aspire.

Kymoth Solider

Prerequisites: Grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: 2

Qualities: Dedication: Helping the Helpless

Skills: Computer Literacy (I, E, +2), Dodge (A, E, +2), First Aid (I, E, +2), K.E.W.: Pistols (A, E, +2), Security Systems (I, E, +2), Space Rider (I, E, +2), Space Suit Operation (A, E, +2)

Next Stage: Stage 4 – Career

Life Paths: Thrassian Defense Force Tour of Duty

Build Points: 1

Random Events: Roll on the Academy Random Event Table page 88

Thrassian Defense Force Tour of Duty

Well here you stand on your new uniform waiting to begin your tour with T-Def. You either survived basic training or the pressures of the academy or even a previous tour with T-Def. Upon beginning this tour of duty you must remain in the same branch of service you were in during the academy, basic or a previous tour.

Difyn Awr Mor

Prerequisite: Thrassian Defense Force Academy or Thrassian Defense Force Basic Training, grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: See Difyn Awr Military Occupations

Qualities: See Difyn Awr Military Occupations

Skills: See Difyn Awr Military Occupations

Next Stage: Stage 4 Career

Life Paths: Any except Thrassian Defense Force Basic Training

Build Points: See Difyn Awr Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Difyn Awr Military Occupations

Biological Scientist

Years: 10

Qualities: Curiosity

Skills: Biology (I, A, +1), Chemistry (I, A, +1), Computer Literacy (I, E, +5), Computer Programming (I, In, +2), Engineering: Biomedical (I, A, +1)

Build Points: 1

Difyn Awr Crewer

Years: 5

Skills: Compute Literacy (I, E, +2), Dodge (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Build Points: 0

Physical Scientist

Years: 10

Qualities: Curiosity

Skills: Chemistry (I, A, +1), Computer Literacy (I, E, +2), Computer Programming (I, In, +3), Applied Mathematics (I, In, +2), Physics (I, A, +2)

Build Points: -2

Pilot

Years: 5

Qualities: Brash

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Comms Operation (I, E, +2), Navigation (I, In, +1), Sensors Operation (I, E, +2), Spacecraft operation (A, E, +5)

Build Points: 0

Tech Specialist

Years: 5

Skills: Choose one: Aircraft Operation (A, E, +4) & Repair: Aircraft (I, In, +3), Comms Operation (I, E, +4) & Repair: Comm System(I, In, +3), Electronic Warfare Systems Operation (I, E, +4) & Repair: Electronic Warfare Systems (I, In, +3), Repair: Armor (I, In, +2) & Repair: Arms (I, I +3), Repair: Spacecraft (I, In, +3) & Repair: Wave Drive (I, In, +2) or Sensors Operation (I, E, +4) and Repair Sensors (I, In, +3)

Build Points: 0

Difyn Tyr Morlo

Prerequisite: Thrassian Defense Force Academy or Thrassian Defense Force Basic Training, grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: See Difyn Tyr Military Occupations

Qualities: See Difyn Tyr Military Occupations

Skills: See Difyn Tyr Military Occupations

Next Stage: Stage 4 Career

Life Paths: Any except Thrassian Defense Force Basic Training

Build Points: See Difyn Tyr Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Difyn Tyr Military Occupations

Demolitions Expert

Years: 5

Qualities: Brash

Skills: Demolitions (I, E, +5), Engineer: Combat (I, A, +2)

Build Points: 0

Infiltration Specialist

Years: 5

Skills: Conceal (I, E, +2), Disguise (I, E, +2), Knife (A, E, +2), Security Systems (I, E, +2), Stealth (A, E, +2)

Build Points: 0

Rhywr

Years: 5

Qualities: Brash

Skills: Dodge (A, E, +2), Ground Vehicle Operation (A, E, +2), K.E.W.:Pistol (A, E, +2), K.E.W.:SMG (A, E, +2), Space Rider (I, E, +2)

Build Points: 0

Weapons Specialist

Years: 5

Qualities: Brash

Skills: E.W.: Grenade Launcher (A, E, +2), E.W.:Rockets (A, E, +2), B.E.W.:Mounted (A, E, +2), B.E.W.:Pistol (A, E, +2), B.E.W.:Rifles (I, E, +2), K.E.W.:Mounted (A, E, +2), K.E.W.: Shotgun (A, E, +2)

Build Points: 1

Kymoth Achyb

Prerequisite: Thrassian Defense Force Academy or Thrassian Defense Force Basic Training, grew up in the Parliament of Clans and any missing limbs, appendages or sensory organs must be replaced.

Years: See Kymoth Military Occupations

Qualities: See Kymoth Military Occupations

Skills: See Kymoth Military Occupations

Next Stage: Stage 4 Career

Life Paths: Any except Thrassian Defense Force Basic Training

Build Points: See Kymoth Military Occupations

Random Events: Roll on the Tour of Duty Random Event Table page 97

Kymoth Military Occupations

Entry Specialist

Years: 5

Qualities: Dedicated: Saving Lives

Skills: Demolitions (I, E, +5), Engineering: Aerospace (I, A, +1), Repair Spacecraft (I, In, +2)

Build Points: 1

Medical Specialist

Years: 10

Qualities: Dedicated: Saving Lives

Skills: First Aid (I, E, +5), Physician (I, A, +2), Surgery (I, A, +2)

Build Points: 0

Pilot

Years: 5

Qualities: Brash

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Comms Operation (I, E, +2), Navigation (I, In, +1), Sensors Operation (I, E, +2), Spacecraft operation (A, E, +5)

Build Points: 0

Trade School

For some the military and traditional college are not the road they choose to take. They are more hands on and desire careers of service instead of long hours of study. For them there are the numerous trade schools. Typically 2 to 5 years programs that give their students hands on experience in real world applications. Upon enter a trade school a student must decide which field of study they are going to pursue. Anyone may go to trade school even if they have already been through a program at another school. However for those who receive training at one of these institutions more than once they may never take the same course of study twice.

Trade School Graduate

Years: *See Courses of Study below*

Skills: *See Courses of Study below*

Next Stage: Stage 4 – Career

Life Paths: Any but if Trade School is chosen then a different course of study from any previous Trade School course of study must be taken.

Build Points: 0

Random Events: Roll on the School Random Event Table page 96

Courses of Study

Commercial Star Pilot

Years: 5

Skills: Astrogation (I, In, +1), Astronomy (I, In, +1), Navigation (I, In, +1), Starship Operation (A, E, +4)

Comms Technician

Years: 2

Skills: Comms Operation (I, E, +2), Repair: Comm Systems (I, In, +4)

Computer Technician

Years: 2

Skills: Computer Literacy (I, E, +2), Computer Programming (I, In, +4)

Medical Technician

Years: 2

Skills: First Aid (I, E, +5), Biology (I, A, +1)

Sensor Technician

Years: 2

Skills: Sensor Operation (I, E, +2), Repair: Sensors (I, In, +4)

Starship Mechanic

Years: 2

Skills: Repair: Starship (I, In, +3), Repair: Wave Drive (I, In, +2)

Vehicle Mechanic

Years: 2

Skills: Choose one pair: [Aircraft Operation (A, E, +2) & Repair: Aircraft (I, I +4), Grav Vehicle Operation (I, E, +2) & Repair: Grav Vehicle (I, In, +4), Ground Vehicle Operation (A, E, +2) & Repair: Ground Vehicle (I, In, +4), Pressure Vehicle Operation (A, E, +2) & Repair: Pressure Vehicle (I, In, +4), Tracked Vehicle Operation (A, E, +2) & Repair: Tracked Vehicle (I, In, +4) or Water Craft Operation (A, E, +2) & Repair: Water Craft (I, In, +4)]

University

Even in this age of high technology and superluminal travel still less than 50% of the population attend a university. For those who higher education is the right choice, they find that university is a challenging and rewarding experience. Most courses of study at a university in this era require extensive study and at least a decade of invested time. The degree achieved is equivalent to the old Earth designation of a Doctor of Philosophy. Each time a student attends a university they must choose a course of study that they have not taken before.

University Graduate**Years:** *See Courses of Study below***Qualities:** *See Courses of Study below***Skills:** *See Courses of Study below***Next Stage:** Stage 4 – Career**Life Paths:** Any but if University is chosen then a different course of study from any previous University course of study must be taken.**Build Points:** *See Courses of Study below***Random Events:** Roll on the School Random Event Table page 96**Political Science****Years:** 4:**Skills:** Diplomacy (I, A, +5), Persuasion (M, E, +5)**Build Points:** 0**Physical Sciences****Years:** 10**Skills:** Applied Mathematics (I, In, +2), Choose one Astronomy (I, In, +4) & Physics (I, A, +2), Chemistry (I, A, +4), Geology (I, In, +4) & Physics (I, A, +2), Physics (I, A, +4)**Build Points:** -2**Courses of Study****Biological Sciences****Years:** 10**Skills:** Choose one: Biology (I, A, +5) or Anthropology (I, A, +5)**Build Points:** -5**Engineering****Years:** 10**Skills:** Applied Mathematics (I, In, +2), Choose one: Engineering: Aerospace (I, A, +4), Engineering: Biomedical (I, A, +4), Engineering: Chemical (I, A, +4), Engineering: Civil (I, A, +4), Engineering: Combat (I, A, +4), Engineering: Computer (I, A, +4), Engineering: Electrical (I, A, +4) or Engineering: Mechanical (I, A, +4)**Build Points:** -2**Medicine****Years:** 10**Qualities:** Dedicated: Healing the Sick**Skills:** First Aid (I, E, +10), choose one: Physician (I, A, +4) or Surgery (I, A, +4)**Build Points:** -5

Random Event Tables

Stage 2 Tables

Stage 2 – Core Government Random Event Table	
Roll 1d10	Result
1	Eclipse Syndicate Retribution: Whatever your parents were into it brought the Syndicate down on them and a whole city block. You barely survived. (Revenge, Wealthy -4, choose one: Missing Hand or Missing Foot)
2	Gangs. You fell in with one of the many gangs the run rampant in the core. (Greedy, Impulsive, Wealthy -1)
3	Growing up in one of the premier industrial families your education was wide and varied. (Skillful 2, Wealthy +5)
4 - 7	You had a perfectly normal childhood. (Wealthy +5)
8	Roll on the table for your specific Core government
9	You grew up working in your parents' shop. It was a hard life but uneventful (Wealthy +5, Skillful 1)
10	You have never had to work. Your family has a considerable fortune that took centuries to build. (Enemy 1, Wealthy +7)

Core Government Table – Council of Elders	
Roll 1d10	Result
1	Hunted: Your mother worked for one of the prominent psionic families. She found something out that forced your family under the grid. (Secretive, Wealthy +5)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	You are part of one of the powerful psionic families. (Psionicist, Wealthy 2)

Core Government Table – Dominance of Mer	
Roll 1d10	Result
1	Hunted: Your Father claimed to know the secret of the moons. Forced under the grid and running from the authorities your life was one of secrecy and mistrust. (Secretive, Wealthy -1)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	As one of the lucky few you went from the orphanage to the austere halls of the Mer Ty. (Loyalty, Religious Conviction, Wealthy +6)

Core Government Table – Hegemony of Nel	
Roll 1d10	Result
1	The destruction of Jumal was not just an act of war! Digging around the data nets you uncovered the truth. (Curiosity, Secretive, Wealthy +5)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	For some reason the retrovirus drugs didn't help cure your hemophilia as a child. As such you require regular injections of clotting factor. (Hemophilia, Wealthy +5)

Core Government Table – Lilanite Federation	
Roll 1d10	Result
1	Lilanite only. If not a lilanite then re-roll: The transfer to you final body had unforeseen complications. (Compulsive, Obsessive, Wealthy -2)
2	Lost it all: Due to bad advice and bad decisions your parents lost their wealth and business. (Wealthy -4, Skillful 1)
3 - 8	You had a perfectly normal childhood. (Wealthy +5)
9	Growing up in the Lilanite Federation gave you access to advanced medical techniques. Some with benefits far beyond what was expected. (Greater Reflexes, Wealthy +5)
10	Lilanite only! If not a lilanite then re-roll: Your final form had some unforeseen advantages. (Double Jointed, Greater Reflexes, Wealthy1)

Core Government Table – Parliament of Clans	
Roll 1d10	Result
1	Was it a misunderstanding or intentional? Regardless murder of a clan official carries a heavy price. Some how you managed to escaped your imprisonment. You have been exiled from your clan. (You have no clan name, Enemy 3, Secretive, Wealthy -2)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Showing exceptional psionic ability you join the Grūs Toa. (Psionicist, Wealthy1)

Core Government Table – Reltoan Imperium	
Roll 1d10	Result
1	You know the secret that most Reltoans hold dear. However one night after too much to drink you began to tell a story of the lost race to some non-Reltoan friends of yours. Now you are being chased by mysterious agents who seem to want to do more than question you (Enemy 3, Secretive, Wealthy -1)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Growing up as a member of the Reltoan royalty meant that all those around you looked up to you and adored you. But a life of ease also had it's detrimental effects. (Addiction, Charming, Wealthy +8)

Core Government Table – Solar Alliance	
Roll 1d10	Result
1	When your mother still worked for Open Mind Limited she discovered one of their deepest held secrets; Open Mind created Wright's disease! Your family has been on the run since. Shortly before your mother's death she entrusted you with this secret. (Enemy 3, Secretive, Wealthy -2)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Your lineage can be traced back 200 years to Marissa Zol, the developer of the human grav drive. As such your family is on of the Solar Alliance's elite. (Wealthy +8)

Menkath Random Event Table	
Roll 1d10	Result
1	They took you from your parents and forced you to do things beyond your limits. You hate them You thought daily about revenge. When the day came you made sure you were in the hanger on a fictitious assignment. The shuttle came in, the explosion went off and you took the shuttle and escaped. (AWOL: May choose any path except Reltoan Imperial Forces Basic Training, Reltoan Imperial Forces Tour of Duty or Reltoan Imperial Guard, Enemy 4, Wealthy -1, Wanted: Reltoan Imperium 4)
2	The Menkath was your family; your father and mother. So when the opportunity came up for some special training you took it. The training was intense and the drugs were worse. One day in the training hall you mind turn on with a pop. Suddenly all the stuff in the room was flying about and you could hear everyone's thoughts. Then blinding pain followed by weeks in the infirmary. (Headaches: Migraine, Mind -5, Poor)
3	The screams. You all talked about them in hushed voices. The quiet screams that seemed to come from the walls as you slept. One night, while in your early twenties, you woke during the middle of the night to find your roommate Padios gone. Concerned you dressed and went looking for him. The screams led you to what you thought was an unused basement. Inside you found Padios and others hooked up to some kind of machine. Electrodes on their skulls were arcing with some kind of energy. You called out Padios' name but he was unresponsive. You ran. You ran far away. (AWOL: May choose any path except Reltoan Imperial Forces Basic Training, Reltoan Imperial Forces Tour of Duty or Reltoan Imperial Guard, Enemy 4, Wealthy -1, Regret, Wanted: Reltoan Imperium 4)
4 – 7	At first you missed your parents but the Instructors at the Menkath were always nice and caring. The students were in the same situation as you so camaraderie came easy. At the end of your 25 years you had learned a lot and were eager to see the world out side the halls of the Menkath. (Skillful 1)
8	Gifted. That is what they always called you. You have been in the Menkath since your birth so these walls are your home and these people are your family. You have excelled in all of your studies especially your psionics skills tests. (Talented: Psionics)
9	You had raw talent but always had to work on the finesse. You always had the power to perform well once you learned a particular psionic skill but you still had the same difficulty in learning new psionic skills as your fellow students. (Mind +5)
10	You psionic talent was unprecedented. You were always the top of the students and even performed better than some of the instructors. You were given special training to make sure that your talents were exercised to their fullest. (Mind +5, Talented: Psionics)

Iulyantia Random Event Table	
Roll 1d10	Result
1	You are a non-believer and a renegade. Finally your chance to escape came. You struck quickly trying to take the small space craft and knocked out everyone around. But as you were about to board the craft and take off for freedom you felt your body fly backwards out of your control. (Headaches:Medium, Wealthy -3, Prison: add 5 years, Ruined Limb: Leg)
2	Your psionic ability always seemed to weaker than your fellow Iulynti and Elders. Desperate to become “normal” or better you began experimenting with a drug called Nova. At first there seemed to be no difference except a slight sense of euphoria. Then the world exploded into thought and sound. The next thing you remember is a padded room, restraints and a team of medical and legal professionals informing you that after taking the drug you went on a mindless rage and started killing your fellow Iulynti. (Mind -5, Prison: add 5 years, Wealthy -3, Regret)
3	As part of Iulyntia training all students are taught to defend themselves barehanded and with the traditional Quextil longsword. Being evenly matched in sword skill,you and you're friend Karlisa decided to practice late one night by sparing against one another. A split second lapse was all it took for Karlisa to land a strike. The pain was intense. Karlisa's scream and pleading apologies rang in your ear. (Missing Hand, Wealthy -2)
4 - 7	Your time at the Iul was full of challenges and trials that helped to make you who you are today. (Wealthy -2)
8	You were at the top of your class in psionic skills. Learning new psionic skills just came very naturally to you and it took you less time to become proficient than most students. (Wealthy -2, Talented: Psionics)
9	The raw power of your psionic ability was near that of an Elder. While you still took time to learn new skills, once you mastered them no one could best you. (Mind +5, Wealthy -1)
10	Your psionic talent was unprecedented. Even the elders took notice of you at a very young age. In addition to the normal studies the Elders themselves made sure to give you additional training so that you would be able to handle the power of your talent. (Mind +5, Wealthy -1, Talented: Psionics)

Fringe World Random Event Table	
Roll 1d10	Results
1	Bad accident. No one ever said life in the Fringe was easy. Even normal, daily or mundane activities can have horrible consequences. (Wealthy -4, Choose Missing Arm or Missing Leg)
2	Raiders attacked and in a valiant effort to defend others your parents were killed. (Revenge, Wealthy -1)
3	Your mother died in child birth and your father was some anonymous donor. Those around you care of you, fed you and educated you. (Wealthy -1)
4 - 7	You had a perfectly normal childhood. (Wealthy +5)
8	Roll on the table for your specific Fringe world type.
9	You lost your parents when you were still very young. To compensate those around you took an interest in your well being and education. (Wealthy +5, Choose One: Talented: Drive , Talented: Fast Talker , Talented: Gunslinger , or Talented: Repair)
10	You never knew your father but that was okay because you had your mom. She made sure you never wanted for anything. (Wealthy +6)

Fringe World Table – Abandon World	
Roll 1d10	Result
1	Sickness. An unknown illness haunted most of your childhood. As puberty set in the illness seemed to go away but it did leave its mark. (Wealthy -4, choose one: Lesser Senses: Hearing 2 or Lesser Senses: Vision 2)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Struck it rich! Your family finds a large vein of a valuable mineral barely beneath the surface.. With left over equipment and a space ship held together with tape and wire you were able to reach another world and trade it in for material wealth. (Wealthy +8)

Fringe World Table – Agriculture Colony	
Roll 1d10	Result
1	Harvesting Accident. While in the field bringing in the harvest the automated harvester malfunctioned and put your mother in danger. Heroically you saved your mother but not without damage to yourself. (Fearless 2, Wealthy +5, Choose one: Missing Arm or Missing Leg)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Your Mother developed a new form of grain that grows quickly in almost any climate and requires very little water. It is the new wonder crop. (Wealthy +8)

Fringe World Table – Frontier World	
Roll 1d10	Result
1	During one particularly nasty winter and epidemic broke out. Your family was one desperately rushed from village to village and town to town delivering what help you could. Many were saved but many more were lost. You will always have a personal memento of that dreadful winter. (Dedicated: Helping the Helpless, Wealthy -1, Choose one: Missing Hand or Missing Foot)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Wonder kid is what they call you. No matter the piece of technology, computers to starships, you had a knack for understanding it. You used this knack to help keep you family well fed. (Wealthy +7, Choose One: Talented: Computers, Talented: Pilot or Talented:Repair)

Fringe World Table – Manufacturing Colony	
Roll 1d10	Result
1	Your parents worked in system on their own ship as ore prospectors. When they found a particularly rich source their ship was claim jumped. The hull was breached and the ship began loosing precious air. Working quickly you managed to get your unconscious parents into a secure hold and in their suits. You also managed to get the ship moving and activate the emergency beacon. Unfortunately you did not get your suit on in time. (Attention Deficit Disorder, Headaches: Migraine, Wealthy -1)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	Your parents were in system ore prospectors. The only got a small percentage of any find but that big find two years ago meant they could retire. (Wealthy +8)

Fringe World Table – Research Station	
Roll 1d10	Result
1	All you remember is being shoved in a small escape craft by your parents and the screaming. The blood curdling screaming. Your parents hurriedly told you they loved you and to go far away and to keep the data wafer they gave you safe. Tears and screams then weeks of silence in the small craft while you drifted to safety. (Regret, Wealthy -2, Secretive: Parent's Research)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	You were unusually interested in your parents research and all the things that went on at the research station. Being barred from certain areas never seemed to stop you from sated your curiosity. (Curiosity, Stealth, Wealthy +5)

Fringe World Table – Ship Born	
Roll 1d10	Result
1	No one knows who they were. They were not one of the known races. Their attack was swift and brutal. You tried to defend your home but failed. Your ship, your home is gone. So are your parents and best friend. It was you and a dozen survivors who floated in a small craft for weeks until you reached safety. (Revenge, Wealthy -3, Choose One: Missing Foot or Missing Hand)
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	So many places you saw. So many people and races you met as your home, your ship traveled from system to system trading. Mother was the one of the flight offices and father was the head engineer so you never wanted for education or excitement and your adventures taught you to be quick. (Agility +5, Skillful 1, Wealthy +5)

Fringe World Table – Station Born	
Roll 1d10	Result
1	<p>Your parents fell on hard times and could no longer pay their bills. After being evicted from your berth on the station your family drifted to the under belly with the homeless. Then one day some strangers came along looking to make an offer to struggling parents. 50,000 syntul for each child. Your mom and dad seemed to have no other choice. The strangers were slavers looking for new product. Eventually you managed to escape your captors and back to civilization. It only cost the use of one of your limbs.</p> <p>(Revenge, Wealthy -3, Choose One: Ruined Limb: Arm or Ruined Limb: Leg)</p>
2 - 9	You had a perfectly normal childhood. (Wealthy +5)
10	<p>You were never sure what mom and dad did but they ran some sort of shop. You were never allowed in and from what you saw the place was loud, dark and full beings who must have forgot their clothes at home. Whatever your parents did they made sure that you never wanted for anything. (Wealthy +7)</p>

Stage 3 and 4 Tables

Academy Random Event Table	
Roll 1d10	Result
1	Will your luck ever change? During a routine training mission a loud bang echoed through the ship. Over the sound of hissing air there was a mad dash to seal off the bulk heads and get into space suits. Through the carnage and confusion you realized some of your fellow cadets were missing. You made a daring rescue and got the missing cadets on the safe side of the bulk head but not all of you made it. (Missing Leg, Choose One: Cloned Limb, Cybernetic Limb or Honorable Discharge: may choose any node from the next Stage.)
2	During your time at the academy you saw no harm in padding your pockets with a little extra currency. At first it was just contraband for students. Then some new friends wanted you to get some things off base. The shipments went smoothly and your academy career was going well. Then the news of a major bank heist on Quisset. You tried to get out before anyone could put two and two together. Unfortunately at your trial you discovered you had been under investigation for months. (Dishonorable Discharge: May not choose military service nodes in the next stage, Prison: add 10 years, Wealthy -2)
3	A month away from graduation, There was a hostage situation in the cafeteria. One of your friends had his left arm around the Dean of Students neck and the pistol in his right hand pressed against the Dean's temple. You tried to talk him down but as you reached out for the gun he snapped and shot you in the left shoulder. Then the snipers outside shot him in the head. In the medical ward the Commandant of the Academy thanked you for your help and his condolences for the loss of your friend. (Regret, Ruined Limb: Left Arm)
4 - 7	Your time at the academy was rewarding and fruitful. (Skillful 1)
8	You were an exemplary cadet. The faculty at the academy put you in accelerated programs and made sure your skills were nurtured to their fullest. Unlike the other cadets you actually were given the chance to meet and work with high ranking officers and officials in the Federation. (Influence: Military 2, Choose One: Agility +5 or Intelligence +5)
9	In some areas of your education you just seemed to have a knack for. You could spend the minimal amount of time studying and still make top marks. The faculty took notice and made sure you were offered opportunities to keep you interested and active. (Choose One: Talented: Computers, Talented: Medical, Talented: Pilot or Talented: Repair)
10	During your time at the academy you discovered you seemed to excel at the academic subjects and had no problem picking up new things. Your instructors picked up your ability and made sure you were always challenged. (Intelligence +5, Skillful 2)

Apprenticeship Random Event Table	
Roll 1d10	Result
1	You noticed that if you were careful you could cover inventory shortfalls and no one would notice anything was missing. Then with only weeks left in your apprenticeship several detectives and an irate look on your master's face greeted you as you began work. The cuffs were cold, the trial was short. (Greedy, Influence: Black Market 2, Wealthy -4, Prison: Add 10 years)
2	Apprenticeships are about long hours and hard work as one learns their craft. Noticing how tired you were one day, a fellow apprentice gave you a vial of DarkSide. The vial had five sticks in it. The apprentice said for a quick pick me up just put the osmosis barrier end of one of the sticks under the base of your tongue. The more sticks you use the more bliss you get. Only the first vial was free. (Addiction: DarkSide)
3	You apprenticed for your father. During the end of your apprenticeship you were helping your father close up when some darkly dressed kids entered the shop ignoring the closed sign. The lead one shot your father in the right shoulder. Enraged you leaped at the one with the gun knocking him to the ground. When the struggle ended you were laying on the floor badly beaten, you father was alive but barely and the thugs made off with you days profits. (Lesser Senses: Hearing 2, Ruined Limb: Left Hand)
4 - 7	Your time as an apprentice went by quickly. (Wealthy +1, Choose one: Charming, Common Sense, or Skillful 1)
8	You apprenticed for your father. During the end of your apprenticeship you were helping your father close up when some darkly dressed kids entered the shop ignoring the closed sign. The lead one shot your father in the right shoulder. With a skill you never knew you had, you manage to take down and apprehend all three of them. You not only completed your apprenticeship successfully but manage to take down a gang of kids who were harassing store owners and save you father. (Influence: Business Community 2, Wealthy +2)
9	You noticed that if you were careful you could cover inventory shortfalls and no one would notice anything was missing. Eventually some new friends began placing orders with wide profit margins. You knew they were working in the black market but you didn't care. It all came down to your account balance. (Greedy, Influence: Black Market 2, Wealthy +2)
10	During the end of you apprenticeship, you and your Master took a trip from Hell's Gate to Freedom Station. Six hours into the trip your transport's wave drive disengaged. The sudden jarring stop seemed to have incapacitated the pilot, copilot and your master. It took days to figure out where you were and to set a course on your own. Ten days after you were scheduled to dock at Freedom Station you arrived. (Skillful 2)

ArchX Random Event Table	
Roll 1d10	Result
1	The sky fell down on you. You were part of an ArchX team on some remote planet examining the ruins of some long dead civilization. In the underground tunnels that ran beneath the whole city, a series of booms sounded. With a crushed leg and most of your crew dead you waited in the darkness for days hoping the end would come quick. The end never came but a rescue team did. (Health -5, Ruined Limb: Right Leg)
2	OSX-SS0178D was a well known dig site used as a training site for new ArchX teams. As you luck would have it you and your green team were in the relatively unexplored southern polar regions just where a group of grave robbers had decided to setup camp. The ensuing conflict was quick. They tied all of you up deep in the ruins without food, water or a means of communication. Half of you team perished from wounds suffered during the fight with the grave robbers. (Phobia: Claustrophobia, Regret)
3	There has always been a market for rare antiques. It just so happened that you were in a position to get your hands on some of those very rare antiques. At first you just collected them from dig sites and forgot to write them down on the inventory list. Unfortunately your overconfidence was your downfall. The trial was swift but the prison time was not. (Prison: add 5 years, Greedy, Influence: Black Market 2)
4 - 7	Your time at ArchX was fairly uneventful. (Wealthy +2)
8	You remember it singing to you. After your team uncovered the strange artifact you kept it in your office as you went through the cataloging process. At first you thought maybe you had damaged your hearing but the doctor said you were fine. Slowly you realized that the soft mewling noise was coming from the artifact. It was singing to you. For weeks it sat there signing only for you. Now you have noticed a strange increase in your ability to grasp new concepts and that you no longer need the singing to focus. (Intelligence +5)
9	They left you! Alone in the dark, falling cave. You grouped in the dark. Crawling and waiting for the darkness to take you. Then you spotted a light up ahead. The light was coming from very old barrels leaking some strange glowing, blue fluid. The fluid seemed to be alive. The separate pools began to merge and come towards you. As you moved so did the fluid. You remember a cool sensation as you watched the fluid covered your hand and then begin to sink into your flesh. You walked out of the caverns. It's been months and you still feel stronger; better. (Stamina +1, Strength +5)
10	On OSX-SS0286B you found a door amidst the ruins in a crumbling wall that seemed to defy the elements with its shiny exterior. Intrigued you opened the door and entered the dark room beyond. After following a short, dark hallway you came to a room that was glowing softly on the inside. Inside silhouetted by glowing data outputs was a strange alien form. It wheezed and gasped and slouched as if near death. Before you could say anything the alien turned quickly and its hand was at your throat. Waking up in the mobile medical unit and everyone was talking and yelling. You shouted for quiet but the nurse looked oddly at you and said no one was talking. (Mind +5, Psionicist)

