ETHERSCOPE

CORE RULEBOOK

For our families and the memory of John Henry Greenwood, loving grandfather of Nigel McClelland, whose support and belief have made this book possible.

CREDITS

Etherscope created by Nigel McClelland and Ben Redmond

Designers: Nigel McClelland and Ben Redmond

Additional Designers: Chris Durham and David Schwartz

Writers: Ben Redmond, Nigel McClelland, Christopher F. Allen, Chris Durham, Mark Charke, and David Schwartz

Developer: Luke Johnson

Editor: Ken Hart

Art Direction and Graphic Design: Shane Hartley

Cover Art Direction: Sean Glenn

Cover Art: Jonathan Hill

Interior Art: Alex Kosakowski, Alex Shiekman, Chris Watkins, Eduardo Herrera, Ethan Pasternack, Ilya Astrakhan, James Cosper, Jeremy Mohler

Editor-in-Chief: Joseph Goodman

Playtesters: Mike Beddes (Rahlyns Falconer-Beddes, Xcylur Beddes, Jason Taylor, Corey Starr, Billy Ujhely), Benjie C/S, Jim Crapia, Chris Durham, Mark Gedak, Sean Holland, Jamallo Kreen, Stefan Lundsby, Michael McConnell, Scott Moore, Jer Petter (Jason Bazylak, John Gillespie, Linda Gillespie, Brett Watters), Ben Redmond (Melanie Duffy, Mark Fair, Matt Finn, Paul Johnson, Gérard Kraus, Beatty Osborne, Matt Sims, James Todd), David Schwartz (Catherine Pegg, Michael Woodhams, Sam Noel, Carlene Quedley, Nathan Smith, Carol Phillips), Beckett Warren

Learn more about Etherscope at www.EtherscopeRPG.com
Learn more about Goodman Games at www.goodman-games.com
This printing of **Etherscope** is published in accordance with the Open Game License.
See the Open Game License Appendix of this book for more information. All rights reserved.
© 2005 Goodman Games. **Etherscope** is a trademark of Goodman Games in the U.S. and/or other countries, used with permission. All rights reserved.
The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

CONTENTS

CORE RULEBOOK 1
CREDITS 1

CONTENTS 2

INTRODUCTION 5
JACK 5
THE YEAR IS 1984. 6
The Pan-European War 6
The New Reich 7
Russia 7
Britain 7
The Pacific War 8
The Etherscope 8
America 9
Ottoman Empire 11
The Great Metropolis 11
New Dangers 11
WELCOME 11
What is Roleplaying? 12
The World of Etherscope 12
Playing the Game 13
HOW TO USE THIS BOOK 13
System Basics 13
INSPIRATION 14

CHAPTER I: CHARACTERS 17
CHARACTER CREATION 17
ABILITY SCORES 19
Ability Modifiers 19
Using Ability Scores 19
CHARACTER RACES 20
Humans 20
Alpha Humans 20
The Transgenic Strains 21
Fey 25
SOCIAL TEMPLATES 26
Template Descriptions 27
BASIC CLASSES 30
Overview 30
Broker 30
Combatant 33
Enginaught 36
Pursuer 38
Savant 41
Scoundrel 44

CHAPTER II: TRAITS 49
PERSONALITY TRAITS 49
Values 49
Allegiances 51
SAVING THROWS 51
EXCELLENCE POINTS 52
SKILLS 52
Getting Skills 52
Using Skills 53
Skill Descriptions 56
FIGHTING TECHNIQUES 80
Combat Styles 81
OCCULT SKILLS 84
Occult Science 84
Occult Powers 84
Occult Skill Descriptions 85
Occult Lore Powers 85
Psychic Powers 88
Spirit Medium Powers 90
FEATS 92
INFLUENCES 104
Gaining Influences 105
Using Influences 105
Influences Detail 106
SPECIAL TRAITS 108

CHAPTER III: EQUIPMENT 113
ENCUMBRANCE 113
Carrying Capacity 113
MOVEMENT AND OVERLAND TRAVEL 114
ACQUISITION 114
Wealth Bonus 115
Acquiring Goods and Services 115
Increasing Wealth 116
CONCEALED WEAPONS AND OBJECTS 116
WEAPONS AND ARMOUR 117
Weapons 117
Armour 128
VEHICLES 129
Powered Armour 132
CYBERNAUGHTICS 133
Classifying Cybernaughtics 133
Cybernaughtic Purchase Points 134
Tolerance 135
Minimum Constitution 135
Cybernaughtic Apps 136
Cybernaughtic Arm 136
Cybernaughtic Eye 137
Cybernaughtic Leg 138
Dermal/Subdermal Plating 138
Motor Neuron Accelerators 139
Scope Jack 139
GENERAL EQUIPMENT 140
Equipment Tables 140
LIFESTYLE 147
SERVICES 151

CHAPTER IV: COMBAT 153
COMBAT ROUND—THE BASICS 153
Combat Statistics 153
INITIATIVE 155
ACTIONS IN COMBAT 155
The Combat Round 155
Action Types 156
Attack Actions 156
Move Actions 157
Full-Round Actions 158
Miscellaneous Actions 159
Attacks of Opportunity 159
MOVEMENT AND POSITION 160
Tactical Movement 160
COMBAT MODIFIERS 160
Favourable and Unfavourable Conditions 160
COVER 161
CONCEALMENT 161
HELPLESS DEFENDERS 162
SPECIAL INITIATIVE ACTIONS 162
Delay 162
Ready 162
SPECIAL ATTACKS 163
Aid Another 163
Firearms 163
Grenades and Explosives 163
Attack an Object 164
Bull Rush 165
Overrun 166
Trip 166
Grapple 167
Bind 168
CHARACTER STATUS 169
Conditions 169
DEATH, DYING, AND HEALING 171
Injury and Death 171
Healing 171
The Dying Saving Throw 171
Recovery 172
Ability Score Damage 172
ENVIRONMENT AND HAZARDS 173
Darkness and Light 173
Heat and Cold 173
Catching on Fire 173
Starvation and Thirst 173
Suffocation and Drowning 173
Falling 174
Poison 174
Disease 175
Energy Drain and Negative Levels 175
Acid 175
Electricity 175
VEHICLE MOVEMENT AND COMBAT 176
Characters in Vehicles 176
Scale 176
Vehicle Sizes 176
Facing and Firing Arcs 176
Getting Started 176
Initiative 176
Vehicle Speed 177
Moving 177
Pilot Options 177
Collisions and Ramming 179
Losing Control 180
Hide and Seek 180
Fighting from Vehicles 180
Damaging Vehicles 181

CHAPTER V: THE WORLD OF ETHERSCOPE 183
GEOGRAPHY 183
The Great Metropolis 183
The British Empire 184
North America 185
Europe and Western Asia 185
The Pacific 186
South America 187
Unexplored Regions 187
SOCIETY 187
Espionage: The Great Game 187
The Eugenics League 188
Religion 188
The Northumbrian Republican Movement 189
Counterculture 189
Gamma Sewer Kingdoms 190
Criminal Organisations 190
Craftsman Guilds 190
Occult Societies 190

CHAPTER VI: THE SCOPE 193
SCIENCE AND TECHNOLOGY 193
A Brief History of Ether Science 193
Technology 195
GEOGRAPHY OF THE SCOPE 198
A Typical Scope City 198
New London 199
Centropolis 199
Schopheim 199
Haven 199
The Pleasure Domes 199
Other Cities 199
SCOPE RIDING 199
Scope Avatars 200
Avatars and Equipment 201
Movement in the Scope 202
Remote Users 203
Entering the Scope 203

Upload Tabs 204
Upload Capsules 205

CHAPTER VII: THE ADVANCING CHARACTER 207

EXPERIENCE AND CHARACTER ADVANCEMENT 207
Character-Level Dependent Benefits 207
Advancing a Level 207
Level Advancement 208
Multiclass Characters 209
ADVANCED CLASSES 210
Overview 210
Connector 211
Cybernaught 212
Explorer 213
Industrialist 214
Occult Investigator 215
Program Crafter 217
Scope Rider 219
Scope Warrior 220
Spy 221
Street Mercenary 222
Tab-Jammer 223
Thief 224

CHAPTER VIII: GAMESMASTERING 227

ENCOUNTERS 227
Designing Encounters 227
Awarding Experience Points 230
CREATURES AND CHARACTERS 230
Major and Supporting Antagonists 230
Creating a Creature or Character 230
Creature Subtypes 233
Exceptional Characters 234
Ordinaries 234
Example Characters and Creatures 235
Animals 238
Ordinaries 241
Etherspace Creatures 244
RUNNING AN ETHERSCOPE GAME 250
Class and Values 250
Themes 251
BUILDING YOUR CAMPAIGN 252
Game Styles 252
METAPLOT 255

CHAPTER IX: ADVENTURES 257

INTRODUCTION 257
ANALOGUE 257
Part One: Sullivan Bennett 258
Part Two: Meanwhile, Back at the Lab 260
Dr. Bennett's Lab 262
Part Three: The Chase is On 266
The Duchy of Raymond Faulk 267
New London 271
Conclusion 275
COMPOUND 13 276
Part One: The Background 276
Part Two: Involving the Characters 276
Part Three: Getting Started 277
Part Four: Aerial Journey 277
Part Five: Overland Travel 278
Part Six: The Hill Village 279
Part Seven: Wild Dogs Attack 280
Part Eight: The Crash Site 281

CHARACTER SHEET 284

APPENDIX ONE: LEGAL INFORMATION 286

TABLES

Table 1–1: Ability Score Costs 17
Table 1–2: Ability Score Modifiers 19
Table 1–3: Fey Scope Familiars 25
Table 1–4: Social Templates 27
Table 1–5: The Broker 31
Table 1–6: The Combatant 34
Table 1–7: The Enginaught 37
Table 1–8: The Pursuer 39
Table 1–9: The Savant 42
Table 1–10: The Scoundrel 45
Table 2–1: Excellence Points by Character Level 52
Table 2–2: Skill Points per Level 53
Table 2–3: Class and Cross-Class Skills 54
Table 2–6: Ability Check Examples 55
Table 2–4: Difficulty Class Examples 55
Table 2–5: Example Opposed Checks 55
Table 2–7: Balance Modifiers 56
Table 2–8: Bluff Circumstance Modifiers 57
Table 2–9: Climbing DCs 59
Table 2–10: Distraction DCs 59
Table 2–11: Creative Art Check Results 59
Table 2–12: Attitude Classes 60
Table 2–13: Diplomacy Results 60
Table 2–14: Bribery DCs 60
Table 2–15: Disguise Modifiers 60
Table 2–16: Disguise Familiarity Modifiers 60
Table 2–17: Engineer Repair Checks 61
Table 2–18: Open Lock DCs 61
Table 2–19: Engineer (chemical) — Acids and Bases 62
Table 2–20: Engineer (chemical) — Explosives 62
Table 2–21: Engineer (ethertech) — Example Device DCs 62
Table 2–22: Engineer (ethertech) — Disable Security DCs 62
Table 2–23: Engineer (mechanical) — Example Device DCs 63
Table 2–24: Engineer (pharmaceutical) — Medicinal Drugs 63
Table 2–25: Engineer (pharmaceutical) — Poisons 64
Table 2–26: Engineer (pharmaceutical) — Scope Tabs and Upload Tabs and Capsules 64
Table 2–27: Engineer (structural) — Example Build DCs 64
Table 2–28: Escape Artist DCs 65
Table 2–29: Create Forgery Check Modifiers 65
Table 2–30: Detect Forgery Check Modifiers 65
Table 2–31: Handle Animal Task DCs 66
Table 2–32: Hide Size Modifiers 67
Table 2–33: Hide Concealment Modifiers 67
Table 2–34: Investigate Clue Analysis Modifiers 67
Table 2–35: Long Jump DCs 68
Table 2–36: High Jump DCs 68
Table 2–37: High Jump Maximum Height 68
Table 2–38: Language Groups 70
Table 2–39: Listen DCs 70
Table 2–40: Listen Penalties 71
Table 2–41: Navigate DCs 72
Table 2–42: Performance Check Results 73
Table 2–43: Scope Resilience Alter Avatar DCs 75
Table 2–44: Remote Movement DCs 76
Table 2–45: Program Component Complexity Level 76
Table 2–46: Drone Statistics 77
Table 2–47: Scope Use Finding Documents DC 77
Table 2–48: Scope Security Level DCs 77
Table 2–49: Search DCs 78
Table 2–50: Typical Survival Checks 79
Table 2–51: Fencing Stance Feats 82
Table 2–52: Fencing Manoeuvres 82
Table 2–53: Met-Fu Stance Feats 82
Table 2–54: Met-Fu Manoeuvres 82
Table 2–55: Queensbury Boxing Stance Feats 83
Table 2–56: Queensbury Boxing Manoeuvres 83
Table 2–57: Scope-Fu Stance Feats 83
Table 2–58: Scope-Fu Manoeuvres 83
Table 2–59: Occult Skills by Class 86
Table 2–60: Healing Potion DCs 86
Table 2–61: Enchant Item DCs and Hit Point Loss 87
Table 2–62: Object Reading DCs 88
Table 2–63: Aura Sight Emotions 89
Table 2–64: Locate Possessions DCs 90
Table 2–65: Telempathic Projection DCs 90
Table 2–66: Future Prediction DCs 91
Table 2–67: Feats Summary 94-96
Table 2–68: Heroic Surge Uses Per Day 99
Table 2–69: Track DCs and Condition Modifiers 103
Table 2–70: Maximum Influence Ranks by Level 104
Table 2–71: Influence Points per Level 104
Table 2–72: Example Etiquette DCs 105
Table 2–73: Gather Information DCs 106
Table 2–74: Standing Check Results 106
Table 2–75: Listen Check DCs to Detect Invisible Creatures 110
Table 3–1: Carrying Capacity 113
Table 3–2: Speed Adjustments due to Encumbrance 113
Table 3–3: Hampered Movement 115
Table 3–4: Hourly and Daily Overland Movement 115
Table 3–5: Terrain and Overland Movement 115
Table 3–6: Requisition Modifiers 116
Table 3–7: Concealing Weapons and Objects 117
Table 3–8: Ranged Weapons 119
Table 3–9: Ammunition 121
Table 3–10: Ammunition Weights 121
Table 3–11: Grenades and Explosives 122
Table 3–12: Splash Weapons 122
Table 3–13: Melee Weapons 124
Table 3–14: Armour 128
Table 3–15: Vehicle Statistics 130
Table 3–16: Powered Armour 132
Table 3–17: Attachment Size and Defence Bonuses 133
Table 3–18: Grades of Cybernaughtic App 134
Table 3–19: Cybernaughtic Apps 135
Table 3–20: General Equipment 139
Table 3–21: Skills and Professional Equipment 144
Table 3–22: Lifestyle Items 147
Table 3–23: Typical Long-Distance Travel Speeds 150
Table 3–24: Direct Travel Distances Between Major Cities 150
Table 3–25: Services 151
Table 4–1: Size Modifiers 153
Table 4–2: Actions in Combat 156
Table 4–3: Two-Weapon Fighting Penalties 158
Table 4–4: Defence Modifiers 159
Table 4–5: Attack Roll Modifiers 160
Table 4–6: Cover 161
Table 4–7: Concealment 161
Table 4–8: Scatter Direction — 1 Range Increment 164
Table 4–9: Scatter Direction — 2–4 Range Increments 164
Table 4–10: Scatter Direction — 5+ Range Increments 164
Table 4–11: Size and Defence of Objects 165
Table 4–12: Substance Hardness and Hit Points 165
Table 4–13: Object Hardness and Hit Points 166
Table 4–14: Light Sources 173
Table 4–15: Damage from Falling Objects 174
Table 4–16: Diseases 175
Table 4–17: Electricity Damage 175
Table 4–18: Vehicle Sizes 176
Table 4–19: Vehicle Speeds and Modifiers 177
Table 4–20: Hazards and Avoidance DCs 178
Table 4–21: Bootleg Turn DCs 178
Table 4–22: Vehicle Jump DCs 179
Table 4–23: Vehicle Speed Jump Modifiers 179
Table 4–24: Sideswipe DC Modifiers 179
Table 4–25: Collision Damage – Die Type 179
Table 4–26: Collision Damage – Number of Dice 179
Table 4–27: Collision Direction 179
Table 4–28: Damage to Vehicle Occupants 180
Table 4–29: Vehicle Crew Quality 181
Table 6–1: Avatar Ability Scores 200
Table 6–2: Avatar Base Traits 200
Table 6–3: Avatar Trait Values by Skill Ranks 201
Table 6–4: Avatar Skills 201
Table 7–1: Experience Level 207
Table 7–2: Character-Level Dependent Abilities 208
Table 7–3: Additional Attacks 210
Table 7–4: The Connector 212
Table 7–5: The Cybernaught 213
Table 7–6: Cybernaughtic Enhancement Engineer DCs 213
Table 7–7: The Explorer 214
Table 7–8: The Industrialist 215
Table 7–9: The Occult Investigator 216
Table 7–10: The Program Crafter 217
Table 7–11: Optimise Device Check DCs 218
Table 7–12: Gremlin Statistics 218
Table 7–13: The Scope Rider 219
Table 7–14: Ride the Currents Distances Between Scope Cities (in minutes) 220
Table 7–15: The Scope Warrior 221
Table 7–16: The Spy 222
Table 7–17: The Street Mercenary 223
Table 7–18: The Tab-jammer 224
Table 7–19: The Thief 225
Table 8–1: Hazard CRs 228
Table 8–2: CRs for Skill Checks 228
Table 8–3: Encounter Threat Levels and EL Adjustment 228
Table 8–4: Experience Point Awards 229
Table 8–5: Creature Saves and Base Attack Bonuses 231
Table 8–6: Animals 232
Table 8–7: Constructs 232
Table 8–8: Racial Subtypes 233
Table 8–9: Humanoids 233
Table 8–10: Outsiders 233
Table 9–1: Some Example Tropical Diseases 279

MOHLER05

INTRODUCTION

JACK

Jack weaved his way through the red-brick warrens of Charlestown. His Hackney Cab floated gracefully through the towering city blocks like a rowing boat meandering through a canyon. High overhead the monorail sped past, carrying the wealthy out of the city to their suburban retreats. Down here in the depths the lamplight was dim and the walls blackened by soot and grime. Below, Jack's attention was drawn to a gleaming Royce Spectre, parked up by a notorious tab-house. Its owner was nearby, immaculately dressed and making a hurried deal on the doorstep. As the goods exchanged hands, the silver tracery of the finest cybernaughtics glinted on his hands in the dim light. Jack moved his cab up a couple of storeys, avoiding unnecessary glances as the young aristocrat headed back to his zepcar. He was approaching his destination, anyway.

Jack pulled up alongside an aerial walkway, fifth floor. These lower levels were used for housing. Thousands of people crammed into a single building. Coffin flats, they were called by their inhabitants — tiny spaces fit for little other than a dead body. His whiskers twitched. It was a warning that something was wrong. The door to Kevin's flat was slightly ajar and the curtains were closed. Suspicions raised, Jack reached back into his cab and pulled his trusty crowbar from the glove box. Cautiously, he approached the door.

There was a strange smell from inside – not entirely unpleasant, but certainly not fresh bread or perfume. Low lights flicked about within, but it was essentially dark. Tightening his grasp on the crowbar, he pushed the door open wide and flicked the light switch. Within a second, Jack found himself staring down the barrel of a gun. The gas lighting took a few seconds to warm up enough for Jack to make the full scene.

"What the hell are you doing in here?" said the voice behind the gun. It seemed kind of familiar. It was a gruff voice. It had the basis of a local Mancunian accent, but with enough care taken to pronounce all the consonants. By now Jack could make out the gunman. A tough delta glared down the long barrel of a customised hunting rifle though the brass and steel of a cybernaughtic eye. Deltas, also called doggers, are genetically bred for the military or manual labour, their genes spliced with canine DNA. Jack himself was a gene-bred, too. He was a gamma, a prototype for the later deltas and epsilons. The gunman growled, curling his thin lips back from his square bulldog muzzle.

"This is my flat, mate. What are you doing here?" said Jack, cockily. His mouth had often been his downfall.

The rifle swung round in front of his eyes and its butt thumped him in the side of his head. "Liar!" said the delta, "This flat belongs to my brother."

"Shit. You're Kevin's bruv? Sorry, man." Jack searched his memories of Kevin's family history. "Brutus, is it?"

"Relax, Brutus. I don't think this gamma is the corporate menace." The voice came from a well-dressed gentleman who appeared to be examining Kevin's Scope point in the far corner of the coffin flat — a small apartment with space for little more than a bed. He was dressed in a fine, bottle-green frock coat and grey pinstriped trousers. His hands were holding a top hat and fine mahogany cane behind his back as he stared into the Scope point, leaning forward slightly.

"Sit," growled Brutus, dropping the rifle to his side.

"Tisk, tisk, Brutus. We must be civil. Please, Mister— ?"

"Baxendale," offered Jack.

"Mister Baxendale. Good. Allow me to introduce myself. I am Michael Wallacey-Stewart, gentleman and explorer. My companion, as you have guessed, is Kevin Scofield's brother, Brutus. Please take a seat and let us know what you know about Kevin and his disappearance."

Jack sank nervously into the middle of Kevin's threadbare mock-velour sofa, under the window. Brutus sat down in the mismatching armchair opposite, still glaring. The gentleman continued to examine the Scope point. "Please, Mr. Baxendale, go on," he said.

"I'm not really sure where to start," said Jack. "We were mates, good mates. He was into some Scope shit that I didn't really understand. He gave me a bell a few days ago. Said he'd found some big shit goin' on. I've not seen or heard from him since. I was a bit worried, like, so I came to find him."

Brutus softened his glare slightly, then turned back to his companion. "It's the same as he told me. He found something big on the Scope and now he's missing. I suspect whoever was trying to hide the big thing found out that Kevin had found out about their big thing. Or something."

"Excellently deducted, my dear Brutus," said Wallacey-Stewart. "But now please, Mister Baxendale. Myself and Brutus here have spent most of the last fifteen years in Africa and have little call for the use of this technology." He waved in the vague direction of the Scope point. "I don't suppose you have any skill with operating these contraptions?"

Jack shifted himself forward and rose to his feet. "A little," he said, "but I'm no expert Scope rider like Kev. I'll give it a go."

Jack shuffled over to the Scope point. The main machine was a large

circular porthole, about two feet in diameter. The three-inch rim was made from a cheap but durable wood — pine, probably. This was unvarnished and had picked up a variety of stains (as had the rest of the apartment, for that matter). The workings of the Scope point were screwed into this frame: a number of small, black metal objects, all roughly square and about four inches long, overlapped the edges and were bolted down by a variety of methods. Some were painted, but flaking, revealing the black material beneath. The rim supported a large, lenslike glass window, behind which was empty blackness. To the right of the porthole was a small box that looked like an old-fashioned telephone operator's switching station. A tangle of little wires ran at random between the sockets. Wires attached a pair of gloves to the board. Jack reached forward, flicked a switch, and pulled on the gloves.

The blackness of the porthole swirled and seemed to open a hole through the wall. A variety of objects rapidly appeared, dotted around what appeared to be a slate-grey surface, as the system booted itself up. Once all was complete, a pair of floating hands appeared behind the window. They followed the movements of Jack's hands.

Jack shuffled about some of the strange objects, pulling up lists and creating new objects, seemingly out of thin air.

"It looks like someone's been in here and deleted a lot of Kevin's data," said Jack.

"That would explain the lock we found, all messed up," Brutus commented. "Is there anything left?"

"Oh yes, lots. But nothing of any use." Just then there was a tinkle of a warning bell and an envelope appeared inside the scope.

"He's just got a new Scope letter," Jack explained. He touched it with one of the ethereal fingers and the envelope opened. There was no message inside, only a picture of a strange symbol. It depicted a curved, winding shape, like a serpent or claw. "It says it's from Scope-Ninja," Jack explained. "He's a notorious Scope rider. The best in the world, some say."

"Interesting," mused Wallacey-Stewart. "I wonder why he's sent that? It looks to me to be some kind of occult symbol. I think I know just the person to ask about that kind of thing. Mr. Baxendale, I believe you have your own transportation? Would you be so kind as to take us to the John Rylands Library? Charge your usual rates, of course."

"No charge," bargained Jack, "if you'll let me tag along. I want to find Kevin as much as you two."

THE YEAR IS 1984. WELCOME TO THE GREAT METROPOLIS.

The Great Metropolis: the pinnacle city of empire. The Great Metropolis is not London, the glorious capital of the British Empire; it is the northern monster that has grown out of the industrial giants of Liverpool and Manchester. From its towering heights to its scum-ridden floor and stagnant waterways, her one hundred million inhabitants struggle for survival.

Our "glorious" British Empire dominates the world, and all its profits are paid out into the great industries of the North. The centre of this industry is the Great Metropolis, the world's largest city and the place that I call home.

You may ask how the Great Metropolis came to be. It is a good question to ask.

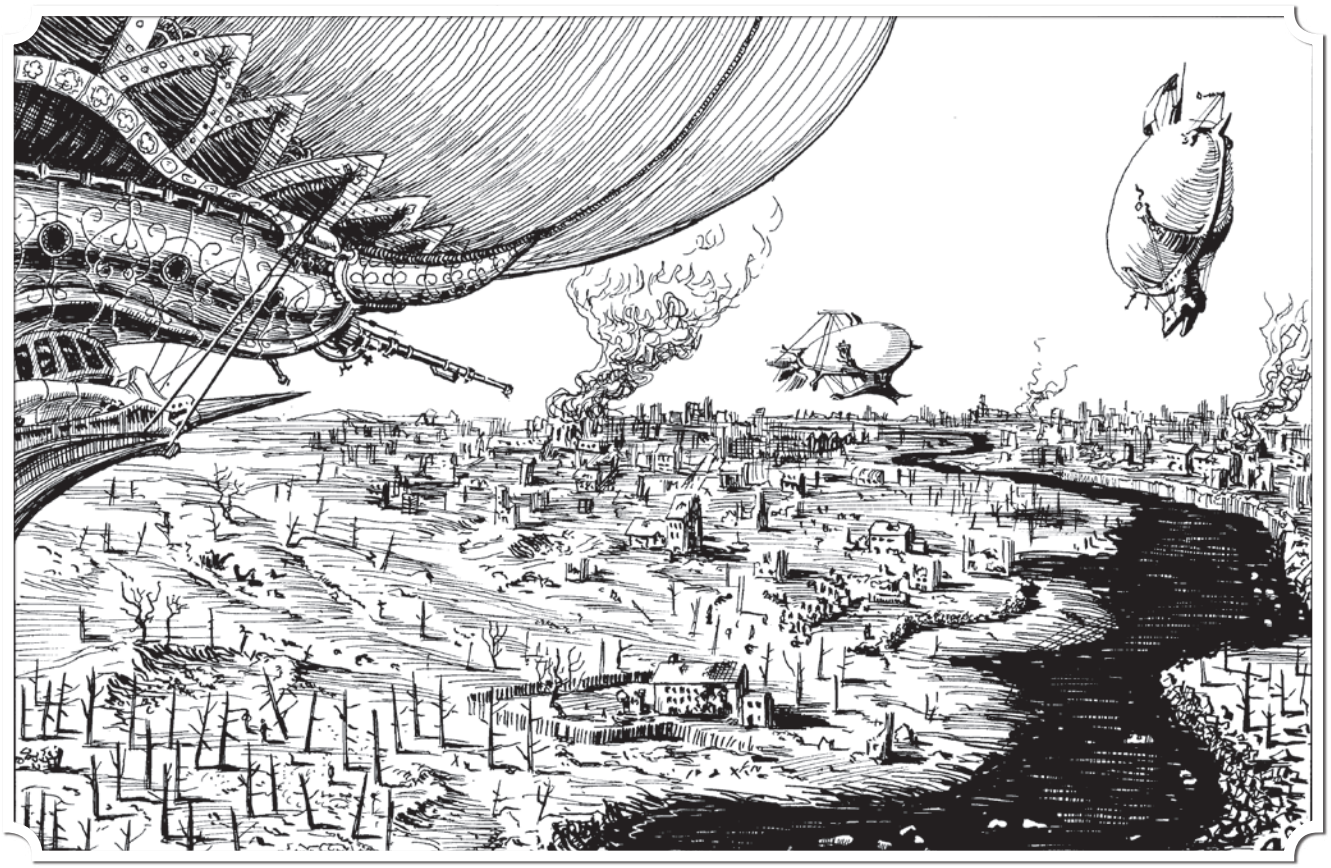
I suppose it all began with Herbert Spencer, a philosopher and friend of Darwin. Just as the world was finally abandoning Faraday's ether, the medium through which electromagnetism was believed to wave, Spencer developed a groundbreaking new theory. Spencer combined the Law of Entropy and Plato's concept of the five elements that compose the world: earth, air, fire, water, and ether. Spencer speculated that these concepts indicated the interchangeable states occupied by the fabric of the universe: energy, solids, gases, and liquids. Fire represents energy, water represents liquids, air represents gases, and earth represents solid matter. If this were the case, then ether could also be qualified as the unknown quantity: entropy. Spencer's theory changed the direction of research into the nature of ether and renewed funding at a time when the scientific community was beginning to believe that ether was an archaic figment of a Greek imagination, and Faraday a radical for suggesting a scientific explanation.

The theory was interesting, but the scientific community would still have abandoned the idea except for one key discovery. In 1874, Harold Wallace discovered Etherspace. Through clever manipulation of magnetic forces, Wallace opened a portal into an alternative dimension of reality. This was Etherspace. Great universities and institutions soon reproduced Wallace's experiments. It is fair to say that Wallace's accomplishment is the greatest discovery of our history, and its practical implementations have changed the world.

Ether is the fifth state. It is has properties that would be impossible to describe to a world that is without the boon of its discovery. Etherspace allows the development of miniaturisation on a scale vastly beyond anything silicon chips can manage. It can be vented into an energy source that is both more powerful and more controllable than any other known energy. It enables the forging of new alloys that are stronger and lighter than anything created before.

THE PAN-EUROPEAN WAR

In 1914, Archduke Ferdinand was assassinated, and the events that followed changed the balance of power in the world. Britain, confident of her superior position, treated the war in Europe with disinterest. We did not consider the Germans a match for our navy and, after all, Kaiser Bill was a cousin of King George. We were confident that we could protect our borders and colonies from any threat. We had our new super-guns, built on ether technologies. We had taken gunship diplomacy to new levels and saw the chance to take control of France's colonies as Germany took control of the French homelands.



The conflict became known as the Pan-European War, and it was a quick affair in the west. Germany had the military and industrial power to take full advantage of the new ether technologies and overran France in under a year. Germany's blitzkrieg of massive land dreadnaughts and aerial battle platforms stormed through French resistance as if they were ignorant savages. Italy soon followed.

However, the war in Russia was a different affair. The long, heavy winters and vast distances slowed progress. The war became a grinding battle of attrition, with the Germans slowly pushing back the Russian forces. Eventually, in 1922, the Germans stopped their advance. They had captured southwestern Russia, the Ukraine, and the Black Sea states, and they did not press further into the Russian heartland. The new border was drawn at the Volga's banks.

THE NEW REICH

In 1926, the German Kaiser Wilhelm III married the Austrian Princess Sofia, the only niece of Emperor Karl I of Austria-Hungary, thereby consolidating German power. Their union was a marriage of political convenience and significance, as their son, Franz Joseph, was declared the heir to both the German and Austro-Hungarian empires, thus uniting them into the New Reich: the New Empire. This alliance solidified at a surprising pace: Prince Franz Joseph was born in 1928. Emperor Karl I of Austria-Hungary was under pressure in his own country, due to his liberal attitudes that invited opposition from the elite. He abdicated in 1929 and declared the infant prince his heir. Sofia and Wilhelm acted as regents until the child's eighteenth birthday, in 1946. Wilhelm III, whose health was failing, also chose to abdicate and let his son rule the New Reich in its entirety.

RUSSIA

In Russia, problems went from bad to worse. The vast numbers of refugees, made homeless by the German advance, flooded St. Petersburg's streets. The Russian revolution came in 1925, and its overall affect was a new socialist state. Josef Stalin became the new Russian leader and resurrected some dignity and security from the ruins of his country. The only solution for the Russians' refugee problem was to transport vast populations to the country's eastern edges and set the new cradle of their empire on the northern rim of the Pacific Ocean.

BRITAIN

The year 1937 saw a British revolution put down in a most bloody and horrific way. The British workers, denied representation in Parliament, took heart from the Russian revolution, and the Communist Party organised a massive uprising in the north. However, the Redcoats — the British Army — had no qualms about putting the revolution down with whatever force was required. They mobilised their new power-armoured divisions, and the result was bloodshed. Every man, woman, or child wearing the ragtag symbol of the revolutionaries, a red scarf tied around the upper arm, was gunned down with-

out mercy. This slaughter decimated the British workforce and threatened to destroy the empire. However, the power and influence of the Eugenics League, an international body that grew out of London in the latter part of Victoria's reign, had been growing since the 1890s, and it stepped forward to solve the problem.

The Eugenics League believes in perfecting the human race for leadership and genetically engineering lesser species for hard labour. Its members have practiced their breeding programs on themselves and, so they say, have evolved beyond humanity. They call themselves "alphas," due to their superiority, and dub ordinary humans "betas." Alphas exemplify perfection in human physical and mental ability and are found in high-ranking positions throughout Britain, America, and Germany.

The League provided the British government with alternative workers to make up for the losses in manpower. They supplied gammas: genetically engineered creatures, part human and part rodent. The League discovered that mouse DNA has undetermined properties that make it easier to manipulate than that of other mammals. Later came the deltas (humans spliced with canine DNA) and epsilons (humans spliced with equine DNA). These genetic hybrids are Britain's new workforce, bred for labour and despised by the human population who have lost jobs and futures to the rattiks, doggers, and dobbins. The British workers expected aid from the Soviet Union, but none came. Russia had its own difficulties and needed Britain's help.

THE PACIFIC WAR

By the 1930s, Japan was on the march. The Japanese invaded and captured most of China's eastern coast, taking many German and British colonies on the way. To avoid angering the British, they bypassed Singapore and Hong Kong and turned their attentions north, to Vladivostok and other Russian territories, which prospered with their burgeoning populations. However, this time the British aided the Russians. Historians say that we, the British, fought the Japanese because we feared that Japan would become a naval power strong enough to threaten our dominance of the Pacific. It certainly makes much sense that the Japanese were more of a threat to us than the New Reich, which we could keep contained within its European power base.

The Pacific War began, officially, in 1941. As the Japanese pushed north, the British picked off their southernmost outposts. Gradually the British pressed toward the Japanese islands. Japan had found little success in Russia, whose main cities had become industrialised and took advantage of British ether weapons technologies.

However, as the British prepared to invade the Japanese homeland, the war took a different turn. In June 1943, the American fleet, sailing to meet with the Japanese's, intercepted the British in the Yellow Sea. The Americans risked a great deal in protecting the Japanese, but their show of strength and Britain's mercantile concerns were enough to make the British concede to a peace treaty. The treaty protected Japanese interests in Korea, while leaving the British in control of the southern Pacific. Many believe that the Americans backed up their tactic with rigorous diplomacy in London. There are reports that the American ambassador spent many hours at Number 10 Downing Street, the offices of the British Prime Minister, negotiating for a peaceful settlement. Whatever their methods, the move granted the Americans a greater level of security on their western coast and gave them the freedom to consolidate their holdings in Latin America.

Since the Pacific War, a strange cold war has grown between Britain and America. The New Reich remains a significant power, with the greatest land army the world has ever seen, and often plays America and Britain against each other.

THE ETHERSCOPE

The development of the Etherscope has single-handedly revolutionised the world. A new technological era of communications and automation has dawned. Scientists developed Scope points shortly after the war, but the Etherscope has not achieved widespread use, as a select few have retained control since its creation.

In the 1950s, the Americans developed technology to transfer human consciousness into Etherspace. Once inside Etherspace, they were able to form pathways

Some basic Etherscope terms

Victoriana: A genre of fiction relating to the Victorian period, or influenced by the attitudes, politics, science, and other aspects of the Victorian era. The Victorian period is considered by many to be the dawning of our modern era. Cities and industry flourished and the western world considered itself truly civilised. However, it was also a time of exploration and great interest in the rest of the world. The British Empire conquered much of the globe in order to expand their trading interests and civilise the "ignorant savages."

Cyberpunk: A fiction genre relating to a near future where technological advances have brought about a breakdown in society, often involving an unequal distribution of power and resources.

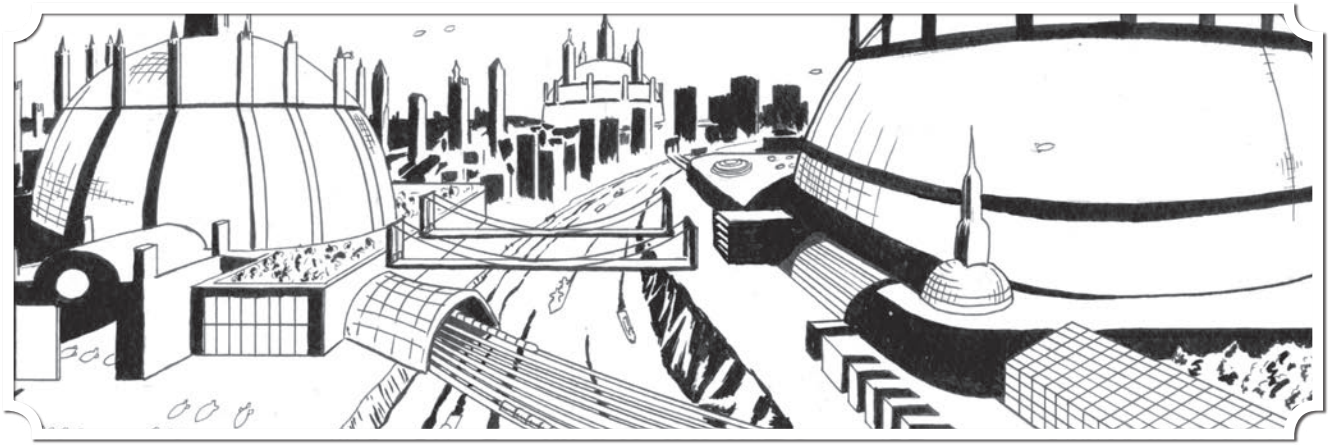
Steampunk: A subgenre of Victoriana where Victorian scientific thinking is used to create advanced science-fiction-style technologies. This genre includes many strange technologies, such as large steam-powered machines, ether-wave communication devices, and time machines.

Etherspace: Etherspace is a parallel dimension to Prime Reality in the Etherscope game.

Etherscope: The Etherscope is the creation of human will within Etherspace. The Etherscope, often abbreviated to "Scope," is a term used to refer to the cities, industrial domains, pleasure domains, and other systems built by humans within Etherspace.

Gamesmaster (GM): This is the member of your group who plans the adventures you are going to face and plays all the enemies and other characters you encounter during your adventures.

Player Character (PC): The other members of the group, called players, create a character which they play, directing that character's actions through the adventure. That character is known as a Player Character, or PC.



OGL Overview

If you are familiar with other OGL games, you will recognize many aspects of this book. However, there are a number of key differences. The following are the most important.

Classes: Etherscope has six new basic character classes, based on the themes that each of the six ability scores suggests within the setting. Advanced classes contain only seven levels in order to encourage multiclassing. This way, if you choose a single basic/advanced class combination for your character, you still need to pick up levels in another class, eventually. This change captures the Victorian theme of **Etherscope**, where people weren't as specialised as they are in our modern world. The basic classes of **Etherscope** are built with talents, which enable you to tailor your character's abilities to suit your concept.

Social Templates and Influences: Social class is a crucial aspect of Victorian society that **Etherscope** uses game systems to portray. These systems are a key new aspect of character creation and development in **Etherscope**. Your character has a social template, which defines his position in society. Influences are a new trait that behave similarly to skills but represent your character's standing and familiarity within specific circles of society. Most importantly, influences replace the need for the Gather Information skill, highlighting the difficulties your character has in obtaining information from people other than those of his own social class.

Wealth Checks: Etherscope uses a wealth bonus system to quantify your character's ability to purchase goods and services. Unlike other systems, your character's Wealth bonus in **Etherscope** is rigid and rarely goes up or down. This represents the lack of financial mobility of the Victorian period and captures an oppressive atmosphere that is well suited to the cyberpunk genre.

Death/Dying: Rather than establishing the point of death at –10 hp, **Etherscope** introduces a dying saving throw. The intent of this rule is to capture both a level of lethality in combat as well as allow last-gasp heroic actions. The dying saving throw captures both themes in a single mechanic, with the added advantage of being a neater system than counting to –10.

Disarms and Striking Weapons: There are a number of different rule systems existing within OGL sources for explaining how to resolve disarms, weapon strikes, and other nonstandard attacks. We wanted to expand the options available for such attacks, whilst simplifying the system that handles them. We also wanted some extra fencing moves. Students in most Germanic countries in the Victorian period were allowed special sword-carrying privileges, and fencing was a big part of their culture. In **Etherscope,** the Reich maintains these traditions. Our rules endeavour to tidy up the rules for attacking weapons and disarming people into one system, whilst also offering a number of new options. The resulting system, *Bind* attacks, considers anything you might want to do that relates to or focuses on another person's weapon. This system also affects a number of feats that involve these sorts of attack, such as Improved Disarm and Sunder.

Scope Skills: Scope skills in **Etherscope** replace Computer Use and similar skills found in other OGL sources. The ability to immerse your consciousness into the Etherscope requires a system that generates a new set of statistics that determine how your character interacts within the Scope. New skills are introduced to handle the creation of your Scope avatar.

Other New Systems: Etherscope has a number of extra systems that add to the existing rules framework. These include the rules for cybernaughtics (our cyberware) and a new skills-based magic system, amongst others.

and landscapes that have huge potential for recreation, information, and interactivity. Ether, we discovered, is the material of thought itself, and passing into the "Etherscope" has become a common pastime amongst the world's elite.

The Americans distributed their Scope jacks for next to nothing. Riding the Etherscope soon became the leading recreational activity. However, the British government, seeing the potential the Etherscope has to subvert and educate their lowest classes, outlawed personal Scope jacks, instead providing licenses to establishments that were allowed to vendor time in the Scope to those whom they considered responsible. However, the counterculture always finds a way, and soon Scope tabs appeared: drugs that temporarily transfer the user's consciousness into Etherspace. These are, as you can imagine, highly illegal, popular, and tinged with the usual dangers of recreational drugs.

AMERICA

America is a prosperous and clean land, and many Europeans see it as the ideal industrial environment. American workers wield political influence through the ballot box, and this power ensures their welfare and health far beyond anything Britain or Germany can offer. Instead of Europe's vast brick and tarmac sprawls, America shines with purpose-built dome-and-spire cities of glass and wrought iron. The gleaming spires of New York, Detroit, and Chicago dwarf the crusty gothic towers of the Great Metropolis. America is a land built

Dice Notation

Etherscope uses eight different types of dice. A special shorthand is used to refer to these dice, based on the number of sides the die has. A lowercase "d" is used, followed by the number of sides the die possesses. A six-sided die is referred to as a d6, whilst a twelve-sided die is a d12. The number of dice of a particular type to be rolled is included as a prefix. For example, rolling four eight-sided dice is noted as "4d8." Dice rolls sometimes have a number added to or taken away from it after the roll is made. Such numbers are noted with a plus or minus (as appropriate) after the dice notation, followed by the number. For example, 4d6+4 means that you should roll four six-sided dice, add the numbers, and then add 4 to the result.

You should be able to work out which dice are which by simply counting the number of sides, but here's some help on some of the more unusual dice you might be asked to roll:

d10 = ten-sided die

There are two different types of ten-sided dice. The most common die has kite-shaped sides, and it is the only die that is not made up of regular shapes (that is, all sides are not of the same length and not all angles are the same). The second type of d10 is an icosahedron, which has twenty sides, but each number appears twice on the die. Many ten-sided dice are numbered from 0 to 9, rather than 1–10. On such dice, a 0 counts as a 10 when you are being asked to roll a d10.

d4 = four-sided die

The d4 is an unusual die, with a tetrahedral shape (a triangular-based pyramid). No one side will be up when it comes to rest, and it has three numbers printed on each side. When you roll the die, look at the sides that you can see. The number that is displayed the right way up is the same on each visible side. This is the roll's result.

d% = percentile dice

A d% reference is asking you to roll two ten-sided dice to generate a number between 1 and 100. To get the result, you roll both dice and count one die as the tens and the other as the units. You put the two results together to get the actual number rolled. A 1 and a 1, for example is 11. If your d10 comes up with a 10, this counts as a 0 (which is why many d10 are numbered 0-9); a 0 then a 3 is 03 whilst a 7 then a 0 is 70. A double 0 is 100. You need to differentiate somehow between the two dice that you roll. You could roll one die followed by the other, or roll dice of two different colours, stating before the roll which one represents the tens and which the units. Alternatively, you may find a d10 that is numbered 00-90. You can roll this die with a standard d10 without specifying which die represents the tens and which represents the units — the numbers on the die make it obvious which is which.

d2 and d3

There are no actual dice to represent these rolls, but you may be asked to make such a roll. You should roll a d4 or a d6 and halve the result on this dice, rounding up any fractions. Thus, if you roll 1d3, roll a six-sided die. A 1 or 2 results in 1, a 3 or 4 results in 2, and a 5 or 6 rolled results in 3. Alternatively, you could toss a coin in place of a d2, with heads being worth 1 and tails being worth 2 (or vice versa if you prefer).

Rounding Fractions

Playing Etherscope may lead to situations where you are asked to divide the result of a die roll or other game statistic. If you wind up with a fraction, round down, even if the fraction is one-half or larger. However, there are a few exceptions to this rule; certain rolls, such as damage and hit points, have a minimum value of 1, and the d2 and d3 rolls made must round up the fractions (as noted above).

Multiplying

Sometimes a special rule makes you multiply a number or a dice roll. If a dice roll is involved in generating the number, roll the dice again a number of times equal to the multiplier.

As long as you apply a single multiplier, multiply the number normally. For example, a 1d8+4 roll that is multiplied by three becomes a 3d8+12 roll. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3).