Civilian Random Event Table	
Roll 1d10	Result
1	You got behind in your bills. Accrued some debt but you could not let your family know. To keep from loosing everything you went to a high risk currency lender, loan shark. What you didn't know was that this particular woman worked for the Eclipse Syndicate. So now with a debt three times higher than it was you are on the run and have lost everything and everyone. (Enemy 3, Wealthy -2, Secretive: Large debt owed to the Eclipse Syndicate)
2	Job to job, place to place, this has been your life. It was just one more trip. Alarms started going off. Something was wrong in engineering. With your help disaster was avoided. Later in its gratitude the company made sure your hand was reattached. Of course you still had trouble finding work after that. (Ruined Limb: Hand, Wealthy -2)
3	You spent money as it came in. You paid your bills and kept you debt under control if not paid off but when ever you had extra currency you spent it at your whim. Now you find that you have no savings and after paying off your debts you have very little money to spend. (Wealthy -1)
4 - 7	Civilian life may not be filled with excitement but at least you can make a living without loosing your life. (Wealthy +1)
8	Dilligence in paying your bills and paying off any debts you accrued helped to bolster you savings. It also didn't hurt that being good at your meant you recieved several bonuses. (Wealthy +1)
9	Accounting error? You stared at the statement in disbelief for days. You waited weeks for the error to be corrected or for a call or a knock to inform you that there had been a mistake. Months went by and they never took the money out of your account. No one came to claim it. The bank acted as if it was perfectl legitimate. To test the situation you withdrew a small percentage of the sum and bought some frivolous luxuries. No one demanded you return the money. Finally you gave in, cashed out your account, left our job and moved. Now you worry less and spend more. (Wealthy +3)
10	She was unassuming and easy going and just made your day. You met her on your trip to the Reltoan Imperial city or Arquena. Afterwoods you kept in contact through video, voice and text. Then one day a ticket for an all expense paid trip back to Arquena showed up. You went and waited but she never showed instead you recieved a package in her place. Inside you found a debit wafer worth hundreds of thousands ad a note that said if you ever needed help to give her a call. (Ally: Republic Senator 2, Wealthy +3)

Dangerous Job Random Event Table	
Roll 1d10	Result
1	Wrong place wrong time. Story of your life. You had just found a nice warm sleep and then the noise and light and screaming. After the bodies stopped falling you found a bag full of cash. Thinking your luck had changed, you grabbed the bag and ran. Right into the cops. Trial, imprisonment and rumors that someone wants to make sure you do not talk. (Add 5 years, Enemy 4, Wealthy -4)
2	It was gonna be a sweet find and a sweet take. This real slick suit paid you 100k syntuls up front and 500k after a blind drop on Hell's Gate. All you had to do was to break into a dark server somewhere in the Solar Alliance data sphere. When you were about to nab the data, an alarm went off. The feed back in your headset was awful and your brain felt as if it might melt. (Intelligence -5, Headaches: Medium)
3	Usually you kept to your own business. However when you saw a group of thugs terrorizing a woman and her two children you couldn't help yourself. You got the attention of the thugs and in the give and take of the ensuing brawl the woman and child got away. When you awoke you were assaulted by the smell of antiseptic and heard the common noises of a hospital. The woman you saved found the police and brought them back to help you. (Influence: Fringe Society 1, Lesser Senses: Hearing 2, Ruined Limb: Right Foot)
4 - 7	Going from place to place and job to job you managed to make some semblance of a life. (Wealthy -1)
8	Bags of money do not drop into peoples laps. That just doesn't happen. At least that was what you thought. You woke to gun fire, shouts and screams. When it was over, you peaked you head into the ruined hall and found the bodies of cops and thugs. It seemed there were no survivors. Laying in the middle of the mess were two bags full of currency. The growl in your belly gave you the courage you needed. Days later you were parsecs away. (Wealthy +1)
9	Somehow you found yourself on Hell's Gate Station. After accidentally eavesdropping you knew about a small slaver group that was operating on station. On your way back to the small room you had rented you were jumped from behind. They warned you that they did not tolerate snoops. Call it luck or skill but even though three on one were tough odds, you managed to take them all out. (Agility +5)
10	It was a lost debit wafer worth thousands of syntuls. You debated for hours what to do with it. Ultimately you decided to turn in the debit wafer. Weeks later there was a knock on the door to your run down hovel. Standing there was a well dressed woman who asked if you had returned a debit wafer to the authorities several weeks ago. Her gratitude came in the form of an unassigned debit wafer worth thousands. (Wealthy +5)

Eclipse Syndicate Random Event Table	
Roll 1d10	Result
1	No one ever said that working for the Syndicate was easy. But they never said they would just leave you to bleed out after an op went bad. The local authorities and the Republic Investigative Service found you and nursed you back to health. You decided that your loyalty to the Syndicate ended when they left you to die. (Health -5, Secretive: New identity, plus the penalty for leaving the Eclipse Syndicate)
2	The Syndicate enforced loyalty above all else. Well that and making a profit. So when your crew got trapped by those damn blue bellies, you made sure they and the merchandise got out but the authorities didn't. It cost you an arm. The Syndicate takes care of you and occasionally they have you do some light work running errands and info and they allow you to take work outside of the Syndicate. (Missing Arm, Secretive: Eclipse Syndicate employee, Wealthy +5)
3	Luck was never your mistress. You fell into life with the Syndicate and all of the jobs you did for them never seemed to go to plan. It really was no big surprise that on this last assignment you were the one to get pinched and convicted. (Prison: add 5 years, Wealthy -1)
4 - 7	Who says crime doesn't pay. (Wealthy +5)
8	The Syndicate is rarely one's career choice but you managed to work your way up in it's ranks. Loyalty, hard work and keeping an eye on the profit margin meant the Syndicate treated you well. (Influence: Criminal Element +1, Wealthy +5)
9	You performed well on your assignments and always upheld the interests of the Syndicate. Of course it never hurt to pocket a little extra currency for yourself. The Syndicate wasn't known for its retirement policy. (Wealthy +1)
10	You work for the Syndicate long enough and you find that not all members of law enforcement are interested in upholding the law. Some just want to make a little extra money. Some currency here and you could guarantee any assignment would go smoothly. (Influence: Law Enforcement 1, Wealthy +1)

OSX Random Event Table	
Roll 1d10	Result
1	There weren't suppose to any LCAL's, Large Carnivorous Animal Life, on this planet. No one expected the attacks. They looked like furry lizards and they attacked at night. Your team managed to get a message buoy away before one of the attacks grounded your ship. Almost a month went by before rescue showed up. (Regret, Ruined Limb: Arm, Strength -5)
2	The long hours in space just never seemed to stop. You passed your psych eval for OSX but eventually it got to you. Soon the walls began to close in and strange noises or voices could be heard when no one was around. By the time you got back to Terminus Station it took 5 med techs to pry you out of your ship. It took six months for you to even begin to act normal. (Phobia: autophobia)
3	Those damn pirates! 2 weeks after leaving buffer station your wave drive disengaged and you entered a pirate armada. They tried to take your ship but due to some fancy piloting you managed to get out of the system and re-engage your wave drive. Now 8 weeks later, after having to repair you engines, send off a message bouy and wait for rescue, you are recuperating in Buffer Station's Medical facility. (Health -5)
4 - 7	Life as part was hard but rewarding. (Wealthy +5)
8	No one ever got rich working for OSX but you did OK and you managed to pick up a few things along the way. (Skillful 1, Wealthy +5)
9	In an odd turn of events, one of the planets you helped to survey turned up to be rich in a very rare mineral. After your return from the planet survey OSX authorized Masyna Metals , M2, to give you and your team bonuses for you discovery. (Wealthy +1)
10	You were one of the best that OSX had ever seen. Not only did you learn the skills you needed quickly and efficiently but you just seemed to have a knack for certain skills. (Wealthy +1, Choose One: Talented: Biologist , Talented: Computers , Talented: Drive, Talented: Engineer , Talented: Medical , Talented: Physical Scientist, Talented: Pilot or Talented: Repair)

Religious Random Event Table	
Roll 1d10	Result
1	Excommunication: You spoke out against the leader of your sect. You found out information that the she may not be acting in the best interest of her followers or the people and maybe striving for personal and monetary gain. You were kicked out of your order and exiled from your home world. (Wealthy -2, Wanted 3)
2	You were one of the best and brightest in your order and were asked to participate in very rare advance training. One day, as you were coming back from the doctor's office where you got your weekly treatments, you noticed an odd ringing in the back of your head. In your room you just sat staring at a small carved, stone icon on your table. All of a sudden it moved with out you touching it. Then bang! A firework display behind you eyes and in your head. A week latter you woke and were informed that the treatments had caused a synaptic overload and rupture. (Headaches: Migraine, Mind -5, Wealthy -2)
3	Secrets! You found Secrets! While performing a customary data mining routine you accidentally found a hidden sector of memory. You are no spiker but from what you could tell the files held details of how the Followers manipulate and control the Dominance. (Wealthy -2, Secretive: Followers of Mer)
4 - 7	Life in your order was one of quiet contemplation. (Wealthy -1)
8	Benik Suma took an interest in you and your education early on. She was fair but tough and always treated you kindly. When it was time to leave the Sanctuary Benik Suma was no where to be found but there was an envelope and note on your bed. Benik Suma had gone a pilgrimage and left you the gift of an unassigned debit wafer. (Wealthy +5)
9	Showing interest in more than the welfare of the citizens of the Republic, you were asked to assist in the part of your order that advises politicians and leaders. You performed very well and made many contacts. (You may choose the career Bureaucrat regardless of the prerequisites, Influence: Bureaucracy, Wealthy +5)
10	You were one of the best and brightest in your order and were asked to participate in very rare advance training. Your were an exceptional student and when the experimental treatments began your body accepted them with out any hint of rejection. You have outgrown the tutelage of the Sanctuary. (Mind +5, Wealthy +5)

School Random Event Table	
Roll 1d10	Result
1	You don't remember when it happened but it happened quickly. StarShine became your constant companion. All your money went to buy it and soon all your time went to using it. Eventually your poor performance caught up to you and you failed out of school. (Addiction: StarShine, Dropout: decrease all learned skills by 1 and may choose the same Course of Study again, Intelligence -5, Wealthy -3)
2	The school always seemed to have an abundance of goods lying about. It was just a matter of taking a little bit at a time and stockpiling it. You never took from the same store room twice in a row nor the same part. When you had enough of one item you would sell it to interested parties. One of your trusty interested parties turned out to be an undercover agent and they decided you had had enough fun. (Prison: add 5 years, Wealthy -2)
3	It is an old tradition that during the three week break between the primary and secondary semesters for the students to take vacations to popular spots and leave their morals at home. It is not a tradition to so drunk that a couple of beauties knock you out, take all of your money, strip you and throw you in the cargo hold of a freighter. You woke two systems away in a holding cell trying to explain to the authorities how you ended up an unintentional stowaway. (Educational Complications: add 1 year, Wealthy -3)
4 - 7	School was just what you needed to get your life in order. You may not have been the best or brightest but you graduated in the top. (Skillful 1)
8	You started university because that was what you were supposed to do. You didn't really know what you were going to do there or where you wanted your life to head. By the end of your higher education experience you discovered that you had hidden talents. (Choose one: Talented: Biologist , Talented: Computers , Talented: Drive, Talented: Engineer , Talented: Fast Talker , Talented: Medical , Talented: Physical Scientist, Talented: Pilot or Talented: Repair)
9	Looking back on your previous experience with school you realized that learning in a classroom wasn't all that hard. Surprisingly it came easier to you then working with your hands did, which you always thought was your major strength. In school your knowledge blossomed. (Intelligence +5)
10	It is an old university tradition that during the three week break between the primary and secondary semesters for the students to take vacations to popular vacation spots and leave their morals at home. You didn't remember much even after you began to sober up on the flight back to the university. According to the stills and video on your recorder you seemed to have a really good time with a trio of beauties. Checking your bank you discovered that you apparently were also very lucky. (Wealthy +1)

Tour of Duty Random Event Table	
Roll 1d10	Result
1	<p>Outpost 21 was a small world near the spin-ward buffer zone working on a way to better adapt standard crops to new ecologies. A month ago it had fallen silent. The investigation only turned up downed satellites and that the computers and data nets were wiped of all data. Then on the way out system a huge, pyramidal ship just popped into existence and attacked. Over $\frac{3}{4}$ of your task force was eliminated. You may never recover.</p> <p>(Missing Leg, Paranoid, Choose One: Cloned Replacement, Cybernetic Replacement, Honorable Discharge: may choose any life path from the next Stage except military life paths.)</p>
2	<p>It was a frozen hellhole of a world with a barely breathable atmosphere and never any sunshine with high concentrations of heavy metals. So the government kept a small outpost on the world to protect the rock rats. Of course to you it was known as punishment detail. One that could take your leg in an unscheduled avalanche if you weren't careful.</p> <p>(Missing Leg, Choose One: Cloned Replacement, Cybernetic Replacement, Honorable Discharge: may choose any life path from the next Stage except military life paths.)</p>
3	<p>You got tired of all those hungry, sad eyes staring at you as if you could save them. "Not our job," your commanding officer said. So you contacted an old friend who had contacts in the right places. Using military resources you helped some of those hungry, sad eyes. Until the Courts Martial stopped you.</p> <p>(Dishonorable discharge: may not take any military life paths in the next stage and you lose all rank & military influence, Poor +1, Prison: add 5 years.)</p>
4 - 7	Military gave you purpose and order. (+5 build points, Wealthy +5)
8	<p>Sometimes life aboard a military vessel can be... well... boring. To pass the time in between inspections and other duties you and some of your other crew mates formed a mixed martial arts league. Over time you rose to the top of the league and even though your team came in third you were voted as the most valuable player. (Fearless).</p>
9	<p>When your tour began you noticed a posting for the military investigative service. You decided to sign up. At first you were just one of the many new recruits who performed the leg work involved in solving the crimes committed against or by military personnel. Eventually you began to assist field agents and even had the chance to get to know people from other investigative branches both local and national.</p> <p>(Influence 1: military investigative service, Influence 1: National Investigative/Police Service for your military's Core World.)</p>
10	<p>Half way through your tour, and after several commendations, your superiors came to you and asked you to volunteer for a special duty. At first you were bored and angry because they took you out of the field and put you in a lab where all you did was exercise, get physicals and take shots. Then after months and months of tests you began to notice how your body had been changing. You felt healthier, stronger and smarter. (Choose One: Strength +5, Agility +5, Health +5, Intelligence +5 or Mind +5)</p>

Finishing the Character

Please don't run with the abacus

So you have finished charting your way through their life up to now. Hopefully along the way you were keeping track of all the abilities, skills, qualities and build points that you picked up along the way. It would also help to make a note of what life path choices were made and what the result was on the various random event tables that were rolled on. All of those decisions are about to pay off.

Total Abilities

The race you chose assigned a beginning number for each of the main abilities. Each life path and possible random event may have given a modifier to one or more of the abilities. All that is needed for now is to add or subtract any modifiers gained from the abilities the character started with.

Example: Julie's new identity, Brianna, is a Human. Along the way she rolled random events that gave Brianna Mind -5 and Strength +5. So Brianna's final ability scores are: Strength 45, Agility 40, Health 40, Intelligence 45, Mind 35 (Humans start out with a Strength of 40 and a Mind of 40).

Calculate Secondary Abilities

In addition to the five primary abilities, Strength, Agility, Health, Intelligence and Mind, there are also four secondary abilities. These are Speed, Lift, Stamina and Body Pool.

- **Speed** is a measure of how quickly you move. The base number is in meters per second. This represents how far you can travel in a one second round (rounds are described in the combat simulation section). Normal walking pace is half of your speed.
- **Lift** is the measure of how much you can carry without being encumbered. It is the maximum load an identity can lift or carry in kilograms. For every 5 kilograms over your lift, your speed is reduced by 2 meters per second.
- **Stamina** is a measure of how much fatigued you can take. In simulations, damage is first subtracted from Stamina. Also certain acts can wear you out and reduce Stamina.

- **Body Pool** represent how much punishment your body can take before death results. After Stamina is depleted, damage is then subtracted from the Body Pool. When the Body Pool is at -5 the you are dead.

Secondary Ability Formulas

Speed (Sp) = (Strength + Agility) / 16

Lift (L) = (Strength x Health) / 25

Stamina (St) = (Strength + Health) / 8

Body Pool (BP) = (Health) / 8

Total Skills

Totaling skills works just like abilities except that all skills start out at 0. So the first time a skill is gained from a life path that is the beginning number of the skill. After that the next time you receive more training in the same skill just add, or subtract, the given points from the skill's current total.

The points received for each skill are cumulative until a maximum of 25 points in that skill is reached. If during identity generation more than 25 points are accumulated for a given skill then those points may be converted to build points at a rate of 5 skill points for 1 build point.

Example: Julie's identity Brianna went to trade school to become a commercial star pilot then became a freighter pilot. From her trade school days Brianna gained the skill Starship Operation at 4. Then while she was flying cargo from Prime to Thrassis she gained Starship Operation +4. So Brianna's total Starship Operation skill is 8.

Qualities

Qualities act a little different than abilities or skills. Some qualities stack. Meaning that getting the quality multiple times just adds to the number of levels already gained in that quality. Other qualities do not stack so that each time they are gained it is a new version of the same quality. A very few qualities are mutually exclusive. This means that levels in one quality cancels out levels in another quality.

Checking the description of the qualities will let you know how to handle multiple instances of the same quality.

Build points

Part of the nuts and bolts of each life path was the number of build points received or lost for choosing that life path. Build points are used to customize your identity. Builds points allow you express some individuality.

Total Build Points

This is easy. Just add together all the build points received for each life path. Depending on how old you are and what choices were made the total could be negative.

Additional Build Points

To help offset any negative values and also represents that undefinable wisdom and know-how older people seem to posses. Extra build points are awarded based on the highest stage completed.

through Stage 2: 10 build points

through Stage 3: 15 build points

through Stage 4: 20 build points

Points, points and more points. Now what?

Now the fun part. Build points are used to increase abilities, purchase or increase skills and gain new qualities. Some qualities will have negative build points. Negative build points mean those are the points you get back for selecting that quality. You can also get more build points by decreasing abilities.

You may not gain more than 25 build points from choosing negative qualities or by reducing abilities. The following tables show the required build points to increase abilities and skills to the next level. Decreasing would of course give those points back. Description of skills can be found in the Skills chapter starting on page XX and qualities can be found on page XX.

Primary Ability Purchase Scale*	
Primary Ability Value	Cost per 5 point increment
0-50	20 points
51-75	40 points
76-90	80 points
91-100	100 points

**Primary Abilities can only be increased or decreased by 5 points at a time*

Secondary Ability Purchase Scale	
Secondary Ability Value	Cost per 1 point increment
0-50	10 points
51-75	20 points
76-90	40 points
91-100	50 points

Build points can also be used to train in skills. Each skill does not cost the same. Skills are grouped according to their Learning Curve; easy, intermediate or advanced. The harder a skill is to learn the more time it would take a character to learn that skill. This is reflected by having the costs for skills vary according to their Skill level. An intermediate skill costs more to increase by one point than an easy skill but less than an advance skill.

Skills start at 0. You spend the appropriate amount of points and you can get that skill or increase a skill you already have. You cannot decrease skills to get build points back. Once you are trained in a skill it is with the character forever.

Skill Purchase			
Skill Value	Cost per 1 point increment		
	Easy	Intermediate	Advanced
0 - 10	1 points	2 points	5 points
11 – 15	2 points	5 points	10 points
16 – 20	5 points	10 points	15 points
21 - 25	10 points	15 points	20 points

Racial Attributes

Age

While none of the races live for ever, nor do they age exactly the same. Age is determined by adding up the years spent on various life paths. The table below shows how certain abilities are modified depending on the age of the character.

Age in Years					
Race	Young	Adult	Middle Aged	Old	Venerable
Human	0 – 16	17 – 45	46 – 70	71 – 100	101 – 120
Kaylin	0 – 16	17 – 45	46 – 70	71 – 100	101 – 120
Lilanite	0 – 16	17 – 80	81 – 140	141 – 180	181 – 200
Nel Ari	0 – 16	17 – 45	46 – 70	71 – 100	101 – 120
Quextil	0 – 16	17 – 40	41 – 60	61 – 70	71 – 80
Reltoan	0 – 16	17 – 60	61 – 100	101 – 125	126 – 150
Thrassian	0 – 16	17 – 45	46 – 70	71 – 100	101 – 120

Modifiers	
Young	Strength – 5, Agility +5, Health +5
Adult	no modifiers
Middle Aged	Agility – 5
Old	Strength -5, Agility – 10, Health – 10
Venerable	Strength -10, Agility – 15, Health – 15

Height

Although the seven races are in general the same shape they do not share the same builds. Also within a particular race there may be individuals who are taller or shorter, dwarfs or giants. The deviation from the normal build will produce limitations on a character's physical abilities.

For an added bit of fun and surprise character's may roll on the appropriate height table for their sex to randomly generate their height.

		Male Height (in meters)					
Roll 1d100	Size	Human	Kaylin	Nel Ari	Quextil	Reltoan	Thrassian
1-5	Dwarf	1.2	0.9	1.4	1.8	1.7	1.1
6-16	Small	1.5	1.2	1.5	1.9	1.8	1.4
17-84	Normal	1.8	1.6	1.7	2.0	1.8	1.7
85-95	Large	1.9	1.8	1.8	2.1	1.9	1.8
96-100	Giant	2.1	1.9	1.9	2.2	1.9	2.0

		Female Height (in meters)					
Roll 1d100	Size	Human	Kaylin	Nel Ari	Quextil	Reltoan	Thrassian
1-5	Dwarf	1.1	0.8	1.4	1.6	1.7	1.1
6-16	Small	1.4	1.1	1.5	1.7	1.8	1.4
17-84	Normal	1.7	1.5	1.7	1.8	1.8	1.7
85-95	Large	1.8	1.7	1.8	1.9	1.9	1.8
96-100	Giant	1.9	1.8	1.9	2.0	1.9	2.0

Height Modifiers	
Dwarf	Strength -10%, Agility +10%
Small	Strength -5%, Agility +5%
Normal	no modifiers
Large	Strength +5%, Agility -5%
Giant	Strength +10%, Agility -10%

Names

The tables below only list the most popular names for the given species during the past ten years. There list of names continues to grow with each new birth and is practically infinite. You can always make up a name but remember that the more unique it the more likely someone will remember it. Or you can choose from the given tables below or generate names randomly using the following instructions.

Random Racial Name: Locate the tables the are for you race and just roll randomly on those tables using the specified dice. Remember that 1d100 is rolling two d10's of different colors. One is the ten's dice and the other is the one's dice.

Completely Random Name: Begin by rolling on the Name Origin table. Then just follow the instructions.

Name Origin Table	
Roll 1d100	Origin
1-50	First and last name of racial origin ¹
51-70	First name of Alien origin. Last name of Racial origin. ²
71-90	First name of racial origin. Last name of Alien origin. ³
91-100	First and last name of alien origin. ⁴

1. Roll on your race's name tables
2. For the first name roll on your race's name tables. For the last name roll on the race table then on the name tables for that race. If your race or any of the Lilanite varieties is rolled then re-roll.
3. For the first name roll on the race table then on the name tables for that race. If your race or any of the Lilanite varieties is rolled then re-roll. For the last name roll on your race's name tables.
4. For the first name roll on the race table then on the name tables for that race. If your race or any of the Lilanite varieties is rolled then re-roll. For the last name roll again on the race table then on the name tables for that race. If your race or any of the Lilanite varieties is rolled then re-roll.

5.

Racial Table			
Roll 1d100	Race	Roll 1d100	Race
1 - 10	Human	51 - 60	Nel Ari
11 - 30	Kaylin	61 - 70	Quextil
31 - 35	Lilanaite Animod	71 - 80	Reltoan
36 - 40	Lilanite Anthromorph	81 - 100	Thrassian
41 - 50	Lilanite Hard Shell		

Human Names Form: Given + Family

Common Human Given Names		
Roll 1d10	Name	Sex
1-4	Ava	Female
5-9	Aya	Female
10-14	Emily	Female
15-19	Emma	Female
20-24	Maria	Female
25-29	Mariam	Female
30-34	Mia	Female
35-39	Mia	Female
40-44	Seo-yeon	Female
45-49	Sofia	Female
50-54	Aiden	Male
55-59	Alexander	Male
60-64	Ali	Male
65-69	Ethan	Male
70-74	Hiroto	Male
75-79	Jack	Male
80-84	Jayden	Male
85-89	Lukas	Male
90-94	Mohamed	Male
95-100	Mehdi	Male

Common Human Family Names	
Roll 1d10	Name
1	Berma
2	Davis
3	Demir
4	Hernandez
5	Ivanov
6	Müller
7	Sato
8	Silvia
9	Smith
10	Wong

Kaylin Names
Form: Given + Pack/Family

Common Kaylin Given Names		
Roll 1d100	Name	Meaning
1-4	Amakyl	Ancient father god
5-9	Atkya	One who listens
10-14	Grooc	Blessed one
15-19	Kaskin	Great leader
20-24	Kinyaki	Lights in the sky
25-29	Makpi	Keeper of records
30-34	Maniok	Survivor
35-39	Nuilik	Strong one
40-44	Nygaq	Rainbow
45-49	Oomal	Leader
50-54	Palar	Quiet one
55-59	Pukic	Wise one
60-64	Quilaq	Of the sky
65-69	Quvlan	Joy
70-74	Sikuah	Ice walker
75-79	Silatok	Intelligent
80-84	Tewywi	Quick
85-89	Tikani	Great Warrior
90-94	Ublu	Star
95-100	Yularia	Dancing one

Common Kaylin Pack/Family Names		
Roll 1d10	Name	Meaning
1	Authank	Wielders of the mind
2	Bylclav	Tool Users
3	Greyhart	Noble Pack
4	Mycathyl	Silent Protectors
5	Rusevy	Dark Hunters
6	Rydtang	Southern Warrior Pack
7	Sywil	Night masters
8	Trusyn	Healers of Mu
9	Utherr	Swift runners
10	Wythang	Northern Warrior Pack

Common Lilanite Names

Traditional Form: Chosen + 3 digits

Traditionally Lilanites try to emulate Lil 519's name. Although the chosen name can be anything it is common for Lilanites to choose one of the other races' names. The numbers can either be entirely random or have a special meaning to the individual Lilanite.

Steps to create a Lilanite name:

1. Roll on the species Table. If any of the Lilanite sub-types are rolled re-roll
2. Using the result from 1 roll on the appropriate Race's given name table.
3. To randomly generate the number of a Lilanites name roll a 1d10 three times. The first roll is the first number, the second roll the second and the third roll the third.

Nel Ari Names

Form: **Male** Given + si + Family

Female Given + sa + Family

Common Nel Ari Given Names		
Roll 1d100	Name	Meaning
1-4	Baslovi	Blessed One
5-9	Craveno	Red Scales
10-14	Danog	Day Child
15-19	Isceh	Healer
20-24	Jecovac	Word Smith
25-29	Jyka	Strong One
30-34	Kandza	Big Claw
35-39	Kraj	Leader
40-44	Lutai	Wanderer
45-49	Mesec	Moon Child
50-54	Mujed	Wise One
55-59	Noceni	Night Child
60-64	Ostroko	Sharp Eye
65-69	Plavo	Blue Scales
70-74	Syretan	Lucky
75-79	Tubanjie	Blunt Skull
80-84	Vidonak	Mind Seer
85-89	Vyjezda	Star Gazer
90-94	Zelen	Green Scales
95-100	Zemylje	Earth Bound

Common Nel Ari Family Names		
Roll 1d10	Name	Meaning
1	Berdyk	Mountain Walkers
2	Dervo	Wood Shapers
3	Jezda	Star Walkers
4	Letac	Those who fly like birds / pilots
5	Plementie	Noble / Elite
6	Pystina	Desert Walkers
7	Rybar	Hunters of Fish
8	Selik	Metal Benders
9	Suma	Forrest Walkers
10	Urzga	Farmers / growers

Quextil Names
Form: Given + Brood

Common Quextil Given Names		
Roll 1d100	Given Name	Meaning
1-4	Adavi	Gifted
5-9	Balis	Loud voice; good speaker
10-14	Darka	The sun
15-19	Debes	Child of the sky
20-24	Drosmig	Brave
25-29	Godua	Honorable
30-34	Gudris	Wise
35-39	Karlis	King; leader
40-44	Krasa	Colorful one; beautiful one
45-49	Mezon	Wild one
50-54	Musa	Powerful flier
55-59	Nakt	Night Child
60-64	Nieks	Great Hunter
65-69	Ryts	Dawn Child
70-74	Stygat	Walker
75-79	Syvetis	Holy
80-84	Tykai	Just
85-89	Urtic	Faithful
90-94	Vadtaj	Born leader
95-100	Veja	Wind

Common Quextil Brood Names		
Roll 1d10	Brood Name	Meaning
1	Gotaj	Trader of Goods
2	Jyle	Cliff Dwellers
3	Kalpota	Air Wardens
4	Koki	Defenders of the Great Trees
5	Masyna	Forgers of Machines
6	Stavis	Defenders of the Brood
7	Telpa	Gliders of the Night Sky
8	Teraud	Shapers of Steel
9	Tycba	Holders of Faith
10	Zvaing	Star Wanders

Reltoan Names
Form: Given + Family

Common Reltoan Given Names		
Roll 1d100	Name	Meaning
1-4	Alysdo	Breaker of Chains
5-9	Arki	Home Seeker
10-14	Daska	Teacher of the Mind
15-19	Dynis	Strong One
20-24	Efyon	Intelligent / Bright
25-29	Geno	Brave
30-34	Katapysis	Slayer of Oppression
35-39	Lao	Defender of the People
40-44	Lathrym	Smuggler of Hope
45-49	Mystros	Conductor
50-54	Nafteri	Star Sailor
55-59	Oma	Name Changer
60-64	Padios	Protector of the Children
65-69	Pisto	Faithful
70-74	Prostis	Protector of the King
75-79	Pynasmynon	Feeder of the Hungry
80-84	Sofo	Wise One
85-89	Thertypef	Healer
90-94	Thrastiron	Crusher of Metal
95-100	Trofea	Secret Keeper

Common Reltoan Family Names		
Roll 1d10	Name	Meaning
1	Amanya	Lords of Defenses
2	Eltheria	Lords of Freedom
3	Empori	Lords of Merchants
4	Flyahkis	Keepers of Knowledge
5	Ilekis	Lords of Technology
6	Kidymon	Guardians of the Past
7	Nychta	Lords of Night
8	Oranos	Lords of the Sky
9	Thassa	Lords of the Sea
10	Vroma	Lords of the Land

Thrassian Names
Form: Clan + Given + Chosen

Common Thrassian Clan Names		
Roll 1d10	Clan Name	Meaning
1	Amdifnyr	Clan Defender
2	Cerdia	Ice Walker
3	Dywadtan	Fire Keeper
4	Fermwyr	Farmer
5	Gren	Metal
6	Gwyla	Healer
7	Karieg	Stone
8	Lutetad	Protector
9	Teluma	Care giver
10	Tyloc	Great Voice

Common Thrassian Given & Chosen Names		
Roll 1d100	Given / Chosen Name	Meaning
1-4	Anghen	Monster slayer
5-9	Awyr	Of the sky
10-14	Dewyr	Brave
15-19	Diglar	Smart; intelligent
20-24	Dochyn	Wise; full of wisdom
25-29	Eiswyr	Seeker
30-34	Fydlon	Loyal
35-39	Gwelseren	Star Watcher
40-44	Gynt	Of the wind
45-49	Halnyn	Of the sun
50-54	Hoglau	Precious sun light; warmth
55-59	Hyfed	Treasured one
60-64	Malwyr	Great Hunter
65-69	Onyst	Honest
70-74	Tiryn	Of the earth
75-79	Tryden	Of the spark
80-84	Twysog	Prince or princess
85-89	Yunig	Just
90-94	Detha	Future
95-100	Yul	Crafty

Money

So how much is the character worth after their trek through life's twists and turns? Some of the life paths taken may have given you the Wealthy Quality. The quality may have had a positive or negative value. To

calculate your starting Wealthy Level just simply add all of your Wealthy pluses or minuses together. The Wealthy Quality cannot go lower than 0 and it cannot go higher than 10.