Basic Task Resolution System

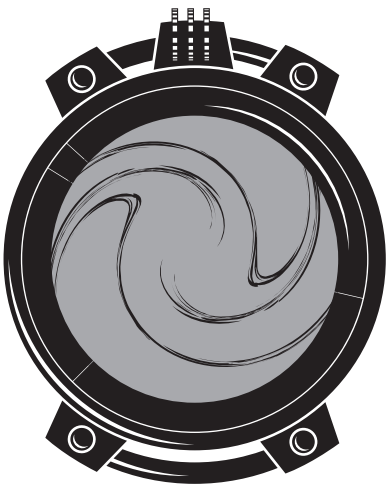
The rules of Etherscope use a consistent system for determining the success or failure of any given task. That system involves rolling a d20, adding modifiers, and comparing this against a target number, known as a Difficulty Class. This die roll can be summarised as follows:

1d20 + Modifiers versus Difficulty Class

Modifiers include skill ranks, ability score modifiers, circumstantial bonuses, and many other factors. More information on modifiers appears in Chapter 1: Characters, Chapter 2: Traits, and Chapter 4: Combat. If the roll equals or exceeds the Difficulty Class (often abbreviated DC), you succeed; if you do not, you fail. Some tasks may have a variable resolution and depend on how much your roll is above or below the DC.

This basic die roll is often referred to as a check. For example, a "skill check" means you are making a roll using one of your character's skills. The type of roll you are making often determines the Difficulty Class, as many skills have set DCs for certain actions. Sometimes the GM sets the DC, and he may choose to make you aware of the DC or simply tell you if you have passed or failed based on the result. He may also make a roll for you, in private, so that you don't actually know whether you have passed the check or not.

A "natural 20" on the die roll (the die comes up showing a 20) is not an automatic success in most cases. Likewise, a "natural 1" on the die roll (the die comes up showing a 1) is usually not an automatic failure. However, a natural 1 is an automatic failure and a natural 20 is an automatic success on some die rolls, such as saving throws and attack rolls.



on trade. It lacks Europe's vast industrialisation but builds many fine technologies. The recent discovery of plastics further boosts its power. The Texan oil fields produce enough oil to supply plastics to the rest of the world for the next three thousand years, if you believe their projections.

OTTOMAN EMPIRE

Plastics have also brought new life to the failing Ottoman Empire. The Empire's control of the land surrounding the Persian Gulf provides them with a great deal of oil — enough to challenge the American dominance of plastics. They supply the British and German factories and refineries and sit back on the profits. Their rulers are even more decadent than London's elite and lack our traditional restraint.

THE GREAT METROPOLIS

Closer to home, the price of British expansion has been great. For the past fifty years, the Great Metropolis has claimed a death rate similar to that of Russia after the Pan-European War. Most deaths result from violent crime or industrial accidents. Disease is rampant, and many children die in their early years. Our plight falls on the deaf ears of London's powerful. They lounge in the decadence of the wealth of empire and let us struggle on, finding money far more valuable than our lives. It is no surprise, then, that there are rumblings of unrest. And it is not only the downtrodden who feel disenfranchised by the government. Excessive taxes bleed dry the wealthy industrialists, and they lack the clout in Westminster to argue their case. An unusual alliance of industrialists and workers has forged a Republican movement. We fight for independence under the banner of Northumbria. All the cities of the north are united as one to throw off the yoke of London rule, with the Great Metropolis, the world's greatest city, becoming our new capital. Government propaganda tells us that we are the pawns of American subversion, trying to disrupt the might of the empire, but we don't listen. One day we will be free and we can build for ourselves the welfare state and health system of America.

NEW DANGERS

As you see me before you, speaking in plain English, tinged by my Mancunian accent, you think me human. You see the pale tone of my skin and think it is because of my poor health from living in the downs of the Great Metropolis. You see the strange colour of my eyes and think it caused by pollution and smog. However, I should tell you that I am not human — not as you know it. I am of an older species. Ours is the lost civilisation of Lemuria, which our hubris destroyed long ago, and now you have discovered the same force that brought about our downfall. The realm that you call Etherspace is Hell itself. It holds horrors that have lain dormant for years. You use their rage to fuel your zeppelins and your dreadnaughts; you forge your landscapes from their flesh and torture them with your strange devices and technologies. They will not sleep for long, and when they awake they will tear down the world once more. We are the fey, the lost children of Lemuria, and we know that our ancestors sealed the realm you know as Etherspace and sank our civilisation to the bottom of the ocean for a reason: that the secrets might never be discovered again.

WELCOME

Welcome to the world of Etherscope. By playing this game, you can explore a world where conspiracy, horror, and heroism await. Etherscope is a roleplaying game of imperialism, intrigue, and industry in an alternative version of our own world. It is a world where the strange, even demonic dimension of Etherspace dominates the technology; it has altered the nature of society and the course of history. You have the chance to become one of the intrepid individuals who faces Etherspace's dark secrets. You can recreate stories like Jack Baxendale's, above, but in which you and your friends are the heroes. The world

of Etherscope is a dangerous place to be. The mysteries of the Etherscope, the dark forces that lurk within it, and the corruption of imperialist societies are yours to unravel.

WHAT IS ROLEPLAYING?

In a roleplaying game, players take on the parts of characters, commonly called Player Characters or PCs, in an ongoing story. It is a combination of improvisational acting, childhood let's-pretend games, and more conventional rules-based card and board games. For example, when you play some strategic board games, you roll dice to determine whether you win a battle, whereas childhood games usually degenerate into arguments over who actually got shot. Roleplaying games combine these two ideas so that you make a dice roll to determine if you manage to shoot your enemy, climb over a wall, or convince him that you are really a friend. As a player, your character acts as your alter ego in the game world. It is you who decides your character's attitudes, actions, and endeavours in the course of her adventures. A series of rules are used to determine your character's strengths and weaknesses and acts as a method of determining the success or failure of her actions. These rules do not restrict or determine your freedom of choice; rather, they provide a consistent and impartial framework that allows your actions to have meaning within the game world.

As a player, you will be part of a group — a team of players working together to defeat their foes and overcome obstacles. Unlike conventional board games, you are not playing against your fellow players; you are all heroes in the story. Your task is to beat the game, by defeating the villains you face in the stories and adventures of the game, rather than to beat each other. You play the part of a team, whether soldiers fighting for empire, explorers searching for lost Lemurian artefacts, or Scope riders fighting for survival on the mean streets of the Great Metropolis whilst combating the evil industrialists in the Scope. Some of you have special skills at uncovering clues or hacking into the Scope's industrial domains. Others risk life and limb to defend the team from your enemies — demons, System agents, and rival nations — utilising personal arsenals of weaponry. Yet others have secretly tapped the powers of Lemuria's occult mysteries or are skilled at crafting the illegal Scope tabs your team needs to get into the Etherscope.

As part of the roleplaying experience, one player acts as the Gamesmaster, or GM. It is the GM who creates and arbitrates, using the game rules, the situations and adventures your PC experiences in the game world. The GM's role is to create the framework of the story through which the other players travel, and to bring the supporting cast of monsters, villains, and common folk to life. GMs do not dictate what your characters do. Rather, they provide opportunities for your PC to interact with the world, and between the GM and the PCs an exciting, dynamic and enjoyable gaming experience is created.

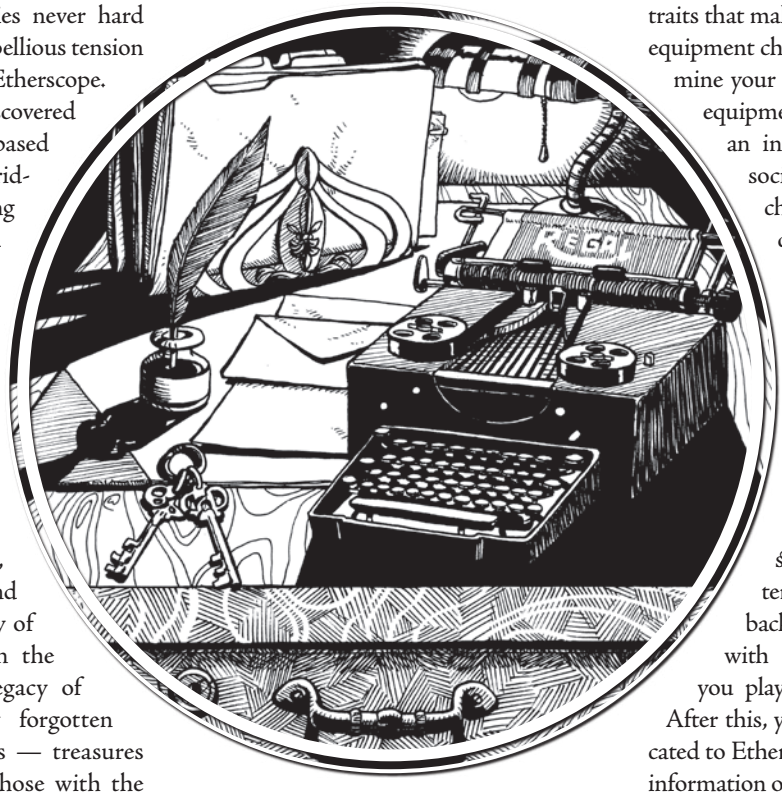
THE WORLD OF ETHERSCOPE

Etherscope combines elements of cyberpunk, Victoriana, and horror genres to create a unique gaming experience. Etherscope transports you to a new and detailed world where empire and industry control the world, and poverty and rebellion seek haven in the Etherscope's shadows. You might play a host of heroes fighting to save the world from the unknown horrors that lurk deep within Etherspace. Whether you play street-level Scope riders, hacking into the domains of powerful industrialists, soldiers fighting for empire, or explorers seeking untamed frontiers, you will encounter the imperialism and dark horror of the Etherscope world.

The dominating factor of the Etherscope world is the Etherscope itself. This parallel dimension allows a person to fling his consciousness into artificially constructed cities and domains built for entertainment. The military and industry also use the Etherscope to store and manage vast quantities of information in dark and oppressive processing domains. The Etherscope is a tool and plaything for the rich and powerful. Outside of the upper class elite, only clerks are provided limited Scope access, so that they may perform their duties. The true power of the information age is reserved for the wealthy.

Etherscope includes a detailed political world, with three great superpowers — Britain, the United States and the German-led New Reich — attempting to undermine each other's influence. This has led to a dramatic social struggle, where upper and middle classes live comfortable lives in sheltered houses and mansions, whilst the workers prop up the vast industrial machine on slave wages, struggling to eat from one day to the next. This class struggle has led to a rise in rebellious thoughts, with republican, nationalist,

and socialist revolutionaries never hard to find. Nowhere is this rebellious tension better felt than in the Etherscope. The downtrodden have discovered Scope tabs, and a drug-based counterculture of Scope riders has sprung up, looking to hack into military and industrialists domains and crash the parties of the aristocracy.



However, much more of the **Etherscope** world is there for players to explore outside of the great cities and the Scope. Many wild, uncharted regions remain, and those with the time and inclination can find plenty of excuses for adventure. In the **Etherscope** world the legacy of Lemuria provides many forgotten technologies and artefacts — treasures waiting to be found by those with the spirit and resources to hunt them. The lands of South America are as wild as America's Old West and have their own legendary gunslingers, many augmented by cybernaughtic targeting systems and modern weaponry.

Underlying all of this, **Etherscope** is a game of horror. The truth is that Etherspace is a hell dimension, inhabited by many powerful demons who have lain dormant for millennia. As mankind blunders through the Scope, it can only be so long before the demons awake and wreak havoc upon the world. Many dark, occult secrets wait to be uncovered, and many demons and mystical enemies will challenge your characters in the process.

PLAYING THE GAME

As a player in **Etherscope**, you take on the role of one of the brave few who seek, or are drawn into, adventure. Depending upon the style of game you wish to play, characters can be soldiers or officers of a military unit, explorers searching the wilds, street scallies striking at the cruelty of greedy industrialists and a careless government, or Scope riders lurking in the bowls of the cities and living their heroic lives in the **Etherscope**. They could be gunslingers of the Savage South, occult investigators tracking down demonic influences, or powerful industrialists out to make their own names through their skills and ingenuity. **Etherscope** is a rich game world with many different avenues for adventure and many mysteries to uncover.

HOW TO USE THIS BOOK

This core rulebook provides you with a complete set of rules to play **Etherscope**. You don't need anything else to begin playing, save for a few dice and some pencils and paper. The remainder of this introduction provides the core basics of the rules system and a look at the works that have inspired us in writing this game; authors and specific books, comics, films, and music are all covered. The first chapter includes the rules you need to create your character and play the game. A chapter on the rules for the different traits that make up your character, and an equipment chapter, so that you can determine your character's gear, follow. The equipment chapter also provides an insight into the strict limits social class places on your purchasing power. Next comes a chapter that covers the rules of combat. Following this, the details of the setting are introduced, providing you with an overview of the entire game world and the major players and technologies that influence the world. This chapter will help you determine specifics about your character, such as personality and background, and provide you with inspiration for the games you play in the Etherscope world.

After this, you will find a chapter dedicated to Etherspace, with all the rules and information on the Etherscope. Following this is a chapter concerned with developing your character as the game progresses. This chapter includes advanced classes, enabling you to specialise in one area of expertise. Finally, there are two chapters for the Gamesmaster's eyes only. The first of these chapters provides hints and tips on running the game, creating your own campaign of adventures, and details of the people or monsters you may face. The final chapter has two example adventures to get you started.

SYSTEM BASICS

The roleplaying game system used in **Etherscope** uses the Open Gaming Licence. As a result, most of the rules used in **Etherscope** will be familiar if you have played similar games before. However, if you haven't, here's a quick overview of the game mechanics. This book does, in its later chapters, explain how to run the game in detail, but this section will help you if **Etherscope** is your first roleplaying game experience.

INSPIRATION

Etherscope has been a work in progress for a long period of time, and draws upon many influences. Providing you with an insight into what has influenced us might help you to get a better understanding of the soul of **Etherscope**. The sources below are also a great source of ideas for designing your own **Etherscope** characters and adventures.

Authors

The following authors have been influential on this work:

Charles Dickens: Dickens's works are the masterpieces of the Victorian era, providing excellent insight into Victorian lives and attitudes. They provide an excellent source of narrative on Victorian attitudes.

Sir Arthur Conan Doyle: Looking beyond the famous Sherlock Holmes novels, Doyle's spiritualist leanings inspire his supernatural tales and shaped **Etherscope's** approach to spiritualism. Likewise the *Challenger* series of novels are an excellent guide to both the exploration and alternative science themes of the game.

George MacDonald Frasier: Flashman, the main character of his eponymous series and the quintessential Victorian cad, is a great example of how individuals who do and don't conform to social norms relate to Victorian values. These books provide an understanding of different cultures in the Victorian period and an insight into politics and the Great Game. The *Flashman* series are a very entertaining read as well.

William Gibson: Gibson is deemed by many to be the founder of the cyberpunk genre, thanks to his classic novel, *Neuromancer*, published in 1984. Gibson also co-wrote an outstanding steampunk novel, *The Difference Engine*, which describes a world where Charles Babbage's analytical machine has brought about the information revolution a century and a half too soon.

H. Rider Haggard: The *Allan Quartermain* novels provide an excellent overview of the exploration and adventure themes that **Etherscope** supports. It also supplies an insight into Victorian values and attitudes that is shocking to modern sensibilities, especially regarding other cultures and peoples.

H.P. Lovecraft: The classic Cthulhu subgenre is another influence we have drawn upon for **Etherscope**. This inspiration is seen in the dark alien entities that live inside the Scope. Whilst not a direct reference to the alien nature of the creatures in the Scope, the Cthulhu subgenre is a good basis for understanding the minds of the demons of Etherspace.

Jeff Noon: He is a new type of cyberpunk author, delivering a bizarre drug-crazed cyberpunk future rather than the Marxist-inspired works of the eighties. Also, whilst this fact is actually an accident of birth — both we and Mr. Noon grew up in the same geographical area — Jeff Noon's stories take place within the Manchester region, one half of the Great Metropolis.

Philip Pullman: Pullman's *His Dark Materials* trilogy was an instant classic. The story begins in a parallel world that has a magical and slightly Victorian flavour to it. The science behind the magic of the setting is not entirely dissimilar to that of the **Etherscope** world. Pullman has also written an unnamed series of Victorian adventure/mystery stories featuring the character Sally Lockhart. These are a great source of inspiration for Victorian-style adventure ideas.

Bruce Sterling: One of the leading lights of the cyberpunk genre and co-author of *The Difference Engine* with William Gibson.

Jules Verne: Verne, for many, is *the* classic writer of science fiction from the nineteenth century. Verne was brilliant at describing extrapolated futures from the nineteenth century world in which he was writing. These works have become a great inspiration for what a Victorian future might look like.

Oscar Wilde: Look no further than his works for a representation of the complexity, formality, richness, decadence, hypocrisy, wit, elegance and frustration that create the high society of Victorian and **Etherscope** society.

Books

The following books deserve a specific mention.

***1984* (George Orwell):** George Orwell's classic is perhaps the first cyberpunk novel. This work captures the feeling of oppression fantastically.

***Brave New World* (Aldous Huxley):** The genetic streaming of the civilisation in *Brave New World* was a great inspiration for the Eugenics League, and the use of drugs to maintain an ordered society is something **Etherscope** touches upon.

***The Difference Engine* (William Gibson and Bruce Sterling):** The world constructed by Gibson and Sterling shows an interesting combination of Victorian society and modern technology.

***His Dark Materials* (Philip Pullman):** This trilogy has great pseudo-science to explain the magic of the world which shows how the mystery of magic can still be maintained without destroying a solid scientific basis that we feel this genre needs. Whilst perhaps a lot more "churchy" than **Etherscope**, the world of Lyra in Northern Lights has a similar feel to **Etherscope**.

***King Solomon's Mines* (H. Rider Haggard):** Forget the films, especially the Richard Chamberlain ones, but the original book is Victorian action-adventure at its best, very apt for **Etherscope**.

***The Man Who Would Be King* (Rudyard Kipling): This book** offers an idea of frontier adventure and how independent agents operate when extending imperial power.

***Perdido Street Station* (China Miéville):** *Perdido Street Station* is an amazing blend of fantasy, horror, and science fiction. It includes oppressed masses, horrific creatures, body-and-machine splicing, and steampunk technology.

***The Picture of Dorian Gray* (Oscar Wilde):** The low-key supernatural aspect of this tale is inspirational for the subtle approach to the supernatural elements an **Etherscope** game supports.

***Tiger in the Well* (Philip Pullman):** Perhaps the best of the Sally Lockhart books for inspiration on a Victorian setting, *Tiger in the Well* also captures the political struggles of the time (especially those which have carried through to the **Etherscope** world).

***Vurt* (Jeff Noon):** Jeff Noon's first and best. He describes a world where a new drug has changed the world and has the entire nation hooked. The Vurt Feather is one inspiration behind the Scope tabs of the **Etherscope** world.

Films

There aren't any films that perfectly capture the steampunk genre, but many do exist that capture either the Victoriana or cyberpunk aspects of the genre. Such films can be a great inspiration for characters. However, most films of both these genres are merely screen adaptations of classic novels. There are the many Sherlock Holmes films and similarly large number of Charles Dickens adaptations, and also a good number of cyberpunk adaptations. However, a small number stand out as original films that add to an understanding of the unique genre of **Etherscope**.

Dark City: A weird city-based adventure that requires thought: not a bad description of some approaches to **Etherscope**.

In The Mouth of Madness: The alien horror element of **Etherscope**, captured in a modern setting.

The Matrix: This film is a new cyberpunk classic, offering the cyberworld as a complete universe where heroes can become superheroes. This was a great inspiration for the Scope, particularly scope combat.

Strange Days: Depending upon which of the creators you talk to, this is either an all-time great or typical genre mediocrity. However, both of us agree that it has a brilliantly crafted world with a similar drug-corrupted future to that of Jeff Noon. This film has many classic archetypical characters of the cyberpunk genre.

Twenty-Four Hour Party People: Not cyberpunk and not Victorian, but it does tell the tale of much of the music we have selected below. Also, it is set in Manchester so it enables you to get an angle on the contemporary influences to the Great Metropolis setting.

Zulu: A classic late-Victorian military story captured on film. The film captures the best and the worst of Imperialism and provides a good inspiration source for military campaigns.

Comic Books

Comic books are a great source of inspiration for any roleplaying game. Whilst the genres that have inspired **Etherscope** are not commonly found in comic books, some stand out as good source material for **Etherscope**.

The Adventures of Luther Arkwright: The parallel worlds presented in this series offer a visual and social reference for **Etherscope** society, especially the military aspects of the world.

From Hell: A great piece of work from Alan Moore, *From Hell* covers the story of Jack the Ripper and is beautifully dark and brooding. Perhaps the better of the two for **Etherscope** and great reading for dark occult horror campaigns in the **Etherscope** world.

The League of Extraordinary Gentlemen: This classic Alan Moore comic is a great adventure story for Victorian characters and a good source of inspiration for more heroic campaigns.

Sebastian O: Grant Morrison's seminal steampunk four-part series superbly captures the decadence, intrigue, and style of the **Etherscope** world alongside a vision of a more cyberpunk level of technology than is found in traditional steampunk sources.

Music

It is difficult to guess what the music of **Etherscope** might be like. Without the internationalisation that occurred with the end of the Second World War, there would have been little growth of music through crossover influences. The Beatles would never have heard American rock and roll, and the Americans would never have heard punk or heavy metal. The electro-disco music that came out of Germany in the eighties was heavily influenced by the music scenes in Britain and America. Therefore, it is best to try to understand the nature of the setting and explore what contemporary music captures the mood of the setting rather than trying to work out what music would actually be like in the **Etherscope** world. Below you will find a selection of bands which capture the feel of the **Etherscope** world, particularly the Great Metropolis.

Einstürzende Neubauten: A German take on a dark industrial world, heavy industry, and pollution captured in music, reflecting urban life in the industrial New Reich.

Engelstraub: Sinister, atmospheric, supernatural music. This German band captures the darker side of **Etherscope** and its occult undercurrents fantastically.

The Happy Mondays: A nice mix of working-class poetry and party attitude that doesn't take itself too seriously. A similar sound to the Stone Roses (see below), if less thoughtful — a slightly lesser voice but still worth listening to.

The Jam: The Jam were most important band of the early eighties Mod revival. Building on, but contrasting with, punk rock, they developed a skilful music style and wrote songs that told stories of a downtrodden youth just trying to get by. Their music is an unusual mixture of anger and soul and captures the youth culture of metropolis nicely.

Ministry: Industrial music for an industrial generation, this band captures the grinding momentum of industry upon people and society.

New Order: The electronic sound of New Order captures a more optimistic atmosphere, but in many ways feels more bizarre than the Stone Roses and more drug-influenced than the Happy Mondays, and so captures that subculture nicely.

Rage Against The Machine: For those who are angry about everything — American Spire music.

The Ramones: This classic American punk band captures the feel of American urban campaigns. It is the sound of a claustrophobic urban rebellion.

Sisters of Mercy: Dark inspiration for a dark world, gothic rock encapsulates a different, more negative, self-destructive style of rebellion which looks inwards rather than outwards.

The Stone Roses: The music of the Stone Roses mixes soft drug-inspired tunes with poetic lyrics of quiet rebellion. Rather than rebelling against specific institutions, they pick apart the society that they live in. This really captures the oppression of **Etherscope** whilst exploring the ironies of a drug culture.

CHAPTER 1: CHARACTERS

*This chapter provides you with all of the rules you need to build your own **Etherscope** character. Starting with a step-by-step guide to character creation, you will also find the basic character classes used in **Etherscope**, special talents, systems for representing social class, and the character races available.*

CHARACTER CREATION

The following step-by-step guide takes you through the process of creating an **Etherscope** character.