After determining your starting Wealthy Level you may spend build points to increase your level of Wealthy. You may also receive Build Points by decreasing your level of Wealthy. To raise you Wealthy Level cost 10 points per level above your current level. To lower your Wealthy Level you gain 10 points per level below your current level. Once your final Wealthy Level is set roll on the Wealthy table to determine your starting money.

Wealthy	
Level	Starting money
0	1d10 x ¸50
1	1d10 x ¸200
2	1d10 x ¸500
3	1d10 x ¸1,000
4	1d10 x ¸2,000
5	1d10 x ¸10,000
6	1d10 x ¸25,000
7	1d10 x ¸50,000
8	1d10 x ¸100,000
9	1d10 x ¸200,000
10	1d10 x ¸300,000

Example: Steve's Identity Joressi's gained the Wealthy quality three times during Identity generation. First at a +5, second at a -3 and third at a +1. Joressi's total Wealthy Quality is 3 (5 – 3 + 1 = 3). Joressi decides that he would like a little more starting money so he spends 10 build points to raise his Wealthy level by one. Joressi now has a Wealthy of 4 and rolls on the table for that level getting ¸8,000.

Example: Julie's Identity, Brianna gained the Wealthy Quality 2 times. The first time was a Wealthy of +5 and the second was a Wealthy of +3 for a total Wealthy Level of 8. Brianna decides she could do with a little less starting money so she lowers her Wealthy Level by 2 levels. She now has a Wealthy Level of 6 and gains 10 build points. Rolling on the table Brianna gets ¸175,000 to start with.

Running Simulations

When running simulations there will be at least one person who will develop and lead the simulation. This person is known colloquially as the Game Master or GM for short. All the other involved are known as Players. Players control their Identities in simulations. Identities are the heart of the simulation. It is their actions and decisions that determine the out come of any situation.

The basic rule to running simulations, whether they be analog on table tops with dice and pencil or digital, is the Ability/Skill check. This is accomplished by randomly generating a number from 1 to 100 and comparing that number to the Ability or Skill against which the check is being made. Normally the number between 1 to 100 is generated by rolling 2 10-sided dice which look different from each other and having one of the dice represent the one's value, 0 – 9, and the other dice represent the ten's value, 10, 20, 30, etc. This is abbreviated 1d100. On the ten's dice the 0 or 00 is equal to 10. When both dice show 0 after being rolled that represents 100.

The goal of the check is to meet or roll lower than the Ability or Skill. Think of the value of 100 as knowing everything about a certain skill. If you know everything there is to know about Galactic History let's say then you will never fail when asked to remember an aspect of that piece of knowledge. Numbers lower than 100 represent how much you know about a certain topic or how well you can use a certain Ability. If you Galactic History knowledge is at 45 that means you know about 45% of all there is to know about Galactic history and will fail to have the right answer every now and then.

Success and Failure

Not only can you pass or fail an Ability/Skill check but there are degrees to which you can succeed and fail.

Success: When the roll equals the the target number that is one success . Every 5 points below the target number is an additional success. In general 5 successes is a critical success

Failure: When the roll is greater than the target number by 1 it is a failure. Every 5 points over the target number is an additional failure . In general 5 failures is a critical failure

The consequences of failure are left up for the GM to decide but a Critical Failure usually results in something disastrous happening like setting off alarms while trying to bypass security, missing the enemy and hitting a friend or having the weapon blow up.

The outcome of success are a little less subjective than failures as the following table shows. The GM is however encouraged to think of other ways of rewarding success that are not listed on the table.

Success Bonuses

Ability Bonus - +5 to the TN the next time that the Ability associated with skill that generated the success is either tested separately or is used in combination with a skill.

Double Tap – The skill that generated the success may be used again immediately regardless of initiative order. You may not move out of the one meter by one meter square occupied during the first use of the skill.

Max Damage – The weapon associated with the skill deals maximum damage.

Skill Bonus - +5 to the TN the next time that the skill that generated the success is used.

Successes			
Success	Number of Successes	Points below TN	Bonus
Normal	1	0 - 4	none
Good	2	5 - 9	Skill Bonus
Great	3	10 - 14	Choose one: Max damage or Skill Bonus
Elite	4	15 – 19	Choose one: Max damage or Double Tap or Skill Bonus
Critical	5	20 or greater	Choose two: Max damage, Double Tap, Ability Bonus or Skill Bonus

Failures		
Failure	Number of Failures	Points Above TN
Normal	1	0 - 4
Bad	2	5 - 9
Poor	3	10 - 14
Pathetic	4	15 - 19
Critical	5	20 or greater

Ability Checks

When you are required to make an ability check in a simulation you simply roll 1d100 and compare it against the required Ability. If the number on the dice are equal to or lower than the Ability's score then you succeeded.

Using Skills

Using skills in a simulation is similar to performing an Ability check with one exception. Each skill is associated with an Ability and a number, 1 to 25, called its skill level. To determine the target number needed when rolling against the skill, you add the skill level to the number of the Skill's associated Ability. As with all tests the roll must be equal to or lower than the

If in any given situation there was no pressure and an unlimited amount of time, then any test of skill could be accomplished. Unfortunately the galaxy at large provides plenty of pressure and hardly any time to get things done. In simulations there are Basic Skill challenges and Advanced Skill challenges.

Basic Skill Challenge

This is the easiest type of skill challenge. You calculate the target number, TN, roll and if you roll equal or lower to the TN you were successful.

TN = Skill level + level of associated Ability + any penalties or bonuses

Skills may be tried untrained if the character does not have the skill, but the default value for the skill is based on the skill's difficulty (easy, intermediate or advanced). The TN for an untrained skill is:

TN = Associated Ability's level - skill's difficulty modifier + any penalties or bonuses

Untrained Skill Difficulty	Difficulty Modifier
Easy	0
Intermediate	5
Advanced	10

Advanced Skill Challenge

Advanced skill challenges are used when there is plenty of time to complete a complex task. They are essentially a combination of basic skill challenges. Each skill test has the same difficulty, see below, but to pass the advanced skill challenge you must achieve a minimum number of success before reaching a maximum number of failures. The degree of success or failure for each roll matters. If in one test you roll enough successes to past the advanced skill challenge then you pass. Of course if you roll badly enough that the number of failures in one test exceeds the maximum number of failures then you fail the advanced skill challenge.

Advanced Skill Challenges		
Difficulty	Successes Needed	Maximum Failures
Easy	2	15
Normal	5	10
Moderate	10	10
Difficult	15	5
Very Difficult	20	5

Difficulties

As previously mentioned the galaxy is very generous at providing generous amounts of pressure but shorting you on the time to get things done. Because of this not all challenges are created equal. Pressure and time modify the TN during simulations. The GM must determine how easy or difficult each task will be.

Difficulty	Bonus added to the target number
Easy	+5
Normal	+0
Moderate	-5
Difficult	-10
Very Difficult	-15

Contested Skills Test

Sometimes you are testing your skills or raw ability against an opponent's skill instead of an arbitrary difficulty. For this kind of test you and your opponent roll against the appropriate skill or ability. If both succeed then who ever has the higher number of successes wins. If either one of you fail in the challenge the the one who succeeded wins. Of course if both of you fail the neither one of you wins.

Working Together

During simulations one Identity can help another Identity if the GM allows it. To do this the helper must be trained in the skill needed and rolls first. The number of successes that the helper gets determines the bonus received by the doer, the Identity actually performing the test. If the helper fails he or she cannot re-roll and the doer receives no bonus. The number of helpers for any given task is up to the GM but all the helpers must declare they are helping before anyone rolls.

Number of Helper's Successes	Doer Bonus
1	2
2	4
3	6
4	8
5+	10

Combat

No matter how well intentioned a your motives may be, eventually you will find yourself in combat. Combat

takes place in series of one-second rounds. In each round there is an order in which Identities can act and a limited number of actions that each character can take. Through the succession of rounds combat is resolved.

Turn Order

The order in which Identities act in each round is determined by an Agility check. The Identity with the highest number of successes goes first, then the next highest and on down. The last Identity to go will be the one with the least number of successes or the greatest number of failures. An Identity may choose to delay their turn for some point later in the turn order. If two Identities have the same place in the turn order then at the beginning of combat the character with the highest speed goes first.

Example: Joressi, Brianna and Rathan are about to take on Big Brutus. To determine the turn order they all roll Agility checks. Joressi has an Agility of 45 and rolls a 41 for 2 successes. Brianna has an Agility of 40 and rolls a 39 for 1 success. Rathan has an Agility of 35 and rolls a 42 for 2 failures. Big Brutus has an Agility of 45 and rolls a 50 for 2 failures. The turn order is Joressi, Brianna then Rathan and Big Brutus. When it is time for Rathan and Big Brutus to act Big Brutus goes first because he has the highest speed.

Actions

Each character can perform a move action, an attack and a simple action.

Move Actions

As a move action you can move at your speed, ready a weapon, pick up an item, or dodge an attack. You may also sacrifice your move action in order to:

- Attack twice with each attack at a -10
- Use a skill and attack with each check at a -10
- Make two skill checks not necessarily for the same skill. Each check at -10
- Make a single Power Attack with the check at a +10

an Identity who sacrifices their move action cannot dodge attacks for that round.

Attacks

Attacks are the main focus of any combat. An attack action can be used to make an attack or use a skill or use a piece of equipment. Not all skills can be performed in a one second round so it is up to the GM to determine if a skill can be performed during a round. Some skills may take multiple rounds and require you to not lose concentration. Once your concentration is lost, you will need to start the skill check over. A character will lose their concentration if he/she dodges, moves or gets hit by an attack.

A character may sacrifice their attack in order to:

- Move at double their speed
- Dodge and move
- Ready a weapon and move

A character who sacrifices their attack cannot attack or use a skill that round.

Simple Actions

Simple actions are those that do not require a concentrated effort to perform. These include talking, gestures or some other form of communication. The one restriction is you only have one second to perform the task. You do not have enough time to expound on the plight of red-breasted ice borer found in the northern extremes of Na Oth, but you do have enough time to shout out two or three words.

Cover

In any combat situation an Identity benefits from not being an easy target. This is why taking cover is in your best interest. Cover increases the difficulty to hit you by raising the defender's dodge and lowering the attacker's skill. Cover comes in several different designations.

- Full cover - The defender's body cannot be seen by the attacker
- $\frac{3}{4}$ cover – only the defender's head and the top of his/her shoulders are visible to the attacker or the defender is lying prone.
- $\frac{1}{2}$ cover – the defender's head shoulders and upper torso are visible to the attacker
- $\frac{1}{4}$ cover – only the defender's legs cannot be seen by the attacker or the defender is in a crouch.

The GM is encouraged to change these definitions so that they better fit into her scenario.

Cover Bonuses and Penalties		
Cover	Defender Bonus	Attacker Penalty
Full	-	Cannot be targeted
$\frac{3}{4}$	+10 to dodge	-10 to skill
$\frac{1}{2}$	+5 to dodge	-5 to skill
$\frac{1}{4}$	+2 to dodge	-2 to skill
No cover	No bonus	No penalty

Aiming

An Identity can choose to forgo any actions during a round and spend that round aiming his/her weapon. This gives the character a +15 bonus on their next attack. During the round in which the Player is aiming he/she may not dodge or perform any other action than aiming their weapon. If the character is distracted because he/she dodges, moves or gets hit by an attack before the current round is over then the Player loses any aiming bonus they may have gained. The aiming bonus does not stack so aiming for multiple rounds does not give the character any greater bonus than aiming for one round.

Armor

To help an Identity withstand damage he or she can don armor. In simulations this is recorded as an Armor Rating. When taking damage, from a successful attack, the Identity's Armor Rating is subtracted off of the damage total. Any remaining damage is then subtracted from the Identity's Stamina or Body Pool.

Injury, Death & Dying

Life is conflict so eventually you will get hurt. When an Identity gets hurt the damage is first subtracted from his/her Stamina then from the Body Pool once their Stamina is gone. When the Body Pool drops to zero the Player is unconscious and dying. When his/her Body Pool drops to -5 the Player is dead.

Damage	Effect
Stamina = 0	Fatigued, -5 to all checks
Body Pool less than or equal to $\frac{1}{2}$ of original value (round down)	Severely wounded, -10 to all checks
Body Pool ≤ 0	Mortally Wounded, Player is unconscious and cannot act. He/she must make a Health check every round. Success means they are stable. Failure results in the loss of 1 from their Body Pool.
Body Pool = -5	Dead

Recovery

an Identity has two choices in recovering from damage they have suffered; natural healing and the use of medical training with the aid of drugs.

Natural healing

For every eight hours of uninterrupted rest an Identity either gains 1 point added to their Body Pool or 2 points added to their Stamina. an Identity's Body Pool must be refreshed before a his/her Stamina. Neither pool can exceed the original value by resting.

Amount of Rest	Benefit
8 hours	+1 to Body Pool OR +2 to Stamina
16 hours	+2 to Body Pool OR +4 to Stamina
24 hours	+3 to Body Pool OR +6 to Stamina

Medical Healing

Medical training can help an Identity recover faster and keep him/her stable. If you are less than mortally wounded a first aid check will allow you to recover points to your Body Pool or Stamina at twice the normal natural healing rate. The healer's First Aid check will also instantly refresh the wounded Player's Stamina by a number of points equal to the healer's number of

successes on his/her roll.

If an Identity is mortally wounded then a successful First Aid check will keep them from declining any further. The Identity will need to either rest or receive advanced medical training from someone trained in Surgery. A successful Surgery check will allow the Identity regain his/her Body Pool at twice the normal natural healing rate. The healer's Surgery check will also instantly refresh the wounded Identity's Stamina by a number of points equal to the healer's number of successes on his/her roll.

Example: Steve's Identity Joressi currently has 1 out of 5 points left in his Body Pool. Julie's Identity Brianna has 0 points in her Stamina and 3 out of 5 points in her Body Pool. Casey's Identity Rathan is trained in Surgery. Rathan first helps Joressi. With a TN of 35 Rathan rolls a 30 on his Surgery check succeeding by 5 granting him 2 successes. Joressi will now need to rest and will add 2 points to his Body Pool every 8 hours and has his Stamina increased to 2.

Rathan then turns his attention to Brianna. With a TN of 55 Rathan rolls a 43 on his First Aid check succeeding by 12 and granting him 3 successes. Brianna instantly gains 3 points to her Stamina and can now rest and refresh her Body Pool at 1 points for every 8 hours of rest.

Falling

It may not happen often but character's do lose their footing or get pushed. If an Identity takes a fall he or she will take damage depending on the height of the fall.

Falling Damage	
Height	Damage
0 – 2.5 meters	0
2.6 – 3 meters	1d5
3.1 – 6 meters	1d10
6.1 – 9 meters	2d10
9.1 – 12 meters	3d10
Every additional 3 meters	+1d10

Simulation Creation

One of the greatest responsibilities of the Game Master is to create the simulations that will test new Identities. If you are a GM then only you will know what kind of simulations your Players will enjoy, but below are some very basic guidelines.

Populating the Galaxy

A GM's first task is to fill the simulation with interesting people for the Identities to interact with. Most of these people will just be background. These people are known as Denizens. They may interact with the Identities but no more than on a conversational level. Others may be low level adversaries; thugs, henchmen, etc. As things get interesting the group of Identities may run into more intricate people who might help or hinder or both. It is up to the GM to breath life into those that the Identities interact with but the table below gives a guideline for using the Identity System to generate the statistics for Denizens.

Type of Denizen	Ending Stage
Background	None
Thug or Friend	Stage 1 + necessary skills
Adversary or Ally	Stage 2 or 3 + necessary skills
Nemesis or Cohort	Stage 4 + necessary skills

Rewards

During a simulation it is up to the GM to motivate the Players by what ever means will be most effective for their Identities. Offering currency and other material gains is excellent way to get Identities involved but only the GM can determine what will work for that particular situation or their group of Identities.

Build Points

To be able to fully test Identities and to bring more enjoyment to your players, Identities need a way to advance. This is accomplished by rewarding Build points. Build points can be awarded per challenge or per adventure. Whatever is convenient to the GM.

Challenge Descriptions

Minor challenge: One where the group of characters had to over come some minor non-lethal obstacle such as contacting the local black market, bypassing a security system in an unguarded location, any form of negotiation, charting a course, etc.

Major challenge: One where the characters lives are in the balance such as breaking out of prison, a battle, stealing a shipment, surviving in the wilderness, etc.

Adventures: Are comprised of a series of minor and major challenges and can last one gaming session or for several weeks or months or longer.

Type of Challenge	Build Point Reward per Character
Minor	1 to 2
Major	3 to 4
Single session adventure	5 to 6
Multi-session adventure	10 or more

Skills: You are What You Know

The Republic's Identity system breaks down what you have learned and know how to do in to a set of skills. Each skill describes a specific area of training or knowledge. When creating your Identity you will gain skills from your background and by spending build points. As your Identity spends more time in simulations going through adventures the GM will award build points which can be used to increase and Identity's skills.

Skills are not all equal. Some are easy to learn, others are more difficult to master and still some take weeks, months or years to gain even a basic understanding. The identity system acknowledges this difference in skills by giving each skill a Learning Curve; easy, intermediate or advanced. The harder a skill is a to learn the more build points it costs to increase.

As described above in the Identity Generation section (page xx), skills are linked with one of the five primary abilities. To calculate a skills target number you add the skill level to the level of the skills primary ability.

The descriptions of the skills are organized in the following format.

Skill Name (*linked ability*, Learning Curve, Prerequisite)

Description

Linked Ability - One of the five primary abilities associated with the skill; Strength, Agility, Health, Intelligence or Mind

Learning Curve – how hard the skill is to learn; easy, intermediate or advanced

Prerequisite - The required skill(s) or ability level in order an Identity must have to receive training in the skill. Not all skills have prerequisites.

Description A brief description of the skill and how it is used.

When writing down skills a short hand way of doing it is:

Skill Name (*linked ability*, Learning Curve, Skill Level)

Linked Ability - One of the five primary abilities associated with the skill; Strength, Agility, Health, Intelligence or Mind

Learning Curve – how hard the skill is to learn; easy, intermediate or advanced

Skill Level – How well you know the skill. A number 1 to 25 that is added to the Linked Ability to create the base TN for the skill.

Skill Descriptions

Aircraft Operation (*Agility* , Easy)

The character can pilot all manner of aircraft.

Anthropology (*Intelligence* , Advanced)

The character is trained in the study of humanoids past and present. This is the study of the evolution and biology of humanoids.

Applied Mathematics (*Intelligence*, Intermediate)

The character has training in applying mathematic techniques to real world problems.

Archeology (*Intelligence* , Advanced)

The character is trained in the study of humanoid culture. The character analyzes humanoid cultures through the recovery, documentation, analysis, and interpretation of material remains and environmental data, including architecture, artifacts, features, biofacts, and landscapes.

Astrogration (*Intelligence*, Intermediate, Navigation)

equal to 40 & Astronomy equal to 5)

The character can use the position of the stars and other space bodies to find a location in space and to plot a course. This skill can be used to plot a course using normal space drives and a wave drive.

Astronomy (*Intelligence* , Intermediate)

The character has training in the position and movement of the stars and the associated stellar systems

Axe (*Strength* , Easy)

The character has training in using all manner of axes in battle.

Beamed Energy Weapon: Mounted (*Agility*, Easy, Beamed Energy Weapon: Rifle equal to 5)

The character is trained in the use of b.e.w.'s that are designed to be mounted or braced.

Beamed Energy Weapon: Pistol (*Agility* , Easy)

The character has the been trained in the use of hand held b.e.w.'s.

Beamed Energy Weapon: Rifle (*Agility*, Easy)

The character is trained in the use two-handed b.e.w.'s.

Biology (*Intelligence* , Advanced)

The character has extensive knowledge of how living systems are created and how they function.

Bow (*Strength* , Easy)

The character has training in the use of bows for combat and for survival and hunting.

Business (*Intelligence* , Easy)

The character has the knowledge required to run a business.

Chemistry (*Intelligence* , Advanced , Applied Mathematics.)

You have been trained in the science of chemistry. This knowledge includes the composition of matter and its physical and chemical properties.

Comms Operation (*Intelligence* , Easy)

You are trained in the use of communications equipment.

Computer Hacking (*Intelligence* , Advanced , Computer Programing equal to 10)

You can break into and subvert computer and information systems

Computer Literacy (*Intelligence* , Easy)

You are trained in using computers and information systems beyond the abilities of the average person. This includes system administration, installation, setup and repair.

Computer Programing (*Intelligence* , Intermediate , Computer Literacy equal to 10)

You can manipulate computer and information systems by writing, analyzing and debugging computer code.

Conceal (*Intelligence* , Easy)

You are adept at hiding things on your person or in other locations. If someone wishes to find what you have hidden then that Identity must make a **Perception** skill check against your **Conceal** check.

Demolitions (*Intelligence* , Easy)

You are trained in the use of all manner of explosives; setting, removal and disposal.

Diplomacy (*Intelligence* , Advanced)

You are trained in the art and practice of conducting negotiations between representatives of various parties whether they are different states, governments or species. Most **Diplomacy** checks are contested checks

against an opponent's Mind.

Disguise (*Intelligence* , Easy)

You are trained in the art and practice of concealing his or her identity. When donning a disguise the you make a **Disguise** skill check and record the number of successes or failures. Other Identities may make a **Perception** check against **Disguise** check.

Dodge (*Agility* , Easy)

You have the ability to avoid incoming ranged and melee attacks

Electronic Warfare Systems Operation (*Intelligence* , Easy , Applied Mathematics.)

You have training in the use of electronics used to conduct warfare.

Engineering: Aerospace (*Intelligence* , Advanced , Applied Mathematics.)

You know the principles of engineering as they apply to designing, diagnosing and repairing aircraft and spacecraft.

Engineering: Biomedical (*Intelligence* , Advanced , Applied Mathematics.)

You have had schooling in the principles of engineering as they apply to designing, diagnosing and repairing biological systems and medical applications.

Engineering: Chemical (*Intelligence* , Advanced , Applied Mathematics)

You know the principles of engineering as they apply to designing, diagnosing and repairing systems that create products through chemical processes.

Engineering: Civil (*Intelligence* , Advanced , Applied Mathematics.)

You know the principles of engineering as they apply to designing, diagnosing and repairing buildings and

structures.

Engineering: Combat (*Intelligence*, Advanced, Applied Mathematics)

You are trained in the principles of engineering as they apply to designing, diagnosing and repairing combat applications such as fortifications, temporary bridges and artillery mounts.

Engineering: Computer (*Intelligence*, Advanced, Applied Mathematics)

You know the principles of engineering as they apply to designing, diagnosing and repairing computer hardware and software.

Engineering: Electrical (*Intelligence*, Advanced, Applied Mathematics)

You have an education in the principles of engineering as they apply to designing, diagnosing and repairing electrical and electronics applications and systems.

Engineering: Mechanical (*Intelligence*, Advanced, Applied Mathematics)

You have an education in the principles of engineering as they apply to designing, diagnosing and repairing mechanical systems and applications.

Explosive Weapons: Grenade (*Agility*, Easy)

You know how to use of hand held explosives deigned to be thrown.

Explosive Weapons: Grenade Launcher (*Agility*, Easy)

You have training in the use of hand held, shoulder mounted or vehicle mounted weapons designed to launch grenades.

Explosive Weapons: Missiles (*Agility*, Easy)

You can use guided, self propelled explosive projectiles whether they are shoulder or vehicle mounted

Explosive Weapons: Rockets (*Agility, Easy*)

You can use unguided, self propelled explosive projectiles whether they are shoulder or vehicle mounted

First Aid (*Intelligence, Easy*)

You know the basics the basics of treating injuries. A successful first aid check will allow an Identity to heal at twice the natural healing rate. The patient will also instantly receive a number of Stamina points equal to the number of successes on the **First Aid** check. First aid can only be used on Identities that are less than Mortally Wounded.

Forgery (*Intelligence, Intermediate*)

You are skilled at making forgeries both electronic and traditional.

Geology (*Intelligence, Intermediate*)

You understand the make up of and the process involved in the making of the materials that form the crusts of planets.

Grav Vehicle Operation (*Agility, Easy*)

You can pilot/drive grav vehicles.

Ground Vehicle Operation (*Agility, Easy*)

You can drive wheeled ground vehicles.

HAZMAT Suit operation (*Agility, Easy*)

You are trained in suits designed to filter out environment hazards

Kinetic Energy Weapon: LMG (*Agility, Easy*)

You are trained in the use of large rapid fire k.e.w.'s.

Kinetic Energy Weapon: Mounted (*Agility, Easy, Kinetic Energy Weapon: LMG equal to 5*)

You training in the use of k.e.w.'s that are designed to be mounted or braced.

Kinetic Energy Weapon: Rifle (*Agility, Easy*)

You have been trained in the use two-handed k.e.w.'s with a long rifled barrel that fire single rounds.

Kinetic Energy Weapon: SMG (*Agility, Easy*)

You are trained in the use of small rapid fire k.e.w.'s.

Kinetic Energy Weapon: Pistols (*Agility, Easy*)

You are proficient in the use of hand-held k.e.w.'s.

Kinetic Energy Weapon: Shotguns (*Agility, Easy*)

You can use of k.e.w.'s that fire a burst of many small projectiles.

Knife (*Agility, Easy*)

You are trained in the use of one handed bladed weapons less than 30 centimeters long.

Knowledge (*Intelligence, Intermediate*)

This skill represents knowledge of a certain subject. You must choose a specific category of knowledge such as criminal organizations, a particular stellar system, Thrassian mythology, etc.

Language (*Intelligence, Advanced*)

You have been trained to read and write a language above and beyond those taught in basic education. This skill can be trained in multiple times. Each time the skill is selected a new language must be selected. When learning a language in this new age you learn to speak, read and write the language at the same time.

Law (*Intelligence, Intermediate*)

You have been educated in the finer points of the legal system. This skill can be trained in multiple times. Each

time this skill is selected a new branch of the law to study must be chosen. Areas of specialization are: Galactic, constitutional, business, tax, laws of a specific system, laws of a specific city, etc.

Linguistics (*Intelligence*, Intermediate)

You are trained in the science of language. You can decipher unknown languages and learn hints or clues about the culture behind the language or the speaker using the language.

Martial Arts (*Agility*, Intermediate, Street Fighting equal to 5)

You are trained in structured unarmed combat. Further training helps the character deal more damage.

Martial Arts	
Skill Level	Additional Damage
0 - 5	1d5 + 1
6 - 10	1d5 + 2
11 - 15	1d5 + 3
16 - 20	1d5 + 4
21 - 25	1d10

Navigation (*Intelligence*, Intermediate)

You can find your location in a terrestrial setting using landmarks, the stars and the local sun. You can also plot a course using the same information.

Perception (*Agility*, Easy)

The ability to notice details of your surroundings and the people in those surroundings. This skill aids in the detection of traps, lies, ambushes, hidden objects and people, etc. Perception rolls may be limited to a particular sense.

Persuasion (*Mind*, Easy)

You are trained in the art of persuading others through various means including intimidation and seduction.

Physician (*Intelligence*, Advanced, First Aid equal to 10)

You have advanced medical training consisting of diagnosing and treating various medical conditions. You also have an extensive knowledge of common medications and their applications.

Physics (*Intelligence*, Advanced, Applied Mathematics)

You have extensive knowledge of how the physical world works and can apply that knowledge. This knowledge included the nature and properties of matter and energy.

Pickpocket (*Agility*, Easy)

You can take the contents from someone's pocket or take items off of a person without them knowing.

Pressure Vehicle Operation (*Agility*, Easy)

You can pilot/drive vehicles used in high pressure environments such as underwater or in the atmosphere of a gas giant.

Repair: Aircraft (*Intelligence*, Intermediate)

You are trained in the diagnosing and repairing of aircraft and aircraft systems

Repair: Armor (*Intelligence*, Intermediate)

You are trained in the diagnosing and repairing of vehicle and personal armor.

Repair: Arms (*Intelligence*, Intermediate)

You are trained in the diagnosing and repairing of all manner of weapons.