Step One: Concept

The first step in creating your character is to decide on the concept for him or her. You need to have a good idea about what he is like: his personality, job, appearance, likes, and dislikes. Together, this information helps you create a picture of what your character is like and to make more detailed choices as you develop him through the next steps. You can also come up with a name for your character and start to flesh him out some detail on him.

At this stage, you should also choose your character's personality traits. You must choose two values for your character, one which operates as his virtue, representing the best of his guiding principles, and another value as his vice, representing the worst aspects of his character.

You also need to choose a major and minor Allegiance for your character. Allegiances represent the different philosophies, people, and organisations your character holds dear. For more details on personality traits, see Chapter 2: Traits.

Step Two: Ability Scores

Ability scores are the cornerstone of your character. They determine her basic competences — her physical and mental attributes. To determine your ability scores, you must spend ability points. You have 25 ability points to spend on developing your character's six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The costs to buy ability scores are listed in Table 1–1: Ability Score Costs. Whilst the range of ability scores available to humans in general ranges from 3 to 18, player characters in **Etherscope** are usually a little better than the norm. As such their Ability Scores start at 8 as a base value, and are likely to increase to values in excess of the usual average.

TABLE I–I: ABILITY SCORE COSTS

Ability Score	Cost	Ability Score	Cost
8	0	14	6
9	1*	15	7
10	1*	16	10
11	2	17	11
12	3	18	15
13	4	19+	n/a

** For 1 point, you can choose whether that ability score should be a 9 or a 10, depending upon which best fits your character concept.*

Step Three: Race

In the **Etherscope** world, there are a few different races from which you can choose. In addition to standard humans are the genetically engineered gamma, delta, and epsilon humans, the fey, and the genetically superior alpha humans. Each of these races has special abilities of which you should make note and apply them at the appropriate point during character creation.

Ability Score Adjustments: Many races provide bonuses and penalties to ability scores. You should apply these now. Ability scores can increase above or decrease below the usual 8–18 range of ability sores with the application of racial adjustments. For example, if you play an epsilon human, you could buy a Strength score of 18 with ability points, which would become a Strength of 20 after you applyg racial adjustments.

Step Four: Social Template

Social templates describe your character's position and status in life. You must choose a social template that best represents his background. Social templates also determine the influences that you can buy for your character. Again, you should make a note of the bonuses you gain from your template so that you can apply them later. Social templates provide bonuses to skills or feats, which you add to your character later. See the section on social templates below for the list of templates and their bonuses.

Step Five: Character Class

Now you must choose your character class. As a 1st-level character, you are limited to one character class, but as you develop your character with experience you can take more levels in any class, including some more advanced classes. Choose the class that fits best with your character concept. Each character class represents a way someone chooses to achieve his

goals, whether through combat or negotiation, for example. Character classes provide skills, feats, talents, and bonuses that allow you to develop your character according to the character concept that defines him.

Calculate Hit Points: Your character class determines your base hit points. Note down how many hit points your character receives. This is set at 1st level, but for each additional level you must roll a die. At 1st level, your hit points are equal to the maximum die roll possible, plus your Constitution modifier.

Calculate Scope Hit Points: Your character class determines your Scope hit points. Note down how many Scope points your character receives. This is set at 1st-level, but for each additional level you must roll a die. At 1st level, your Scope hit points are equal to the maximum dice roll possible, plus your Charisma modifier.

Calculate Characteristics: You can now record many of your base characteristics. Read across the first row of the class progression table and make a note of your base attack bonus, saving throws, and defence. Add these to your character sheet. You then add in the appropriate ability score modifiers that affect these scores: Strength for melee attacks; Dexterity for initiative, ranged attacks, defence, and Reflex saves; Constitution for Fortitude saves; and Wisdom for Will saves. You can also make a note of the number of excellence points your character has received, but remember to apply any racial adjustment to this, if appropriate.

Step Six: Choose Talent

All basic character classes provide one talent at 1st level. Choose the one that seems most appropriate. Also explore the talents available at higher levels, as their prerequisites may affect your choice. Make a note of the talent's abilities and apply any changes to your character sheet.

Step Seven: Choose Skills

The next step is to record your character's skills. Each character class lists a number of skills that are considered class skills, and how many points you can spend on your character's skills. Skills not considered class skills are called cross-class skills and cost more skill points to acquire. Some skills require you to have a special talent before you can take any levels in the skill. Choose your character's skills, using the quick or advanced method (see below) and fill them in on your character sheet. You can put down the number of ranks you have in each skill, the associated ability modifier, and any bonuses from talents. Avoid filling in the total as you may need to add to this later on if you choose a feat that increases your total skill modifier.

Step Eight: Choose Influences

Influences represent your character's influence, standing, and knowledge of different sectors of society. Influences behave like skills and are bought in a similar manner to skills. Your character class determines how many points you have to spend on influences, but it is your social template that determines on which influences you can spend your points. A complete list of influences is provided in Chapter 2: Traits. Influences are can be template influences, which are ones that come naturally to your character due to their social class; cross-template influences, which are available to your character but are not as defining an aspect of their social class as template influences; or extra influences, which are difficult for you to develop as they are far removed from your usual social circles. As with skills, there are quick and advanced methods for picking your influences. Once you select your influences, add them to your character sheet, recording the number of ranks you have in each influence and any bonuses from talents. Avoid filling in the total as you may need to add bonuses if you choose a feat which increases your total influence modifier.

Step Nine: Choose Feats

Now you can choose which feats you wish to have for your character. Feats are special abilities that usually give you a small edge in combat or with your skills. You can pick two feats for a starting character, unless you are a fey, in which case you can choose only one. Some social templates also provide bonus feats. Once you have chosen your feats, note them down on your character sheet, adjusting any related values, such as skill check totals.

Step Ten: Scope Avatar

Your Scope avatar represents your character's abilities in the Scope. Now that you have all your skills and feats selected you can write down your Scope avatar's abilities. Calculate your base attack bonus, defence, and Fortitude and Reflex saving throws from your ranks in Scope Use (immersed), Scope Awareness, and Scope Resilience. See Chapter 6: The Scope, for more details on creating your Scope avatar's abilities. Your avatar's Strength score is equal to your Intelligence, its Dexterity equal to your Wisdom, and its Constitution equal to your Charisma. Fill out the values, adding the appropriate ability scores and modifiers.

Step Eleven: Equipment

Essentially your character is now complete, but you still need to work out her equipment, particularly any weapons and armour affecting her game characteristics. Your social template dictates your Wealth bonus. This bonus is a rough measure of how much money you have, or how much those who support you can provide. Your Wealth bonus determines the equipment with which you can begin the game (see Chapter 3: Equipment). Note down your equipment and any associated game statistics on your character sheet.

Finishing Off

Your character sheet is now complete. Show it to your Gamesmaster for approval, and then you are ready to play.

ABILITY SCORES

Every character has six basic Ability Scores:

- Strength (Str)
- Dexterity (Dex)
- Constitution (Con)
- Intelligence (Int)
- Wisdom (Wis)
- Charisma (Cha)

The score of these abilities ranges from 0 to infinity. The normal human range is 3 to 18. Races other than human receive bonuses and penalties to these ability scores, showing they are, on average, better or worse than normal humans in certain areas.

ABILITY MODIFIERS

Each ability has a modifier. The modifier is equal to half the character's ability score rating minus five, rounded down. Table 1–2: Ability Score Modifiers, summarises the results of this formula. The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

USING ABILITY SCORES

Ability scores are the core of your character and are used in most things your character does during a game.

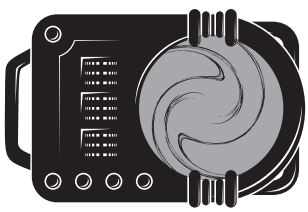


TABLE 1–2: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Ability Score	Modifier
0–1	-5	16–17	+3
2–3	-4	18–19	+4
4–5	-3	20–21	+5
6–7	-2	21–22	+6
8–9	-1	23–24	+7
10–11	0	25–26	+8
12–13	+1	27–28	+9
14–15	+2	etc.	etc.

Strength

This score represents your character's general strength and physical power. Strength dictates your ability to lift and carry, and to punch and strike with weapons. Strength is the ability score most strongly associated with the combatant class.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls for melee and thrown weapons (exception: grenade damage is not modified by Strength).
- Climb, Jump, and Swim skill checks.
- Strength checks (for breaking down doors and performing similar actions).

Dexterity

Dexterity represents your character's agility, reflexes and hand-eye coordination. It makes you more proficient with ranged attacks, at dodging blows, and other agility-related feats. Dexterity is most strongly associated with the scoundrel character class.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with firearms.
- Defence, provided you can react to the attack.
- Reflex saving throws, for avoiding grenades and similar attacks.
- Balance, Hide, Pilot, Sleight of Hand, and other skill checks for which Dexterity is the key ability.

Constitution

This ability score dictates your character's health and toughness. It enables you to concentrate on activities whilst suffering from injury and to endure strenuous activity for longer periods of time. It makes you tougher and more resistant to poisons and other similar attacks. Constitution is the ability score most strongly associated with the enginaught class.

You apply your character's Constitution modifier to:

- Each die rolled for gaining additional hit points (although a Constitution penalty can never reduce a Hit Die roll below 1).
- Fortitude saving throws, for resisting poison and similar attacks (also note that the dying and massive damage saving throws are based on your Fortitude save).
- Concentration skill checks.

Intelligence

Intelligence dictates your character's raw intellectual capability — how easily she learns and how capable she is of solving problems. As such, it is useful to characters who wish to learn a wide range of skills. The three mental ability scores (Intelligence, Wisdom, and Charisma) are indications of the prowess of your mind and personality. When you immerse your consciousness into the Etherscope, your character acts through her Scope avatar. These ability scores replace the physical considerations of your body whilst in the Scope. Intelligence is most strongly associated with the savant class.

You apply your character's Intelligence modifier to:

- The number of skill points gained at each new level (however, an Intelligence penalty does not reduce the number of skill points you receive to below 1 per level).
- Search, Engineering, and Knowledge checks, and other skill checks for which Intelligence is the key ability.
- Melee attack and damage rolls made with your Scope avatar.
- Strength checks made with your Scope avatar.

Wisdom

Wisdom represents a variety of mental abilities of your character.

It determines his perceptive abilities, his common sense, and his determination. Compared to Intelligence, Wisdom is more about awareness of both the self and the world and people around them. A typical "absent-minded professor" has a low Wisdom and a high Intelligence, whereas a simple street urchin who lives off her wits and common sense has a high Wisdom but not necessarily a high Intelligence. This ability score is associated with the pursuer class.

You apply your character's Wisdom modifier to:

- Will saving throws, which is used to resist certain class talents and abilities, and resisting mental influence and domination.
- Listen, Spot, and Sense Motive checks, and other skill checks for which Wisdom is the key ability.
- Ranged attack rolls made by your Scope avatar.
- The Defence and Reflex saving throws of your Scope avatar.
- Dexterity-based skill checks made with your Scope avatar.

Charisma

Charisma is an indication of both your character's strength of personality and his ability to successfully interact with others. Characters with a high Charisma are not necessarily good looking or likeable, but could be people who use their unpleasantness to their best advantage. Low-Charisma individuals are more likely to be shy and unwilling to speak up for themselves or others. Delta and gamma humans (genetically engineered men and women bred for labour) have low Charisma scores to represent their natural inclination to take orders. Charisma is the ability score most associated with the broker class.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, and Intimidate checks, and other skill checks for which Charisma is the key ability.
- Resisting the effects of other characters' influence on you, through the use of the Resolve skill.
- Each die rolled for gaining additional Scope hit points (although a Charisma penalty can never reduce a Hit Die roll below 1).
- Fortitude saving throws and Concentration skill checks made by your Scope avatar.

CHARACTER RACES

In the **Etherscope** world, nearly all characters are human. However, there are a number of new subspecies of humanity that have been genetically engineered through the use of recombinant DNA technology: the deltas, gammas, and epsilons. The responsibility for these new species lies with the Eugenics League, an international organisation with the goal of bettering the genestock of all humanity. They have experimented with positive breeding programmes attempting to engineer perfect humans. The alpha humans are the result of this programme.

Finally, there is one ancient race which is something more than human. The inheritors of the lost civilisation of Lemuria, they have become known as the fey – the faeries of legend. All of these races, along with the standard basic (classified as "beta" by the Eugenics League) human, are available as player characters.

HUMANS

Humans are the main race of the **Etherscope** game. Outside of the major cities, humans are the majority of the population. Transgenic strain humans are found only in large cities. Alpha humans are rare. However, humans, classified as beta humans by the Eugenics League, are prevalent across the planet and represent the common people of the world. Beta humans are the human baseline to which other races relate.

Racial Traits:

Standard humans have the following racial trait:

- Human: Standard humans gain the additional 1st-level feat for being human and the usual skill points for the classes as listed. They receive no further benefits or penalties.

ALPHA HUMANS

The Eugenics League forged alpha humanity through more than eighty years of a directed breeding programme. The League has scoured the globe for the finest examples of beta humanity: athletes, scientists, and artisans alike. By selecting couples for reproduction, they have produced a new subrace of humanity that stands out for its physical and mental advantages. Alpha humans are the yuppies of the **Etherscope** world, a new generation of superhuman. With the influence of the Eugenics League backing their development and progress throughout their lives, they are born not only with silver spoons in their mouths, but with a genetic advantage that marks them out above the rest of humanity. With their heightened capabilities and the guidance and support of the Eugenics League, alpha humans become formidable influences in their chosen fields of endeavour.

Appearance: Alpha humans are tall and show the benefits of good breeding and a desire to push the boundaries of their perfection. They have a pale grey-brown skin tone, large eyes of all normal human colours, and dark hair. They are good looking and in fine physical condition. However, the breeding program has only just begun to show noticeable results, meaning that all characters of this race are younger than thirty years old.

Racial Traits:

Alpha humans have the following racial traits:

- Human: Alpha humans receive all the usual benefits of being human — they gain an additional feat and the usual skill points for the classes as listed.
- Ability Score Modifiers: Alpha humans receive a +2 bonus to their Dexterity, Intelligence, Wisdom, and Charisma ability scores, but a –2 pen-

alty to Constitution. Alpha humans are smarter and more socially aware than other humans. They are typically better looking and have a natural charisma. They are also fine athletes, often preferring finesse sports to those of brute physical force. The Eugenics League has sought improved resistance to disease rather than an increased general "ruggedness" to the alpha human.

- Increased Resilience: Alpha humans are bred for their resistance to diseases and poisons. They gain a +2 bonus to any Fortitude saves made against disease or poison effects.
- Social Standing: Alpha humans are born to rule and fast-tracked to positions of power by the Eugenics League. As a result, they may not start the game with a working class social template.
- Increased Influence: The Eugenics League has influences that span society, and alpha humans are in key positions in a number of organisations and institutions. Alpha humans receive one bonus influence point at each level and four bonus points to spend on influences at 1st level.

Level Restriction: In game terms, alpha humans are a lot more powerful than typical (beta) humans. As a result they start the game with an experience point deficit. See Chapter 7: The Advancing Character for more information on experience points and gaining levels.

THE TRANSGENIC STRAINS

In the 1930s, Great Britain underwent a massive revolution of the working classes. Finally at breaking point due to poor working conditions and pay, the working classes organised a massive series of riots on a national scale, and managed to capture large parts of the Great Metropolis. In response, the Tory-led government sent in the troops and mercilessly slaughtered thousands of rioters, executed the leaders, and disbanded the unions. Chaos would have ensued, but the Tories had sealed an agreement with the Eugenics League to enable them to experiment with genetically engineered strains of humanity. Thus the gamma humans flooded into the streets and slums of the Great Metropolis to replace the workers.

Gamma humans were bred for survival and resistance to disease, along with a rapid population growth, and they could help replace the lost workers in fewer than ten years. However, it soon became

Alpha Bastards

The Eugenics League has become aware that it's responsible for a number of genetically improved bastards dotted around the world. Such an individual is the progeny of an alpha human and a beta parent chosen for particularly desirable traits, either physical or genetic. This results in an offspring who is not significantly different than the rest of the human race, but on the rare occasion the child gains the full benefit of the alpha human race as described here. However, such children do not grow up with the careful instruction and development fostered by the Eugenics League. Such characters are usually of working class background, but do not gain the advantages of an increased number of points to spend on influences. With the GM's permission, such a character could be created, ignoring the social standing and increased influence racial abilities of the alpha human.

Level Restriction

Alpha humans are a little more powerful than others, providing your character with a number of bonuses for little penalty. In game terms, this needs balancing out so that all characters are equal in power level, if different in their abilities. To represent this, starting alpha human characters start at –1,000 experience points. You must first spend experience points to eliminate this deficit before your experience points begin advancing you in levels.

Everybody's Human?

Etherscope is designed to represent a world where, despite the presence of other races, the vast majority of society is human. The character classes in the game have been designed with this in mind. Playing certain races listed below means that your character gains fewer feats and skills than a human character of the same class.

apparent that the gammas did not have the right mental attitude to successfully integrate and drive the British economy forward. The gamma humans were engineered with rodent DNA, a genome noted for the ease with which it can accept genetic vectors. However, gammas proved too independent, and most sought to found their own kingdoms, living in the sewers where only they could survive the pestilence and disease. They also were perceived by many to lack the morality of a religious upbringing — many fell into criminal behaviour. In response, the Eugenics League worked hard to keep the truth of the situation under wraps and began to develop two new strains to improve on the concept. The results were the delta and epsilon strains, where the same rodent DNA was used as the carrier vector for canine or equine DNA. The delta humans were bred for the skilled jobs and the epsilons were bred for simple labour, and both were bred for compliance.

Since their introduction, transgenic strain humans have spread across the world. While still a small portion of global population (officially less than one percent, although accurate figures on British gamma populations are difficult to acquire), transgenics are usually found in concentrated numbers within urban environments and military and industrial institutions. Building upon its early business dealings with the Eugenics League, the British Empire still contains and utilises the largest numbers of transgenics in the world, having approximately ten times the number of any other nation within the Empire's population. The New Reich has also been keen to utilise the practical applications of transgenics as purpose-bred workers, and a number of American corporations have likewise reaped economic benefit from their use.

Gamma Humans

Gamma humans were the first of the genetically engineered strains. They were designed initially as an answer to the growing problems of sanitation in the worlds' cities, due to their genetic resistance to such diseases. Prior to their use in rebuilding and repopulating the Great Metropolis after the revolutionary riots of 1937, gammas had been employed only in small numbers by the New Reich to help deal with toxic waste problems from its industrial complexes. The massive scale of the release of gammas in Britain pushed the boundaries of transgenic strain research and social integration in the light of initial successes with their large-scale use. However, gammas soon decided to make a life for themselves and are now an increasingly common sight worldwide.

By far the most independent and

A Note on Eugenics

Eugenics is an important theme to consider in **Etherscope**. The game looks at the impact of Victorian ideas on a more advanced society. It explores how a society can rapidly advance technologically, without allowing them to grow in the same democratic way as our society. Eugenics was an important aspect of scientific thought in the late Victorian period and the early half of the twentieth century. Now, in the twenty-first century of our world, eugenics is reviled, mainly due to the influence of Nazi Germany's extreme interpretation of what was a widely accepted theory at the time. However, it is now understood by most geneticists — both in our world and that of **Etherscope** — that the negative eugenics, as Hitler and the Nazis practiced in the most bloodthirsty manner, is based on flawed understanding. Now we understand that even harmful genes are likely to be beneficial in the heterozygous state. Each gene has two copies, normally requiring both to be present for any detrimental effect. However, if only one copy is present, known as the heterozygous state, the individual has a better chance of survival than if no copies of the gene are present. A classic example of this is sickle-cell anaemia, in which one copy of the gene makes you immune to malaria, whereas two copies renders you ill for most of your life. It is a point of theory that any harmful gene must have a positive impact in this heterozygous state, otherwise evolution would have expelled it. As a result, having a diverse genetic heritage advances an individual's genetic health and superiority. The Eugenics League understands that there is no such thing as a "pure race" and, most importantly, that the advantage lies in becoming as genetically mixed-race as possible.

adaptable of the transgenics, gamma humans mainly live in their own communities, running the sewers of the great cities and creating a new culture as a species. They have spread globally through their high breeding rates, resistance to disease, and a drive and independence no other transgenic strain human has been allowed. However, at least a quarter of their population remains part of normal society and holds down jobs in similar areas to working-class normal humans. Once again, the British Empire and the New Reich have the highest populations, although the freedoms of Russia attract significant numbers gammas who wish to start new lives and families.

Appearance: Gamma humans were engineered using rodent DNA and typically show the signs. Their incisors are enlarged, but do not keep growing constantly like those of rodents. They are smaller than most humans, averaging about 4 feet in height. Gammas have the usual long noses and sloping brows of all transgenic strains. Gammas also have a large amount of body hair, even the women. Facial hair, particularly sideburns, and forearm and leg hair are most obvious. Typical gamma men are as hirsute as the hairiest normal human male, and women have perhaps as much hair as a more typical human male, excluding their torsos, which remain hairless. Gammas have brown or near black eyes and brown or grey hair. Gamma eyes are their most recognisable feature, being exceptionally small and beady.

Racial Traits:

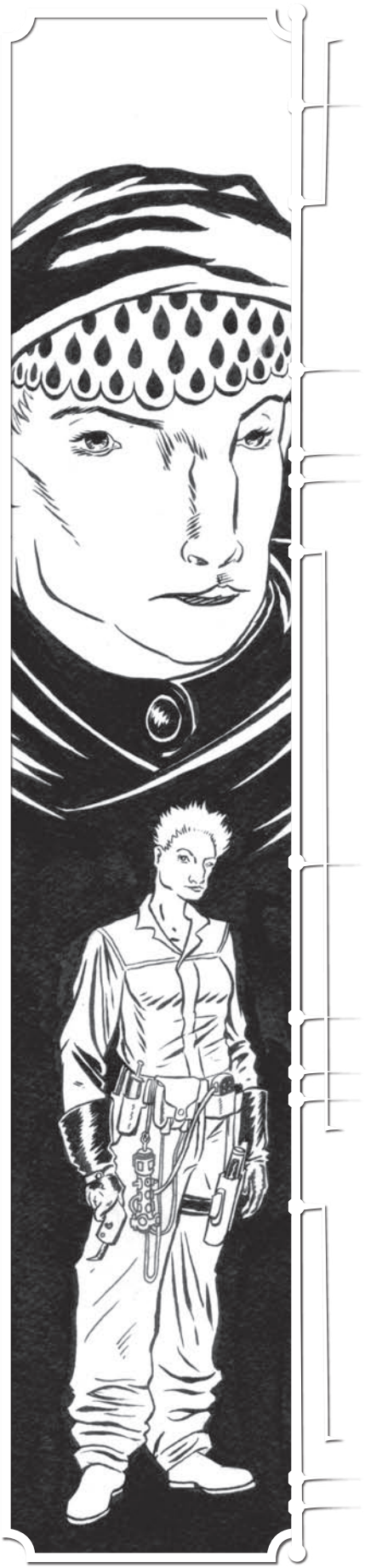
Gamma humans have the following racial traits:

- Human: Gamma humans receive all the usual benefits of being human — they gain an additional feat and the usual skill points.
- Ability Score Modifiers: Gamma humans receive a +2 bonus to Dexterity and Constitution, but a –2 penalty to Intelligence and Strength. They are fast and a tough and resilient breed, despite their size. However, gammas were not built for their intelligence and their size limits their physical power.
- Immunities: Gammas have a +4 bonus on all saving throws against disease.
- Size: Gammas are Small characters. As such, they gain a +1 size bonus to defence, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a –4 penalty on grapple checks.
  A Small character's lifting and carrying limits are three-quarters of those of a Medium character.
  Small characters must use smaller weapons than Medium characters. They must use two hands to wield a weapon of Medium size, and a weapon must be of Tiny size or smaller to be considered as a light weapon.
  Unarmed damage for Small characters is one die class lower than for Medium characters.
  Armour for Small characters costs the same as Medium armour and weighs half as much. Medium and larger creatures cannot wear armour sized for a Small creature.

Delta Humans

Delta humans, along with the epsilon strain, were designed as the improved answer to the rebellious gamma human strain. This strain has been bred since the mid 1940's, and the deltas are well integrated into society. Delta humans used the existing rodent DNA used in the gamma humans, but recombined this with canine DNA in order to breed a more compliant, yet more able and skilled workforce. Delta humans are the rarest of the three genetically engineered strains of humanity, but much better integrated into the mainstream of society. They are more socially skilled than epsilons and do not have the same attitude of the gammas. Deltas are the shining success story of the transgenic experiment, many of them becoming astute military sergeants or skilled craftsmen. In some boroughs of the Great Metropolis, deltas constitute nearly one-half of the populace and are a significant portion of both the British Empire and New Reich militaries. Deltas' need for instruction and direction mean they are also commonly associated with mercenary groups, gangs, organised crime, and nomad packs.

Appearance: As with all transgenic strains of humanity, the deltas are noted



for their long noses, sloping foreheads, and small eyes. Deltas are also identifiable by their protruding jaws, carnivore teeth, and thin lips, giving their faces a permanently angry expression. Unlike the gammas, they are no more hirsute than the average human, and their bodies are typically good examples of the human physique. Their skin is usually very pale and they are prone to sunburn. Their hair is thick, long and shiny, giving it a dog-fur-like texture. It is often patterned with streaks of a different colour or even patches, but is most commonly black and tan — the colours of the Manchester terrier and Doberman pincher. Their nose is a peculiar shape, wider at the brow than the tip, and curves outward and then back down towards the muzzle.

Racial Traits:

Delta humans have the following racial traits:

- Human: Delta humans receive all the usual benefits of being human — they gain an additional feat and the usual skill points.
- Ability Score Modifiers: Delta humans receive a +2 bonus to Constitution and Wisdom, but a –2 penalty to Intelligence and Charisma. They are a tough and resilient breed from the same stock as the gammas. However, they were also built to be capable, both mentally and physically. Whilst not requiring sheer brainpower for their roles, deltas were bred to be able to work with a degree of initiative and adaptability. The main breeding development, however, was their lack of spirit — an inability to stand up for themselves and compliance with instructions.
- Scent: Delta humans have the ability to detect approaching enemies and sniff out hidden foes. They can readily identify familiar odours in the same manner that other humans can with recognisable sights. They can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is 60 feet; if downwind, 15 feet. Strong scents (such as a powerful cologne or the smell of cooking, can be detected at twice the normal range, and overpowering scents, such as a sewage works or dead body, at triple range. Detecting someone, however, does not reveal his location, only the presence of the scent somewhere within range. However, if the target moves or the delta moves to within 5 feet of the target, she can pinpoint the source.
- This ability also allows those with the Track feat to follow a scent trail. The delta makes her Survival check as usual, but the DC is always equal to 10, plus 2 for every hour the trail has been going cold. No DC modifiers for size, visibility, or terrain apply.
- Reduced Spirit: As a result of their reduced spirit, delta human characters receive only one excellence point at 1st level (see Excellence Points in Chapter 2: Traits).

Epsilon Humans

The epsilon strain is perhaps the eugenicists' prime achievement in providing a labouring class of worker, the delta being a much more all-purpose worker better able to integrate with beta humans. Technologically, epsilons are the peak of social and genetic engineering combined to produce a completely compliant individual, capable of little more than following orders. However the League likes to dress it up, epsilons are still human and still subject to free will, although they may be easily cowed.

Epsilon humans were bred with equine DNA, designed to produce strong and resilient workers. They make excellent labourers and are capable of carrying heavy loads. Epsilons' stunted social development means they find it difficult to forge friendships with others, but a few leaders from amongst their number are starting to emerge. Epsilons flourish wherever there is a need for labour, most notably in the industrial cities of the British Empire and the New Reich. Slightly more prolific globally than deltas, epsilons are not as often found outside of the poorest city boroughs or farming communities.

Appearance: Epsilons have even longer noses and shorter brows than the other transgenic strains, but their eyes are not nearly so small. However, their eyes are very noticeable, due to

the large space between them. Most noticeable, however, are their long, wide, flat noses, which take up most of their faces. An epsilon typically suffers from a pronounced overbite and crooked or decayed teeth. Epsilon humans are taller than most, averaging 6-1/2 feet tall. They are thickset but largely hairless, growing hair only on the very top of their heads, although the hairline continues down the spine. Whilst it is the style for the older generation to shave off this hair, it is becoming a more modern trend to let it grow and style it as a thick mane.

Racial Traits:

Epsilon humans have the following racial traits:

- Human: Epsilon humans receive all the usual benefits of being human — they gain an additional feat and the usual skill points.
- Ability Score Modifiers: Epsilon humans receive a +2 bonus to Strength and Constitution, but a –2 penalty to Intelligence and a –4 penalty to Charisma. They are a strong and hardy breed, developed from the same stock as the gammas. However, they were not bred for intelligence. The main breeding development was their lack of spirit — a compliance with instructions and an inability to stand up for themselves. Epsilons are even more compliant than deltas.
- Improved Lifting: Epsilons are capable of carrying additional weight as if their Strength score were another 2 points higher.
- Reduced Spirit: As a result of their reduced spirit, epslion human characters receive only one excellence point at 1st level (see Excellence Points in Chapter 2: Traits).

FEY

The fey are the lost peoples of Lemuria. Many are not aware of their heritage and simply believe themselves human, whereas others are proud of their traditions and seek to find Lemurian learning wherever they can. However, the Lemurian culture is dead and its secrets lost. The fey are now just ordinary members of society, except that they have extraordinary gifts. All fey are strikingly beautiful; they are graceful and most are charming. They possess an ethereal quality that sets them apart from the rest of society and can leave them lonely. Many fey have fallen in love and married humans, but the two species are too different to breed and hence they are never fruitful marriages. The differences between the species can be readily seen under the skin, particularly in the brain, which has a very different structure. Few scientists are aware of the fey species, with many falling into scorn and derision from their peers for contemplating ideas of Lemuria or faeries. However, the differences are there, and there is no denying the difference of heritage. One researcher, known for security reasons only as Veritas, has studied the fey genome, and whilst fearful to publish to the wider world, has released some findings onto the Scope. The anonymous scientist claims that the Lemurian species descended from apes at a similar time to when the line including humans and chimpanzees split from gorillas. This species of ape became an aquatic species and developed many traits similar to seals and dolphins; these traits became suppressed as the species returned to the

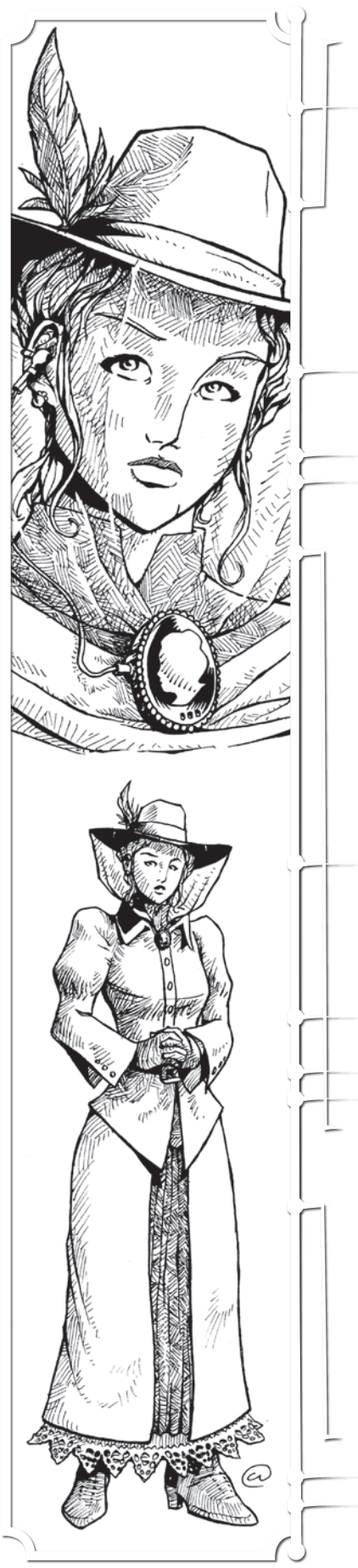


TABLE I–3: FEY SCOPE FAMILIARS

Familiar	Special
Bat	Master gains a +3 bonus on Scope Awareness checks used as Listen checks.
Cat	Master gains a +3 bonus on Scope Awareness checks used as Move Silently checks.
Hawk	Master gains a +3 bonus on Scope Awareness checks used as Spot checks in bright light.
Lizard	Master gains a +3 bonus on Scope Use (immersed) checks used as Climb checks.
Owl	Master gains a +3 bonus on Scope Awareness checks used as Spot checks in shadows.
Rat	Master's Scope avatar gains a +2 bonus on Fortitude saves.
Snake	Master gains a +3 bonus on Bluff checks made in the Scope.
Toad	Master gains +3 Scope hit points.
Weasel	Master's Scope avatar gains a +2 bonus on Reflex saves.

land. Whether this is true remains to be seen, but it has become a popular theory amongst the young fey of the Scope riding community.

Fey numbers are hard to estimate due to the lack of knowledge about the race and many of the species not being aware of their own origin; however, fey probably form only a minute fraction of the population. Like humans, the motivations and agendas of the fey are varied and the race as a whole serves no particular cause or belief.

Appearance: Fey appear human. Their skin and hair are pale, and their eyes are often green, hazel, or dark blue. They are tall and slender, but not outside the norms of humanity. Their features are fine and pointed, with narrow noses, slightly narrowed eyes, and small, squared-off ears.

Racial Traits:

Fey have the following racial traits:

- Non-Human: Fey characters do not receive the usual benefits for human characters and so receive one fewer skill point than is listed on their character class description at each level and four points fewer at 1st level. They also do not receive a bonus feat at 1st level.
- Ability Score Modifiers: Fey receive a +2 bonus to Dexterity and Intelligence. They receive a –2 penalty to Strength and Wisdom. They are graceful and intelligent, with a very different brain structure to humans. However, they are physically weaker than humans and have an alien outlook on life that can make them ill suited to life alongside humans.
- Unearthly Beauty: Fey are beautiful creatures to behold, with ethereal looks and grace. They receive a +4 bonus on Bluff and Diplomacy checks.
- Ethersense: You can sense the presence of etheric energy, whether in the form of a Scope portal, powered machinery, or Lemurian artefacts, or the use of occult powers. The character needs to touch the target item or person for a few seconds to activate this power, making this a full-round action. If a target character is unwilling, you must successfully enter a grapple with the target in order to use this power, although no grapple check is needed. The power is activated by spending an excellence point and making a Wisdom check, adding your character level as a bonus to the die roll. If you succeed against DC 15, you can detect whether an item has ethertech components (whether modern or Lemurian). A DC 20 check reveals whether a target character is using occult powers during that round. If the check beats DC 30, you gain a limited understanding about what the purposes of the power or item are. For example, a Lemurian artefact might be identified as "some sort of key" without any indication of how it is used or what it opens, or it might reveal which occult skill a character is using, but not the details of its effects. If this is used during combat, the information is not revealed to the fey until their action in the next round.
- Scope Familiar: For some as-yet unknown reason, every fey has a small creature that manifests with her Scope avatar. Table 1–3: Fey Scope Familiars shows the different types of familiar available and the bonuses they provide. This creature appears only in the Scope and so affects only the traits of your Scope avatar. More than a simple construct, the Scope familiar feels and acts as an extension of the fey and the bond between master and familiar is intense and complex.

  A familiar resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. You choose the kind of familiar you get. As you advance in level, your familiar also increases in power. Familiars cannot be harmed by anything yet known, but must stay within 30 feet of their masters. If the familiar moves farther away than this, either by force or by choice, it becomes momentarily paralysed and the fey must attempt a DC 20 Will save. Failure means she loses 500 experience points per character level; success reduces the loss to one-half that amount. However, a character's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A familiar removed in this manner is not destroyed but runs free and will not again associate with the character, as the familiar feels deserted by its master and never again trusts her.
- Unusual Anatomy: Fey have a highly unusual anatomy. Whenever a non-fey character is attempting surgery on a fey, he suffers a –4 penalty on the Knowledge (medicine) skill check.

SOCIAL TEMPLATES

Social class was a key aspect of Victorian Britain, and class forms a key role in shaping people and society. There was little if no movement between classes. The working classes could afford nothing but the basics — rent and food only, even clothes were a luxury — whilst the upper and middle classes owned large houses and employed multiple servants. This social inequality is still present in the **Etherscope** world, particularly in the holdings of the British Empire, which dominates much of the world, both physically and politically. The length of the British Empire's dominance further heightens social class' importance, causing the world-

Working Together Across the Class Divide

Even though the **Etherscope** society is rigidly structured, as these social templates reflect, do not think that you cannot create characters within your party from different walks of life. While these social templates directly affect the individual character, tying her to a given social class, you can construct adventuring parties with characters from widely different templates. For example, think of the Academic who has a professional-class scientist working in his laboratory, or a policeman with criminal contacts, or a socialite who employs a working-class spy to gather gossip from the servants of his rivals.

wide spread and familiarity of its class structure to affect the social and political models of other nations. Class struggle is a major driving force in world politics, and all nations structure society in some way. While the social templates presented here use the model of the British Empire's class system, they can be easily adapted for characters of other nations. Social templates determine your social status and the circles of society in which you move. Social templates concentrate on three key areas to develop your feel for your social status. These areas are education, influences, and wealth.

TEMPLATE DESCRIPTIONS

Social templates are described with the following headings:

Description: This section provides a little insight into the social template and what it represents through game world information.

Wealth: This is the starting Wealth bonus for characters with the social template.

Template Influences: This section lists template influences. Influences determine your character's level of involvement with different strata of society, representing jobs, connections, social standing, and much more. For example, a character with 2 ranks in the Industry influence might have a basic job working on the factory floor, whereas a character with 4 ranks might be a foreman, junior manager, or the heir of a wealthy mill owner. Characters with a very large number of ranks could be either a rich and powerful factory owner or an exemplar worker who has gained a special level of respect from both management and fellow workers alike.

Cross-Template Influences: This section lists cross-template influences.

Knowledges: This section lists a number of Knowledge skills that are purchased at half the normal purchase rate. Your character level determines the maximum ranks you can have in each skill, but the costs in skill points are cheaper for the listed Knowledge skills. One skill point buys you 2 ranks in a class skill listed in this section, or 1 rank for a cross-class skill.

Bonuses: Some social templates add new skills as class skills or feats. Any such bonuses are listed in this section. These skills are always considered class skills for your character.

Social templates are divided into three broad class groupings: working class, middle class, and upper class. Each has five social templates which represent the different positions your character can hold in society. Table 1–4: Social Templates summarises the available social templates.

TABLE 1–4: SOCIAL TEMPLATES

Social Template	Wealth	Influences*		Knowledges
		Template	Cross-Template	
Working Class:				
Craftsman	+4	Guilds	Civic, Industry	current events, industry
Criminal	+3	Crime	Constabulary, Street	current events, tactics
Disenfranchised	+1	Agriculture, Street	Crime	current events
Enlisted	+2	Military	Crime, Street	tactics
Proletariat	+2	—	Civic, Guilds, Industry, Street	current events
Middle Class:				
Bourgeoisie	+18	Industry	Finance, Guilds, Parliamentary	civics, industry
Constabulary	+8	Constabulary	Street	current events, tactics
Management	+10	Industry	Civic, Finance, Guilds	civics, industry
Professional	+12	Choose one	Civic, Church, Parliamentary	See text
Tradesman	+8	Civic	Church, Industry, Street	civics, industry
Upper Class:				
Academic	+20	Academic	Occult	natural philosophy, history
Adventurer	+20	—	Academic, High Society, Occult	mystical philosophy
Idle Rich	+25	High Society	Finance, Parliamentary	current events
Landed Gentry	+23	Agriculture	High Society, Parliamentary	civics
Officer	+22	Military	Intelligence, High Society	tactics

** Influences not listed against the individual templates are purchased at extra influence rates. See "Step Eight: Choose Influences" earlier in this chapter, for more details.*

Academic

Upper Class Template

Academics are found throughout the universities of the Etherscope world. Usually from wealthy, upper class families, the academics of the world are known for their research across the disciplines. Other academics are amateurs who spend their own money to fund their research projects. This avenue is one of the few available for social climbers, with many new professional middle class scientists breaking through to professorship.

Wealth: +20.
Template Influence: Academic.
Cross-Template Influence: Occult.
Knowledges: Natural philosophy and history.
Bonuses: The Academic character gains one bonus feat, chosen from either Academic or Attentive.

Adventurer

Upper Class Template

Adventurers are those of the upper classes who spend their money to fund their escapades into the wilds, searching for lost treasures, hunting big game or pushing back the boundaries of exploration.

Wealth: +20.
Template Influences: None.
Cross-Template Influences: Academic, High Society, and Occult.
Knowledges: Mystical philosophy.
Bonuses: The adventurer character gains one bonus feat, chosen from either Personal Firearms Proficiency or Track.

Bourgeoisie

Middle Class Template

The bourgeoisie are the new power of the British Empire. It is the rich industrialists of the northern cities who

keep the British economy powering forward, and these people have risen to be a powerful force within the Empire. The bourgeoisie control the industry, owning the factories and mills of industrial Britain.
Wealth: +18.
Template Influence: Industry.
Cross-**Template Influences:** Finance, Guilds, and Parliamentary.
Knowledges: Civics and industry.

Constabulary

Middle Class Template

The policemen of the Etherscope world are an important part of maintaining law and order on the streets. The constabulary are an unusual aspect of the class structure. Whilst they operate within the middle classes of society, they spend a lot of time dealing with the lowest villains of the slums.
Wealth: +8.
Template Influence: Constabulary.
Cross-Template Influences: Street.
Knowledges: Current events and tactics.
Bonuses: The constabulary character gains one new skill chosen from the list below. This skill becomes a permanent class skill. If the character already possesses this skill as class skill, he gains a +1 bonus on all checks made with the chosen skill.
Investigate, Spot.

The character also gains one bonus feat, chosen from either Brawl or Alertness.

Craftsman

Working Class Template

The craftsmen of the world are the most highly valued workers of the world. They are skilled in their crafts, building fine works across all industries. They are rewarded with relatively high wages for the working classes of **Etherscope**.
Wealth: +4.
Template Influence: Guilds.
Cross-Template Influences: Civic and Industry.
Knowledges: Current events and industry.
Bonuses: The craftsman character gains two new skills from the list below. These skills become permanent class skills. If the character already possesses these skills as class skills, he gains a +1 bonus on all checks made with the chosen skill.
Engineer (mechanical), Engineer (structural), Pilot (civilian), Scope Use (remote).

The character also gains one bonus feat, chosen from either Master Engineer or Tinkerer.

Criminal

Working Class Template

The criminal classes are those who have given up on what an honest toil can offer and taken to robbery and other criminal activities instead. They are despised by all but their own kind for their lack of morality. However, there is an honour amongst thieves and organised gangs often build up powerful networks through their code of loyalty to their masters.
Wealth: +3.
Template Influence: Crime.
Cross-Template Influences: Constabulary and Street.
Knowledges: Current events and tactics.
Bonuses: The criminal character gains one new skill from the list below. This skill becomes a permanent class skill. If the character already possesses the skill as a class skill, you gain a +1 bonus to all skill checks made with that skill.
Intimidate, Sleight of Hand.
The character also gains two bonus feats, chosen from Brawl, Deceptive, Personal Firearms Proficiency, Toughness (body).
Special: Characters with this social template are illiterate. They cannot read or write any language. Players may take the Literate feat (see Chapter 2: Traits) in order to have him read and write any language he can speak.

Disenfranchised

Working Class Template

The disenfranchised are those society has left to rot. They are the homeless, prostitutes, farmhands, and exploited labouring navvies. Even poor tenant farmers might find themselves in this category when times are bad. However, it has also become the home of those who have dropped out of society: The Scope riders and tab-jammers are also found amongst the disenfranchised classes.
Wealth: +1.
Template Influences: Agriculture and Street.
Cross-Template Influence: Crime.
Knowledges: Current events.
Bonuses: The disenfranchised character gains two new skills from the list below. These skills become permanent class skills. If the character already possesses these skills as class skills, you gain a +1 bonus to all skill checks made with the chosen skill.
Hide, Intimidate, Sleight of Hand, Survival.

The character also gains one bonus feat, chosen from Brawl or Toughness (either).
Special: Characters with this social template are illiterate. They cannot read or write any language. Players may take the Literate feat (see Chapter 2: Traits) in order to have him read and write any language he can speak.

Enlisted

Working Class Template

The enlisted are the privates and non-commissioned officers of the regular military forces. Whether navy or army, these characters have pledged their life to building the empire of the country they serve. Often they are returned from battle wounded and subsist off a poor pension, and as such can find their way into a life of crime, where their skills in combat are appreciated.
Wealth: +2.
Template Influence: Military.
Cross-Template Influences: Crime and Street.
Knowledges: Tactics.
Bonuses: The enlisted character gains three new skills from the list below. These skills become permanent class skills. If the character already possesses these skills as class skills, you gain a +1 bonus to all skill checks made with the chosen skill.
Intimidate, Munitions, Navigate, Pilot (military), Ride, Survival.

The character also gains two bonus feats, chosen from Armour Proficiency (light), Armour Proficiency (tactical), Military Vehicle Operation, Personal Firearms Proficiency.

Idle Rich

Upper Class Template

There are many of the upper classes who spend their independent incomes on parties and extravagance. They follow the latest trends and spend their time organising and toying with other peoples' lives.
Wealth: +25.
Template Influence: High Society.
Cross-Template Influences: Finance and Parliamentary.
Knowledges: Current events.

Landed Gentry

Upper Class Template

Some members of the upper classes spend their time managing the land that garners them wealth. The majority of wealth in the country is still generated by the land rents paid to the landowners. Of course, all the land owners are members of the aristocracy and these rents support their rich lifestyles. Landed gentry spend more time out of the cities than in, managing their estates, but make their presence felt whenever anything goes against their liking.
Wealth: +23.
Template Influence: Agriculture.
Cross-Template Influences: High Society and Parliamentary.
Knowledges: Civics.

Management

Middle Class Template

There are many managers of the industrial powerhouses of the nation who do not own their factories, but are mere employees. However, their management skills are highly respected and those who can turn around a failing company or push another towards market dominance are in demand. The management template also represents the mid-level civil servants who ensure the smooth running of the country, but have little power to influence the government.
Wealth: +10.
Template Influence: Industry.
Cross-Template Influences: Civic, Finance, and Guilds.
Knowledges: Civics and industry.
Bonuses: The management character gains one new skill from the list below. This skill becomes a permanent class skill. If the character already possesses the skill as a class skill, you gain a +1 bonus to all skill checks made with that skill.
Diplomacy, Intimidate.