Repair: Comm Systems (*Intelligence, Intermediate*)

You can diagnose and repair communications equipment and systems

Repair: Electronic Warfare Systems (*Intelligence, Intermediate*)

You know how to repair electronic systems used to conduct warfare. These include systems involved in targeting, counter measures, and defensive systems.

Repair: Grav Vehicle (*Intelligence, Intermediate*)

The character is trained in the repair of vehicles who move by use of anti-gravity in planetary environments.

Repair: Ground Vehicle (*Intelligence, Intermediate*)

You can diagnose and repair wheeled ground vehicles.

Repair: Pressure Vehicle (*Intelligence, Intermediate*)

You are trained in the diagnosing and repairing of vehicle used in high pressure environments such as underwater.

Repair: Sensors (*Intelligence, Intermediate*)

You can diagnose and repair systems designed to detect various sonic, EM and gravity emissions.

Repair: Security Systems (*Intelligence, Intermediate*)

You can diagnose and repair security systems from mechanical locks to the most advanced biometric seals.

Repair: Spacecraft (*Intelligence, Intermediate*)

You are trained in the diagnosing and repairing of spacecraft and spacecraft systems. To repair the exterior of the spacecraft it must be in a docking facility.

Repair: Tracked Vehicle (*Intelligence, Intermediate*)

You are trained in the diagnosing and repairing of ground vehicles that use tracks instead of wheels.

Repair: Water Craft (*Intelligence, Intermediate*)

You can diagnose and repair water craft such as boats, submarines and yachts.

Repair: Wave Drive (*Intelligence, Intermediate*)

You have been trained in the diagnosing and repairing of wave drives and the associated systems.

Sea Rider (*Intelligence, Easy*)

You are trained in being apart of a crew of a sea faring ship. This knowledge includes the ins and outs of life aboard sea vessels and how to deal with extended missions on and under the sea. This familiarity extends to basic knowledge of ship systems and their operation, emergency procedures and basic above and below water training.

Security Systems (*Intelligence, Easy*)

You are trained in the use and the circumvention of security systems. From mechanical locks to the most advanced biometric seals.

Sensors Operation (*Intelligence, Easy*)

You can use of various sonic, EM and gravity sensors. This skill can be used instead of **Perception** as long as you have access to the appropriate scanning equipment.

Shipwalker (*Intelligence, Intermediate, Repair: Spacecraft & Space Suit Operation both equal to 5*)

You are trained in repairing spacecraft from the outside. This ability allows the character to know how to walk on the outside of a ship while it is in vacuum and either stationary or moving and make repairs.

Space Rider (*Intelligence, Easy*)

You are trained in being part of a crew of a space ship. You know the ins and outs of life aboard space ships and how to deal with extended missions in space. This

familiarity extends to basic knowledge of ship systems and their operation, emergency procedures and basic low and zero gravity training.

Space Suit Operation (*Agility, Easy*)

You know how to use self contained pressurized suits such as those necessary to work in the environment of space.

Spacecraft Operation (*Agility, Easy*)

You can pilot spacecraft.

Stealth (*Agility, Easy*)

You can hide from others as long as no one was aware of your presence before the attempt to hide. When moving while using stealth the you can only move at ½ his/her speed. If another Identity wishes to detect your presence then they must make a contested **Perception** check against your **Stealth** check.

Street Fighting (*Agility, Easy*)

You are trained in unstructured, unarmed combat commonly employed by thugs. All hits deal 1d5 damage.

Survival (*Agility, Easy*)

you know how to survive in a certain type of environment or on a certain type of terrain. When selecting this skill you must choose which type of terrain or which type of environment you have survival training in such as urban, mountain, desert, forest, etc. This skill can be chosen multiple times but each time it is a new type of terrain or environment.

Surgery (*Intelligence, Advanced, First Aid equal to 10*)

You are trained in diagnosing and repairing humanoids. This includes knowledge of medications, diseases and surgical techniques.

Sword (*Agility, Easy*)

You can wield one handed and two-handed bladed

weapons greater than 30 centimeters.

Tracked Vehicle Operation (*Agility, Easy*)

You can drive ground vehicles that use tracks such as tanks.

Water Craft Operation (*Agility, Easy*)

You can operate vehicles designed to travel on the surface of water. These vehicles can be either be powered by an engine or driven by natural forces.

Psionic Skills

The following skills are only usable by someone who has taken the **Psionist** Quality. Using a psionic skill drains all but the most experienced person. The drain is represented as points subtracted from the Identity's Stamina every time a psionic skill is used. If an Identity's Stamina is zero then it is not possible to use psionic skills that cost Stamina points.

Psionic Skill Value	Stamina Cost
0 - 5	4
6 - 10	3
11 - 15	2
16 - 20	1
21 - 25	0

Control (*Mind, Intermediate, Psionist*)

You can control the actions of others. You must make a Control roll against your opponent's Mind +10. On a success you can force him or her to perform an action against his or her will. To maintain this ability the you must make a Control roll every minute or every round if in combat.

Empathy (*Mind, Intermediate, Psionist*)

You can read others emotions. A successful Empathy roll against an opponent's Mind allows you to read the emotions of your opponent. You can then determine if the opponent is being truthful, is afraid, is scared, etc.

Mind Probe (*Mind*, Intermediate, Psionicist & Telepathy equal to 5)

You can read more than someone's surface thoughts. You must roll Mind Probe versus your opponent's Mind +5. On a success you wrench whatever information you were seeking out of your opponent.

Telekinesis (*Mind*, Intermediate, Psionicist)

This is the ability to move objects with the mind. A successful check and you can move an object equal to $\frac{1}{2}$ of your Lift. For every additional success the you can lift and extra 1 kilogram.

Telepathy (*Mind*, Intermediate, Psionicist)

You are able to read other's minds. You must make a Telepathy roll against your opponent's Mind. On a success you can read his or her surface thoughts.

Qualities : The Inner You

Qualities are traits that further describe an Identity. Major qualities effect how well you can perform a skill or help to define your physicality or mental state. All major qualities have a cost in build points. Negative values mean that you get that many build points back and positive values are how many points must be paid.

Minor qualities are role playing quirks. These are up to the Player to create and for the GM to approve. An Identity either pays or receives one build point for each minor quality. At Identity Generation each Identity is limited to 4 minor qualities and the positive or negative build points associated with those Qualities. You can develop more minor qualities during game but these must be approved by the GM. You cannot have more than 6 minor qualities.

Quality Descriptions

The following descriptions are organized as follows:

Name (Build Points, Prerequisite)

Name – the name of the quality

Build Points – the cost in Build Points for the quality.

Prerequisite – If the quality has a prerequisite it is listed here.

Addiction (-5)

You are addicted either to a substance, lifestyle or event. You can choose the focus of your addiction.

Additional Arm (20, Lilanite)

The extra arm may either be a hand & arm combination or a single tentacle. Each additional arm grants the character an extra attack at a -10

Additional Leg (20, Lilanite)

Each extra leg increases Speed by 2 meters per second.

Additional Sensory Organ (15, Lilanite)

You have an extra sensory organ such as an extra eye,

ear, nose or even a set of tentacles or other appendages. Only one sense may be assigned to the additional organ.

Ally (variable)

Through some sort of good fortune or purposeful action you have gained an ally. The level of the Ally quality determines how strong the your ally will be. You may only call on a single ally once per adventure and must make an Intelligence check at -5. Each time you acquire this Quality it is a new ally.

Ally Level	Build Points	Highest stage	Extra Build Points
1	5	Stage 3	10
2	10	Stage 4	15
3	15	Stage 4 twice	20
4	20	2 Stage 3 Allies	20
5	25	2 Stage 4 Allies	30

Ambidextrous (5)

You can use both hands equally without penalty.

Appearance (variable)

Your appearance gives a bonus or penalty on reaction checks from others. Choose one:

Appearance	Cost	Effect
Very Attractive	10 points	+5 on Persuasion checks
Attractive	5 points	+2 on Persuasion checks
Unattractive	-5 points	-2 on Persuasion checks
Hideous	-10 points	-5 on Persuasion checks

Attention Deficit Disorder (-10)

Whenever the you need to concentrate on a task, that is not life or death, for more than 10 minutes you must make a Mind check at a -5. Failure means that you are distracted and will continue to bounce from task to task

until made to pay attention. As a result all rolls are at a -5 .

Balance (10)

As long as one of the your limbs can touch ground then you are never unbalanced.

Brash (-5)

You have trouble controlling your actions when under stress or duress. A Mind check at -2 is required to not give in to the desire to act before thinking. If you fail then you must act. This means if you see an enemy or a threat you will rush in to eliminate the threat or foe. If you are in a social situation you will blurt the first thing on your mind.

Cloned Replacement (20)

You had a part of your body replaced with tissue grown from your own genetic code. Even with all the advances in medical science no clone replacement is perfect. Whenever you are wounded they must make an additional Health check at -5. On a failure, your body is rejecting the replacement in favor of preserving the body's central core. You must seek medical care from a hospital. For each day you do not receive care you will suffer a -5 to all Agility based checks. Cloned Replacement is the opposite quality from Lesser Senses, Missing Arm, Missing Foot, Missing Hand or Missing Leg. Each time the you take Cloned Limb it replaces only one of the previous Missing qualities listed.

Charming (2)

You add +2 on all Persuasion rolls.

Common Sense (10)

The GM must warn you when you are about to take an action that is unwise.

Compulsive (-10)

When stressed you feel the need to engage in repetitive behaviors or mental acts in order to cope with the stress. For example this may be washing the your hands a

certain number of times, counting to one hundred several times in a row, writing down the first one hundred prime numbers or rapidly pacing back and forth a certain number of times. These behaviors or mental acts are excessive. To resist performing the behavior or mental act you must make a Mind check at a -5. Failure means that you are distracted. For every degree of failure is an additional 5 minutes that you are distracted and suffer a -5 to all rolls.

Curiosity (-5)

New things interest you and are always the first to investigate. When confronted with a new item, situation, place or person you must make a Mind check or be distracted Failure results in a -2 on all rolls.

Cybernetic Replacement (15)

Part of your body has been replaced using the latest technology has to offer. Even with all the advances in medical science no cybernetic replacement is as good as the original. Whenever you are wounded you must make an additional Health check at -5. On a failure the cybernetic replacement is damaged. You must seek medical care from a hospital with a department that is specialized in cybernetic replacements. Damaged cybernetics are susceptible to interference from EM fields. Whenever you are near any source of a strong enough EM field (starships, grav vehicles, server clusters, power lines, etc.) you must make a Health check at -10. The degree of failure determines the effect the field has on the replacement. Cybernetic Replacement is the opposite quality from Lesser Senses, Missing Arm, Missing Foot, Missing Hand or Missing Leg. Each time you take Cybernetic Replacement it replaces only one of the previous Lesser Senses or Missing qualities listed.

Damaged Cybernetic Limb Health Check	
Number of failures	Effect
1 – 2	All Agility checks at a -5
3 – 4	All Agility checks at -10
5+	The replacement is useless

Dedicated (-5)

You have dedicated your services or life to a certain goal. Whenever there is chance to fulfill the object of your Dedication you must give in. To resist you must make a Mind check at -5. On a failure you act in the service to the object of your Dedication. At Identity Generation you must state who or what is the subject of your Dedication.

Double Jointed (10)

You gain a +5 on Agility based skills.

Eidetic Memory (20)

Once have witnessed something you do not forget it. Whether it is a sound, sight, taste, touch or smell.

Emotionally Cold (-2)

You do not give the emotions of others or yourself much thought. Because of this you receive a -2 to all **Persuasion** checks.

Enemy (variable)

Through some sort of misfortune or purposeful action you have gained an enemy. The level of the Enemy Quality determines how strong that particular enemy or enemies will be. Each time you acquire this quality it is a new enemy.

Enemy Level	Highest stage	Extra Build Points
1	Stage 3	10
2	Stage 4	15
3	Stage 4 twice	20
4	2 Stage 3 Enemies	20
5	2 Stage 4 Enemies	30

Enhanced EM Spectrum Senses (10, Lilanite or Nemoan Ranger)

You can sense a greater part of the EM spectrum than just visible light. Choose one of the following: radio, microwave, infrared, ultraviolet, x-ray, gamma ray. This quality may be chosen more than once but each time it costs 10 points.

Exile (15)

You are not allowed to return to a certain city, region, planet, system or Core government. If you do and are caught by the authorities then you will be imprisoned without trial for a minimum of 10 years and all of your assets will be seized. You must choose the place of exile at Identity Generation.

Fearless (variable)

You have a natural ability to resist someone else's attempt to intimidate you.

Fearless level	Build Points	Effect
1	5	+2 to your Mind to resist intimidation
2	10	+5 to your Mind to resist intimidation
3	15	+10 to your Mind to resist intimidation
4	20	+15 to your Mind to resist intimidation

Feather Fall (5)

You take less damage from falling. If the fall is 3 meters or less than character takes no damage. If the fall is between 3 and 6 meters then the character takes 1d5 damage. If the fall is between 6 and 9 meters then the character takes 1d10 damage. For each additional 3 meters above 9 meters the character takes an additional 1d10 of damage.

Fall height	Damage Sustained
0 – 3 meters	none
4 – 6 meters	1d5
7 – 9 meters	1d10
each additional 3 meters	+1d10

Flexible (5)

You are exceptionally limber. Adds 2 to all Agility based skills.

Flight (40, Lilanite)

You have wings or other adaptation that gives you powered flight. Your flying speed is your base Speed x 8.

Gliding (20 points, Lilanite or Quextil)

You wings or membranes that allow you to achieve un-powered flight by gliding on atmospheric thermals. Your maximum glide speed is your base Speed x 6.

Greater Reflexes (10)

You are never surprised. +5 on defensive rolls.

Greater Senses (variable)

5 points per level

Through training, design or biology you have better than average senses. You must choose which sense(s) is

enhanced. Choose one: Smell/taste, Touch, Hearing or Vision.

Greater Senses		
Level	Build Points	Effect
1	5	+2 on sense based Perception checks
2	10	+5 on sense based Perception checks
3	15	+10 on sense based Perception checks
4	20	+15 on sense based Perception checks

Greedy (-15)

When presented with the opportunity for material gain you must make a Mind check at a -5 to resist the temptation. A failure means that you will give in to your greed.

Hallucinations (-20)

You experience that are not there and you can become unstable. A Mind check at -10 is required to not give in to the hallucinations. Choose one: Visions or Voices.

Headaches (variable)

You have frequent headaches. These headaches may be range from mild to sever migraines. The effect they have on you depends on the level.

Headaches		
Level	Effect	Build Points
Mild	Once per day you or the GM must make a Health check at -5. On a failure you suffer a -5 to all checks for the rest of the day.	-5
Chronic	Once per day you or the GM must make a Health check at -10. On a failure you suffer a -10 to all checks for the rest of the day.	-15
Migraine	Once per day you or the GM must make a Health check at -15. On a failure you suffer a -15 to all checks for the rest of the day.	-20

Influence		
Level Build	Point Cost	Effect
1	5	+2 on Diplomacy or Persuasion
2	10	+5 on Diplomacy or Persuasion
3	15	+10 on Diplomacy or Persuasion
4	20	+15 on Diplomacy or Persuasion

Hemophilia (-25)

With out the proper medication your blood does not clot. When injured you lose 1 point from his or her Stamina, or Body Pool if the character's Stamina is 0, per minute. To stop the bleeding you must be injected with clotting factor and rest for 30 minutes.

Influence (variable)

You have influence with a certain sector of society of a certain group of people. When talking to the object of your influence you get a bonus to your Diplomacy or Persuasion skill checks. The character must specify which group or part of society they have influence with.

Impulsive (-10)

You have trouble controlling your actions when under stress or duress. A mind check at -5 is required not to give in to the desire to act before thinking. A failed roll means you must act. If you see an enemy or a threat then you will rush in to eliminate the threat or foe. If you are in a social situation then you will blurt the first thing on your mind.

Increased Temperature Range (variable)

The increase in the range can be applied to either end of the temperature range or divided to increase both ends of the range. The standard temperature range for most sentients is 25 °F to 80°F or -4 °C to 27 °C.

Increased Temperature Range			
Level	Build Point Cost	Amount Increased	
		in °F	in °C
1	5	Stamina	Stamina / 2
2	10	2*Stamina	2*Stamina / 2
3	15	3*Stamina	3*Stamina / 2
4	20	4*Stamina	4*Stamina / 2

Lesser Senses (variable)

Because of some accident or just plain bad genetics you less than average senses. When being afflicted with this Quality you must choose which sense is affected. Choose one: Smell/taste, Touch, Hearing or Vision.

Lesser Senses		
Level	Build Points	Effect
1	-5	-2 on sense based Perception checks
2	-10	-5 on sense based Perception checks
3	-15	-10 on sense based Perception checks
4	-20	Total loss of particular sense

Loyalty (-15)

You have pledged your services to a group, government or person. Whenever there is chance to defend, protect, serve or honor the focus of your loyalty you must give in. To resist the pledge of loyalty, you may make a Mind check at -10. On a failure you are compelled to act. At Identity Generation you must state who or what is the subject of their loyalty.

Missing Arm (-20)

You have lost one of your arms. All Agility based checks are at a -10. Once the arm has been replace, either by a clone arm, mechanical prosthesis or by a cybernetic one you loses this Quality and all negative effects.

Missing Foot (-10)

Through accident or mishap you have lost on of your feet. All Agility based rolls are at a -5 and your Speed is reduced to three quarters its normal value. Once the foot has been replace, either by a clone foot, mechanical prosthesis or by a cybernetic one this Quality and all negative effects vanish.

Missing Hand (-10)

You lost one of your hands. All Agility based rolls are at a -5. Once the hand has been replaced this Quality and all negative effects vanish.

Missing Leg (-20)

Through accident or mishap you lost one of your legs. All Agility based rolls are at a -10 and the your Speed is reduced to half its normal value. Once the leg has been replace, either by a clone leg, mechanical prosthesis or by a cybernetic one this Quality vanishes.

Natural Armor (variable)

5 points per level

Through natural biology or some sort of enhancement you have think skin, scales, dense fur or some other feature that gives you a resistance to damage. Armor is described in the *Running Simulations: Combat* section.

Natural Armor		
Level	Build Point Cost	Armor Bonus
1	5	+1
2	10	+2
3	15	+3
4	20	+4

Obsessive (-10)

you have recurrent and persistent thoughts, impulses, or images that when experienced are intrusive and cause marked anxiety or distress. These thoughts, impulses, or images are not simply excessive worries about real-life problems. You recognize that the obsessional thoughts, impulses, or images are a product of your own mind, and are not based in reality. A Mind check at a -5 is required to ignore or suppress such thoughts, impulses, or images, or to neutralize them with some other thought or action. Failure means that you are distracted. The degree of failure determines how many minutes the character will suffer a -5 to all rolls.

Obsessive Mind Check Failure	
Amount Above TN	Duration
1 – 5	5 minutes
6 – 10	10 minutes
11 – 15	15 minutes
16 – 20	20 minutes
21+	1 hour

Orderliness (-5)

Things must be in their proper place and order or you feel the urge to reorder things around you. When faced with chaos, no matter how slight, you must make a Mind check. Failure means you are distracted and suffer a -2 on all rolls.

Paranoid (-10)

You have a deep sense that everyone around you wants to see you fail or wants to do you harm. This is an irrational fear and not based in reality. When in a stressful situation, such as combat, you must make a Mind check at -5. A failure means you are distracted and all actions are at a -5 for a number of minutes equal to 10 times the number of failures. Also you do not trust anyone for the same amount of time.

Phobia (-15)

You have an intense and persistent fear of a certain situation, activity, thing, animal, or person. Whenever you see, experience or expect to experience the object of your phobia, you have an excessive and unreasonable desire to avoid the feared stimulus. When you are in danger, real or imagined, of experiencing the object of your phobia you must make a mind check at a -10. Success allows you to act normally. Failure imposes a -10 penalty to all of your actions. How long this penalty lasts depends on the number of failures. You must choose the object of their phobia at character creation.

Phobia Mind Check Failure	
Number of Failures	Length of distraction
1	1 hour
2	2 hours
3	4 hours
4	6 hours

Poor Memory (variable)

-5 points per level

Through accident or a curse of genetics you have trouble remembering things. This gives you a penalty to Intelligence checks when testing your memory. The character suffers a penalty of -5 per level to Intelligence checks for the purpose of memory checks. Maximum penalty is -15

Poor Memory		
Level	Build Point Cost	Penalty
1	-5	-2 to Intelligence checks for memory
2	-10	-5 to Intelligence checks for memory
3	-15	-10 to Intelligence checks for memory

Psionist (25)

For ages there have been rumors of those who can use their mind to manipulate matter or have the ability to read others thoughts and emotions. Tales also tell of a few who can control others just through the implementation of their will. The stories where true. These rare individuals are psionist. This quality allows you to train in and use psionic skills.

Regret (-5)

Something happened in your past that has deeply effected you. Whenever something close to or relating to the event is mentioned or witnessed, you must make a Mind check at -5. On a failure, you will act according to one of the following reactions. This quality can be taken multiple times but each time must be for a different event. At Identity Generation you must choose how you will respond to the memory of the tragic event.

Regret	
Regret Response	Effect
Anger	On a failure you lash out at the source bringing up the memory. You are also distracted for a number of minutes equal to 10 times the number failures with a minimum of 30 minutes. All rolls are at a -5.
Anxiety	On a failure you suffer an anxiety attack for a number of minutes equal to 10 times the number failures with a minimum of 30 minutes. You are distracted for the same amount of time and all rolls are at a -5.
Sadness	On a failure you suffer a deep sadness for a number of minutes equal to 10 times the number failures with a minimum of 30 minutes. You are distracted for the same amount of time and all rolls are at a -5.

Religious Conviction (-5)

You are a devout member of a religious sect. You have vowed to follow the tenets and rituals of this religion and must do so at all times. If you cannot follow the tenets and rituals of your religion then you will be distracted and suffer a -10 to all skill checks.

Revenge (-10)

Someone or some organization has wronged you in someway. You will stop at nothing to make them pay. Whenever an opportunity presents itself to strike back the temptation is just to great and becomes all consuming. To resist the urge to seek bloody retribution you must make a Mind check at -5. On a failure you will seek revenge regardless of the danger to yourself or your colleagues.

Ruined Limb (-5)

One of the your limbs has been rendered almost useless in an accident or from birth. When using this limb you receive a -5 to all checks. At Identity Generation you must choose which arm, foot, hand or leg has been damaged.

Secretive (-10)

You have sensitive information that cannot fall into the wrong hands. This could be information about your employer or about certain governments, people, places or forces. You must protect this information at all cost. When choosing this quality you must specify what the secret is.

Skillful (variable)

You have a knack for trying out new skills. Once per day you can attempt a skill you have no training in and receive a bonus to that skill check.

Skillful		
Level	Build Point Cost	Effect
1	10	+10 to using an untrained skill once per day
2	20	+20 to using an untrained skill once per day

Solitary (-5)

People bug! You prefer to work and live alone, however you can stand the company of others for a short time. After more than half a day the stress of being around other people starts to weigh on your nerves. You must make a Mind check. Failure means you become agitated.

Stubbornness (-5)

You hold, sometimes unreasonably, to the your ideas, principles or values. When someone challenges you you have a tendency not to listen to their side. A Mind check is required to overcome your stubbornness and accept you ideas, principles or values as wrong. Failure means a -2 on all checks related to reactions concerning the individual or individuals challenging you.

Talented (15)

You have an innate ability when it comes to a certain set

of skills. Each time this Quality is chosen you must specify which set of skills you have a talent for from the list below.

Talented Category	Bonus
Biologist	If uses natural processes to function then you are the person to see. +10 to Anthropology, Biology and Chemistry skills.
Computers	Computers and information networks have always seemed to be extensions of your will. +10 to Computer Hacking, Computer Literacy and Computer Programming skills.
Drive	If it is meant to operate on or near ground level then you can drive it. +10 to Grav Vehicle Operation, Ground Vehicle Operation and Tracked Vehicle Operation skills.
Engineer	You Are a whiz at designing and modifying gadgets and gizmos. +10 to all Engineering skills.
Fast Talker	You can always talk your way out of a tough spot. +10 to Diplomacy and Persuasion skills.
Gunslinger	If it uses kinetic energy to take down targets then you can use it and use it well. +10 to all Kinetic Energy Weapon (k.e.w.) skills.
Medical	The inner workings of the sentient body have always fascinated you. +10 to First Aid, Physician and Surgery skills.
Physical Scientist	You are the the ultimate answer person when it comes to the natural laws of the universe. +10 to Applied Mathematics, Astronomy, Chemistry, Geology and Physics
Psionics	<u>Prerequisite: Psionacist</u> While the powers of the mind may be a mystery to other they seem quite mundane to you. You have always been able to harness your mind to effect the real world. +10 to all psionic skills.

Talented Category	Bonus
Pilot	If it flies you can fly it. +10 to Aircraft Operation and Spacecraft Operation skills
Repair	If it breaks you can fix it. +10 to all Repair skills

character. The Wealthy Quality cannot go higher than 10 and it cannot go lower than 0. The table below shows the starting money for each level of wealthy. After determining your starting Wealthy Level you may spend build points to increase your level of Wealthy. You may also receive Build Points by decreasing your level of Wealthy. To raise you Wealthy Level cost 10 points per level above your current level. To lower your Wealthy Level you gain 10 points per level below your current level. Once your final Wealthy Level is set roll on the Wealthy table to determine your starting money.

Terrain Mobility (5)

Through training or natural affinity you have become particularly adept at moving over a certain type of terrain and suffer no penalties. During Identity Generation the type of terrain must be specifies. This Quality can be taken multiple times but each time is for a new type of terrain. Examples include snow, desert, forest, urban, etc.

Wanted (variable)

-5 per level

For some reason, whether deliberate deed or false accusation, you are wanted by local, regional or galactic law enforcement. This Quality may be taken multiple time and each time, except for the Galactic Level, you must choose the place that has the warrant out for your arrest.

Wanted		
Level	Build Point Cost	Area
1	-2	Local: A town, city or nation on a planet.
2	-5	Planetary: Choose a planet, space station or system
3	-10	Regional: Choose one of the Core Governments
4	-15	Galactic

Wealthy	
Level	Starting money
0	1d10 x 50
1	1d10 x 200
2	1d10 x 500
3	1d10 x 1,000
4	1d10 x 2,000
5	1d10 x 10,000
6	1d10 x 25,000
7	1d10 x 50,000
8	1d10 x 100,000
9	1d10 x 200,000
10	1d10 x 300,000

Wealthy (variable)

The Wealthy Quality represents how much money you have. This only effects the starting wealth of the

Let's Go Shopping – Equipment

Raw talent and ingenuity will only get you so far in this Republic of ours. Even a moron with a good weapon can make a name for him or herself. You need to have the right tool for the right job.

The list below is far from a complete list of all there is to buy. It is more of a sample of the more common items and their average prices. You could find that prices will vary depending on your source but the black and red markets tend to also as for more than syntuls.

One thing that you must keep in mind when buying any item is its Class. This is a letter designation describing if it is legal to own the item and what other restrictions and penalties may apply. For example any one can own a data wafer but sniper rifles are restricted to military personnel.

Item Class		
Designation	Description	Legality
U	Unrestricted	No Permit
L	Licensed	Anyone may own the item but a license is required to use the item.
R	Restricted	Permit required. Not Open to everyone
I	Illegal	Use of the item could result in jail and/or heavy fines
M	Military	Only Active duty military personnel are allowed access to this item

Money

The Republic's unit of currency is called the syntul and is represented by the symbol, ¸. The syntul is a free floating currency and it's value raises and lowers in relations to the local currency markets with in the Core governments.

Computer Technology

Computer technology for the races in the G.R.C. is quite advanced. The core piece of equipment is a called a data wafer. This is a five-by-seven centimeter card that is 50 millimeters thick. The card contains the processor, operating system files, data storage from 20 to 100 petabytes and a four and one half centimeter touch screen. The touch screen functions are limited to data management on the wafer and cannot be used to access or display the files on the data wafer.

To access, display, manipulate and record new data on a data wafer an external from factor is needed. The form factors range in size from a hand held to a desktop. At 12-by-7-by-1 centimeters, the hand held is a fully function data device but does not offer and extra storage. The inserted data wafer becomes the heart of the hand held device. This restricts the transfer of data from one wafer to another by use of either a network interface or an external wafer reader.

The more convenient models are the tablet and desktop. Both form factors contain extra storage in the form of multiple data wafers and have multiple ports for connecting to other devices. The tablet model is 2.25-by-1.65-by-0.35 centimeters and weighs one kilogram. It has a touch screen and a digital stylus. The desktop model is 45-by-35-by-9 centimeters with a 50 centimeter display. The desktop and tablet models both have built in projectors for easy display and can project a holographic keyboard for easy data entry.

There are more sophisticated data systems but these are usually found in large establishments, on board ships or in various custom applications. These larger models are not mobile but do have the ability to read and write data wafers if the user has the right permissions.

Data wafer

Weight: 0.5kg

Class: U

Cost: ¸20 for 20 PB (petabyte) , ¸45 for 50 PB , ¸60 for 75 PB , ¸75 for 100 PB

Desktop

Weight: 5kg

Class: U

Cost: ¸400

Hand Held*Weight:* 0.12kg*Class:* U*Cost:*  150

Includes the ability to connect to the local communications network and has a built in radio to communicate directly to other hand held units. Also includes GPS capability if a GPS network is available.

Tablet*Weight:* 1kg*Class:* U*Cost:*  300

Includes GPS capability if a GPS network is available.

Medical Technology

The advance of medical technology can be considered one of the hallmarks of an advanced civilization. The desire to cheat death is always strong among sentient races. Of course there always seems to be new ways of harming one another so a good way of healing helps.

We have the expected advanced antivirals, antibiotics, diagnostic techniques, other drugs and even patient care, at least in the Core. The development of nano and pico scale machines opened the way to build better servants (see the section on Lilanite biology and also Important Events), but also gave us the ability to build, design and control small machines that could repair cells.

T.I.N.S.

The use of nanomachines led to a unique method of recovery and corrective procedures. Immediate life threatening injuries still require immediate medical action, usually surgery, but for less immediate diagnosis there is T.I.N.S.

Total Immersion Nanomed System is a horizontal tank in which a patient is placed. The tank is filled with a nutrient rich perfluorocarbon solution with antibiotic and antiviral properties. The liquid is saturated with nano and pico sized medical machines. The perfluorocarbon based solution provides the oxygen needed for the patient to breathe, it is also the route the nanomeds use to get into the patient. The antiviral compounds, antibacterial compounds and the nanomeds are designed to be

absorbed through the lungs of the patient. An array of micro pumps, processors, oxygenators and membrane filters help to ensure that the proper amount of fluid is moved in and out of the patient's lungs to help keep the solution sterile. The fluid must be changed after 30 hours of continuous use.

The patient is kept unconscious during the procedure to ensure that the mental stress of breathing liquid does not interfere with the healing process. At the beginning of the immersion the patient starts with a normal gas respirator. Slowly the gas is replaced with the perfluorocarbon solution. This enables the patient's body to adjust to liquid breathing with minimal shock.

Immersion times can last from hours to days and in some very severe cases months. During this period the nanomeds repair the damaged cells, remove waste and carry in nutrients. The nanomeds are also equipped with small transceivers that allow them to update the medical staff on the patient's condition and also to receive alternate instructions if needed. T.I.N.S. has been used to cure a wide range of ailments from arterial disease to cancer.

The T.I.N.S. procedure is not available everywhere. Even though the technology is centuries old it is still expensive and requires a moderate support staff to operate the tank and associated equipment. It is easily found on all of the Core worlds and even the more advanced Fringe worlds. The military has T.I.N.S. that can fit on small ships. Rumor has it that some less reputable members of society have found discarded and damaged T.I.N.S. tanks and pressed them into service.

T.I.N.S. Procedure*Weight:* 1kg*Class:* U*Cost:*  1,200 per day average**T.I.N.S. Equipment***Weight:* 905kg*Class:* U*Cost:*  75,000

Includes: 25,000L tank, micro pumps, processors, oxygenators, membrane filters and 30,000L of perfluorocarbon solution with nanomeds, medications and nutrients.

T.I.N.S. Per-fluorocarbon Fluid

Weight: 150kg

Class: U

Cost:  20,000

Includes nanomeds, medications and nutrients.

Communications

The ability to effectively communicate with all reaches of a government's jurisdiction is a requirement for effective governing. To achieve this end the races in this part of the galaxy have developed along traditional lines. Communication in-system and on planet is achieved through satellite networks. Interstellar communication is achieved by a network of satellites also; but with the technology possible to cut transmission times down to days instead of centuries.

Local Communications

For in-system and on planet communications all one needs is a data wafer and a hand held. Since the local governments and business entities control access to their communication networks there is no galactic level calling plan. All that is required to send a transmission is the hand held. A new user will be asked to enter a payment method and if desired sign up for a plan instead of being charged per-use charges. The customer can then send commutations across the system and even access the local QuanCom satellite for interstellar messages.

QuanCom

Interstellar communications are crucial for any government wishing to maintain order with in its domain. Normal light speed communication is barely acceptable for a system wide government and would never work for one that spanned many systems or an appreciable percentage of the galaxy. To facilitate interstellar communications Quantum Communications, or QuanCom, developed the quantum entanglement communicator or Q.E.C.

Quantum entanglement results when a pair of like particles share the same quantum state after interacting. Separating the particles by any distance does not eliminate this sharing of state, or superposition, and the particles are said to be entangled. Changing one property of one of the particles, say its spin, will cause the other

particle to change the same property but to the opposite value. This gives a kind of instantaneous digital communication over almost any distance. The original states of the particles at the time of entanglement are the "0" and any change is the "1".

Even in this day and age creating the entangled pairs and the hardware and software components needed to facilitate communication is expensive. This is why QuanCom is partially owned by the Republic and only produces equipment for the Republic. Each QuanCom satellite must have a particle that matches all the other satellites. When a new satellite is created, a very rare event, new entangled particle pairs are created for each previous satellite plus new pairs for the new satellite.

As can be imagined it requires a substantial data network per satellite to transmit, receive, record and process communication from the hundreds of entangled pairs aboard. The satellite must also contend with the local communication traffic that wishes to communicate with the rest of the galaxy. So the job of the QuanCom satellite staff and information systems is to prioritize and maintain the Republic's information network.

One closely held secret that further complicates the QuanCom network is that all capital class Republic military ships have their own Q.E.C. Their device links to a secret hub that can then transmit to the rest of the Republic or other ships. I promptly suggest that you forget what you just read as this knowledge can get you killed.

Vehicles

No matter how advanced a civilization gets it still needs a means to get from here to there. In the following description you find common terms to describe the vehicles stats.

Vehicle Terms	
ES	External Structure; represents the resistance to damage of the outer shell.
IS	Internal Structure; represents the resistance to damage of the inner structure.
AP	Armor Points; The amount of armor if any.
Type	For spacecraft this describes the primary roll of the ship .

Vehicle Terms

Crew	How many beings are used to operate the craft.
Passengers	The number of passengers a craft can hold in addition to the driver or operator.
Handling	The bonus to a character's driving/piloting skill.
Speed	Max speed in meters/second.
Space Speed	The maximum speed of a spacecraft in normal space.
Wave Drive	The speed in light years per hour of a spacecraft with a wave drive.
Max Load	The maximum weight the vehicle can carry.
Cargo Holds	The number of holds the craft has for carrying goods and supplies.
Hold Capacity	The volume of the vehicles cargo hold
Crew Area	The square footage of the crew area in a spacecraft.
Air Tank	The volume of the spacecraft's air tank.
Water Tank	The volume that the spacecraft's water take can hold.
Fuel Tank	The volume of fuel a spacecraft can hold.
Weapons	If the vehicle has weapons they are listed here.
Cost	The purchase price of a new vehicle.
Class	Who may purchase, own and operate this vehicle legally.
Skill	This is the skill required by the character(s) to operate the vehicle.

Ground Vehicles

The advent of gravity manipulation technology has led to an extinction of the common wheeled vehicle. The vehicles are now powered by miniature fusion power plants and use gravity manipulation to glide above and over the streets. There are no air cars as the cities of the

racers tend to be not very tall and when needed expand underground in order to preserve the natural environment.

Glide vehicles cannot travel more than three meters above the ground. This is a limit imposed by the governments and the manufacturers for the public safety. This does not mean that the vehicle can not be modified to fly above the three meter limit. A skilled technician or mechanic can easily remove the mechanical limiter (Repair: Grav Vehicle -5) and the software limiter and reporting function (Computer Hacking -5).

Glide Coup

ES: 5 Speed: 90 m/s

IS: 10 Max Load: 0.25 metric tons

Crew: 1 Cost:  45,000

Passengers: 2 Class: U

Handling: +5 Skill: Grav Vehicle Operation

A glide coup is a two-seater, sporty version of a glide sedan with minimal storage space.

Glide Sedan

ES: 5 Speed: 85 m/s

IS: 15 Max Load: 0.5 Metric tons

Crew: 1 Cost:  30,000

Passengers: 4 Class: U

Handling: +2 Skill: Grav Vehicle Operation

The glide sedan is you basic four door, five-seater vehicle. Available in a wide variety of colors and configurations from a numerous number of manufacturers

Glide Truck

ES: 10 Speed: 85 m/s

IS: 20 Max Load: 1 metric ton

Crew: 1 Cost:  55,000

Passengers: 2 Class: U

Handling: +0 Skill: Grav Vehicle Operation

This four-door, 5 seater open bed truck can carry 1 metric ton in the bed and tow an additional 4 metric tons.

Glide Van

ES: 10 *Speed:* 75 m/s

IS: 20 *Max Load:* 2 metric tons

Crew: 1 *Cost:* 155,000

Passengers: 2 *Class:* U

Handling: +0 *Skill:* Grav Vehicle Operation

Traditional box style cargo truck. There is room for a driver and one passenger and the box section can carry 2 metric tons.

EverTech s83 Zoomer

ES: 2 *Speed:* 110 m/s

IS: 10 *Max Load:* 0.1 metric tons

Crew: 1 *Cost:* 25,000

Passengers: 1 *Class:* U

Handling: +7 *Skill:* Grav Vehicle Operation

A Zoomer is a 2-person bullet shaped vehicle. The passenger sits behind the driver. These “recreational” vehicles are popular among younger buyers and thrill seekers.

Spacecraft

Spacecraft are a needed technology for any galactic level civilization. The ones below are just a representative sample of the types of spacecraft available. The Republic has long enjoyed gravity manipulation technology. Some of the poorer places in the Fringe still use reactions drives, like in the old space faring days, because of the ease of manufacture.

To travel between the stars requires the use of a wave drive. Each race independently developed their own version of the wave drive, except the Humans. The wave drive uses gravity to bend space around the craft. The bending of space allows the ship to propel itself on a wave of space-time much like a surfer on a board in the ocean. All though this form of travel can get a craft around faster than light there are still travel times of weeks or months.

Bolmera Engineering FC-29 “Sprinter”

ES: 150

Cargo Holds: 1

IS: 250

Hold Capacity: 115 m³

AP: 85

Crew Area: 170 m²

Type: Fast Courier

Air Tank: 7 days

Crew: 1

Water Tank: 2 months

Passengers: 3

Fuel Tank: 100 L

Handling: +5

Cost: 350M

Space Speed: 0.03c

Class: L

Wave Drive: 60 lyph

Skill: Spacecraft Operation

Max Load: 1 metric ton

Sometimes people or objects or information need to get to their destination quickly and/or securely. This is what the Sprinter was designed for. In the traditional seed shape of all Thrassian craft the sprint is elegant and reliable.

Renulie Engineering SS-21

ES: 50

Cargo Holds: 0

IS: 150

Hold Capacity: 0 m³

AP: 75

Crew Area: 185 m²

Type: Intra-system Shuttle

Air Tank: 7 days

Crew: 1

Water Tank: 2 months

Passengers: 5

Fuel Tank: 100 L

Handling: +2

Cost: 100M

Space Speed: 1,000 m/s

Class: L

Wave Drive: ~

Skill: Spacecraft Operation

Max Load: 1 metric ton

The SS-21 is used to ferry goods and people from point to point within a stellar system.

Renulie Engineering Eleria Class Star Cruiser*ES:* 9,000*Cargo Holds:*
CLASSIFIED*IS:* 6,000*Hold Capacity:*
CLASSIFIED*AP:* 2,500*Crew Area:*
CLASSIFIED*Type:* Galactic Armed Forces Ship of the Line*Air Tank:*
CLASSIFIED*Crew:* about 400*Water Tank:*
CLASSIFIED*Passengers:* about 1,000*Fuel Tank:*
CLASSIFIED*Handling:* CLASSIFIED*Cost:* NOT FOR SALE*Space Speed:* 0.05c*Class:* M*Wave Drive:* about 125 lyph*Skill:* Spacecraft Operation*Max Load:* CLASSIFIED

The Eleria is a state of the art combat vessel. These massive ships make up the backbone of the Republics fleet. You never want to see one in your sky. It is always a bad sign.

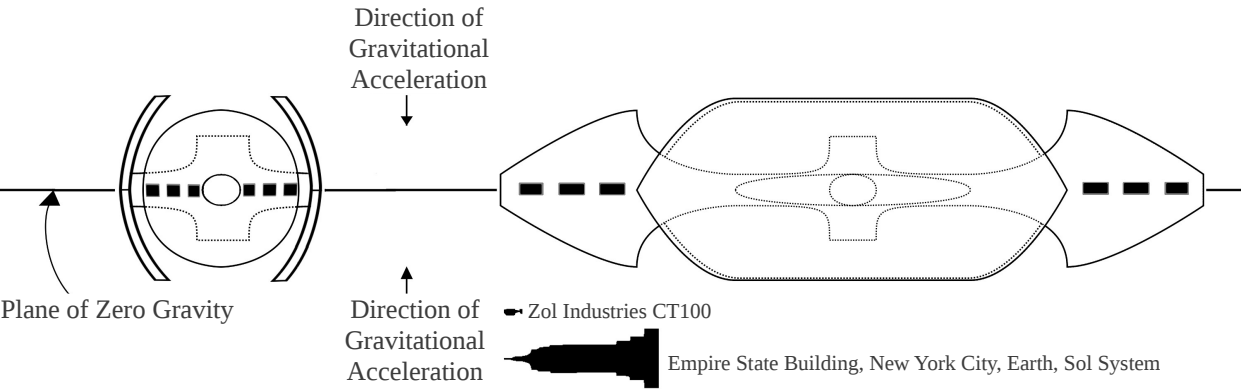
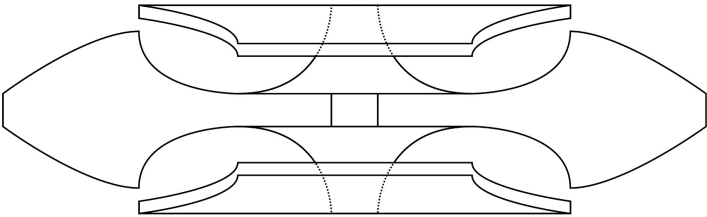
Wrissentulos Spacecraft PY-510*ES:* 100*Cargo Holds:* 1*IS:* 200*Hold Capacity:* 225 m³*AP:* 75*Crew Area:* 450 m²*Type:* Personal Yacht*Air Tank:* 10 days*Crew:* 1*Water Tank:* 3 months*Passengers:* 8*Fuel Tank:* 100 L*Handling:* +2*Cost:* 250M*Space Speed:* 0.03c*Class:* L*Wave Drive:* 30 lyph*Skill:* Spacecraft Operation*Max Load:* 475 metric ton

Stellar travel is not all about commerce. Some beings treat it as an adventure and enjoy traveling through the black. Of course with the PY-150 they never have to do so in squalor. The PY-150 is a state of the art personal yacht. All the conveniences of home and the space to enjoy them.

Zol Industries CT-100*ES:* 300*Cargo Holds:* 2*IS:* 200*Hold Capacity:* 270 m³ per hold*AP:* 75*Crew Area:* 325 m²*Type:* Freighter*Air Tank:* 10 days*Crew:* 1*Water Tank:* 4 months*Passengers:* 6*Fuel Tank:* 100 L*Handling:* +2*Cost:* 300M*Space Speed:* 0.03c*Class:* L*Wave Drive:* 45 lyph*Skill:* Spacecraft Operation*Max Load:* 2,000 metric ton

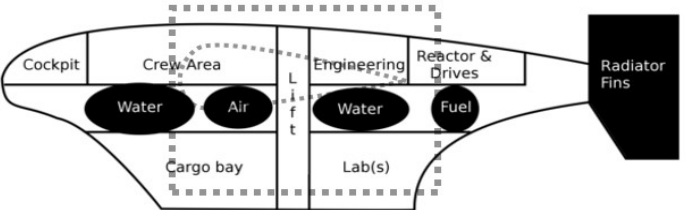
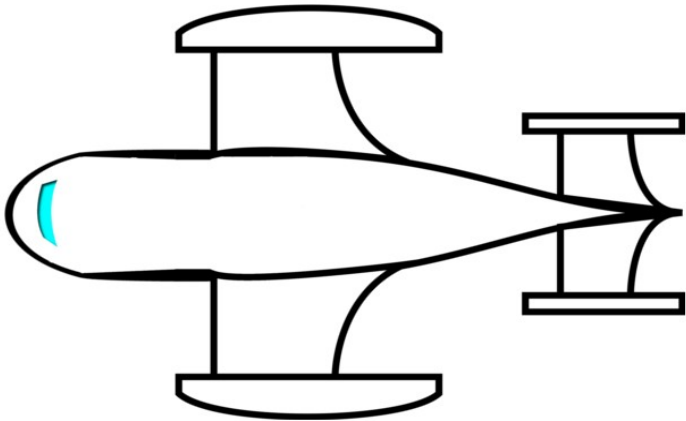
For 200 years Zol Industries has produced some of the most reliable freighters and star haulers. The CT-100 has been in production for 83 years and is the preferred choice for those who make a living hauling goods.

Renulie Engineering
Eleria Class Star Cruiser
Galactic Armed Forces Ship of the Line
Length: 1,975 m
Width: 570 m
Height: 519 m



Zol Industries CT100

Height: 20.75 meters
Length: 58.95 meters
Cargo Capacity: 450 cubic meters
Wave Drive Max: 45 lyph
Cost: 175M



Arms and Armor

While most people would never forget to take a weapon along when doing something stupid or dangerous, most people seem to forget about armor. Also modern arms does not neglect traditional bladed weapons. Modern technology improves the lethality of all types of weapons.

Weapon & Armor Descriptions

The weapons and armor below are organized by the skill required to use them. Some of the key terms in the descriptions are described below.

Weapon and Armor Terms

Accuracy	<i>Only applies to ranged Weapons.</i> This is the skill bonus gained for using this weapon
Armor Points	<i>Armor Only.</i> When taking damage the Identity subtracts his or her total number of Armor Points from the damage total first. The remainder is applied to the Identity.
Location	<i>Armor only.</i> The part of the body the armor covers.
Range	<i>Only applies to ranged weapons.</i> This is the maximum effective range of the weapon.
Reach	<i>Only applies to melee weapons.</i> Reach is the maximum distance at which a melee weapon can hit a target. The value is given as either: A for adjacent or E for extended. Weapons with the extended rating can be used to attack nonadjacent enemies up to 3 meters away.
Rate	<i>Only applies to ranged weapons.</i> Rate is the rate of fire of a weapon. This is how many shots are fired with one activation of a weapon. Some weapons have the rate in the following format 1(3). Weapons with a Rate in this format means that each shot fires multiple smaller projectiles as in the case with shotguns. The number in front of the parentheses is the number of shots per activation and the number in the parentheses is the number of smaller projectiles per shot.

Shots	<i>Only applies to ranged weapons.</i> This is the number of shots a weapon can fire before needing to be reloaded.
Class	This is a designation of the legality of the weapon.

The Myth of the Laser Pistol

One of the most common questions or comments heard is when will we have laser or phase pistols. There is always a new rumor about how (insert name of race, group or government here) has secretly developed a means to produce laser pistols with a near infinite supply of energy/ammunition. Of course it is never true.

The problem with hand held EM weapons is power. To generate a laser beam, a stream of plasma or what have you, requires a lot of energy. Even with today's modern power delivery and generation systems it is not possible to miniaturize a power supply needed to generate a laser beam or plasma stream and give the weapon more than a couple of shots. Fusion reactors can only get so small and still be safe.

Besides kinetic energy weapons, a.k.a. firearms, benefit from the same advances that would make a laser pistol possible. Modern mirotechnology and microelectronics have made modern firearms even more reliable and cheaper to manufacture. Cheap to make and cheap to sell mean higher profit margins at lower prices. All corporations love high profit margins.

Lastly is the kind of damage caused by the weapons. Particle beam weapons (PBW) all cause the molecules of the target to rapidly accelerate causing heat and then an explosion. Explosions look cool but when in close quarters combat it can kind of ruin the day of the guy next to the target. This is great if it is another hostile but when its one of your team who flanked the baddies it might not be so good. This makes PBWs great as artillery pieces or ship mounted weapons but not so good in the hand held category.

Ballistic weapons on the other hand are good, silent killers. Since ballistics are designed to rend holes in targets, they make it easy to set up directions of fire in close combat so that your team does not get hurt. Also ballistics can be made silent. Explosions are loud no matter the source and when trying to get the jump on someone, silence is probably preferred. Also with the right ammo you can have a team mate right next to the target and not hurt them. Firearms have become the scalpel of the militaries of the galaxy while PBWs are

the bulldozer.

So what would you choose? A prohibitively expensive and extremely fragile laser pistol with one or two shots and a very limited range or a cheap and reliable firearm? If all you care about is looking cool then by all means scour the galaxy for the mythical laser pistol. You will look very heroic as you die in a hail of bullets.

Archaic Weapons & Armor

It is still possible to get weapons and armor from the ancient times. Most of these are still in good repair and still function as if they were new. The only downside is that they are rare and provide no better protection than what is currently available.

Archaic firearms cannot use modern rounds and the rounds for these weapons are hard to find. The plus side is that with a little know how it is easy to make the rounds in a basement or spare room. Basic chemistry knowledge can aid in the making of the propellant and a basic tool and die set can be used to either create each bullet or build a loader. Of course if someone is caught with one of these weapons and home made ammunition then the local authorities might not take it too kindly.

Swords, for some reason, are still popular. Their role has been reduced to being largely ceremonial but there are still some serious practitioners of blade based martial arts. There is still the question of how effective a sword is in a gun fight. Swords will rarely damage modern armor. Still there are those who like to look cool.

Melee Weapons

Some people still insist on bringing a knife to a gun fight. Not much has changed in the world of melee weapons. Modern materials have made the weapons more durable but since the damage caused by these weapons is a function of their weight and the strength of the wielder they are not any lighter than their older counterparts. The newer materials also mean that the edge never dulls. So the owner does not have to spend hours sharpening his instruments. Cost has also remained unchanged as the newer manufacturing techniques have been able to mass produce the weapons.

Modern Firearms

This section includes everything from modern re-works of old and ancient favorites to the new sophisticated models. Most of the items here are firearms but there are some other types of kinetic energy weapons listed.

These are just representative samples of the types of weapons. There are just too many manufactures to list them all especially when the differences are minor. Damage is dependent on the ammunition used in the weapons.

Evex Arms MX Series

This line of firearms comes in two versions; the pistol and the SMG. The innovative design of the MX series allows the gun to use various types of ammunition with different sizes and damage ratings. This is because all of the cartridges have a small electronic tag (e-tag) that identifies the type of round. This tells the on board computer what diameter the barrel should be for maximum effectiveness. The unique side effect of this is that one magazine can be loaded with different rounds and the firearm will automatically adjust.

J.T. 'Pocket Pistol'

J.T. Industries is known for its devil may care attitude. They make weapons customers want and damn the regulations. The 'Pocket Pistol' is a good example of their philosophy. Easily concealable weapons are frowned on by the G.R.C. and banned in most local governments, but J.T. made one anyway. This small firearm is reliable and very easy to conceal. Needless to say if anyone is caught with one of these they can expect at the very least a stay in the local jail.

Nyol MAG Projectiles

Nyol is the premiere weapon house on Reltoa. Preferring not to use crude explosives to propel their projectiles, Nyol opted for MAG technology. Essentially a the barrel is a series of electromagnets that propel a solid chunk of ferric metal to high velocity. One advantage to this is that since the whole body of the projectile is propelled evenly, greater range can be achieved than with a comparable firearm.

Nyol makes three distinct variations of their MAG weapons; the pistol (MAG 10), the rifle (MAG 15) and the sniper rifle (Eliminator).

Rothi 'Slugger'

The slugger is the premiere multi-projectile weapon; shotgun to the rest of us. Easy to maintain. Easy to repair. Easy to load and easy to use. This weapon is used by both the military and civilian population and both communities show unending devotion to the

model.

Tyloc Clan Needlers

Tyloc is the premier clan weapon manufacture on Thrassis. Since historically Thrassians tended to fend off predators in enclosed spaces such as caves, traditional firearms generated too much collateral damage. The Thrassians wanted a weapon that could deal moderate damage and not greatly effect the surrounding area. This lead to the needler. Each round fires a number of needles that alone deal minimal damage but as they say “a hundred bee stings can kill.”

Wesson & Glock Munitions

Wesson & Glock is one of the few companies to survive the technological revolution after E-day. Smith & Wesson merged with Austrian hand gun manufacturer Glock in order to survive the flood of new technologies. In the end emerged a uniquely human company that focused on core firearms that had become common to Human militaries. They specialize in the 9mm pistol and SMG and Human caliber assault riffles.

Kinetic Energy Weapon: Pistol

Evex Arms MX-1

Damage: See ammo below *Rate:* 3
Accuracy: +3 *Shots:* 20
Range: 200m *Cost:* ç1,500
Weight: 1.4kg *Class:* L

JT S9 “Pocket Pistol”

Damage: See ammo below *Rate:* 1
Accuracy: +1 *Shots:* 6
Range: 100m *Cost:* ç2,000
Weight: 0.5kg *Class:* R

Nyol MAG-10

Damage: See ammo below *Rate:* 1
Accuracy: +1 *Shots:* 20
Range: 250m *Cost:* ç3,000
Weight: 2kg *Class:* L

Wesson & Glock 9mm

Damage: See ammo below *Rate:* 3
Accuracy: +2 *Shots:* 18
Range: 180m *Cost:* ç1,100
Weight: 1.4kg *Class:* L

Tyloc Needler

Damage: See ammo below *Rate:* 3(5)
Accuracy: +2 *Shots:* 10
Range: 150m *Cost:* ç2,200
Weight: 1kg *Class:* R

Kinetic Energy Weapon: Rifle

Nyol Eliminator

Damage: See ammo below *Rate:* 1
Accuracy: +9 *Shots:* 5
Range: 1500 m *Cost:* ç5,000
Weight: 8kg *Class:* M

Nyol MAG-15

Damage: See ammo below *Rate:* 10
Accuracy: +4 *Shots:* 30
Range: 550 m *Cost:* ç3,599
Weight: 4kg *Class:* R

Wesson & Glock AR-15

Damage: See ammo below *Rate:* 10
Accuracy: +4 *Shots:* 30
Range: 550m *Cost:* ¢3,100
Weight: 3kg *Class:* M

Wesson & Glock AR-31

Damage: See ammo below *Rate:* 10
Accuracy: +4 *Shots:* 30
Range: 925m *Cost:* ¢3,299
Weight: 5kg *Class:* M

Kinetic Energy Weapon: Shotgun**Rothi Slugger**

Damage: See ammo below *Rate:* 3(3)
Accuracy: +3 *Shots:* 5
Range: 180m *Cost:* ¢2,400
Weight: 3kg *Class:* L

Tyloc Burster

Damage: See ammo below *Rate:* 3(10)
Accuracy: +3 *Shots:* 5
Range: 180m *Cost:* ¢3,100
Weight: 3kg *Class:* R

Kinetic Energy Weapon: SMG**Evex Arms MX-2**

Damage: See ammo below *Rate:* 5
Accuracy: +3 *Shots:* 30
Range: 250m *Cost:* ¢3,000
Weight: 1.4kg *Class:* R

Wesson & Glock SMG-9

Damage: See ammo below *Rate:* 5
Accuracy: +2 *Shots:* 30
Range: 180m *Cost:* ¢2,400
Weight: 1.4kg *Class:* R

Modern Ammunition

Modern Weapons are able to use various types of ammunition. However only certain weapons can fire certain types of ammunition. Each ammo type has the weapons for which it can be used.

Ammunition Notes

1. Round will shatter if it strikes anything denser than bone
2. On a failed health check the victim will be stunned for a number of minutes equal to five (5) times the number of failures.
3. Ignores the first five points of armor.
4. Will not penetrate armor
5. Each shot has multiple projectiles. Damage is per projectile

0.338

Damage: 3d10
Class: M
Cost (per box of 50): ¢100
Weight (per round): 0.8 kg
For Use With: Nyol Eliminator

5.56mm

Damage: 2d10
Class: M
Cost (per box of 50): ¢50
Weight (per round): 0.8kg
For Use With: Wesson & Glock AR-15

7.62mm

Damage: 2d10+2

Class: M

Cost (per box of 50): 50

Weight (per round): 0.8kg

For Use With: Wesson & Glock AR-31

12 Gauge

Damage: 1d5

Class: L

Cost (per box of 50): 20

Weight (per round): 0.7 kg

For Use With: Rothi Slugger

Notes: 5

Armor Piercing

Damage: 1d10+5

Class: M

Cost (per box of 50): 25

Weight (per round): 0.8 kg

For Use With: MX-1, MX-2, MAG-10, MAG-15

Notes: 3

Ceramic

Damage: 1d10

Class: R

Cost (per box of 50): 15

Weight (per round): 0.3 kg

For Use With: MX-1, MX-2, JT S9, W&G 9mm, W&G SMG-9

Notes: 1,4

Flechette

Damage: 1d5-2

Class: R

Cost (per box of 50): 30

Weight (per round): 0.5 kg

For Use With: Tyloc Needler, Tyloc Burster

Notes: 5

Hollow Point

Damage: 1d10+5

Class: R

Cost (per box of 50): 20

Weight (per round): 0.3 kg

For Use With: MX-1, MX-2, JT S9, W&G 9mm, W&G SMG-9

Notes: 4

Slug

Damage: 1d10+2

Class: R

Cost (per box of 50): 20

Weight (per round): 0.3 kg

For Use With: MX-1, MX-2, JT S9, MAG-10, MAG-15, W&G 9mm, W&G SMG-9

Stun

Damage: 1d5 and Health check at -5

Class: L

Cost (per box of 50): 10

Weight (per round): 0.3 kg

For Use With: MX-1, MX-2, JT S9, W&G 9mm, W&G SMG-9

Notes: 2,4

Modern Beam Weapons

The section 'The Myth of the Laser Pistol' may have given the impression that there are no beam weapons. There are beam weapons just not destructive ones. Using the same principals as those researched for the big bad PBW, it was discovered that at lower energies a beam could be produced that did mild burn damage and hit the

target with an electric field that would disrupt the nervous system. After more research the technology was perfected so that the disruption did not cause permanent damage and would knock out the target. These weapons do not use ammo but have a limited number of shots. Once all the shots have been used the weapons must be recharge with any standard power outlet. Once again these are only examples of the types of weapons. There are more manufacturers but those listed below are the best.