Officer

Upper Class Template

The upper class controls the British military through an unofficial control of promotions within the High Command. A prerequisite for most successful military careers is to have been born into the right family, and have connections throughout society. This template represents those officers and the agents of British Intelligence who look after the country's interests abroad and at home.
Wealth: +22.
Template Influence: Military.
Cross-Template Influences: Intelligence and High Society.
Knowledges: Tactics.
Bonuses: The officer character gains one new skill from the list below. This skill becomes a permanent class skill. If the character already possesses the skill as a class skill, you gain a +1 bonus to all skill checks made with that skill.
Diplomacy, Navigate.

Professional

Middle Class Template

Professionals make up the old middle classes. Doctors and clergymen have been the middle classes of British society for centuries. Whilst their influence may be dwindling due to the rise of the bourgeoisie, they are still able to build comfortable lives and are well respected in their individual communities.
Wealth: +12.
Template Influence: Professional characters choose one from Church, Civic, or Parliamentary influence as their template influence. Local government officials, Doctors and lawyers typically choose Civic influence, members of Parliament choose the Parliamentary influence, and the clergy choose the Church influence.
Cross-Template influences: The remaining two from Church, Civic, and Parliamentary.
Knowledges: Choose one from civics, medicine, or mystical philosophy.
Bonuses: The professional character gains one bonus feat, chosen from either Bureaucrat or Surgery.

Proletariat

Working Class Template

The proletariat make up the greater workforce of the world. They are the unskilled labourers and factory workers who keep industry ticking over.
Wealth: +2.
Template Influence: None.
Cross-Template Influences: Civic, Guilds, Industry, and Street.
Knowledges: Current events.
Bonuses: The proletariat character gains three new skills from the list below. These skills become permanent class skills. If the character already possesses these skills as class skills, you gain a +1 bonus to all skill checks made with the chosen skill.
Climb, Concentration, Engineer (mechanical), Engineer (structural), Hide, Scope Use (remote).

The proletariat character also gains one bonus feat, chosen from Major Cybernaughtic Implant or Endurance.
Special: Characters with this social template are illiterate. They cannot read or write any language. Players may take the Literate feat (see Chapter 2: Traits) in order to have him read and write any language he can speak.

Tradesman

Middle Class Template

Tradesmen are the shopkeepers of the world. This class is on the cusp of working and middle class, with their wealth only separating them from those of the working classes they serve. Keeping shop is a respectable and worthwhile trade and can earn the proprietor a

decent wage.
Wealth: +8.
Template Influence: Civic.
Cross-Template Influences: Church, Industry, and Street.
Knowledges: Civics and industry.
Bonuses: The tradesman character gains one new skill from the list below. This skill becomes a permanent class skill. If the character already possesses the skill as a class skill, you gain a +1 bonus to all skill checks made with that skill.
Engineer (pharmaceutical), Resolve.

BASIC CLASSES

Etherscope includes six basic classes. Each has ten levels and builds upon the themes inspired by the six ability scores relating to how people achieve their goals and affect the world around them. In the **Etherscope** world, concepts are different than in the modern world, and this difference is reflected in the capabilities of the six basic classes. Each class provides options upon which you can build your character concept.

OVERVIEW

The six classes are as follows:

Broker: This Charisma-based class develops connections and status. These characters range from street-level fixers to the key players in international politics.

Combatant: Strength is the focus of combat-oriented characters. The combatant can be used to represent street thugs and soldiers alike.

Enginaught: Constitution inspires thoughts of the tough labourers and hardy proletariat of Victoriana settings. The enginaught class devotes itself to a variety of works-related endeavours, such as engineering and piloting, where some enginaughts make full use of their capacity for cybernaughtics.

Pursuer: Victoriana is full of famous hunters, detectives, and explorers. The pursuer class represents these driven people, embodying the will and awareness of the Wisdom ability score.

Savant: The advances of technology and industry have meant that a number of individuals can rely on their intelligence to become leaders in their fields, or indeed multiple fields.

Scoundrel: Every social strata has its shady characters; whether unscrupulous merchants, street scallies, or gentlemen thieves. The scoundrel recognises these chaps and their natural dexterity.

BROKER

The broker is a dealer in information, contacts, and secrets. In **Etherscope**, status is a valued commodity. The class system is still a major influence across the globe and a significant price is placed on knowing the right people even where it is not. The broker moves in the important circles at any level of society and spins webs of intrigue, developing his own status and influence. Brokers use a mixture of personal charm, deception, and their webs of contacts to develop their influence in society.

Levels in the broker class represent you developing your skills at dealing with other people, whether through charm and diplomacy or by developing contacts, influence, and status within your social class. It increases your ability to get what you need and to learn secrets about your friends and enemies. Darker methods, like blackmail and intimidation, are also potential options for a broker should you need them.

Example Brokers

The class can be used to create street-level fixers as well as influential industrialists or aristocratic socialites. Military officers, particularly those noted for their inspirational leadership, likely have some levels in the broker class.

Game Rule Information

The rules for playing a broker are described below.

Ability Scores

The broker's primary concern is Charisma. He makes best use of the Charisma-based skills and find that he becomes much more proficient at developing his influence with a high Charisma score. Wisdom is useful to brokers as they unravel intrigues woven by their enemies. Intelligence is helpful in maintaining their knowledge of who's who, and many find Dexterity useful in keeping them out of trouble.

Hit Dice

Brokers gain 1d6 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Constitution modifier.

Scope Hit Dice

Brokers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of Scope hit points equal to 6 plus their Charisma modifier.

Class Skills

The broker class has the following class skills: Bluff (Cha), Creative Art (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (art, civics, current events, history, industry, linguistics, tactics) (Int), Listen (Wis), Perform (Cha), Resolve (Cha), Sense Motive (Wis), and Sleight of Hand (Dex). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (7 + Int modifier) x 4.

Skill Points at each additional level: 7 + Int modifier.

Influences

Your social template determines the influences available to you. The broker class receives the following number of points to spend on influences at each level:

Influence points at 1st level: 16.

Influence points at each additional level: 4.

Starting Feats

In addition to the starting feats gained at 1st level, brokers begin play with

TABLE I–5: THE BROKER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+1	+1	+0	Talent
2	+1	+0	+2	+2	+1	Bonus feat
3	+1	+1	+2	+2	+1	Talent
4	+2	+1	+3	+3	+1	Talent
5	+2	+1	+3	+3	+2	Bonus feat
6	+3	+2	+3	+3	+2	Talent
7	+3	+2	+4	+4	+2	Talent
8	+4	+2	+4	+4	+3	Bonus feat
9	+4	+3	+5	+5	+3	Talent
10	+5	+3	+5	+5	+3	Talent

the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the broker class.

Talents

At 1st, 3rd, 4th, 6th, 7th, 9th, and 10th level, the broker selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level broker may select from the charm, coordinate, ear to the ground, first amongst equals, master of etiquette, spirit medium skills, and wheeler-dealer talents.

Influence Talent Tree

The broker is most useful when it comes to knowing the right people. This talent tree represents the additional bonuses that can be gained by specialising in using your talents in a variety of different ways.

Ear to the Ground: This talent is used by those who mingle within their given circles and find out the juiciest gossip and tastiest rumours. Choose one influence when you purchase this talent. You may add your Charisma modifier to any gather information checks made with that influence.

Special: You may select this talent multiple times, each time applying to a new influence.

First Amongst Equals: This talent is taken by those characters who lead the way before all others, and instantly garner respect and status. Choose one influence when you purchase this talent. You may add your Charisma modifier to any standing checks made with that influence (see "Standing" in Chapter 2: Traits).

Special: You may select this talent multiple times, each time applying to a new influence.

Gossip Monger: You are always on top of the news. Choose one influence when you purchase this talent. You may add your Intelligence modifier to any who's who checks made with that influence.

Special: You may select this talent multiple times, each time applying to a new influence.

Master of Etiquette: You unconsciously know the rules of etiquette within your chosen strata of society. Choose one influence when you purchase this talent. You may add your Intelligence modifier to any etiquette checks made with that influence.

Special: You may select this talent multiple times, each time applying to a new influence.

Wheeler-Dealer: You are a shrewd trader, able to bargain the right price, instinctively knowing how far you can push a deal before it breaks. Choose one influence when you purchase this talent. You may add your Wisdom modifier to any acquisition checks made with that influence.

Special: You may select this talent multiple times, each time applying to a new influence.

Web of Intrigue: You are an expert at interfering with the plans of others and disrupting their schemes. You may add half your broker class level, rounded down, to any contested influence checks.

Prerequisites: Any two from ear to the ground, first amongst equals, master of etiquette, and wheeler-dealer, including multiple choices of the same talent. The talents must be associated with two different influences.

Improved Influence: You may take 10 on any influence check, excluding any contested influence checks.

Prerequisites: Ear to the ground, first amongst equals, master of etiquette, and wheeler-dealer. All talents must be associated with the same influence for which you have selected this talent.

Charm Talent Tree

You have an innate talent for being charming and captivating.

Charm: You get a competence bonus on all Charisma-based skill checks made to influence members of your chosen gender. Some characters are charming to members of the opposite gender, others to members of the same gender. The bonus is equal to your broker level. A broker can charm only Gamesmaster characters with attitudes of indifferent or better (see the Diplomacy skill in Chapter 2: Traits for more information on character attitudes).

Special: This ability can be taken more than once (for another gender).

Favour: You have the ability to acquire minor aid from anyone you meet. By making a favour check, you can gain important information without going through the time and trouble of doing a lot of research. Favours can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure. You spend 1 excellence point, which represents your heroic spirit (see Chapter 2: Traits), to activate this talent. A favour check can be used to replace an influence check for an influence in which you have no ranks. Your character level and Charisma modifier are added as positive modifiers to this roll.

The GM should carefully monitor a broker's use of favours to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favour, and getting a favour shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favour deemed to be disruptive to the game.

Prerequisite: Charm.

Captivate: You have the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet, must be flat-footed or not in combat, and must be able to see, hear, and understand you. To captivate a target, you must use an attack action and make a Charisma check (DC 15), adding your broker level as a bonus. If the Charisma check succeeds, the target can try to resist. The target resists the captivation attempt by making a Will saving throw (DC 10 + broker's class level + broker's Charisma bonus). If the saving throw fails, you become the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened. You can concentrate to keep a target captivated for additional rounds. You concentrate all your effort on the task and the target gets to make a new Will save each round. The effect ends when you stop concentrating, or when the target succeeds on the save. This is a mind-affecting ability.

Prerequisites: Charm, favour.

Leadership Talent Tree

The broker has a talent for leadership and inspiration.

Coordinate: You have a knack for getting people to work together. When you can spend a full round directing your allies, and make a Charisma check (DC 10), you can grant any of your allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to your Charisma modifier.

You can coordinate a number of allies equal to one-half of your broker level, rounded down (to a minimum of one ally).

Inspiration: You can inspire your allies, bolstering them and improving their chances of success. An ally must listen to and observe you for a full round for the inspiration to take hold, and you must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to your Charisma modifier. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. You can't inspire yourself. You can inspire a number of allies equal to one-half of your broker level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: You can inspire her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe you for a full round for the greater inspiration to take hold, and you must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to your Charisma modifier. An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus. You can't inspire yourself. You can inspire a number of allies equal to one-half your broker Level, rounded down (minimum one ally).

Prerequisites: Coordinate, inspiration.

Spirit Medium Talent Tree

In the nineteenth century, spiritualism was one of the primary forms of entertainment, and a big cause of debate within the scientific community. The discipline had a large number of sceptical detractors in its early days, but the advent of ether science has led to an understanding of this phenomenon. Now science understands that we cannot communicate with the dead. What have long been thought of as ghosts or spirits are patterns of thought — humans can leave impressions in the ether veil that enshrouds the material world. These spectres are not true spirits of the dead, but etheric patterns that can be interacted with. People with the proper skills can thus tap into the personalities and memories of the dead, and indeed of the living. This explains much traditionally occult phenomenon, especially spiritualism.

The world of **Etherscope** has not benefited from the mass education programmes of our world, and superstition is still rife in the working classes. They view the interaction with etheric patterns as a spiritual process through which the spirits of loved ones passed

can be contacted. Science also finds it harder to explain those with "the gift," as the superstitious call it, to talk to the spirits and to understand the fluctuations in the ether veil. Similarly problematic to science are spiritualists who can show multiple powers, including the ability to read tea leaves, palms, or tarot cards. Often spiritualists find that they are unnatural judges of character, which many put down to natural instincts or their gift. Whether an etheric science or true spiritualism, some people are increasingly finding they can manifest the powers long attributed to spiritualists and their ability to communicate with the dead.

Spirit Medium Skills: You are an active medium, able to develop his spiritual power. Choose one spirit medium skill: Commune, Impressions, or Pattern Reading. This skill is a class skill for the broker class. Characters without this talent cannot take ranks in these skills, but once you take this talent, the chosen skill becomes a broker class skill for you and a cross-class skill for any other class you take.

Each talent provides access to an individual skill; therefore, to be able to purchase ranks in both the Commune skill and the Impressions skill, you need to take this talent twice.

Prerequisite: The character must not already possess any talents from the Occult Lore or Psychic Sensitivity talent trees.

Special: You may select this talent multiple times, each time applying to a new spirit medium skill.

Ouija Board: You are skilled with using the Ouija board for communicating with the spirits. You can use the Ouija board to receive a competence bonus on any Commune skill checks equal to half your broker level. You can makeshift a working Ouija board from a simple wooden table and a small glass vessel of no more than one-half pint (US one-half quart) in volume, with some way of indicating letters for the spirits to use to answer, such as simply written on paper or scratched into the surface of the table.

Prerequisites: Spirit medium skills (Commune).

Reading Focus: You have a preferred focus for making Pattern Readings. Choose one Pattern Reading focus from the following list: astrology, omens, palmistry, phrenology, tarot cards, or tea leaves. You receive a competence bonus on any Pattern Reading Skill checks when using your preferred reading focus equal to half your broker level.

Prerequisites: Spirit medium skills (Pattern Reading).

Spirit Sensitivity: Some mediums are better attuned to certain types of impressions, gaining a better feeling for either negative or positive impressions. Choose either positive or negative impressions when you select this talent. You receive a competence bonus on Impressions skill checks when it is appropriate to your speciality equal to half your broker level.

Prerequisites: Spirit medium skills (Impressions).

Bonus Feats

At 2nd, 5th, and 8th level, the broker gains a feat from the following list. He must meet all requirements for the feat in the usual manner.

Alertness, Attentive, Bureaucrat, Combat Expertise, Creative, Deceptive, Dodge, Fencing Proficiency, Frightful Presence, Improved Disarm, Improved Feint, Improved Trip, Influential, Iron Will, Meticulous, Persuasive, and Spirited.

COMBATANT

Every age needs its warriors, and the age of industry and empire explored in the Etherscope game is no different. Whether they are fighting for empire, king, and country in the untamed world, or scraping together some semblance of a life on the streets of Toxteth or Charlestown, fighters are readily found. The combatant class represents all characters that are skilled with fists or weapons. Whether high-tech mercenaries boosted by cybernaughtics, Redcoats in their powered armour, or street thugs, all likely have some levels in this class.

Levels in combatant allow you to develop your melee combat skills, weapon fighting, and integration of cybernaughtics into your fighting capability. You can use this class to develop in-Scope combat skills as well as the more traditional skills of the street or battlefield.

Example Combatants

This class is used to create the soldiers and street fighters of the world. It can also be used to create specialist in-Scope warriors, who boost their combat abilities when immersed. Another combatant is the street mercenary, a warrior for hire who integrates cybernaughtics with formidable combat abilities. Combatants can often be found in the employ of criminal bosses or as hired bodyguards for the wealthy and unscrupulous.

Game Rule Information

The rules for playing a combatant are described below.

Ability Scores

The combatant makes good use of a wide range of ability scores. Primarily, Strength, Dexterity, and Constitution enable the character to become a skilled warrior with both melee and ranged weapons, and equally capable of avoiding and taking damage. However, the military combatant benefits from the leadership skills that a high Charisma can allow, and tacticians benefit from a high Intelligence. Cybernaughtics rely heavily on the Constitution ability score, whereas those who wish to fight inside the Scope require high mental ability scores rather than the physical ones.

Hit Dice

Combatants gain 1d8 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 8 plus their Constitution modifier.

Scope Dice

Combatants gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Charisma modifier.

Class Skills

The combatant class has the following class skills: Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics), Munitions (Int), Navigate (Int), Pilot (military) (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (3 + Int modifier) x 4.

Skill Points at each additional level: 3 + Int modifier.

Influences

Your social template determines the influences available to you. The combatant class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 4.

Influence Points at each additional level: 1.

Starting Feats

In addition to the starting feats gained at first character level, combatants begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the combatant class.

Talents

At 1st, 3rd, 6th, and 9th level, the combatant selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level combatant may select from the combatant cybernaughtic app, combatant Scope skills, controlled fire, extreme effort, and fighting technique talents.

Armsman Talent Tree

Firearms are an almost-universal aspect of the combatants' life and many combatants become highly skilled in their use.

Controlled Fire: You are able to compensate for your weapon's recoil in order to better concentrate your pattern of fire. When you perform an autofire attack, the DC of Reflex saving throws against the attack is increased by half your combatant level (see Chapter 4: Combat for more details on automatic fire).

Concentrate Fire: You are an expert in controlling the recoil of automatic weapons. When performing burst fire or strafe attacks, you reduce any strike penalties associated with these actions by –2 (see the Strafe and Burst Fire feats in Chapter 2: Traits).

Prerequisite: Controlled fire.

Heavy Fire: The autoguns of the **Etherscope** world are formidable weapons and truly deadly in the hands of an experienced combatant. When performing an autofire, burst fire, or strafe attack, you gain a +2 damage bonus.

Prerequisites: Concentrate fire, controlled fire .

Combat Cybernaught Talent Tree

The street mercenary is the master of integrating cybernaughtics and fighting techniques.

TABLE 1–6: THE COMBATANT

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+1	+1	+1	+0	+1	Talent
2	+2	+2	+2	+0	+2	Bonus feat
3	+3	+2	+2	+1	+2	Talent
4	+4	+3	+3	+1	+3	Bonus feat
5	+5	+3	+3	+1	+3	Bonus feat
6	+6	+3	+3	+2	+4	Talent
7	+7	+4	+4	+2	+4	Bonus feat
8	+8	+4	+4	+2	+5	Bonus feat
9	+9	+5	+5	+3	+5	Talent
10	+10	+5	+5	+3	+6	Bonus feat

Combatant Cybernaughtic App: With this talent, you can buy any one cybernaughtic implant or attachment with a cybernaughtic purchase point cost of 2 or less, upgrade an existing cybernaughtic app by increasing its total cybernaughtic purchase point cost by 2, or save the cybernaughtic purchase points for future use. See Chapter 3: Equipment for more details.

Special: This talent may be bought multiple times.

Integrated Weapon System: You have integrated a chosen weapon system cybernaughtic attachment to such a degree that you wield or fire it to perfection. All attacks with this weapon are at +1 to hit and damage.

Prerequisites: Combatant cybernaughtic app, one chosen cybernaughtic weapon system.

Fighting Technique Talent Tree

There are a number fighting disciplines that are available to your character. Such techniques involve a training regime that leads to a combat prowess that, whilst formidable, has a certain predictability to it. Such styles range from the fencing styles of the European aristocracy to the unarmed martial arts of the mysterious Orient. Memory upload tabs have increased the popularity of these fighting styles — a simple pill provides instant memories a combat style.

Fighting Technique: You select one fighting technique (see Chapter 2: Traits). This skill is now a class skill for any levels taken in combatant.

Prerequisite: Although not technically a true prerequisite for this talent, all Fighting Technique skills have a feat requirement before you can buy any ranks in that skill. Hence this talent can be taken if you do not have the required feats, but you are not able to take any ranks in the skill, and therefore cannot use the skill until you have gained the required feat.

Special: You may select this talent multiple times, each time applying to a new fighting technique.

Defensive Stance: You become skilled at defending yourself when in your fighting technique's stance. Whilst in the stance, you receive a bonus to your Defence equal to your Intelligence modifier. The defensive stance can be broken by any enemy that takes a move action and makes a Sense Motive check. This check is contested by your Bluff skill. If the Sense Motive check is successful, you are forced out of your defensive stance and must spend a move action to re-enter it. This talent need only be selected once to apply to all fighting techniques you know. This is an extraordinary ability.

Prerequisites: Fighting technique.

Combat-Master: Those who have mastered multiple fighting techniques become versatile fighters able to switch between stances and maximise the potential of their fighting styles. However, this puts a demand on your skill points beyond what the combatant class can provide. This talent allows you to spend two additional skill points for each level of combatant you take. These bonus points must be spent on the following skills: Bluff, Fighting Technique (any), and Sense Motive.

Prerequisites: Any two fighting techniques.

Extreme Effort Talent Tree

The combatant's focus on strength allows her to perform great feats, pushing her body to its limits of physical power. This tree represents the ability of a combatant to draw upon her inner might to achieve a single feat of strength. This is called an extreme effort, and can be made whenever the character is attempting a Strength check or a Strength-based skill check. You must state that you are using this ability before making the check. All extreme effort attempts require a full-round action. This is an extraordinary ability.

Extreme Effort: The extreme effort provides the character with a +4 bonus to the chosen Strength ability check or Strength-based skill check.

Improved Extreme Effort: The extreme effort provides you with an additional cumulative +4 bonus (+8 in total) to the chosen Strength ability check or Strength-based skill check.

Prerequisites: Extreme effort.

Advanced Extreme Effort: The extreme effort provides you with an additional cumulative +4 bonus (+12 in total) to the chosen Strength ability check or Strength-based skill check.

Prerequisites: Extreme effort, improved extreme effort.

Melee Smash Talent Tree

Your combat prowess provides you with the ability to deal large amounts of damage from a melee blow.

Melee Smash: You receive a +1 bonus on melee damage rolls.

Improved Melee Smash: You receive an additional +1 bonus on melee damage rolls (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: You receive an additional +1 bonus on melee damage rolls (+3 total).

Prerequisites: Melee smash, improved melee smash.

Scope Combat Talent Tree

Many combatants choose to specialise their combat prowess in the Scope arena. This talent tree is designed for those warriors of etheric space.

Combatant Scope Skills: The combatant with this skill adds two Scope skills to his list of class skills. You gain Scope Awareness as a class skill for the combatant class and can choose either of Scope Resilience or Scope Use (immersed) also. See Chapter 2: Traits, "Skills," for Scope skill descriptions.

Improved Combatant Scope Skills: This talent increases your Scope skills. All three skills — Scope Awareness, Scope Resilience, and Scope Use (immersed) — are class skills for the combatant class. In addition, you receive +2 virtual ranks in Scope Awareness that can increase the skill beyond its normal maximum. The number of ranks that you can buy with your skill points is limited in the usual manner, but the virtual ranks are then added on top. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. Virtual ranks can

therefore increase your Scope avatar's base defence score and Reflex save, but not allow you to qualify for the Scope warrior advanced class.

Prerequisites: Combatant Scope skills.

Improved Scope Hit Dice: The Scope Hit Dice class for the character's Scope avatar increases to a d8 for all levels of combatant you take and your total Scope hit points total increases by +1 per character level.

Prerequisites: Combatant Scope skills.

Scope Combat-Master: Developing a powerful avatar puts a strain on the combatant's skill points. This talent allows you to spend two additional skill points for each level of combatant you take. These bonus points must be spent on the following skills: Scope Awareness, Scope Resilience, and Scope Use (remote).

Prerequisites: Combatant Scope skills, improved combatant Scope skills.

Bonus Feats

At 2nd, 4th, 5th, 7th, 8th, and 10th level, the combatant gains a feat from the following list. She must meet all requirements for the feat in the usual manner.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Archery Proficiency, Armour Proficiency (light), Armour Proficiency (tactical), Armour Proficiency (powered), Athletic, Blind-Fight, Brawl, Burst Fire, Cleave, Combat Expertise, Dead Aim, Double Tap, Exotic Archaic Weapon Proficiency, Exotic Firearms Proficiency, Far Shot, Fencing Proficiency, Improved Brawl, Improved Bull Rush, Improved Brawl, Improved Disarm, Improved Feint, Improved Knockout Punch, Improved Trip, Knockout Punch, Major Cybernaughtic App, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Quick Reload, Strafe, Streetfighting, Sunder, and Weapon Finesse.

ENGINAUGHT

Enginaughts are most often found in the working classes: skilled craftsmen, injured labourers with cybernaughtic implants, vehicle operators connected to their vehicles through cybernaughtic interfaces, or any worker suffering under the long hours of industrial labour. However, enginaughts can also be found at higher levels of society, where specialist racers pilot the latest machines, military pilot aces fly their reconnaissance zeppelins, and gold-plated cybernaughtic implants have become the latest rage. Master engineers, such as Stephenson-Brunel, have benefited from levels in this class. The enginaught class is also well suited to those wanting to experiment with Scope tabs, a craze at all levels of society.

Take levels of enginaught if you want to develop your skill with engineering or piloting skills. You can get a good increase in physical resilience from the enginaught's high Hit Dice, as well. Levels of this class are also good for developing cybernaughtics for your character.

Example Enginaughts

Enginaughts are the pilots, drivers, engineers, and labourers of the world. They specialise in vehicles, engineering skills, and cybernaughtics. They also make excellent Scope riders, immersing themselves in the tab-jamming culture.

Game Rule Information

The rules for playing an enginaught are described below.

Ability Scores

The enginaught is perhaps the most specialised and yet the most diverse of the classes in the Etherscope game. They benefit from a wide range of ability scores. Constitution is the main inspiration for the class theme, but it is not necessarily the primary ability score for the class. Constitution is top of the list for cybernaughts — those who integrate multiple major cybernaughtic systems — as it increases their potential for implants. However, for many enginaughts, Intelligence or Dexterity is more important. The enginaught replaces the traditional cyberpunk rigger — the archetypical vehicle specialist — for which Dexterity is a primary concern, whilst the engineer would benefit from a higher Intelligence.

"ENGINAUGHT"

The true origins of the word "enginaught" has become one of the modern myths of the world. Some claim that it is a generic term for the new social class of skilled engine pilots, who drive the thousands, or indeed millions, of freight and public transportation vehicles that fill the streets of the **Etherscope** world. Others claim that it is a contraction of "Engineer" and "Cybernaught," referring to those laborers from the engineering works who typically have numerous cybernaughtic implants, designed to both improve their efficiency and to replace any lost limbs caused by industrial accidents.

Hit Dice

Enginaughts gain 1d10 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 10 plus their Constitution modifier.

Scope Dice

Enginaughts gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of Scope hit points equal to 6 plus their Charisma modifier.

Class Skills

The enginaught class has the following class skills: Concentration (Con), Engineer (chemical, ethertech, mechanical, pharmaceutical, structural) (Int), Knowledge (current events, industry) (Int), Listen (Wis), Munitions (Int), Navigate (Int), Pilot (civilian, military) (Dex), Scope Use (remote) (Int), and Survival (Wis). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (5 + Int modifier) x 4.

Skill Points at each additional level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The enginaught class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 4.

TABLE I–7: THE ENGINAUGHT

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+0	+1	Talent
2	+1	+2	+0	+0	+2	Bonus feat
3	+2	+2	+1	+1	+2	Talent
4	+3	+3	+1	+1	+3	Bonus feat
5	+3	+3	+1	+1	+3	Talent
6	+4	+3	+2	+2	+4	Bonus feat
7	+5	+4	+2	+2	+4	Talent
8	+6	+4	+2	+2	+5	Bonus feat
9	+6	+5	+3	+3	+5	Talent
10	+7	+5	+3	+3	+6	Bonus feat

Influence Points at each additional level: 1.

Starting Feats

In addition to the starting feats gained at first character level, enginaughts begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the enginaught class.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the enginaught selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level enginaught may select from the energy resistance, enginaught cybernaughtic app, ignore hardness, improved tolerance, robust talents, and tab-jammer Scope skills, or any talent from the pilotry talent tree.

Cybernaught Talent Tree

Enginaughts are noted for their ability to readily integrate cybernaughtics into their systems.

Enginaught Cybernaughtic App: With this talent, you can buy any one cybernaughtic implant or attachment with a cybernaughtic purchase point cost of 3 or less, upgrade a cybernaughtic implant by increasing its total point cost by up to 3 cybernaughtic purchase points, or save the cybernaughtic purchase points for later use. You can add any purchase points from feats or previous talents to the total available to increase this purchase point limit.

Special: You may select this talent multiple times.

Improved Tolerance: With this talent, you are able to handle the grafting of bigger, more invasive cybernaughtic implants than you would normally be able to. Your Constitution score is considered 2 points higher for any cybernaughtic effects. This includes healing rates, maximum total tolerance, and minimum Constitution requirement for an individual app. See Chapter 3: Equipment for more details.

Greater Improved Tolerance: This talent improves your ability to withstand invasive cybernaughtics. Your Constitution score is considered 2 further points higher (total +4) when determining the minimum Constitution requirement for an individual cybernaughtic app. This does not affect any other tolerance effects such as healing rate.

Prerequisite: Improved tolerance.

Ignore Hardness Talent Tree

The enginaught has an innate talent for finding weaknesses in objects, allowing you to ignore some of an object's hardness when making any attempt to break it, whether a melee attack, a ranged attack, or using an explosive device.

Ignore Hardness: The enginaught ignores 4 points of an object's hardness.

Improved Ignore Hardness: The enginaught ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The enginaught ignores 2 additional points of an object's hardness (for a total of 8).

Prerequisites: Ignore hardness, improved ignore hardness.

Pilotry Talent Tree

Enginaughts are the best pilots of their day. Some specialise in certain vehicle types, others are masters of any vehicle, able to pick up the basics after a few short minutes at the wheel. This talent tree represents those skilled pilots and vehicle operators.

Lead Foot: You are quick off the mark and a skilled pilot. Choose one class of vehicle, such as steam carriages. You gain a +4 bonus to initiative when piloting any vehicle of the selected class.

Pilot Specialist: Choose one class of vehicle, such as zepcars. You receive a bonus on Pilot checks with that vehicle class equal to half your enginaught class level.

Pilotry Master: In contrast to Pilot Specialist, this talent represents those characters that are able to jump into any vehicle and quickly get to grips with the basics of its operation. Penalties for not having the appropriate Vehicle Operation feat for the class of vehicle you are attempting to pilot are reduced to –2 (normally –4).

Resilient Talent Tree

The enginaught is particularly resilient thanks to the following talents.

Robust: You become especially robust, gaining a number of hit points equal to twice your enginaught level as soon as you select this talent. Thereafter, you gain +2 hit points with each level of enginaught attained.

Stamina: You recover twice as fast as normal. You recover 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awaken in half the normal time after being knocked unconscious.

Prerequisite: Robust.

Energy Resistance: Choose one type of energy damage: acid, cold, electricity, fire, or sonic/concussion damage. You gain energy resistance for the chosen energy type equal to your Constitution modifier.

Special: You may select this talent multiple times. Each time, it applies to a new energy type.

Damage Reduction 1/–: The enginaught ignores 1 point of damage from melee and ranged weapons.

Prerequisite: Robust or energy resistance.

Damage Reduction 2/–: The enginaught ignores an additional 1 point of damage from melee and ranged weapons (DR 2/– total).

Prerequisites: Damage reduction 1/– and robust or energy resistance.

Damage Reduction 3/–: The enginaught ignores an additional 1 point of damage from melee and ranged weapons (DR 3/– total).

Prerequisites: Damage reduction 1/–, damage reduction 2/–, and robust or energy resistance.

Tab-Jammer Talent Tree

The tab-jamming subculture has become strong in the cities of the **Etherscope** world, especially the Great Metropolis. The nature of these drugs means that the toughest only can gain the fullest benefit from their use.

Tab-Jammer Scope Skills: You add two Scope skills to your list of class skills. Gain Scope Resilience as a class skill for the enginaught class and choose either of Scope Awareness or Scope Use (immersed), also. See Chapter 2: Traits, "Skills," for Scope skill descriptions.

Improved Tab-Jammer Scope Skills: This talent increases your Scope skills. All three skills — Scope Awareness, Scope Resilience, and Scope Use (immersed) — are class skills of the enginaught class. In addition, you receive an additional +2 virtual ranks in Scope Resilience that can increase the skill beyond its normal maximum. The number of ranks that you can buy with skill points is limited in the usual manner, but the virtual ranks are then added on top. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. Virtual ranks can therefore increase your Scope avatar's Fortitude save, but not allow you to qualify for the tab-jammer advanced class.

Prerequisites: Tab-jammer Scope skills.

Improved Scope Hit Dice: The Hit Dice class for your Scope avatar increases to a d8 for all further levels of enginaught you take and your total Scope hit points total is retroactively increased by +1 per character level.

Prerequisites: Tab-jammer Scope skills.

Advanced Scope Hit Dice: The Hit Dice class for the character's Scope avatar increases to a d10 for all further levels of enginaught you take and your total Scope hit points total is retroactively increased by a further +1 per character level

Prerequisites: Tab-jammer Scope skills, improved Scope Hit Dice.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the enginaught gains a bonus feat from the following list. She must meet all requirements for the feat in the usual manner.

Alertness, Athletic, Brawl, Civilian Vehicle Operation, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Major cybernaughtic App, Master Engineer, Military Vehicle Operation, Minor cybernaughtic App, Power Attack, Streetfighting, Tinkerer, Toughness (either), Vehicle Dodge, and Vehicle Expert.

PURSUER

There are many who are paid, or have the independent wealth to follow their own whims, to seek out adventure, criminals, or the wild beasts of the savage lands. Whatever quarry they hunt, the pursuer always comes out on top. Explorers follow lost texts in the hope of finding Lemuria artefacts or cities, King Solomon's Mines, Shangri-La, or some other long-lost wonder. Master detectives search for clues and ensnare criminals as efficiently as a hunter dispatches a wild tiger or stampeding elephant. The winning formula for such characters is a mixture of wits, determination, and a large slice of skill. The pursuer class represents these characters who hunt, whatever their target.

Pursuer class levels allow you to develop your investigative, perception, or wil-

derness skills. This class is also good for developing skill with ranged weapons. Pursuers are highly capable of looking after themselves and levels in the class can enhance your defensive abilities.

Example Pursuers

The big game hunter and the professional tracker and guide are all pursuers. So are the expert detectives, intrepid explorers, and proficient hunters of the world. They make good police detectives, gentlemen hobbyist detectives, and seedier private detectives. They can be gentlemen explorers or professional field scientists. Hunter pursuers can be the classic upper-class big game hunter, or a professional wilderness tracker, poacher, or ranger.

Game Rule Information

The rules for playing a pursuer are described below.

Ability Scores

The defining characteristic of the pursuer class is Wisdom. This represents their fine senses and perceptive powers, whilst also showing a level of understanding of the wilderness in which many of them travel. Physical ability scores are also useful to the pursuer, particularly Dexterity and Constitution, which improve their aim and hardiness for tough encounters they face. Charisma is perhaps the least useful to the class, and indeed many pursuers are downright rude or at least largely unpleasant company for anyone who doesn't share their passion.

TABLE I–8: THE PURSUER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+1	+2	Talent
2	+1	+2	+0	+2	+2	Bonus feat
3	+2	+2	+1	+2	+3	Talent
4	+3	+3	+1	+3	+4	Talent
5	+3	+3	+1	+3	+4	Bonus feat
6	+4	+3	+2	+3	+5	Talent
7	+5	+4	+2	+4	+6	Talent
8	+6	+4	+2	+4	+6	Bonus feat
9	+6	+5	+3	+5	+7	Talent
10	+7	+5	+3	+5	+8	Talent

Hit Dice

Pursuers gain 1d8 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to eight 8 plus their Constitution modifier.

Scope Dice

Pursuers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Charisma modifier.

Class Skills

The pursuer class has the following class skills: Balance (Dex), Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (current events, linguistics, mystical philosophy, tactics) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Navigate (Int), Resolve (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (5 + Int modifier) x 4.

Skill Points at each additional level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The pursuer class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 8.

Influence Points at each additional level: 2.

Starting Feats

In addition to the starting feats gained at first character level, pursuers begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the pursuer class.

Talents

At 1st, 3rd, 4th, 6th, 7th, 9th, and 10th level, the pursuer selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level pursuer may select from the favoured terrain, psychic skills, remain conscious, scan, and second wind talents.

Analysis Talent Tree

This talent represents the ability of pursuers to quickly assess a situation, allowing them to find clues, sense danger, or find an escape route with equal ease.

Scan: The pursuer with this ability can size up an area with a simple scan of their eyes. This scan provides a +2 circumstance bonus on Spot and Sense Motive checks and covers an area out to 30 feet away from the pursuer for the remainder of the encounter. Anything not concealed is spotted on a successful Spot check (DC 10) and hidden characters must make Hide checks to avoid being seen. This ability can be used once per encounter as a full-round action, but can be used any number of times per day.

Improved Scan: The modifier for making a Scan improves by a further +2 (+4 total).

Prerequisites: Scan.

Cluehound: With a successful Investigate skill check, the pursuer can determine, with certainty, the importance of a particular clue to an investigation. The DC for this check depends upon how obvious the clue is in the context of the investigation. Obvious clues, such as a murder weapon dropped at the scene, are DC 10. Unclear clues, such as a phone number jotted down on a notepad, are DC 15. Obscure clues, such as a name in an address book, are DC 20, and cryptic clues, such as a line of poetry, are DC 25. Further, you gain a +2 modifier to all Investigate checks when examining a crime scene.

Prerequisites: Scan, improved scan.

Profile: By putting together the clues and asking questions of witnesses and people who have known a target character, the pursuer is able to put together a mental picture of the suspect, providing a rough description of their physical appearance, and mannerisms. You make a Sense Motive check at a DC 20 to make the profile and must have access to witnesses or other ways of finding out about the character. The GM decides whether this ability can be used or not.

Prerequisites: Scan.

Improved Profile: By making an Investigate check at a DC 20, the character can link together all clues, from the scene of the crime, forensic evidence, and the like, and combine them with their previous profile. A successful result on this check provides the pursuer with a profile of the character's social background, methods of operation, and mental faculties. This provides the character with a +2 circumstance bonus to any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Prerequisites: Scan, profile.

Empathic Talent Tree

The pursuer's innate talents give him a great capacity for empathy.

Empathy: The pursuer has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided you spend at least 1 minute observing a target prior to making the skill check. The bonus is equal to your pursuer level.

Improved Aid Another: The bonus a pursuer grants on a successful aid another action increases by +1, applying to both combat and skill bonuses provided through aiding another. This talent can be selected multiple times, each time increasing the bonus by +1. See "Skills" in Chapter 2: Traits for rules on aiding another's skill use, and "Actions" in Chapter 4: Combat for rules on aiding another in combat.

Prerequisite: Empathy.

Intuition: The pursuer has an innate ability to sense trouble in the air. You can make a Will saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. For example, you are investigating a series of murders and making an inquiry at the house of the main suspect. The GM knows that the killer is lying in wait to make you her next victim. As you approach the house, you tell the GM that you are going to make an Intuition check, and make the roll. If you succeed, the GM tells you that you have a bad feeling about going to this house. Whether you take this to mean the danger the GM intended, or that it leads to a red herring or other type of problem is down to your own interpretation. This talent is usable a number of times per day equal to your pursuer level.

Prerequisite: Empathy.

Psychic Sensitivity Talent Tree

One aspect of spiritualism that emerged during the nineteenth century was that of psychometry. It is possible to show how this power works with an understanding of ether science. As the ether veil is stirred by thought, this enables psychic impressions to be left behind where people have been or touched. Those with the psychic gift are capable of attuning their mind to these impressions and reading them as visions of events or an understanding of emotions, thoughts, or intentions.

Psychic Skills: You are sensitive to

Nemesis Beasts

At the GM's discretion, the profile abilities can be used for hunting very large game or creatures of epic proportion. This can be used to build up a story of the character tracking down their nemesis beast and of the titanic struggle between the noble hunter and the noble beast.

impressions in the ether veil, and are able to develop your psychic power. Choose one psychic skill: Aura Reading, Psychic Awareness, or Telepathy. This skill is a class skill for the pursuer class. Characters without this talent cannot take ranks in these skills, but once you take this talent, the chosen skill becomes a pursuer class skill for you and a cross-class skill for any other classes you may take.

Each talent provides access to an individual skill; therefore, to be able to purchase any ranks in both the Psychic Awareness skill and the Telepathy skill, you need to take this talent twice.

Special: You may select this talent multiple times. Each time, it applies to a new psychic skill.

Aura Preference: You have a preference for Aura Reading: people, objects, or places. Select one of these when you take this talent. You now receive a bonus to all Aura Reading skill checks with your chosen aspect equal to half your pursuer level.

Prerequisite: Psychic skills (Aura Reading).

Psychic Interrogation: With this talent, you have become adept at asking questions in order to support your Telepathy by forcing the character's surface thoughts to consider the question. You gain a bonus to any Telepathy skill checks equal to half your pursuer level, provided you are capable of asking questions in order to effect the required results.

Prerequisite: Psychic skills (Telepathy).

Terrain Expert Talent Tree

The pursuer can often be found in the few remaining wildernesses, hunting down game or treasure, or indeed in the cities, hunting criminals. This leads them to become very familiar with a specific type of terrain.

Favoured Terrain: Choose one favoured terrain type: aquatic, desert, forest, hills, jungle, mountains, plains, swamp, underground, or urban. You gain a +1 bonus on Hide, Listen, Move Silently, Search, Spot, and Survival skill checks when in your favoured terrain. If you select urban for your terrain, you receive the bonus to Knowledge (current events) in urban environments in place of the bonus to Survival skill checks.

Special: You may select this talent multiple times. Each time, it applies to a new terrain.

Improved Favoured Terrain: You gain an additional +1 bonus on Hide, Listen, Move Silently, Search, Spot, and Survival or Knowledge (current events) skill checks when in your favoured terrain (+2 total).

Special: You may select this talent multiple times. Each time, it applies to a new terrain.

Prerequisites: Favoured terrain.

Wilderness Knowledge: You can identify plants and animals (and therefore any special traits) with perfect accuracy. You can also detect whether water is safe to drink or dangerous to drink.

Prerequisites: Favoured terrain.

Swift Tracker: With this ability, you can move at normal speed when tracking without suffering the normal –5 penalty. Further, the penalty for making a double move while tracking is reduced from –20 to 10.

Prerequisites: Favoured terrain, improved favoured terrain.

Unbreakable Talent Tree

Pursuers are incredibly determined, even to the point of ignoring pain and fighting through the worst.

Remain Conscious: You gain the ability to continue to perform actions when you would otherwise be considered unconscious and dying. When you are at Dying status (See "Death and Dying" in Chapter 4: Combat) you can make either an attack action or a move action every round, but doing so causes you to immediately make a DC 15 Fortitude save with the usual consequences of failure (see "Death and Dying" in Chapter 4: Combat). You can choose to succumb to unconsciousness if you wish.

Second Wind: You can spend 1 excellence point (see Chapter 2: Traits) to gain a second wind. When you do so, you recover a number of hit points equal to your pursuer level. This talent does not increase your hit points beyond the character's full normal total.

Bonus Feats

At 2nd, 5th, and 8th level, the pursuer gains a bonus feat from the following list. He must meet all requirements for the feat in the usual manner. *Academic, Alertness, Animal Affinity, Archaic Weapons Proficiency, Archery Proficiency, Armour Proficiency (light), Athletic, Attentive, Blind-Fight, Combat Expertise, Dead Aim, Defensive Martial Arts, Dodge, Elusive Target, Endurance, Far Shot, Fencing Proficiency, Guide, Iron Will, Literate, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Run, Shot on the Run, Track, and Unbalance Opponent.*

SAVANT

The savant class represents the scholars and experts of the **Etherscope** world. High levels of society have many savants — those with money to fund their intellectual pursuits. The middle classes possess a number of professionals who could all fit nicely into the savant class. Among the working classes, savants are less common but there are many uses for a clever mind on the streets and in the shadows of the great cities. The savant class is also well known in the world of the Scope. Savants make the finest program crafters, building structures, weapons, and other objects of fine quality. Finally, the savant class is also used for those who wish to delve into matters of the occult, exploring the hidden mysteries of the ancient Lemurian texts.

Take levels in savant if you want to develop your skills and knowledge. This class also provides access to occult powers, healing abilities, and Scope skills.

Example Savants

Savants are found as scientists and philosophers, as doctors and lawyers, craftsmen and professionals. The finest Scope program crafters and mysterious occultists are also excellent examples of savants.

Game Rule Information

The rules for playing a savant are described below.

Ability Scores

The primary ability score for the savant class is Intelligence. The class' primary concern is skills —Intelligence improves the class' many Intelligence-linked skills and also provides bonus points to develop these skills. In many ways, the savant is the most specialised of any of the basic classes. Intelligence serves the savant well whether he is a healer, lawyer, Scope crafter, or follows any of the class' key themes. Which other ability scores you require depends on your concept. Adventurous scientists and archaeologists may wish to have good physical ability scores, to help them out in a scrape. Scope rider savants would benefit from high Wisdom and Charisma to boost the effectiveness of their avatars. Occultists may find that a high Wisdom comes in handy for improved Will saving throws.

Hit Dice

Savants gain 1d6 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Constitution modifier.

Scope Dice

Savants gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Charisma modifier.

Class Skills

The savant class has the following class skills: Creative Art (Int), Diplomacy (Cha), Engineer (chemical, ethertech, mechanical, pharmaceutical, structural) (Int), Forgery (Int), Investigate (Int), Knowledge (art, civics, current events, history, industry, linguistics, medicine, mystical philosophy, natural philosophy, tactics) (Int), Munitions (Int), Navigate (Int), Research (Int), and Scope Use (remote) (Int). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (9 + Int modifier) x 4.

Skill Points at each additional level: 9 + Int modifier.

TABLE I–9: THE SAVANT

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+1	+0	Talent
2	+1	+0	+0	+2	+1	Bonus feat
3	+1	+1	+1	+2	+1	Talent, bonus feat
4	+2	+1	+1	+3	+1	Talent
5	+2	+1	+1	+3	+2	Bonus feat
6	+3	+2	+2	+3	+2	Talent, bonus feat
7	+3	+2	+2	+4	+2	Talent
8	+4	+2	+2	+4	+3	Bonus feat
9	+4	+3	+3	+5	+3	Talent, bonus feat
10	+5	+3	+3	+5	+3	Talent

Influences

Your social template determines the influences available to you. The savant class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 8.

Influence Points at each additional level: 2.

Starting Feats

In addition to the starting feats gained at first character level, savants begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the savant class.