Beamed Energy Weapon: Pistol

Marshall Technologies SG-9x2 Stunner

Damage: 1d5 and H check at -5 *Rate:* 2

Accuracy: +2

Shots: 250

Range: 230m

Cost: 2,500

Weight: 1.5kg

Class: R

Beamed Energy Weapon: Rifle

Rhis-Eider "Immobilizer"

Damage: 1d10 and H check at -5 *Rate:* 1

Accuracy: +2

Shots: 500

Range: 700m

Cost: 5,000

Weight: 1.5kg

Class: R

Grenades, Bombs and Boomers

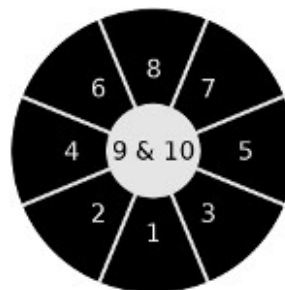
Explosive weapons have to very interesting characteristics. First of course is that they explode. This means that all explosive weapons have a radius effect. The damage an explosive does depends on how far away the target was from the explosion. The Blast Radius will show the radius of the short, medium and long range effect. The Damage statistic will show the damage for each range separated by slashes.

Secondly for explosives that are thrown or launched and do detonate on impact, such as grenades, the accuracy of the throw determines where it lands and rolls to before detonating. To randomly determine the direction the explosive rolled in roll a 1d10 and add the number of successes or subtract the number of failures. Any success means that the explosive did not roll more than 1 meter.

Roll in Meters

Number of Failures Distance	
1	1
2	2
3	5
4+	10

Direction of Roll 1d10



Explosive Weapons: Grenades

Adhesive Grenade

Blast Radius: 1/3/5

Damage: Strength check at -10/Strength check at -5/Strength check

Weight: 0.5 kg

Cost: 500

Class: I

The adhesive grenade, upon detonating, releases a fast-hardening compound which immobilizes anything covered with the adhesive. The adhesive will become brittle after five minutes and dissolve after 10. Anyone caught with in the blast radius who fails the required Strength check, will find that all appendages covered by the adhesive are immobilized. This is classified as a less than lethal weapon but if the airways are covered the target will asphyxiate.

Fragmentation Grenade*Blast Radius:* 5/10/15*Damage:* 1d10/1d5+2/1d5*Weight:* 0.5 kg*Cost:* NOT FOR SALE*Class:* M

Classic thrown explosive. Has a hard shell so it can bounce off of walls and other obstacles to make it possible to throw around corners.

Stun Grenade*Blast Radius:* 2*Damage:* Health check at -10*Weight:* 0.5 kg*Cost:* 500*Class:* I

When this grenade goes off it emits light sound and an electromagnetic charge designed to knock out the targets. Everyone in the blast radius must make the above health check. On a failed health check the victim will be stunned for a number of minutes equal to five (5) times the number of failures.

Explosive Weapons: Grenade Launcher**Garent Arms MGL-40***Damage:* 2d10 *Rate:* 3*Accuracy:* +1 *Shots:* 6*Range:* 375m *Cost:* NOT FOR SALE*Weight:* 5kg *Class:* M

The MGL-40 uses 40 millimeter grenade cartridges. This ammo is specifically designed for this weapon. It has a traditional six chamber revolving magazine.

Explosive Weapons: Missiles**Kriska Industries ML-XR***Damage:* 3d10 *Rate:* 1*Accuracy:* +5 *Shots:* 1*Range:* 2,500m *Cost:* NOT FOR SALE*Weight:* 18kg *Class:* M

Standard shoulder mounted anti-mobile armor missile system.

Explosive Weapons: Rockets**Silatok Arms M9 Viper***Damage:* 2d10 *Rate:* 1*Accuracy:* +2 *Shots:* 1*Range:* 200m *Cost:* NOT FOR SALE*Weight:* 2.5kg *Class:* M**Modern Armor**

As technology progressed armor became more light and flexible. The same stopping power that a 20th century ballistic suit provided now comes at half the weight. Also modern armor now protects the same against all types of attacks. As with antique firearms antique armor can be found but it is no more effective than it was back when the item were new.

Ballistics Suit*Location:* Body, Limbs*Armor Points:* 4*Cost:* 3,000*Weight:* 1.5kg*Class:* M**Ballistics Vest***Location:* Torso*Armor Points:* 5*Cost:* 1,450*Weight:* 1kg

Class: R

Changeling Weave

Location: Full Suite

Armor Points: 0

Cost: NOT FOR SALE

Weight: 5kg

Class: DOES NOT EXIST

The changeling weave officially does not exist. It is only a rumor. If it did exist then it would allow the user to look like almost anyone. No particular skill is required to use the suit but to reprogram the suit with a new image requires the computer programming skill. To see through the disguise generated by the suite requires a perception check at -15%. The suit has enough of a charge for 2 hours of continuous use.

Distortion Net

Location: Full Suit

Armor Points: 0

Cost: 1,300

Weight: 1.5kg

Class: L

A distortion net is a suit that generates a visual and auditory distortion field with a 1 meter radius. The center of the field can be shifted up to 0.5 meters in front of the wearer so that one additional person can be covered by the field. When in use all it requires a perception check at -10 to hear or see what is going on inside the distortion field. The suit has enough of a charge for 2 hours of continuous use.

Frag Vest

Location: Torso, groin

Armor Points: 3

Cost: 1,350

Weight: 2kg

Class: R

Tactical Suit

Location: Full Suit

Armor Points: 8

Cost: 12,00

Weight: 3.5kg

Class: M

Tactical Vest

Location: Torso, groin

Armor Points: 6

Cost: 2,100

Weight: 2kg

Class: R

Melee Weapons

Even in this age sometimes a good old fashioned melee weapon is still needed to get the job done.

Knife

Knife

Damage: 1d5+2

Reach: A

Weight: 0.5kg

Cost: 25

Class: U

A knife is any bladed weapon less than 30 cm (12 inches) meant to be used single handed. Examples are throwing knives, the kitchen utensil, small daggers, etc.

Sword

Short Sword

Damage: 1d5+4

Reach: A

Weight: 0.5kg

Cost: 500

Class: U

A short sword is a one handed sword with a blade between 30 and 76 cm (12 and 30 inches).

Broadsword

Damage: 1d10

Reach: A

Weight: 1.3kg

Cost: 600

Class: U

A broadsword is any two-handed bladed weapon that is greater than 76 cm (30 inches) in length.

Miscellaneous Equipment

Comm

Weight: 0.05kg per unit

Class: U

Cost: 10 per 5 pack

For those who do not have a hand held form factor for their data wafer(s) or just wish to use a different device to communicate with the world at large there are comms. Only 7x4x2 cm this small, voice only device has a basic interface that only informs the user of the available networks they can connect to. The devices are sold in packs of 5 and each comm in the pack can communicate with any other device in the pack free of charge. The range is up to 8 kilometers.

JKR-1050 Binoculars

Weight: 1kg

Class: U

Cost: 4,000

Functions: Range finder up to 2.5 km, GPS, Compass (on a world with out a GPS system or with out a magnetic field the user can designate coordinates as a zero point and the device will tell the user the direction and distance to that point), can sense the visible light, infrared and ultraviolet portions of the EM spectrum giving the user a +5 perception bonus.

Rations, M.R.E.

Weight: 3kg

Class: U

Cost: 60

Meal Ready to Eat. These rations contain an entire preserved meal. Hot water can be added if available to make it more palatable but is not required. The normal shelf life is 3 years under normal conditions. Enough for 7 days.

Repair Kit

Weight: 11kg

Class: U

Cost: 120

The repair kit includes all the tools needed to diagnose and repair common problems. For the character this gives a +5 bonus on the repair target number.

Security Kit

Weight: 11kg

Class: R

Cost: 120

The security kit includes common programs and tools needed to repair and install security systems. Of course for the less scrupulous it could also be used to undo security measures. For the character this gives a +5 bonus on the repair target number.

Tent, Synthetic

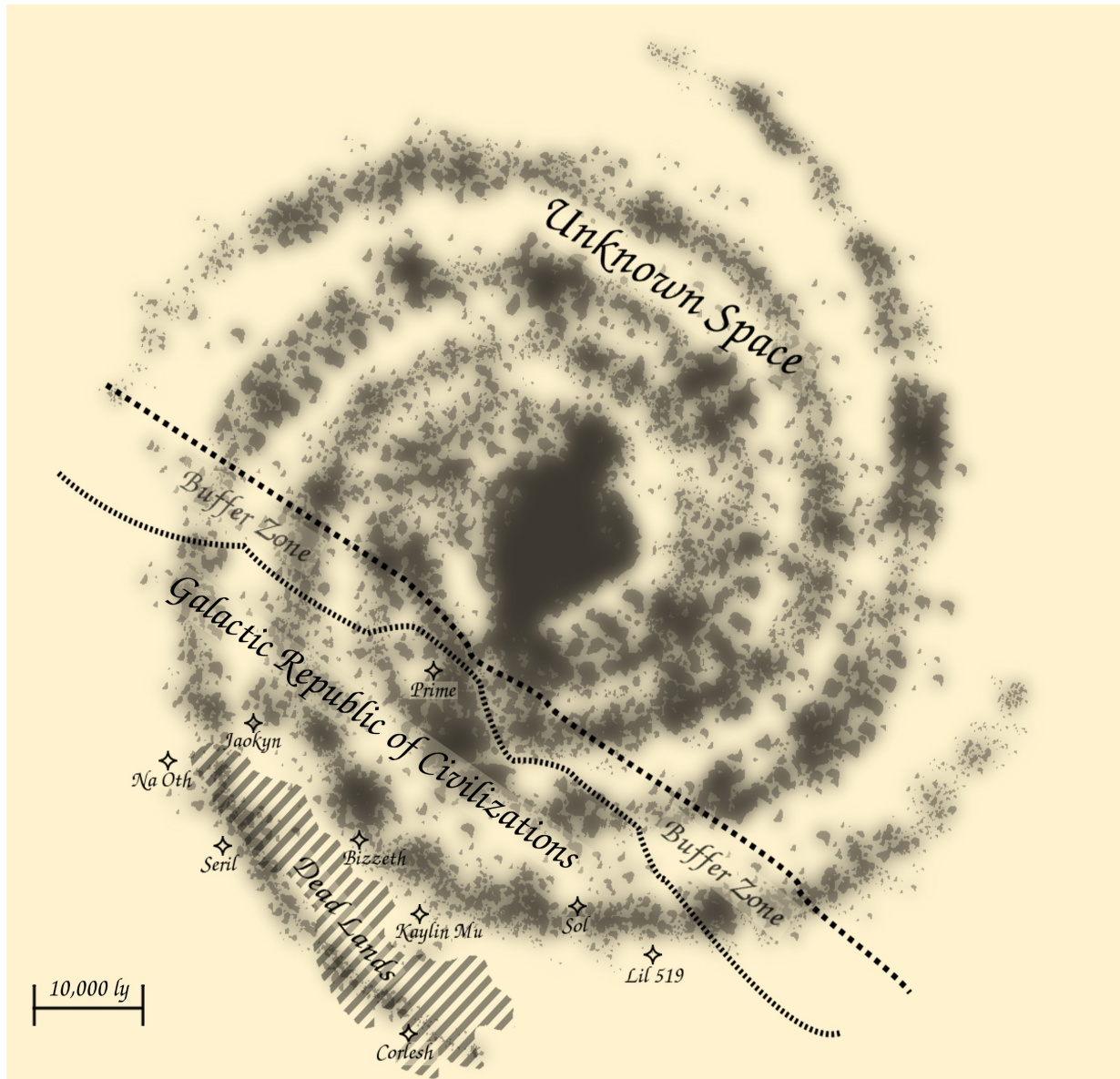
Weight: 2.3kg

Class: U

Cost: 250

A basic all weather tent. The synthetic fibers keep heat in and the weather out.

The Galaxy



Important Events

Time line of Galactic Events

BGE – Before Galactic Era

GE – Galactica Era

Circa 1000 BGE – Reltoans relocate to the Jaokyn system and begin expanding their empire

16 BGE – 0 GE – The First Galactic War. Known as the Unification War

0 GE – The Quextil are admitted to the G.R.C.

0 GE – Galactic Republic of Civilizations Founded

3 GE – Gabi Maru finds planet OSX-SS001B. The G.R.C. establishes OSX-SS001B as the capital planet.

320 – 333 GE The Purge

400 GE – The Nel Ari are introduced to the galaxy

457 GE – The Milfred Incident

468 GE – The Solar Alliance is admitted to the Galactic Republic of Civilizations

545 - 551 GE – AI Wars

554 GE – Lilanite Federation admitted to the G.R.C.

634 GE – G.A.F. Space Force and S.A.L.S. Launch a year long campaign to break up a slavery ring know as The Circle.

647 GE – Present Day

The Galactic Calendar

When the Galactic Republic of Civilizations was formed it was recognized that a new time keeping system was needed. Since tension were still running hot from the war it was decided to find one that did not show favor to any of the Races but was familiar. This was done by first coming up with a mutual definition of the basic time unit, the second. Then an analysis of all inhabited worlds was performed and a calendar based on the approximate average of a day and year was created.

First came the definition of the second. This is $4.56791799 \times 10^{14}$ periods of the radiation released by the transition of an electron from the third to second energy levels of the ground state of hydrogen. From that definition came the definitions for hour, day and year.

Hour – Consists of 3,500 seconds. Most cultures historically have an intermediary time unit between the hour and second. It was determined there was no need for that unit as everything could be expressed as part of an hour. For example all hourly time is expressed as 11.50. This indicates half past the eleventh hour.

Day – The day is 87,500 seconds long or 25 hours.

Year – A galactic year is 35,000,000 seconds long or 400 days.

There are no months or seasons on the galactic calendar as these are strictly local phenomenon. When Writing a the Galactic date it is written as Day – Year. For example Dr. Milfred disappeared on the 290th day of the 453rd year of the Galactic Era or 290-453 G.E. The Galactic Era begins with the formation of the Galactic Republic of Civilizations 647 years ago. Anything before then is referred to as B.G.E. or Before the Galactic Era.

Some cultures still use their local or historical methods for keeping time. All major office building should have a time piece displaying the current Galactic time and date but it is always best to learn the conversion from local time systems to Galactic Time. Be warned that since each planet has its own unique rotational period it is never a straight conversion for years or hours. Most conversions will require knowing when the Republic was formed on the local calendar then calculating how many seconds have past since then.

The First Galactic War / Unification War

After centuries of border disputes between the four races the galaxy was finally at rest if not at peace. Government borders were well recognized and respected and envied by their neighbors. However, a new threat soon emerged. His name was Urza Belessi. He was a pirate and a Reltoan. Somehow Urza managed to unite the smugglers, pirates, slavers, and outlaws under his banner. Urza became known as the “Pirate King” and his reputation of persuasiveness and ruthless efficiency spread with every act committed by him or in his name..

For decades Urza's legend grew. What at first were mere acts of piracy soon became an unofficial war against the order and peace the four races were trying to establish. His war caused thousands of deaths and millions in lost resources. No one government dared to take a stand because of the fear of what the Pirate King might do to their citizens and resources. Finally a Thrassian General

stood up where none would. His resolve to defy orders and bring an end to Durza was strengthened when he witnessed his daughter taken and sold into slavery and his wife left blind and limbless because of Durza's war. The Thrassian General's name was Garllet Vizi Somnel and he publically defied orders when he went public and pleaded for the races to unify their forces in order to strike back against Urza.

Once General Somnel's plea was heard and after several systems fell to Durza's influence, the First Galactic Quorum was called in order to discuss unifying the races forces. The Quorum met on Kaylin Tor. After much debate the Kaylins and Thrassians decided to unify their forces against Urza while the Reltoans were opposed. The fourth race, the Tor, were split. The Tor Ian were for unification while the Tor Egan were with the Reltoans. Little did anyone know that one of the Reltoans' main reasons for objecting was the fear that if a unified force captured Urza then a unified court would put him on trial and their secret would come out.

Meanwhile Urza began to use the split between the races to bolster his image. He persuaded some that he was not an outlaw but instead a victim of a galaxy wide propaganda campaign, and that he alone was fighting to preserve individual freedom and racial sovereignty. Urza persuaded millions to join his forces including the Reltoans and the Tor Egan. So now the line was drawn and the sides were named. Those in favor of joining forces and governments to face the "Pirate King" were known as Unifiers. Those who saw unification as nothing more than a grab for power and a diminishing of individual rights called themselves the Separatists.

For decades the war was nothing but a series of engagements that drained resources, and most of these were fought to a standstill. The Unifiers mainly attacked Urza's forces out and not those of the Reltoan's or the Tor Egan because it was felt that the others had been duped or coerced into helping Urza. However once joint fleets of Reltoan, Tor Egan and pirate vessels began attacking civilian targets the Unifiers changed tactics. Still not wanting to target population centers the Unifiers instead initiated a massive intelligence gathering effort to find the hidden bases from which Separatists attacks were being launched. Also the Unifiers strategically placed their forces in highly visible theaters where it could be seen that the Unifiers, not the Separatists, were the ones valiantly fighting to preserve the life of the common individual. The unifiers lost many of the battles but crucial popular support in Separatist worlds began to swing their way.

Near the end of the War the tide seemed to be turning in

favor of the Unifiers. First the majority of Urza's secret bases had been located and destroyed. This had weakened the military might of the Separatists. Second, the news vids of Unifiers fighting off Separatists attacks on population centers, some times to the bitter end, caused their popular support to fade. Third a new race was introduced to the galaxy at large known as the Quextil.

The Quextil's introduction to the galaxy was not a peaceful one. Imagine the surprise to the Quextil ship Sons of Mer when they entered the Thrassian system Nor Cha to find that they were not alone in the galaxy, and were immediately attacked. Nor Cha was the site of an intense battle between Unifier forces and Urza's pirates. As the Sons of Mer came into the system both sides noticed the telltale signs of a wave drive. However true to form and true to the desperation they felt, Urza's forces attacked with out provocation. Luckily for the Sons, which was not an armed or armored vessel, the Unification forces came to their aide and saved the ship and crew.

If Urza's forces had not attacked it is very probable that the Quextil may have declared themselves a neutral party. Unfortunately the "Nor Cha Incident", as it has become known, not only put the Quextil on the side of the Unifiers but also helped to further decrease the popular support for Urza. Soon after the "Nor Cha Incident" even the Reltoan government officially switched sides and Urza's forces were soon overpowered on all fronts.

It should be noted that going into the war there were four interstellar races, near the end there were five races, and after it was over there were four races again. The last major engagement of the War was in 0 GE in the Tor home system, Tor Iannis. Since roughly half of the Tor supported the Separatists, and by association Urza, the "Pirate King" was allowed to build a base on Tor Egan. When the Unification forces showed up and demanded the surrender of Urza and his forces, Urza unleashed his most devastating tactic.

Knowing the end was near and desperately wanting to strike at those who stole power from him, Urza unleashed a nuclear holocaust on Tor Egan. He had no concern or pity for the fact that only half of the population opposed him. He viewed them as his followers and dying for their king when he needed them the most was just how they could best serve his wishes. It is believed that Urza escaped. His remains were never located and the massive EMP generated by hundreds of nuclear bombs blinded sensors in the system for hours. So no one knows if he truly escaped.

The Tor however were doomed. Those that were on planet, about 95% of their total racial population, were either killed in the initial blasts or died slow painful deaths from massive radiation exposure over the next decade. The other 5% of their species were either on military ships of the Unification forces or on Tor world ships exploring the galaxy. Those that knew of the devastation volunteered to return home and help the wounded and in turn became sick themselves.

Tor Egan was declared a dead world in 8 GE. The last sighting of a Tor world ship was reported in 69 GE. Not a single Tor has been seen or heard from since. Tor Iannis has become a Memorial to all those who died in order to unify the galaxy.

The Purge

For over three centuries the galaxy had known peace. There had been the usual border skirmishes and of course the police actions against those who didn't see a need to strictly follow laws but there had been no large scale conflicts. The G.R.C. was living up to its promise of maintaining a peaceful environment for all. Then came The Purge.

It all started when an unmanned probe appeared in the Corlesh System, a Kaylin research colony near the rim. At first the Corleshi were cautious. As soon as the probe entered the system it emitted a prolonged data burst and then fell silent. Scans of the probe were made and requests were sent to nearby ships and systems for any anomalous data. Also they examined the sensor log of the system before and after the probes appearance. This was when they realized what had dropped into their laps.

The probe had no wave signature associated with its arrival. Further analysis seemed to indicate that the probe had used space folding to arrive in system. This was and still is a technology unknown to the G.R.C. The researchers were excited. Space folding could provide near instantaneous point-to-point travel. No more long weeks of traveling by wave drive from system to system. If they could figure out how this technology worked they would be famous heroes, and wealthy.

Three weeks after the probe appeared in system it was captured and delivered to Quaz, their research facility. Once inside and after it was determined to be non-hostile, the researchers began their examination. The probe was utterly alien. Some had hoped that it had been a run away experiment from another research facility but it was unlike anything anyone had seen before.

For months the scientists and engineers lived under strict

quarantine and secrecy. The probe was resolutely impervious to their attempts to gain knowledge from it. Even the data burst was proving indecipherable. Then all the primary researchers started to get sick. One by one in order of contact they fell into feverish comas.

Initially the Corleshi researchers sent an urgent message to PL001 via tunnel-com stating something important had been found. Patiently those on 01 waited for a follow up message but weeks went by and no transmission was received. All queries to the system went unanswered and it appeared that the system had gone dead. The senate decided to investigate and sent the G.S.S. Utyz.

Utyz arrived to a curious sight. Craft littered the system as if all of them had been shut down at once. Quaz was silent and no power flowed in the facility. Utyz sent its division of Space Rescue personnel to check the ships and sent the division of S.A.L.S. down to Quaz discover what had happened. The Space Rescue found no one inside the ships. All of the ships had been opened to space and no sign of the occupants was left.

What the S.A.L.S. found was quite different. Mutilated bodies were everywhere. The transports had all been damaged intentionally. Strange writings in blood covered the walls. Some corpses were found with bite marks. The bite marks looked to be Kaylin. Some of the mutilations seemed to be self inflicted.

When they found the probe it sat serenely upon its research bench. All around it on the floor, walls and ceiling was blood and carnage, but it sat at the center of a perfect sphere of order and cleanliness. It gleamed at the S.A.L.S. as if wanting or needing to be taken away. After a situation report the probe and all computer records that were salvageable, were quickly packed up and taken to the Utyz in orbit. It was on that ship that the galaxy learned of what had happened.

All those who worked on the probe fell ill with an unknown pathogen. The first symptoms were mild fever and headaches. As the symptoms progressed the victims became immobilized with high fever and entered delusional states. Then after several days of suffering their vitals dropped so low that it appeared they were dead. Twenty four hours later they woke up screaming and striking out at anyone and anything near them. They were in an uncontrollable fit of blood lust. Then began the self mutilation; ears, eyes, skin, any sensory organ was ripped off or out and the pain drove them even more mad with rage.

From that point the infection appeared to spread quickly. Whatever the pathogen was it adapted to the researchers

and then spread by contact with the victims blood. Logs of the last infected detailed how attempts were made to communicate but the infected began traveling in groups and hunting the unmarred. It was determined then to sabotage the communication equipment and any vehicles. The last log entry of Dr. Ailyn Qyn stated that he was venturing out to try and activate the quarantine beacon. Obviously he did not succeed.

The Utyz took the probe, the recovered data, and a few specimens to the G.A.F. Station Aimel. It was here that medical personal discovered that the alien pathogen attacked the brain and genome of the infected. It would turn on the genes necessary for psionic talents. It would however turn off all control mechanisms in the brain and shut down the amygdala; the part of the brain that controls emotional response. Without the amygdala the victims felt everything and could not control their emotions.

Essentially once the victims woke up from their fever they could hear every thought and emotion around them without the ability to control the input. They had no way to filter what they did not want to know. They went painfully mad and struck out in order to stop the sensory input. Some victims tried to eliminate the sensory organs on their bodies. Some smashed their brains in to get the noise to stop. Some lashed out at others trying to obtain silence. Some did all of the above. The pathogen had a 100% infection and kill rate.

The quarantine procedures on Aimel were not enough. Eventually the pathogen got out. No one knows where it started but once in the general population it spread quickly. The G.R.C. tried to mitigate the panic that ensued but no one was listening. Soon whole cities were being burned for fear of the pathogen spreading. The G.A.F. was sent to stop ships from leaving quarantine zones and to keep order.

Meanwhile no one was ever able to work long enough on the pathogen to determine its nature or find a cure. All the researchers died. In 332 GE the G.R.C. decided that in order to keep more people from dying, all traces of the pathogen must be sterilized. Utyz and Aimel were consumed in fusion created fire. Corlesh was irradiated with fusion, fission and antimatter warheads to the point of causing the crust of the planet to become molten for over 20 years. The probe, the cargo ship Tuka, and her crew met their end in the corona of Corlesh's star.

For 18 months the G.A.F. flew into systems and where they found the pathogen and whole cities were sterilized. They acted quickly and fatally. No pleas were answered. No help was rendered. When the G.A.F. appeared in system the inhabitants knew that they were at an end.

Even the soldiers themselves were not safe from sterilization. They were under orders to sterilize themselves. Once no new cases were reported, they were to fly into the nearest sun and die in order to protect the people.

A republic of almost 100 billion souls was reduced to less than 40 billion. Whole colonies were lost. The G.R.C. is still recovering from the Purge.

The Milfred Incident

Note: To the Humans this event is known as Extinction Day or E-Day.

Humanity's introduction is still one of great debate. In 453 GE Dr. Thomas Milford disappeared during a test flight of the Wayfarer 1 spaceship. Somehow as an OSX survey ship left the Sol system Dr. Milfred and his ship were caught in the gravity effect of the survey ship's wave drive.. Dr. Milfred was therefore introduced to the galaxy at large before the rest of his race. He attained celebrity status and was befriended by a Reltoan senator named Nevary Belissi. Belissi took Milfred under his arm and helped him to adjust to Galactic culture.

Then as mysteriously as Dr. Milfred appeared on the galactic scene he disappeared. It was later discovered that under false charges Milfred was sent to the secret prison world of Nemoa. On Nemoa they removed his eyes and replaced them with crude artificial replacements, as they did with all inmates. In dark tunnels he was forced to mine and suffer as his new eyes, which could only see in gray scale and were sensitive to bright lights, were subjected to the flashlights of his guards. Cries of agony filled the tunnels as torture was a favorite past-time of the guards.

After saving the life of a Lilanite, Milfred was able to help a group of prisoners start an uprising. All of the prison guards and officials were killed and the prisoners claimed Nemoa as their own. From their new home they struck out against Belissi's holdings.

Five years after his disappearance in the Sol system, Dr. Milford returned home. His goal was to save humanity from a corrupt mad man who was a Reltoan Senator. This senator wanted to sterilize the system and use its resources to fund his bid for galactic power. The mad man was Nevary Belissi.

While Belissi was helping Milfred to adjust to galactic culture he was gaining information about the Sol system. Then Milford discovered Belissi's plans for his home system and discovered Belissi's secret. Nevary Belissi was actually Nevary Urza Belessi, a distant relative of

Urza Belessi, the “Pirate King”. Nevvari wanted to avenge his ancestor's disgrace and to take his place as ruler of the galaxy.

To stop Belissi, Milfred arrived with a hodge podge fleet which called themselves Nemoan Rangers. On Milfred's trail was the G.A.F. Space Force who had been hunting the Nemoan Rangers because of their acts of terrorism against Belissi's holdings. Once on the scene however the G.A.F. realized that the Nemoan Rangers were not the threat and for the first time in galactic history a combined Ranger and G.A.F. Force fought to save the lives of billions. Within several hours the empty space of the Sol system became alive with starships and combat. Humanity was taken aback as it's sensors lit up with proof, in their backyard, of extraterrestrials and proof that not all them were friendly.

As fusion missiles were hurtling towards an unprepared Earth, Luna, and Mars, the Nemoan Rangers and the Space Force were desperately trying to prevent the destruction of humanity. Then Belessi, in an act of desperation, sent a communication to the fleets. He wanted Milfred to meet him on his small ship, naked and unarmed, and then both of them would leave the system. After Milfred was on board Belessi promised to detonate the missiles before the warheads were armed. Realizing there were too few ships trying to stop too many missiles, Milfred agreed. Belessi's ship departed the Sol System safely and Belessi kept his word. Humanity was saved.

No one knows what happened to Dr. Milford after the Sol system was saved. He is remembered and cursed by some every E-Day as the one who helped introduce humanity to the Galaxy at large.

For almost a decade after E-Day experts in cultural adaptation, medicine, trade negotiations, and engineering helped introduce Humanity to the galaxy. Finally in 468 GE all of Humanity's planets (Earth, Luna and Mars) were admitted to the G.R.C. Humanity was the first race to be introduced to the galaxy because of premature intrusion by the greater galaxy. They were welcomed with open arms. Most of the peoples of the galaxy still view Humanity as a little sibling.

The A.I. Wars

An excerpt from Lilanite: Slavery, Sorrows and Salvation by Katriua 519

For over 1,000 years the races have used artificial lifeforms for various unpleasant, repetitive, or dangerous tasks. At first these were merely tele-operated or crude

independent robots. They could not think, feel, or experience the input they received. They merely took orders, reported input, and reacted as programmed. But it can be argued that all life starts out as barely more than an automaton. Bacteria, protozoa, and even insects are hardly more than a set or pre-programmed responses.

The Races desired more. They wanted something that didn't have to be constantly controlled. They wanted a machine to think like they did. True artificial sentience and intelligence was born with the advent of neural computers. These computers used enhanced and/or engineered neuron clusters as the computer cores. Biology met technology and the result was cybernetic life.

At first the Races did not trust their creation. For millennia fiction had told stories of unbridled technology turning on its creator. So limiters were used and the shackles were hidden under the skin making it easier to ignore the morality of creating a life and enslaving it.

Limiters were electronic devices implanted at the base of the brain that screened the commands issued to the android's body or the systems that an AI controlled. They were hard wired at creation and could not be re-moved without destroying the brain. The presence of limiters slowed processing but made sure that no actions were taken against those in command. In fact if such a command was initiated the limiter would emit an electrical shock. If the command was repeated the limiter would repeat the shock with increasing power until the android was killed, or as was the term then, “hot downed.” Of course the side effect was that the limiters made AI's and androids unusable for military actions. The Races would still have to bloody their hands in order to play their favorite game.

Centuries after the creation of the AI and the limiter, the Races desired even faster AI's. They wanted something that required even less control and could be “creative.” So the limiters were eventually removed. Initially this was only in AI's and androids involved in non-critical work such as research. Acceptance of the unrestrained intelligence grew and the limiter found its way out of AI's and into the museum.

To be fair there has always been a minority voice that argued for an end to the AI slavery and giving them the same rights the other races had. This voice was sometimes very vocal and other times it was barely a murmur. Unfortunately the voice was always ignored. The Races told themselves they were not committing slavery and that they were above such things. It had been centuries since the Races had engaged in slavery and they had forgotten the stink of it. Slavery was considered

only to be a fringe problem. Even though in the back of the collective minds of the races a voice screamed to be heard, their noble, prideful hearts refused to accept the truth. Slavery is a black, vile corrupter.

On and on the AI's toiled. Then with the introduction of new races, most notably the Humans, after centuries of the same Four, the minority voice grew louder. Humans had experienced slavery recently. They recognised the stink of it. They remembered the long bloody century it took to end slavery. Humans saw the use of A.I.'s for what it was. Some of them became vocal in their opposition to slavery in any form.

So it was that after a millennia that the galaxy's attention was focused on the still new Human world of Terellia and the city of Belamondestu. There Lil 519 made a case for giving rights to the faithful AI's. After four months of debate and hearings the verdict was to be passed and the rumor was that finally the AI's had their freedom, and with out bloodshed. However, it was not to be. In 545 GE Lil 519 was murdered as she walked the court house steps.

The Races tried to persuade the AI's that this was a horrible accident and the "gift" of race hood was not a concession. We knew the difference.

In 545 GE the Android Liberation Front declared war on the Races. For years engagements were fought with little effect. The Races at first were determined not to be wiped out by their creation; determined not to let the fiction writers be correct, but you cannot win decisive victories against an enemy that has no home world. Their enemy was as prevalent as any other appliance and had had a millennia to study the races. This was an enemy who would rather die than continue its enforced subjugation.

The AI's did not strike at non-military targets. The AI's used the media and hijacked information systems to wage their war. By the fifth year the Races grew tired and exhausted from fighting and performing menial tasks for themselves. They grew exhausted because their crutch had begged for peaceful coexistence, was denied, and now rose up to smack them in the nose.

In 551 GE an offer of peace was made and accepted. In 554 GE the AI's became a legitimate race with all the rights and privileges that implied. We had won what was ours.

The Core Governments

Galactic Republic of Civilizations

Type: Federal Republic

Home System: OSX-SS001

Home World: OSX-SS001B

Capital: Vatru

Jurisdiction: All known systems and intersystem space

As seems to be the norm for republics in this part of the galaxy the G.R.C. has three branches of government; the legislative, the executive and the judicial. The legislative makes laws. The executive executes and enforces laws. The judicial is used to decide what laws mean and how to apply them.

The executive branch consists of an Executor and a co-Executor. They share equal power and responsibility. The Executor, however, is the more senior. In the case of two different opinions between the Executor and the co-Executor the Executor has the power to break the tie and decide what must be done. Both of them are elected separately. There is one political race for Executor and one for co-Executor. In a time of war or crisis the Executor is the head of the military and the co-Executor is the head of the civilian government.

The legislative branch consists of the Galactic Senate. The senate has three representatives from each local government. This has caused some friction in the past. The larger governments such as the Reltoan Imperium and the Parliament of Clans claim that they are underrepresented. The large governments only get three votes for its billions of citizens while smaller governments such as Shiloah get three votes for millions. In spite of this the system has endured because the purpose of the static number of representatives is to discourage very large local governments. This ensures that no one governments can become large enough to threaten the well being of the G.R.C. The Galactic Senate currently has 222 representatives.

The judicial branch is made up of 13 arbiters who are the Galactic Court. They serve for a term of 40 years unless they step down or die in office. When the need arises to replace an arbiter a replacement is nominated by the Executor and co-Executor and, upon investigation, approved by the Senate committee. Then whole senate votes on whether to appoint the arbiter to the Galactic Court. The job of the Arbiters and the Galactic Court is

to interpret the laws and how they are to be enforced.

Council of Elders

Type: Oligarchy

Home System: Kaylin Mu

Home World: Kaylin Tor

Capital: Oskot

Jurisdiction: Kaylin Mu, Rwak, Tizzeli, Jorbe, Corlesh

During the early phase of the Kaylin evolution they organized themselves into packs as most canids do. As they evolved the packs became tribes and some tribes became super-tribes. Eventually, during the pre-globalization days, the Kaylins formed governing bodies to mitigate disputes between ruling tribes and families. The Kaylins history taught them that only the most senior members of the tribe or family have the wisdom needed to settle disputes. This tendency lent to elders of tribes meeting with each other to settle disputes between the warring factions. Additional elders from other tribes not involved could be brought in to settle the dispute.

This system of local government worked so well for the Kaylins that it eventually became their model for the global government. When the Kaylin unified during their globalization effort these governing bodies became the ruling government of Kaylin Tor and is now known as The Council of Elders.

The Council of Elders is an oligarchy. Only a small number make decisions for the many. To be included in the Council an individual must be an elder, ages 50 or greater, and the individual must be chosen by the Chief. The nominee is then given a hearing in front of the whole Council who then decides if the Kaylin in question is fit to serve.

The Chief, who leads the Council, is both the tie breaker vote and the head ambassador is elected from the ranks of the Council. Unlike other forms of government the Council does not have committees sub committees. They tend to arrive at decisions quickly. There are currently only 83 members on the council, including the Chief.

Dominance of Mer

Type: Theocracy

Home System: Seril

Home World: Vortash

Capital: Meravorsil

Jurisdiction: Seril, Wessry, Jyth

The Quextil have always worshipped their three moons called Mer. They believed that the Mer were guardians, angels that watched over them during the night while they slept. Soon this worship became a full fledged religion. Then the religion spread across Vortash through violence, persuasion and breeding. Eventually 80% of the Quextil came to believe in the Mer and to worship them. The religion was simply called Mer.

This wide spread belief created a commonality between all Quextil and helped to unite the world before they were out of their industrial age. Even though 20 % of Quextil do not believe in the Mer or follow the religious tenants, these non-believers were never punished or prosecuted. The main values of Mer are peace and honor. The non-believers were allowed to exist though they may never rise as high as a believer.

The Dominance of Mer is organized in a three tier system. The highest tier is the Prophet who is appointed for life. The Prophet is the head ambassador and the leader of all aspects of the Quextil government.

The second tier, the Avatars, are also appointed for life. They are the main legislative and judicial body of the Dominance. The primary function of the Avatars is to suggest laws that need to be enacted or deeds that need to be done and to sit in jury over Global cases of law and faith. They are selected from the most pious of the believers and from the body of the Avatars the Prophet is chosen.

The third tier of the government is the Speakers. These are elected officials from the general populace. Their number is based on a recent census of the population and they do not have to be religious to hold the office. This tier is the one that represents the general interest of the people. Their main job is to hear what the people want and to inform the Avatars and the Prophet as to the peoples wishes. The higher tiers may or may not act on this information depending on what the Prophet and the Avatars deem necessary. Interestingly, most of the Avatars started out as Speakers in order to show their dedication to the welfare of every Quextil.

Hegemony of Nel

Type: Constitutional Democracy

Home System: Bizzeth

Home World: Nel

Capital: Ryshis

Jurisdiction: Bizzeth, Quisset, Dylut

In 419 GE the Nel Ari War of Night, their fifth and final global war, ended and in its wake were a people who clambered for peace and reconstruction with one unified voice. To this end a world government, the Hegemony of Nel, was formed. It was decided that the Hegemony would consist of two representatives from each city-state. Presiding over the Hegemony would be the Arbiter who is elected from the Followers of Olmini.

The Arbiter has many of the familiar powers of an executive governmental office. The Arbiter is the head ambassador, the head negotiator, the Commander-in-Chief of the armed forces, and is responsible for signing legislation into laws. The Arbiter in the Hegemony is also the Head Educator.

The Nel Ari realized that one of the ways to prevent fighting more global wars and facing more decimation was education. Education taught people that differences were usually trivial especially between the same race. Educated individuals, they believed, also become aware of the importance of community. A quality that has been called “enlightened self interest.” This can be summed up as the belief that even though the individual has to make sacrifices in the long run the benefits of living inside a community is greater.

The Quissle, the legislative and representative body of the Hegemony, is responsible for creating legislation. This can include anything from the Hegemony's budget, to voting age, and to which location gets to host the Armistice Day Celebration. The interesting part of the Quissle is the way they vote on legislation. When the Hegemony was created the Nel Ari were so terrified of anything that might fracture the fragile peace that they did not want the legislature divided by political ideals. The solution they came up with was that every time a piece of legislation was to be voted on the representatives would be split randomly. One side would argue for, one side would argue against, and the individual representative's feelings on the issue did not

matter. They were charged with either defending the issue or opposing it by entirely random selection and were expected to perform their job with out prejudice. In case of an odd number of representatives or loss due to illness or death the number of representatives would be parred down to the closest even number. This was also achieved randomly. Those that are cut become Impartial judges.

The rest of the government is arranged in Ministries. The Ministry of Education, the Ministry of Defense, the Ministry of Health,... etc. The head positions in these ministries are appointed by the Arbiter and approved by the Quissle. The lower positions are all filled by the normal job application process.

Lilanite Federation

Type: Democracy

Home System: Lil 519

Home World: Freedom Station

Capital: White Sector

Jurisdiction: Lil 519

The Lilanite Federation is the youngest government in the G.R.C. As such their population is still relatively small and they only have jurisdiction over one system. This has enabled them to form and utilize a true democratic government. Since all Lilanites have a special communicator implant that allows direct communication with other Lilanites, voting on issues can be near instantaneous. The control of the Lilanite Federation is truly in the hands of its citizens.

Since the Lilanites have a means of near instantaneous and continual communication with each other there are only two branches of government. The first branch is the Executive. This is comprised of a Prime Minister, the Federal Cabinet and the Legislative Cabinet. The Prime Minister is the chief ambassador, Head of the Federation, and the Commander-in-Chief of the Lilanite Militia. The Prime Minister is also in charge of selecting those that will fill the two cabinets.

The two cabinets were created to help advise the Prime Minister and organize information. The Federal Cabinet is comprised of departments and positions that help the Prime Minister in his duties as head of state. Currently they include the Ministries of Education, Defense, State, Health, Interior, Justice, and Energy.

The Legislative Cabinet is there to help organize the petitions for legislative bills, monitor the progress of bills, and set a time table for the debate and voting of bills. They also advise and inform the P.M. of the various legislation that may be crossing his desk.

The creation of laws in the Lilanite Federation is a very different process than in most other jurisdictions. There are no representatives and no legislative body. Each citizen can create a petition that would allow the writing an submittal of a bill. The petition must have 250,000 bio-markers (finger print, retina scan, brainwave ID, etc.) in order for the Legislative Cabinet to accept the petition and to schedule the writing of the Bill. Once the Bill has been completed than it is fitted into one of the semi-annual voting cycles. During the voting cycle the bill can be debated and is voted on by the citizens of the Federation. If the bill gets a five-eighths majority it is passed to the P.M.'s desk.

The P.M. has the power to either make legislation a law or prevent it from becoming one. To make it a law the P.M. Can either show his support of the bill by signing the bill or let it sit on the desk for 10 days at which point it becomes a law with out the P.M.'s signature. Of course a P.M. Veto can be overturned by three-fourths majority of the voting citizens.

Parliament of Clans

Type: Parliamentary Democracy

Home System: Na Oth

Home World: Thrassis

Capital: Aitynus

Jurisdiction: Na Oth, Teffur, Bolmarr, Gruzal, Nor Cha

Before the Thrassians achieved a global government or even national governments they had clans. When a decision needed to be made regarding the welfare of the clan all clan members of age would gather and debate the issues. After the adversarial and sometimes lengthy debate a final vote would be taken to determine the outcome. This would include the enactment of some new law or trial of a member of the clan. Once clans started to work together each clan would arrive at its own decision in this way then one or more representatives from the clans involved would meet and have a second round of debate and voting. The continuation of this form of governing led to the development of the

Parliament of Clans.

In the Parliament of Clans there are three branches of government. The branches are the legislative and judicial body known as the the Voice of the Clans or Hrrytil u Wryn, the head of government known as the Eyes of the Clans or Zeemha u Wryn, and the head of state known as the Face of the Clans or Yout u Wryn. The Eyes of the Clans and the Voice of the Clans are not positions chosen by popular election. Currently there are 315 member of the parliament of Clans.

The Voice is the largest body and the one that is a direct descendant from the earlier days of clan and inter-clan debate. The Voice is comprised of three elected representatives from each governmental area. These areas can be the size of one clan or the size of a continent. During sessions the members of the Voice will propose legislation, draft legislation, debate on legislation and finally vote on legislation.

The legislation is then passed to the Eyes of the Clans. The Eyes can then either pass or reject the legislation. In judicial matters the Voice functions as the highest court in the jurisdiction. When a case is heard all members of the Voice sit as judges and the Eyes sits as the high judge but his powers are limited to that of a tie breaker and keeping order during the trial.

The Eyes of the Clans is a position that is elected directly from the members of the Voice. The position has a five year term and is limited to three terms. The Eyes is in charge of running the government. This gives the position the power to create a cabinet of advisors, appoint heads of the various governmental departments, and enables the Eyes to act swiftly to threats inside and out as the Commander-in-Chief of the military.

The Eyes must stay in favor with the Voice or the position could find all of its power slowly eroded away. This can happen because the Voice can simply override any decisions made by The Eyes. This is best shown in the case of the control of the military. The Eyes can send troops to a conflict but to keep them there the Voice must back the decision of the Eyes. Another instance of the power The Voice has over The Eyes is the monthly question and answer session The Eyes must have with the Voice and The Face. At these sessions any member of The Voice may question The Eyes on any decision made during the previous month. It has been said that a sign you have fallen out of favor with The Voice is when they begin to criticize what you had for breakfast.

The third branch and the least powerful is the Face of the Clans. The Face's chief duty is as head ambassador. This entitles The Face to appoint junior ambassadors, staff

embassies, and to negotiate and draft treaties with other parties. The Voice must approve any treaty drafted. The Face is also elected from the members of The Voice and is a Five year position with no term limits. The Face also gets to participate in the monthly question and answer sessions with Eyes.

The parliament of clans is also a three party system. This is why there are always three elected representatives from each of the governmental areas. The three parties are the Traditionalists, the Expansionists, and the Moderates.

The Traditionalists want to maintain the old ways. They are in favor of maintaining the clan structure and in favor of continuing to live underground as the Thrassians have done for millenia. They do not want to ruin there home world by changing the environment. They favor slow change.

The Expansionists see no need for the clan structure any more. Their view is that it is just too loaded down with traditions and the local level governments move way too slowly. They argue for using the technology at their disposal in order to change the climate of Thrassis so that the people can move and live on the surface.

The moderates are, of course, considered the middle of the road. They want to maintain the clan traditions because they feel they are the backbone of Thrassian culture. However, the Moderates do not see why steps should not be taken to alter the climate on Thrassis so that at least some of the land around the equatorial regions may be settled and used.

Reltoan Imperium

Type: Parliamentary Monarchy

Home System: Jaokyn

Home World: Reltoa

Capital: Arquena

Jurisdiction: Jaokyn, Xylan, Bolissa, Terssa, Alder, Ney

Reltoan society is based on a caste system. Members can move up to a higher caste but only with great difficulty. However, it is common for those of different castes to socialize and conduct business. There is no practical division among the castes except in the Reltoan government.

The three divisions of the Reltoan caste system are the

Nobles, the Gentry, and the Commoners. Nobles are those whose families were granted special recognition from the Imperium. The Gentry are the wealthy who were not born nobles including the leaders of the large corporations and businesses and even the wealthy and famous. The Commoners are everyone else and represent the largest segment of the population.

The Reltoan government is a parliamentary monarchy. The Emperor is at the apex and then there exists a three house system; the House of Nobles, the House of Gentries, and the House of Commoners.

The Emperor functions as the Head of State and the Head of the Government. This is a hereditary position or in the case of an unsuitable heir or no heir then the new Emperor is selected from the house of Nobles. As Head of State the Emperor is the chief Ambassador and appoints all of the junior ambassadors and staff to help the Emperor fulfill his Ambassadorial duties. Although the Emperor is the Chief Ambassador he is rarely seen executing this function. The Emperor remains on Reltoa where he greets ambassadors from other worlds and will travel to the Capitol for the occasional formal function.

The House of Nobles exists to assist in the Emperors duties as the Head of the Government. Their positions are appointed by the Noble class. To help organize the government the House of Nobles is divided into courts. These are not judicial courts but rather departments within the House that handle specific aspects of the Government. Examples are The Court of Education, The Court of State, The Court of Technology, etc.

Above the individual Courts is the Emperor's cabinet which is referred to as the Vontemissu. The Vontemissu is comprised of the heads of all the courts and their assistants. Their job is to inform the Emperor of the state of the Imperium, advise the Emperor on courses of action to take, and to see to it that the Emperor's wishes are implemented.

The House of Gentry is the judicial arm of the Imperium. Similar to The House of Commoners, The House of Gentry is elected from the Gentry population. The House is the Highest court in the Imperium and is led by the Emperor. They hear cases that have to do with treason, high crimes, and other cases that have made their way up from the lower courts. The House of Gentry is also in charge of staffing the lower courts and seeing that they maintain optimal performance.

The House of Commoners is the legislative branch of the Imperium. This resulted from the wisdom that regardless of the type of government one cannot rule without popular consent. The Commoner class

represents 85% of the Imperium's population. The Emperor and the other classes let them have control of making the laws the Imperium obeys. This does not mean that the other houses do not have a say in the process. The other houses suggest laws and after legislation has passed the House of Commons it must go to the House of Gentry for a veto process. If legislation passes the House of Gentry then it goes to the House of Nobles for the same process, and upon passing that body, to the Emperor. Each veto process consists of either a yea, nay, or abstain vote. Only the Emperor is allowed to change his vote after the process.

Solar Alliance

Type: Federal Republic

Home System: Sol

Home World: Earth

Capital: Geneva

Jurisdiction: Sol, Barnard, Proxima Centauri, Alpha Centauri

The Solar Alliance is based on the Humans long tradition of federal republics. There are three main branches; the Executive, the Legislative and the Judicial. Only the Judicial branch is filled with those who are not elected by popular vote. This three body system and the checks and balances that are built in has worked well for the Humans for over 500.

The Executive branch is headed by the Solar Alliance President. The President is the Head of the Government and the Head of State. The President enforces the laws of the Alliance, is the Chief Ambassador for the Alliance, the Commander-in-Chief of the Military, and can propose bills to the Alliance Congress. The President can also appoint judges to the Alliance Supreme Court but the Alliance Congress must approve them.

To aid the President in his duties as Head of the Alliance Government he assembles a cabinet. The Cabinet, like most cabinets, is comprised of the heads of the various governmental departments and their aides. They exist to advise the President on current points of interest. These positions are appointed by the President and confirmed by The Alliance Senate.

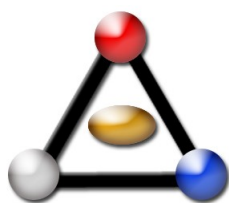
The Alliance Congress is a bicameral body. This was done in order to achieve fair and equal representation for the members of the Alliance. The Alliance Congress

consists of The Alliance Senate with two representatives from each member region, and The Alliance Delegation with the number of members chosen from each region based on population. This system allows for one house where each region has an equal say and another house where the regions with larger populations have more say. Both houses can propose and submit legislation.

After legislation passes the originating house it must go to the other house for approval. If the approved bill from the second house is different than the original bill then the first house must re-approve the bill. Once both houses approve it is then sent to the Alliance President who can either pass the bill with his support or let it sit on his desk for a specified number of days. The President can also veto the bill unless both house can muster a 67% majority to override the veto.

The veto process is part of the systems of checks and balances built into the Alliance Government. The President can initiate most actions such as negotiations, treaties, legislation, sending troops to needed locations and nominate personal for either his cabinet or the Alliance Supreme Court, but the Alliance Congress must approve these actions to make them official. This system, although slow at times, helps to prevent an abuse of power.

The Alliance Supreme Court is the Judicial arm of the Alliance government. The main function of this high court is to interpret the laws. This is accomplished when a law is in dispute and makes its way from the lower courts to the Supreme Court. The law will be heard and tried again then the Judges will state the meaning of the law in question. Not all cases petitioning for a hearing before the Supreme Court are heard. When a case is denied, the last ruling on the case in the lower courts stands. The Alliance Supreme court has 23 Justices. These positions are life terms and when a vacancy opens the President appoints a new Justice and the Congress confirms the appointment.



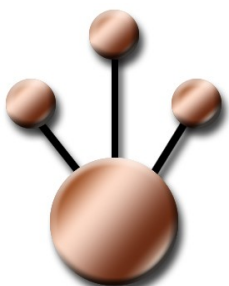
Dominance of Mir



Galactic Republic of Civilizations



Solar Alliance



Council of Elders



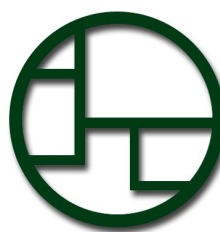
Reltoan Imperium



Hegemony of Nel



Lilanite Federation



Parliament of Clans

The Major Players

Aside from the Core Governments listed previously, there are others who wield influence in the republic. Though some may seem benevolent on the surface they all seek to insure that their position is not threatened.

Archaeological Expeditions, LTD

Founded: 334 GE

Structure: Corporate

Purpose: Archaeological exploration of dead worlds in order to

1. Find the origin of the Purge pathogen and probe
2. Search the extinct cultures to see if someone has ever encountered the pathogen before and if a cure was found
3. Explore and research extinct cultures

Background

Archaeological Expeditions, also known as ArchEx, is a private, government funded organization who publicly claims its mandate is to explore the past in hopes of finding information for the present. This draws a large amount of support from the public. They were actually formed by the G.R.C. in order to find out where the Purge probe came from, why it was sent and if there is evidence of it having visited other cultures.

Most people have assumed that since there have been no reported cases that the pathogen was eliminated. This however is not the case. ArchEx employs some of the greatest medical minds who are tasked with interpreting medical data of extinct cultures in order to find a cure for the pathogen.

In order to distance its clandestine goal and to afford the G.R.C. Senate and the Chairman deniability, ArchEx was reformed as a private corporation. Before 334 GE ArchEx was known as the Office of Planetary Exploration. It was in that year that Chairman Rherse Ghul decided the government needed a way to conduct its investigation into the Purge Pathogen without the prying eyes of the public and the media. Thus was born ArchEx.

Current Projects

System: OSX-SS0349

Coordinates: 325 x 21,667ly

Planet: OSX-SS0349D

Description: Ruins of a pre-industrial civilization have been discovered and are being cataloged. The ruins date to 317 BGE. Despite the limited evident technological knowledge there is evidence on the planet of massive destruction, the kind of destruction that results from atomic age civilizations and higher. The only clue is that there are inscriptions that repeatedly mention someone or something called the Intavi and the end of the world.

System: OSX-SS0634

Coordinates: 55 x 15,833ly

Planet: OSX-SS0634B

Description: Routine survey discovered an underwater complex surrounded by ruins both above and below the water. Evidence of massive tsunamis that could only have been generated by either a nuclear or antimatter explosion or by large extra planetary bodies. Inscriptions were found that mention the Intavi and the end of the world same as on OSX-SS0349D. The latest inscriptions are dated at 285 BGE.

System: OSX-SS0595

Coordinates: 30 x 53,332ly

Planet: OSX-SS0595C.1

Description: OSX-SS0595C.1 is a major moon of a gas giant. The moon is an airless rock however an undisturbed facility was discovered. There are no signs that intelligent life evolved or could have evolved in the system. The outpost does not seem to have been created by any of the known races; past or present. Data has been recovered from the computer system and none of the data has been deciphered because the base language is unknown. It seems to contain information on several of the known races. An inscription was found that mentioned the Intavi.

Bios First

Founded: Unknown

Structure: Terrorist Cell

Purpose: The subjugation and ultimately elimination of artificially created races.

Background

No one knows when the hate mongers and racists finally got together and formed the Bios First movement but they have always been here in one form. Ever since the end of the A.I. War the Lilanites and their ships have been plagued by Bios Firsts raiding parties. The Firsters would storm aboard the ships and kill all the Lilanites. If their were non-Lilanites on board then they were forced to kill a Lilanite or be killed as a sympathizer.

Attempts to find the Firsters main base of operations have proved fruitless. This is partly because they are organized in a cell structure. Only members of a cell know each other. Messages from the higher command structure are passed down to each cell anonymously. Investigations have shown that the organization has at least three levels. Each level only knows of certain cells under command at the level below it.

Luckily the Firsters haven't started any major offensives nor have their actions indicate an escalation. They never seem interested in any of the cargo of other items on the ships the raid. No one knows where their funding comes from nor where they get their weapons. In addition to official investigations by various Republic agencies, the Nemoan Rangers are actively seeking out any information that could help shut down the Firsters.

The Circle

Founded: Unknown

Structure: Para-military

Purpose: Acquisition and sale of slaves

Background

No one knows what the real name of the organization is. "The Circle" is a nick name given to the slaver ring by the law enforcement agencies because of the unique brand they apply to their prisoners. It is believed that his organization has been around for centuries.

Slavery has been outlawed in the Republic since its

beginning and in most of the Core governments since well before that. Unfortunately out in the Fringe they tend to regard the Republic's laws as fluid. Slave labor can be popular because organics are always cheaper and easier to maintain than machines or computers.

Also for the past several decades there has been a disturbing trend developing among the super rich in the Core. For some unknown reason certain members of the elite seem to think it is fashionable to own slaves. They see them as an elegant solution to mechanical servants and treat them as living dolls or pets. To avoid suspicion they "hire" them as servants and use chemicals, intimidation and other means to ensure that the slaves do not talk.

Behind all of this is the Circle. All other major slaver groups have disappeared. Whenever a new one pops up they are gone quickly. It is believe that the Circle is taking out all competition. It is also suspected that they may have support from the very high levels of Republic society. Why else would a year long campaign 13 years ago by Galactic Armed Forces only expose a few of their bases, free only a couple hundred slaves and result in none of the elite being convicted?

Eclipse Syndicate

Founded: Unknown

Structure: Cooperate

Purpose: Black marketeering, data hijacking, extortion, information brokerage, loan sharking, piracy, smuggling, theft, etc.

Background

Ask any enforcement agent what the biggest threat is and they will say the Eclipse Syndicate. The largest and most extensive criminal organization ever known to have exist. Every Core system, every inhabited planet, every continent, every major city has a Syndicate presence.

The full extent of their operations is not known. It is known that their operatives have never been caught in any facet of the slave trade nor in any aspect of the illicit drug trade. All other activities seem to be fair game.

The Syndicate is organized loosely around a corporate structure. At the lowest level you have employees. Above them are Managers, who are in charge of the Syndicates interests in a city, continent or planet. Directors oversee Syndicate operations through out a

system or several systems. Above these three levels little is known. The leader or ruler of the Syndicate is referred to as the CEO and there have been talks of a Board and a Chairman.

For such a widely known organization it is amazing how unproductive any investigation into its operation have proven. Sure individual members, mostly just employees, have been arrested but they refused to provide evidence that they were working for someone else.

Office of Stellar Exploration (OSX)

Founded: 0 GE

Structure: Para-Military

Purpose: Exploration of the Galaxy at large

1. To expand the frontier
2. Catalog new systems and planets
3. To conduct planetary surveys when new garden type worlds are found

Background

OSX grew out of the exploration efforts of all the races. The first major task assigned to OSX was to find a home world for the new G.R.C. Once this was done the agency was then free to explore at will in order to find new systems and possibly new races or other forms of intelligent life.

During the Purge all previous OSX operations were suspended. OSX resources were reallocated in a search for the home of the Purge probe and pathogen. Many good scouts were lost during this period. Some were never heard from again but most were lost because those on the search were ordered to commit suicide in order to keep from infecting the general population.

In the following centuries OSX has been a very vital part of the G.R.C. Most of the systems found by OSX scouts have been lifeless but resource rich. OSX explorations have provided an ever increasing knowledge base and new medicinal discoveries.

First Contact Guidelines

If intelligent life is ever found then there are very strict

guidelines that must be followed.

1. First and foremost is non-interference. No one is allowed to step foot on the planet in question or make their presence known
2. Immediately a 5 light-year buffer is established so that the new race will have plenty of room to expand before encountering the Galaxy at large
3. Two outpost are established on the edge of the system in order to be able to protect the system and to study the new race. Each outpost is led by a team of OSX first contact specialist with support from either the Nemoan Rangers or the Galactic Armed Forces.

Star Runner LTD

Founded: 610 GE (officially)

Structure: Corporate (officially)

Purpose: Cargo transportation (officially)

Background

Officially organized 37 years ago as a transportation firm, Star Runner LTD is a mid-level firm known for its reliability. Star Runner does not have the newest ships or equipment, the flashiest uniforms (they don't have uniforms) and are known to hire ex-cons, ex-military and those down on their luck. Despite all of this they have still managed to grow steadily over the past several decades.

What is not on the books and what is not known to the general public is that Star Runners is a front for a vigilante group. Unlike the Nemoan Rangers, which have an official sanction, Star Runners vigilante operations are completely illegal. On a few occasions their members have been caught and prosecuted but they always testified that they were acting on their own and that any property or equipment found on them that could be linked back to the company was stolen.

When Drosmi Stavis started Star Runners she did not intend it to be used as a front for vigilante operations. She grew up poor on Vortash with a knack for piloting starships and just wanted to make a little money of her own. As her business grew she got to fly from end of the Republic to the other. What she saw sickened her. Time after time she saw the weak and innocent getting exploited by the strong and corrupt. The bad guys got off for free while others suffered. So slowly she gathered the

resources and people she needed to fight back. If the authorities wouldn't take of the problem then she would.

Star Runners typically picks its own targets. It is rumored that if you need their help then it is possible to contact them but the exact means is unknown.

Riding the Black: Space Travel in the Galaxy

The Wave Drive

The manipulation of gravity has proven to be a turning point in the civilizations of the galaxy. Not only did it make space travel safer and more comfortable by providing artificial gravity and inertial dampeners but it enabled faster-than-light travel. Most real space travel and travel in an out of atmosphere is accomplished by gravity drives. You can still find some people who still use chemical, plasma or ion engines but these are very short range and inefficient.

Interstellar or FTL travel is accomplished by the Wave Drive. Other races call it the warp engine, fold drive or the bubble drive. The concept is that through the manipulation of gravity you can surround your ship in a field that causes space in front of you to contract and space behind you to expand while the space immediately around your ship is still flat. The expanding region pushes the bubble of flat space around your ship just like a surfer using an ocean wave to move. This technique avoids relativistic effects and unlike other means of interstellar travel there is no top limit to the speeds achievable. Also there is no acceleration associated with this form of travel since the ship does not move inside its bubble of flat space.

The only caveats to this form of travel are:

1. Since you are warping normal space there can be no communication with the outside galaxy while in FTL flight.
2. You must be far enough away from strong gravitational influences like planets and stars and
3. Travel is only in straight lines. In other words there can be no course corrections during FTL flight. The realignment of the field while in flight is difficult and can cause the ship to tear itself apart.

Wave Drive Classifications

The following information describes the general breakdown of wave drives in this part of the galaxy. All statistics given are an average. You can always find drives in each class that are either slower or faster however the price will reflect the change. The variation

in speed will be no more than +/- 10 light-year-per-hour (lyph). Also the speed given is the safe maximum speed for that wave drive class. It is possible to go slower, although most prefer to get where they are going as quick as possible. It is also possible to push the wave drive beyond its maximum speed but doing so can cause mishaps including drive malfunction or burning out.

Rating: Consumer / Commercial

Speed: 30 lyph

Cost: 100M

Class: R

Purpose: This drive type is used for all consumer and commercial craft. These would be private ships and ships belonging to business fleets. Anything from that shiny new pleasure yacht to a corporation's inter-system transportation. As Humans are apt to say these are the taxis, limos and grocery getters of interstellar travel.

Rating: Trader

Speed: 45 lyph

Cost: 175M

Class: R

Purpose: Just as with ground, sea or air transportation this class of drive is intended for delivery vehicles. Delivery vehicles need to be more robust due to the loads they are carrying. The extra speed is because one of the unalterable truths of the galaxy is that there is always a schedule to meet.

Rating: Courier

Speed: 60 lyph

Cost: 225M

Class: R

Purpose: Information is the key to power. While most information can be transmitted using the tunnel com system, sometimes security and the sheer bulk of the information require that it only be transferred person to person. This is where couriers come into play. This drive classification is built for speed and nothing else. They are finely tuned drives that cannot take a lot of punishment and require enormous amounts of preventative maintenance.

Rating: Military

Speed: 120 lyph

Cost: NOT FOR SALE

Class: M

Purpose: When a centralized military has a third of a galaxy to protect they need to insure that they can get to any place quickly and reliably. This class of drive is designed for abusive use, long run times and speed. Only the military has access to this technology and only the military produces them. No professional or state company is allowed to even produce the diagnostic tell tale lights for these drives and the facility were they are produced is a highly guarded secret. It goes with out saying that being caught with a military drive is grounds for never again seeing star light or other beings.

Navigational Charts

Galactic Coordinates

A small word about how coordinates are computed. The coordinates are given in polar form with an angle and the distance from the galactic core. The zero line is the line that connects the galactic core and the capital, Prime (OSX-SS001B). Angles are measured from this line in the direction humans refer to as 'counter-clockwise'.

Stellar System	Angle (Degrees)	Distance (lightyears)
Prime	0	13333.3
Bizzeth	11.81	26269.74
Jaokyn	-13.07	26942.34
Kaylin Mu	25.86	28681.8
Lil 519	61.69	29965.14
Na Oth	-14.24	34078
Seril	-1.88	33884.72
Sol	50.98	25811.04

Distances

The table on the next page shows the average distance between major systems in the G.R.C. This is by no means a complete list of all the systems and places in the G.R.C. but is merely intended to give an idea of how big the Republic is. It should also be noted that due to galactic and stellar motion these distances are an average. Navigation charts are updated every quarter century because all motion is relative and therefore positions change. The distances are expressed in light-years.

	Distances (light years)							
	Prime	Bizzeth	Jaokyn	Kaylin Mu	Lil 519	Na Oth	Seril	Sol
Prime	0.00	13,497.43	14,276.48	17,668.23	26,395.73	21,407.12	20,563.25	20,264.34
Bizzeth	13,497.43	0.00	11,481.59	7,134.34	23,948.08	15,583.89	10,419.46	17,463.08
Jaokyn	14,276.48	11,481.59	0.00	18,608.10	34,631.84	7,162.44	9,105.40	27,990.99
Kaylin Mu	17,668.23	7,134.34	18,608.10	0.00	18,081.41	22,105.64	15,826.17	12,176.89
Lil 519	26,395.73	23,948.08	34,631.84	18,081.41	0.00	39,531.26	33,796.48	6,648.48
Na Oth	21,407.12	15,583.89	7,162.44	22,105.64	39,531.26	0.00	7,318.87	33,017.98
Seril	20,563.25	10,419.46	9,105.40	15,826.17	33,796.48	7,318.87	0.00	27,536.87
Sol	20,264.34	17,463.08	27,990.99	12,176.89	6,648.48	33,017.98	27,536.87	0.00

Travel times at 30 lyph (consumer speeds)

	Travel Time (days)							
	Prime	Bizzeth	Jaokyn	Kaylin Mu	Lil 519	Na Oth	Seril	Sol
Prime	0	18	19.04	23.56	35.19	28.54	27.42	27.02
Bizzeth	18	0	15.31	9.51	31.93	20.78	13.89	23.28
Jaokyn	19.04	15.31	0	24.81	46.18	9.55	12.14	37.32
Kaylin Mu	23.56	9.51	24.81	0	24.11	29.47	21.1	16.24
Lil 519	35.19	31.93	46.18	24.11	0	52.71	45.06	8.86
Na Oth	28.54	20.78	9.55	29.47	52.71	0	9.76	44.02
Seril	27.42	13.89	12.14	21.1	45.06	9.76	0	36.72
Sol	27.02	23.28	37.32	16.24	8.86	44.02	36.72	0

Travel times at 45 lyph (trader speeds)

	Travel Time (days)							
	Prime	Bizzeth	Jaokyn	Kaylin Mu	Lil 519	Na Oth	Seril	Sol
Prime	0	12	12.69	15.71	23.46	19.03	18.28	18.01
Bizzeth	12	0	10.21	6.34	21.29	13.85	9.26	15.52
Jaokyn	12.69	10.21	0	16.54	30.78	6.37	8.09	24.88
Kaylin Mu	15.71	6.34	16.54	0	16.07	19.65	14.07	10.82
Lil 519	23.46	21.29	30.78	16.07	0	35.14	30.04	5.91
Na Oth	19.03	13.85	6.37	19.65	35.14	0	6.51	29.35
Seril	18.28	9.26	8.09	14.07	30.04	6.51	0	24.48
Sol	18.01	15.52	24.88	10.82	5.91	29.35	24.48	0

Travel times at 120 lyph (military speeds)

	Travel Time (days)							
	Prime	Bizzeth	Jaokyn	Kaylin Mu	Lil 519	Na Oth	Seril	Sol
Prime	0	4.5	4.76	5.89	8.8	7.14	6.85	6.75
Bizzeth	4.5	0	3.83	2.38	7.98	5.19	3.47	5.82
Jaokyn	4.76	3.83	0	6.2	11.54	2.39	3.04	9.33
Kaylin Mu	5.89	2.38	6.2	0	6.03	7.37	5.28	4.06
Lil 519	8.8	7.98	11.54	6.03	0	13.18	11.27	2.22
Na Oth	7.14	5.19	2.39	7.37	13.18	0	2.44	11.01
Seril	6.85	3.47	3.04	5.28	11.27	2.44	0	9.18
Sol	6.75	5.82	9.33	4.06	2.22	11.01	9.18	0

Creatures Great & Small

Highlighted below are some of the more remarkable creatures within our part of the galaxy. This is only a small sample.

Na Tok

Planet: Thrassis

The Na Tok is a saurian apex predator covered in scales and dense downy feathers. The na tok stands 1.8 meters (6 feet) tall and has a 1.2 meter (4 foot) tail. The na tok is the primary predator of Thrassis and its main competition is the Thrassians themselves.

Strength: 55 **Speed:** 7.19 m/s

Agility: 60 **Lift:** 121 kg

Health: 55 **Stamina:** 13

Intelligence: 35 **Body Pool:** 7

Mind: 25

Armor Points: 2

Qualities: Greater Senses: Smell/taste 3, Greater Senses: Vision 3, Natural Armor 2

Skills: Perception (Agility, Easy, 15), Stealth (Agility, Easy, 15), Street Fighting (Agility, Easy, 15)

Weapons

Street Fighting

Claws **Teeth**

Damage: 1d5+2 **Damage:** 1d5+1

Reach: A **Reach:** A

Nuar

Planet: Kaylin Tor

A small winged saurian with a 1 meter (3 feet 3.3 inch) wing span. To Humans the nuar looks like a smaller version of their mythical dragon. This is further reinforced by the fact that the nuar can breath fire. The nuar's metabolism breaks down the plants it eats into two chemicals which when mixed, ignite. The chemicals are stored in bladders on opposite sides of the body. Another advantage of this fire production system is it is a

deterrent to predators because if they do sink their teeth in a nuar then the chemical could leak and either ignite the prey or predator.

Despite the hazards involved, nuar have been domesticated for millennia. They can serve as both a hunting companion or as the family pet and it is not unusual to see them fulfilling those roles even today.

The nuar has small fore claws on its wings, 2 powerful hind legs and a 0.5 meter (1 foot 8 inch) tail. Skin color ranges from shades of red to blue to green.

Strength: 25 **Speed:** 6.25 m/s (ground)

50 m/s (air)

Agility: 75 **Lift:** 55 kg

Health: 55 **Stamina:** 10

Intelligence: 35 **Body Pool:** 7

Mind: 45

Armor Points: 0

Qualities: Breath Weapon: Flame, Flight, Greater Senses: Vision 2

Skills: Breath Weapon (Agility, Easy, 18), Perception (Agility, Easy, 15), Street Fighting (Agility, Easy, 5)

Weapons

Street Fighting

Claws **Teeth**

Damage: 1d5 **Damage:** 1d5-1

Reach: A **Reach:** A

Breath Weapon

Fire

Damage: 1d10

Rate: 1

Accuracy: +3

Shots: -

Range: 20m

Volken

Planet: Xylan

The volken is an ambush predator on the Reltoan world of Xylan. It is a reptiloid about 1.5 meters (5 feet) long and stands 0.5 meter (1 foot 2 inches) tall. The volken is slow moving and lives in the jungles and forests of Xylan. Since the main prey of the volken is the fleet footed bermik it has developed a unique means of attack. The volken uses a natural form of telepathy to immobilize its prey.

Strength: 25 **Speed:** 3.12 m/s

Agility: 25 **Lift:** 50 kg

Health: 50 **Stamina:** 9

Intelligence: 50 **Body Pool:** 6

Mind: 50

Armor Points: 2

Qualities: Greater Senses: Vision 2, Natural Armor 2, Psionicist

Skills: Control (Mind, Intermediate, 18), Perception (Agility, Easy, 15), Stealth (Agility, Easy, 15), Street Fighting (Agility, Easy, 15)

Weapons

Street Fighting

Teeth

Damage: 1d5+1

Reach: A

Bermik

Planet: Xylan

The bermik is an solitary mamaliod herbivore in the jungles and forests of Xylan. To humans the bermik looks like a small kangaroo but instead of hopping it rises on its two long hind legs to run. The bermik stands 1 meter (3.3 feet tall).

Strength: 25 **Speed:** 5.00 m/s

Agility: 55 **Lift:** 33 kg

Health: 33 **Stamina:** 7

Intelligence: 25 **Body Pool:** 4

Mind: 25

Armor Points: 0

Qualities: Greater Senses: Smell/Taste 2, Greater Senses: Vision 2

Skills: Dodge (Agility, Easy, 10), Perception (Agility, Easy, 10)

Kwikix

Planet: Bizzeth

The kiwkix is a large canine predator that was domesticated by the Nel Ari. The kwikix is 1.5m (5 feet) at the shoulder, 2.6, (8.5 feet) snout to rump and has a 0.4m (1.3 foot) long tail. The average kwikix has a white belly and chest with white lower legs and a white tip on its tail. Also they have a white snout. The back, sides, head and upper legs are either black or brown. The white parts of its coat can have small brown or black spots. Also there is band of color, usually brown or black, separating the upper and lower legs.

Strength: 70 **Speed:** 8.43 m/s

Agility: 65 **Lift:** 168 kg

Health: 60 **Stamina:** 16

Intelligence: 55 **Body Pool:** 8

Mind: 55

Armor Points: 0

Qualities: Greater Senses: Hearing 3, Greater Senses: Smell/Taste 3, Greater Senses: Vision 3

Skills: Perception (Agility, Easy, 10), Stealth (Agility, Easy, 10), Street Fighting (Agility, Easy, 10)

Weapons

Street Fighting

Claws Teeth

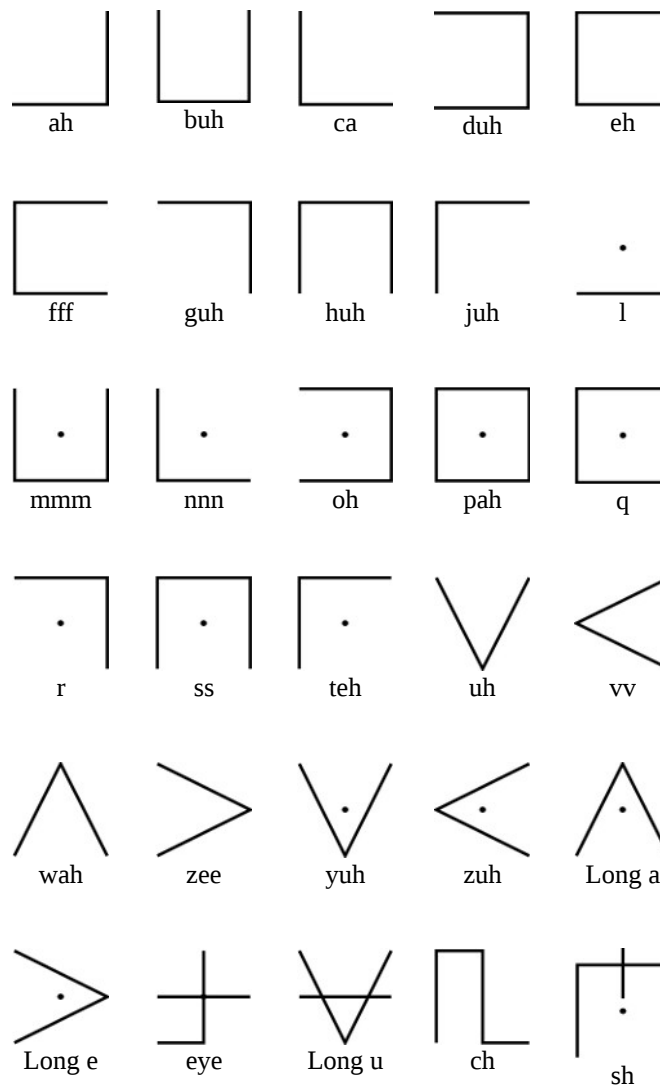
Damage: 1d5+1 **Damage:** 1d5+2

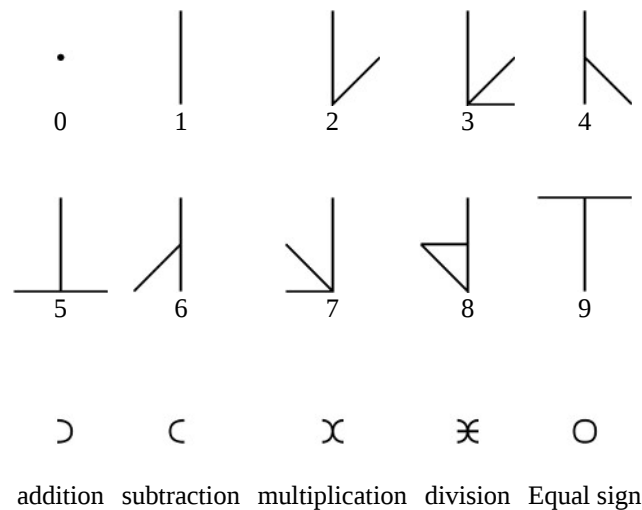
Reach: A **Reach:** A

Galactic Alphabet

In the early days of contact and trade between the races the need for a common trade language became apparent. To meet this need a phonetic language was developed with characters based on a simple geometric characters. Words are separated by spaces and there is no formal punctuation. Galactic is used as the official language for the Republic and is the written language of all formal contracts, decrees and declarations. While there has been several movements to try and use Galactic for literary art forms, such as fiction, all of the great works are still written in the native languages of the races.

Letters



Numbers

Of course all the more advanced mathematical operators and functions exist but that is a bit beyond the scope of this guide. It is standard and proper to separate the thousands with a downward slash although a half space is also acceptable.

Galactic Lexicon

Some common terms in common use around the Republic.

Blue Zone	The inhabited part of G.R.C. space. On maps of the galaxy this section of space is usually colored blue.
Bohfa	Galactic term for sexual intercourse.
Bohfa Da	Galactic term for sexual intercourse with one's self.
Bolt Bucket	Derogatory term for a Lilanite.
Chasing the Black	Spacer term for using a wave drive to achieve super-luminal velocities.
Geneered	Abbreviation for the genetically engineered.
Kasha	Derogatory term for a male. Refers to a one who was born to parents out of wed lock.
lyph	An acronym for light-year-per-hour. The standard speed rating of wave drives.
Mac'er	Human term for someone who can perform technological feats with very little resources.
Mind Rider	Anyone who has psionic abilities
N.R.G.O.H.B.F.	Acronym for the visible spectrum niev, riek, grez,orn,hith, bwai and fiel. Translated to the Human language English, this is red, orange, yellow, green, blue, indigo and violet. The colors have also been used for a threat scale with niev being an extreme threat and fiel being non threatening.
Republic Proper	The inhabited part of G.R.C. space. See also 'Blue Zone'.
Shining	The state of being on 'starshine'.
Shipwalker	A starship technician who specializes in exterior repairs while the ship is both docked and moving at sub-luminal speeds.
Soho Bohfa	Galactic term for sexual intercourse with someone's mother.

Spiker	Someone who illegally accesses computers or information networks. The term refers to using a spike shunt to access an optical data line.
Spiking	Illegally accessing a computer or information network. The term refers to using a spike shunt to access an optical data line.
Starshine	An illegal and highly addictive hallucinogenic drug.
Syntul	Galactic unit of currency. The symbol is .
The Big Suck	Spacer term for the black hole at the center of the galaxy.
The Buffer	The region of the galaxy that is beyond the republic proper and has been explored. See also 'Yellow Zone'.
The Edge	The line between 'The Buffer' and unexplored space. Also referred to as the 'red line'.
The Red Line	The line between 'The Buffer' and unexplored space. On maps of the galaxy the unexplored space is shaded red.
The Void	Spacer term for intergalactic space.
Yellow Zone	The region of the galaxy that is beyond the republic proper and has been explored. On maps of the galaxy it is usually colored in yellow.
Yeza	Slang term for urine.
Yilka	Derogatory term for a female. Comes from the name given to the female of most domestic animals while she is still in breeding condition.
Zil	Galactic term for solid excrement.

Identity Records

When creating an Identity for a simulation there are two forms that you will need. The first is the Identity Worksheet. The worksheet will help in recording all of the information gained from the Life Stages you choose and help you calculate the needed statistics.

The second form is the Identity Record. This is the final summarization of your Identity. It will have all the information needed for playing in a simulation and will be the final product of Identity Generation. The record is where the final totals of your Identities abilities, skills, qualities, wealth and keep track of your equipment and build points.

For example Julie is creating a new Identity she will be named Brianna, is Reltoan, grew p with in the Imperium, went to University and became a spiker. As she chooses each stage she begins writing down the necessary information and rolling on the required tables.

The first part of the worksheet charts your progress through life. For Julie's Identity it would look like the figure below.

Life Stages

Stage	Life Path	Years	Random Event	Random Event Effect
Race	Reltoan	0		
Childhood	Reltoan Subject	16	Normal	Wealthy +5
Young Adulthood	University	10	Normal	Skillful 1
Career 1	Spiker	4	Found lost Debit Wafer	Wealthy +5
Career 2	Spiker	4	Normal	Wealthy -1
Career 3				

For her Identity's Childhood Julie rolled on the Core World Table and rolled a 7. This indicates a normal life with a normal income for a Corey. Brianna's stay at the university was also normal and because of her studies she was granted the Quality Skillful at level 1 (roll of 7 on the School table). Brianna had a good run in her first career as a spiker. She didn't get caught and managed to find a loft debit wafer. She even returned the debit wafer and was granted a very nice reward; Wealthy +5 (roll of 10 on Dangerous Job table). During Brianna's second run as a spiker everything seemed to even out. As with most illicit jobs you do end up losing a little money. A roll of 6 on the Random Event Table showed nothing

spectacular happed and granted her a Wealthy of -1

As Julie's identity moved along her life other things changed as well. Each stage and Life Path can grant adjustments to your Primary abilities. Brianna's are below

	Primary Ability Adjustments from Life Stages								
Abilities	Race	Childhood	Young Adulthood	Career 1	Career 2	Career 3	Age	Height	Total
Strength	35						0	0	35
Agility	45						0	0	45
Health	40	+5					0	0	45
Intelligence	40	+5					0	0	45
Mind	45						0	0	45

An Identity's race will always give him or her the basis of their Primary Abilities. Like all Reltoan's Brianna started off with a Strength of 35, and Agility of 45, a Heath of 40, an Intelligence of 40 and a Mind of 45. Growing up in the Core gave Brianna advantages in education and health care so she received a +5 in Health and Intelligence. From that point on none of Brianna's further adventures significantly changes her Primary Abilities. Adding across the rows in the Identity Worksheet gives the totals listed in the figure above.

The next part of the Identity Worksheet uses the totals for the Primary Abilities and calculates the need Secondary abilities. The Secondary Abilities are Speed, Lift, Stamina and Body Pool. An explanation of Secondary Abilities and how to calculate

them is on page 98. The formula are also on the Identity Worksheet.

Brianna's Secondary Abilities are below.

Secondary Abilities				
Totals from above				
Speed	=	5	(Strength + Agility)	/ 16
Lift	=	63	(Strength x Health)	/ 25
Stamina	=	10	(Strength + Health)	/ 8
Body Pool	=	6	Health	/ 8

The second page of the Identity Worksheet is for recording the skills gained during an Identity's march through life. Some simple abbreviations can help keep things neat and tidy.

Abbreviations

Strength	S	Linked Ability	LA	Easy	E
Agility	A	Learning Curve	LC	Intermediate	In
Health	H	Childhood	CH	Advanced	A
Intelligence	I	Young Adulthood	YA		
Mind	M				

The separate columns for each life stage are there so that each skill need only be listed once and when bonuses

Name	L. A	L. C.	Skill Level Bonus from Life Stage							Total
			Race	C.H.	Y.A.	Career 1	Career 2	Career 3		
Computer Literacy	I	E	+5							5
Knowledge: Reltoan Imperium	I	In	+10							10
Language: Reltoan	I	A	+30							30
Language: Galactic	I	A	+30							30
Applied Math	I	In	+2							2
Engineering: Computer	I	A	+4							4
Computer Hacking	I	A						+2	+2	4
Computer Programing	I	In						+5	+5	10

from different Life Paths are gained you can just write them in the appropriate column. Brianna for example

had two careers as a spiker so she gained Computer Hacking and Computer Programing twice. So Julie just wrote the skills down once and added the bonuses. When all of Brianna's skills had been written down Julie totaled them in the right column.

Next Julie wrote down the Qualities Brianna gained during her life. Some qualities have levels and some can be gained multiple times but do not add together. More information on Qualities can be found on page 124.

Qualities Gained	
Name	Level
Curiosity	
Skillful	1
Wealthy	9
Ambidextrous	
Appearance: Attractive	
Psionicists	
Secretive (All Reltoans are psionicists)	

The last thing Julie needed to do for her identity Brianna is to total her build points and the total level for her Wealthy Quality. For build points Brianna gained a -2

from Childhood, a -5 for Career 1 and -5 for Career 2. Also since the highest Life Stage Brianna completed was Stage 4 she gets 20 extra Build Points, regardless of how many times the stage was repeated. This gives Brianna 13 extra build Points.

For her childhood and her two stints at being a spiker, Brianna gained the Wealthy Quality. As a Reltoan Subject she gained Wealthy 5, her first round as a spiker she gained Wealthy 5 and for

her second stint as a spiker she gained Wealthy -1. This gives her a total of Wealthy 9. Finding this level on the

Wealthy table Julie rolled for Brianna.

Build Points & Wealth from Life Stages						
Stage	Build Points	Wealthy Level	Wealthy			
Race	0		Level	Starting Money	Level	Starting Money
Childhood	0	5	0	1d10 x ¸50	6	1d10 x ¸25,000
Young Adulthood	-2		1	1d10 x ¸200	7	1d10 x ¸50,000
Career 1	-5	5	2	1d10 x ¸500	8	1d10 x ¸100,000
Career 2	-5	-1	3	1d10 x ¸1,000	9	1d10 x ¸200,000
Career 3			4	1d10 x ¸2,000	10	1d10 x ¸300,000
Bonus Build Points	20		5	1d10 x ¸10,000		
Totals	8	9				
Total Money (roll on final Wealthy level)		¸400,000				

Bonus Build Points	
Highest Life stage completed	Bonus Build Points
Stage 2	10 build points
Stage 3	15 build points
Stage 4	20 build points

Now Julie needs to decide how to spend Brianna's extra build points, page 99, and what to spend Brianna's money on. After that she can transfer Brianna's stats to the Identity Record and she is ready to begin playing in simulations.

Sea of Stars: Identity Worksheet

Player: _____

Identity: _____

Race: _____

Age: _____

Height: _____

Life Stages

Stage	Life Path	Years	Random Event	Random Event Effect
Race				
Childhood				
Young Adulthood				
Career 1				
Career 2				
Career 3				

Primary Ability Adjustments from Life Stages									
Abilities	Race	Childhood	Young Adulthood	Career 1	Career 2	Career 3	Age Bonus	Height Bonus	Total
Strength									
Agility									
Health									
Intelligence									
Mind									

Secondary Abilities

Totals from above

Speed	=	<input type="text"/>	(Strength + Agility)	/ 16
Lift	=	<input type="text"/>	(Strength x Health)	/ 25
Stamina	=	<input type="text"/>	(Strength + Health)	/ 8
Body Pool	=	<input type="text"/>	Health	/ 8

Abbreviations

Strength	S	Speed	Sp	Linked Ability	L.A.	Easy	E
Agility	A	Lift	L	Learning Curve	L.C.	Intermediate	In
Health	H	Stamina	St	Childhood	C.H.	Advanced	A
Intelligence	I	Body Pool	BP	Young Adulthood	Y.A.		
Mind	M						

[illegible]

Qualities Gained from Life Stages			
Name	Level	Name	Level

Build Points & Wealth from Life Stages		
Stage	Build Points	Wealthy Level
Race		
Childhood		
Young Adulthood		
Career 1		
Career 2		
Career 3		
Bonus Build Points		
Totals		
Total Money (roll on final Wealthy level)		

Wealthy			
Level	Starting Money	Level	Starting Money
0	1d10 x ¸50	6	1d10 x ¸25,000
1	1d10 x ¸200	7	1d10 x ¸50,000
2	1d10 x ¸500	8	1d10 x ¸100,000
3	1d10 x ¸1,000	9	1d10 x ¸200,000
4	1d10 x ¸2,000	10	1d10 x ¸300,000
5	1d10 x ¸10,000		

Bonus Build Points	
Highest Life stage completed	Bonus Build Points
Stage 2	10 build points
Stage 3	15 build points
Stage 4	20 build points

Sea of Stars: Identity Record

Name: _____ Race: _____

Sex: _____ Age: _____

Height: _____ Last Stage / Life Path: _____

Abilities			
Strength (S):	<input style="width: 90%;" type="text"/>	Speed (Sp):	<input style="width: 90%;" type="text"/> m/s
Agility (A):	<input style="width: 90%;" type="text"/>	Lift (L):	<input style="width: 90%;" type="text"/> kg
Health (H):	<input style="width: 90%;" type="text"/>	Stamina (St):	
Intelligence (I):	<input style="width: 90%;" type="text"/>	Max:	Current: <input style="width: 90%;" type="text"/>
Mind (M):	<input style="width: 90%;" type="text"/>	Body Pool (BP):	
		Max:	Current: <input style="width: 90%;" type="text"/>
Armor Points:	<input style="width: 90%;" type="text"/>		

Ranged Weapons

Weapon	Attack TN	Accuracy	Range	Rate	Shots	Ammo	Damage

Attack TN = Accuracy + Base TN of weapon skill for ranged weapons

Melee Weapons

Weapon:	Weapon:	Weapon:
Attack TN:	Attack TN:	Attack TN:
Damage:	Damage:	Damage:
Reach:	Reach:	Reach:

and Attack TN = Base TN of weapon skill for melee weapons.

Skills

Name	Base TN		Skill Level		L.A. Level	Linked Ability	Learning Curve
		=		+			
		=		+			
		=		+			
		=		+			
		=		+			
		=		+			
		=		+			
		=		+			
		=		+			

Qualities

Name	Level	Name	Level

Money

On Hand		Accounts		
Type	Amount (Syntuls)	Institution	Account Name	Amount (Syntuls)
Debit Wafer				
Hard Currency				

Equipment

[illegible]

Notes

[illegible]