Talents

At 1st, 3rd, 4th, 6th, 7th, 9th, and 10th level, the savant selects a talent from the following talent trees. Some talents have prerequisites to meet

before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level savant may select from the healing knack, linguist, occult skills, program crafter Scope skills, and scholar talents.

Conviction Talent Tree

The savant's innate conviction serves her well.

Faith: Clergymen and mystic philosophers are often found taking levels of the savant class. Such characters often have a powerful faith that drives them forward. It might be faith in self, in a higher power, or in both. This unswerving belief allows the savant to add his Wisdom modifier to the die roll whenever the hero spends 1 excellence point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Scholar (Knowledge (mystical philosophy)).

Cool Under Pressure: The savant selects a skill with which they already possess the scholar talent. When making a check this skill, you can take 10 even when distracted or under duress.

Prerequisite: Scholar.

Healing Talent Tree

The savant has a talent for healing.

Healing Touch 1: The savant adds +2 hit points to the total of any damage he heals through use of Knowledge (medicine).

Prerequisite: Scholar (Knowledge (medicine)).

Healing Touch 2: The savant adds +2 hit points to the total of any damage he heals through use of Knowledge (medicine). This stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Scholar (Knowledge (medicine)), healing touch 1.

Occult Lore Talent Tree

Unlike the more popular spiritualism and psychic powers — which are subject to some degree of understanding, albeit controversial — the occultist path is enshrouded in secrets and not fully understood by even its greatest practitioners. To the masses and many of the elite, magic and occultism are myth and the stuff of illusionists at the theatre. Occultists believe that Lemurians unlocked the secrets of magic and wrote down their learning in ancient tomes and scrolls. These have all now been lost, but many have been translated into the different languages of the ancient world. This learning has been passed down by word of mouth through the various occult societies for the last millennium. Theories abound as to the extent of Lemurian lore, but skilled occultists know that its power is real whether magic or unknown science.

Occult Skills: You are, or have been a member of an occult society, or have pursued esoteric knowledge and have learned occult secrets. Choose one occult skill: Hex Lore, Imbuement, or Warding. This skill is a class skill for the savant class. Characters without this talent cannot take ranks in these skills, but once you take this talent, the chosen skill becomes a savant class skill for you and a cross-class skill for any other classes you may take.

Each talent provides access to an individual skill; therefore, to be able to purchase any ranks in both the Hex Lore skill and the Warding skill, you need to take this talent twice.

Prerequisite: Occult influence 2 ranks.

Special: You may select this talent multiple times. Each time, it applies to a new skill.

Occult Library: The savant with this talent has developed his occult contacts and collected many important occult documents. With this talent, you gain a +4 bonus to all checks involving your Occult influence.

Prerequisites: Occult skills (all three), Occult influence 4 ranks.

Program Crafter Talent Tree

One of the most highly regarded skills — a new profession if you like — is that of the program crafter. These characters have mastered the ability to craft programs in the Scope as well as remotely.

Program Crafter Scope Skills: You add two Scope skills to your list of class skills. Gain Scope Use (immersed) as a class skill for the savant class and choose either Scope Awareness or Scope Resilience, also. See Chapter 2: Traits, "Skills," for Scope skill descriptions.

Improved Program Crafter Scope Skills: This talent increases your Scope skills. All three skills — Scope Awareness, Scope Resilience, and Scope Use (immersed) — are class skills for the savant class. In addition, you receive an additional +2 virtual ranks in Scope Use (immersed) that can increase the skill beyond its normal maximum. The number of ranks that you can buy with your skill points is limited in the usual manner, but the virtual ranks are then added on top. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. Virtual ranks can increase your Scope avatar's base attack bonus, but not allow you to qualify for the program crafter advanced class.

Prerequisites: Program crafter Scope skills.

Immersed Program Crafting: You have mastered the ability to craft programs whilst immersed, using sheer force of will to craft substance out of the ether. This is a far quicker process than with Scope Use (remote) or the normal usage of Scope Use (immersed). You can use the defend security and craft program skill uses of the Scope Use skills whilst immersed, taking a full-round action rather than the usual 1 or 10 minutes per complexity level, and such a use requires a Scope Use (immersed) skill check at the standard DC. You cannot attempt to create a program of complexity level greater than your savant level with this talent. This power can appear quite impressive whilst in the Scope, as the savant appears to conjure the item out of thin air.

Prerequisites: Program crafter Scope skills.

Research Talent Tree

The savant has a natural aptitude for study and fact-finding.

Scholar: Select one of the skills listed in the following paragraph. You must have ranks in the skill if it can only be used trained. You add a bonus equal to your class level when making checks

with that skill. A savant can take this talent multiple times. Each time, it applies to a different skill.
Engineer (any single skill), Forgery, Investigate, Knowledge (any single skill), Navigate, Research, Scope Use (remote), Search.

Linguist: With this talent, you become a master linguist. Whenever you encounters a new language, either spoken or written, that you do not know, you can make a Knowledge (linguistics) check to determine if you can understand it, even if the language does not belong to the same group as a language you already know. The DC for the check depends on the situation: DC 15 if the language is in the same group as a language you have selected with your Knowledge (linguistics) ranks, DC 20 if the language is unrelated to any other language you know, and DC 25 if the language is ancient or unique. With this special ability, you can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language. A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: Knowledge (linguistics) 4 ranks.

Strategy Talent Tree

The savant has the brainpower to see solutions in most situations.

Exploit Weakness: After 1 round of combat, you can designate one opponent and try to find ways to gain an advantage by using brains over brawn. You use a move action and make an Intelligence check (DC 15) with a bonus equal to your savant level. If the check succeeds, for the rest of the combat you use your Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as you find ways to outthink your opponent and notice weaknesses in your opponent's fighting style. Also, if the chosen opponent is using a defensive stance for a fighting technique, you can make an Intelligence check, adding your savant level, instead of a Sense Motive check to break their stance (see the defensive stance talent of the combatant class, earlier in this chapter).

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to an encounter, the savant can develop a plan of action to handle the situation. Using this talent requires preparation; you can't use it when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute. After creating the plan, the savant makes an Intelligence check (DC 10) with a bonus equal to his class level. The result of the check provides the savant and allies with a circumstance bonus. You can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

This bonus applies on all skill checks and attack rolls made by the savant and his or her allies, but the bonus lasts only for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The savant has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet, and must be able to hear and understand you. To play a trick on a target, you must use a full-round action and make an Intelligence check (DC 15), adding your class level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick. The target resists the trick by making a Will saving throw (DC 10 + savant's class level + savant's Intelligence bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round. A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

At 2nd, 3rd, 5th, 6th, 8th, and 9th level, the savant gains a bonus feat from the following list. She must meet all requirements for the feat in the usual manner.
Academic, Archaic Weapons Proficiency, Armour Proficiency (archaic), Attentive, Bureaucrat, Combat Expertise, Combat Throw, Defensive Martial Arts, Exotic Archaic Weapons Proficiency, Improved Disarm, Improved Trip, Iron Will, Literate, Master Engineer, Meticulous, Military Scientist, Studious, Tinkerer, and Unbalance Opponent.

SCOUNDREL

The scoundrel represents all characters that rebel against authority and make their own path in life. It represents street criminals, both the petty crooks of the streets of the Great Metropolis and the organised mobsters of the American spires. However, the middle and upper classes have their share of those who survive by deceit, treachery, and cunning. Likewise, not all scoundrels are dark hearted and the romantic fiction of the **Etherscope** world often has dashing rogues as heroes. These characters can be the most heroic and equally the most villainous of all the basic classes. Their range of skills is diverse and can be used to build Scope riders, thieves, and hoodlums alike. With a good range of practical and social skills, they make quite a diverse class.

Take levels in scoundrel if you want to develop your Scope riding abilities or other criminal activities. For those who need to get out of a jam in a hurry, there are a good range of verbal and physical skills and talents to pull you out of tight scrapes whether you need to remain unseen, overcome a obstacle, or talk your way out of trouble.

Example Scoundrels

Scoundrels make up a large proportion of the disenfranchised of society, from the scallies that run the streets at night to the infamous Scope riders who have become the new counterculture. They also make good criminals from all walks of life: gentleman thief, scally, corrupt politician, policeman, lawyer, or the mob bosses of America.

Game Rule Information

The rules for playing a scoundrel are described below.

Ability Scores

Scoundrels make use of a wide range of ability scores. Dexterity is a primary concern for nearly all scoundrels, providing them with a much-needed knack to avoid being hit and the requisite finesse skills of the criminal. Charisma is another important skill, enabling them to get out of trouble when no bolthole presents itself. Intelligence is required for the schemer and the Scope rider alike, whilst Wisdom improves their perceptual awareness. Constitution is useful to help toughen the scoundrel up. Strength is perhaps least useful as scoundrels are skilled at finding other solutions to their problems than brute force.

TABLE 1–10: THE SCOUNDREL

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+1	+0	+1	Talent
2	+1	+0	+2	+0	+2	Bonus feat
3	+2	+1	+2	+1	+2	Talent
4	+3	+1	+3	+1	+3	Bonus feat
5	+3	+1	+3	+1	+3	Talent
6	+4	+2	+3	+2	+4	Bonus feat
7	+5	+2	+4	+2	+4	Talent
8	+6	+2	+4	+2	+5	Bonus feat
9	+6	+3	+5	+3	+5	Talent
10	+7	+3	+5	+3	+6	Bonus feat

Hit Dice

Scoundrels gain 1d6 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Constitution modifier.

Scope Dice

Scoundrels gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of hit points equal to 6 plus their Charisma modifier.

Class Skills

The scoundrel class has the following class skills: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Engineer (mechanical) (Int), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pilot (civilian) (Dex), Scope Use (remote) (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex). See Chapter 2: Traits, "Skills," for skill descriptions.

Skill Points at 1st level: (5 + Int modifier) x 4.

Skill Points at each additional level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The scoundrel class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 12.

Influence Points at each additional level: 3.

Starting Feats

In addition to the starting feats gained at first character level, scoundrels begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the scoundrel class.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the scoundrel selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level scoundrel may select from the evasion, Scope rider skills, and sneak attack talents.

Defensive Talent Tree

The scoundrel gains the ability to improve his or her innate defensive talents as you attain new levels.

Evasion: If you are exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage if you make a successful saving throw. Evasion can only be used when wearing light armour or no armour.

Uncanny Dodge 1: You retain your Dexterity bonus to Defence regardless of being caught flat-footed or struck by a hidden attacker. Note that you still lose your Dexterity bonus to Defence if you are immobilised.

Prerequisite: Evasion.

Uncanny Dodge 2: You can no longer be flanked; you can react to opponents on opposite sides as easily as you can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: You can roll with a potentially lethal attack to take less damage from it. When you would be reduced to 0 hit points by damage in combat, from a ranged or melee attack, you can attempt to roll with the damage. Spend 1 excellence point to use this talent. Once the point is spent, you make a Reflex save (DC = damage dealt). If the save succeeds, you take only half damage. You must be able to react to the attack to execute a defensive roll — if you are immobilised, you can't use this talent. Since the attack would not normally you to make a Reflex save for half damage, your evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Slippery Mind: You are equally capable of avoiding the effects of mind-affecting occult powers as you are physical damage. With this ability, you are able to wriggle free of spell or other occult skill effects that would compel you to perform an action, or any other form of controlling effect. If you fail a Will save to avoid such effects, you can make a second attempt to break free from the effect 1 round later. This bonus saving throw can be attempted only once.

Prerequisites: Evasion, uncanny dodge 1, uncanny dodge 2.

Fast-Talk Talent Tree

The scoundrel has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: You have a way with words when attempting to con and deceive. With this talent, you apply your scoundrel level as a competence bonus to any Bluff or Diplomacy checks you make while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: You have the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet, and be able to see, hear, and understand you. To dazzle a target, you must use an attack action and make a Charisma check (DC 15), adding your scoundrel level as a bonus. If the Charisma check succeeds, the target can try to resist. The target resists the dazzle attempt by making a Will saving throw (DC 10 + scoundrel's class level + your Charisma bonus). If the save fails, the target receives a –1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your scoundrel level. This is a mind-affecting ability.

Prerequisite: Fast-talk.

Special: You can choose this talent multiple times, each time worsening the dazzled penalty by –1.

Taunt: You have the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher

to be susceptible to a taunt, must be within 30 feet, and must be able to hear and understand you. To taunt a target, you must use an attack action and make a Charisma check (DC 15), adding your scoundrel level as a bonus. If the Charisma check succeeds, the target can try to resist. The target resists the taunt by making a Will saving throw (DC 10 + scoundrel's class level + scoundrel's Charisma bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round. This is a mind-affecting ability.

Prerequisites: Fast-talk, dazzle.

Special: A taunt can be played on an opponent any number of times.

Scope Rider Talent Tree

The Scope rider is the scoundrel of the Etherscope, breaking into industrial and military domains, stealing valuable programs, escaping security systems, and generally causing chaos and destruction. They can be heroes, fighting oppression, or criminals of the worst kind.

Scope Rider Skills: The scoundrel with this skill adds all three Scope skills to their list of class skills. They gain Scope Awareness, Scope Resilience, and Scope Use (immersed) as class skills of the scoundrel class. See Chapter 2: Traits, "Skills," for Scope skill descriptions.

Improved Scope Rider Skills: This talent increases your Scope skills. You receive +2 virtual ranks in any two chosen skills that can increase the skill beyond its normal maximum. Choose two skills from Scope Awareness, Scope Resilience, and Scope Use (immersed). The number of ranks that you buy with skill points is limited in the usual manner, but the virtual ranks are then added on top. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. Virtual ranks can therefore increase your Scope avatar's base attack bonus, base Defence and Reflex save, or Fortitude save, but not allow you to qualify for the Scope rider advanced class.

Prerequisites: Scope rider skills.

Immersed Hacking: You have mastered the ability to hack Scope security whilst immersed by sheer force of will. This is a far quicker process than with Scope Use (remote) or the usual Scope Use (immersed) check. You can use the find file, defeat security, and degrade program skill uses of the Scope Use skills whilst immersed, taking a full-round action rather than the usual 1 or 10 minutes per complexity level, and such a use requires a Scope Use (immersed) skill check at the standard DC. This power can appear quite frightening whilst in the Scope, as you appear capable of melting, decaying, or disintegrating structures with a touch.

Prerequisites: Program crafter Scope skills.

Stealthy Attack Talent Tree

Scoundrels with this talent tree often become assassins and street hoodlums, stalking their victims and striking before their presence is detected.

Sneak Attack: You are able to strike quickly and effectively against opponents who cannot properly defend themselves. If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals extra damage any time a target would be denied a Dexterity bonus to Defence (whether the target actually has a Dexterity bonus or not) or when you flank a target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You can sneak attack only living creatures with discernible anatomies — constructs and some outsiders lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

When you successfully hit with a sneak attack, your attack deals an additional +2 points of damage.

Improved Sneak Attack: A scoundrel with this talent increases the damage caused by a sneak attack by an additional +2 (total +4 additional damage).

Prerequisite: Sneak attack.

Advanced Sneak Attack: A scoundrel with this talent increases the damage caused by a sneak attack by an additional +2 (total +6 additional damage).

Prerequisites: Sneak attack, improved sneak attack.

Crippling Strike: You are capable of delivering a devastating sneak attack. You can strike someone with such a crippling blow that they are actually weakened by the attack. When you make a successful sneak attack, the target character also suffers 2 points of Strength damage. One point of this damage is recovered every hour. This is an extraordinary ability.

Prerequisites: Sneak attack, improved sneak attack, advanced sneak attack.

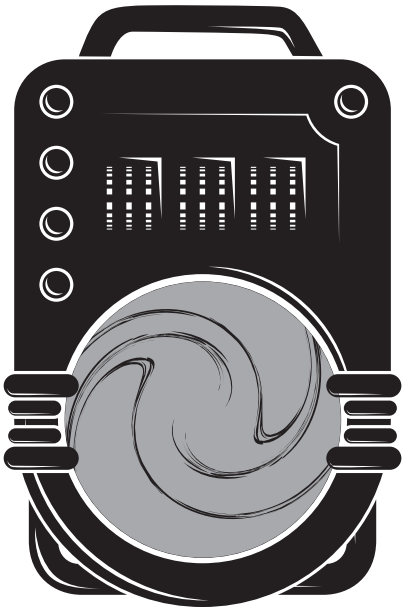
Opportunist: The scoundrel can spend 1 excellence point to use this talent. Once the point is spent, you can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as your attack of opportunity for that round. Even a scoundrel with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisites: Sneak attack, improved sneak attack.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the scoundrel gains a bonus feat from the following list. He must meet all requirements for the feat in the usual manner.

Acrobatic, Advanced Upload Learning, Alertness, Athletic, Brawl, Combat Reflexes, Deceptive, Dodge, Greater Upload Savant, Improved Feint, Improved Initiative, Improved Upload Learning, Lightning Reflexes, Minor Cybernaughtic App, Nimble, Personal Firearms Proficiency, Persuasive, Quick Draw, Scope Raider, Stealthy, Streetfighting, Tinkerer, Upload Savant, and Weapon Finesse.



CHAPTER II: TRAITS

This chapter describes the skills that your character possesses, the feats of which he is capable, and the influences that he wields. These characteristics are called traits, and each type is explained below.

PERSONALITY TRAITS

In **Etherscope**, you have two different traits that help to define your character's personality in game terms. Values represent the best and worst aspects of your character's guiding principles, whereas allegiances determine your association with different factions, nations, or political ideals.

VALUES

In the Great Metropolis, as in much of the world, the mores of Victorian society still hold sway. These manifest in a set of socially accepted values that people understand and use to define themselves. These values are strongly adhered to, even across class boundaries. An understanding of these values helps explain the behaviour and attitudes of Victorian society. Victorian values have positive and negative aspects and represent both the best and worst of Victorian society.

Each character has two values that they epitomise, one as a virtue and the other as a vice. A character's virtue is a value that he possesses in its best form. For example, a character with loyalty as a virtue is always willing to help a friend. Conversely, a vice is a value that he portrays in its worst form. For example, the same character may have patriotism as a vice: Although good to his friends, he is bigoted towards people from other countries. A character can have the same value as both virtue and vice, or they may be different.

Values are a guide to a character's beliefs and motivations. Players should always keep their character's values in mind when deciding how that character acts in a given situation. The GM can reward a player character with an excellence point when that character stays true to his virtue or vice in a difficult situation. The description of each value (below) suggests actions that could earn a character an excellence point if he has that value as a virtue or a vice. The situation must have consequences for the character, but need not be pivotal to the plot of the game. The GM is the final arbiter as to when a character gains an excellence point; generally, characters should gain no more than one excellence point per session in this way.

Victorian values are:

Bravery

Heroes and martyrs fill the pages of history. Victorians had great respect for those who face adversity to protect their homeland and way of life. However, some take this too far, using militant means to impose their beliefs on others.

If you take bravery as a virtue, you gain an excellence point whenever you stand your ground in a risky situation when you could retreat. This applies to social situations as well as combat.

Examples: You refuse to leave the trench even as a New Reich dreadnaught approaches. You take the stand to defend yourself in court.

If you take bravery as a vice, you gain an excellence point when you use violence to solve a problem when words or finesse would be more advantageous.

Examples: You beat up some low-level mobsters in order to get the attention of their boss. You lead an assault on a holiday resort to capture a government official staying there.

Detachment

Victorians value objectivity and sangfroid. Remaining cool under fire, and not succumbing to fear or hysteria, are greatly respected. One must rely on facts and figures, not allowing sentiment to sway one's opinions or judgement. The danger of objectivity is a loss of humanity — focusing on the big picture risks losing sight of the people involved.

If you take detachment as a virtue, you gain an excellence point when you resolve a situation using logic and empiricism, rather than being swayed by emotion (your own or those expressed by others).

Examples: The character defuses a bomb moments before it is set to explode. The character proves that a "poltergeist" is really just an electromagnetic anomaly.

If you take detachment as a vice, you gain an excellence point when your actions on behalf of a group or ideal disadvantage an individual person (or a smaller group).

Examples: A sergeant leaves behind a lagging soldier, rather than risk the mission to save him. A doctor tests experimental cybernaughtics in unsuspecting subjects.

Enthusiasm

Enthusiasm may not be the first thing that springs to mind when one thinks of Victorian values, but a lust for life is considered a hallmark of a great person. Conventional wisdom encourages people to be enthusiastic about their occupations — a happy worker is a productive worker — but popular entertainment is rife with lovable rogues who display a passion for

more frivolous pursuits. Enthusiasm is what drives the wheels of progress, but it also leads people to act impulsively, rather than thinking things through.

If you take enthusiasm as a virtue, you must choose something about which you are passionate. Individual passions range from the enriching (religion, archaeology) to the base (women, speed). Whenever you put yourself at risk (physical, social, or financial) for the sake of your passion, you gain an excellence point.

Examples: The archaeology enthusiast removes the "cursed" idol from its pedestal. A ladies' man defends a woman from her overbearing husband (who happens to be his superior).

If you take enthusiasm as a vice, you gain an excellence point whenever you take immediate action without considering the consequences.

Examples: Spotting a Scope Demon, the Scope warrior draws his virtual sword and charges. A Scope rider pushes the button labelled "Do Not Press."

Honesty

The Victorian value system promotes honesty (saying what you mean) and integrity (meaning what you say). Honesty also includes staying true to your self and your origins. Thus many who adhere to this value are disdainful of those who act above or below their social class.

If you take honesty as a virtue, you gain an excellence point if you tell the truth when a lie would be more advantageous.

Examples: The British explorer shows the Reich agent her half of the map, in hopes of seeing their half. The occult investigator tells the librarian the real reason she is researching ancient demon cults.

If you take honesty as a vice, you gain an excellence point when you refuse to transact with a character outside your own social class, even though it would be advantageous to do so.

Examples: An upper class socialite publicly snubs a nouveau-riche industrialist. A working class inventor seeks information on a strange ethertech design from his neighbourhood mechanic, in preference to a renowned academic.

Loyalty

Victorians see loyalty as the glue that holds society together. Loyalty means helping your friends and family, as well as not acting against the interests of your peers. A loyal person also has respect for his superiors (whether in business, the military, or society). However, sometimes this leads to an unquestioning acceptance of authority.

If you take loyalty as a virtue, you gain an excellence point whenever you place yourself at risk to help an ally. This risk need not be physical — social and financial risks also count.

Examples: The politician lends his support to his fellow party member's controversial bill before Parliament. The soldier draws gunfire away from a wounded comrade.

If you take loyalty as a vice, you gain an excellence point whenever you follow a questionable order from a superior without debate. The order may be morally or tactically dubious, or may put you into unnecessary peril.

Examples: The soldier follows orders to fire into a mob of unarmed protestors. The lieutenant volunteers to lead a suicide attack.

Patriotism

A Victorian takes personal pride in the achievements of his nation and his fellow countrymen. Patriotism provides a sense of community that transcends social class. However, it also leads many to downplay and denigrate the achievements of other nations.

If you take patriotism as a virtue, you gain an excellence point whenever you put the good of your nation ahead of your own interests.

Examples: The archaeologist donates a Lemurian artefact to the British Museum rather than keep it for herself. The industrialist uses her business as a cover for espionage in a foreign country.

If you take patriotism as a vice, you gain an excellence point whenever you refuse to transact with a foreigner or use a foreign device, even though it would be advantageous to do so.

Examples: In a skirmish with the New Reich, the lieutenant ignores vital intelligence from a French informant. The explorer heads boldly into the jungle without a native guide.

Progress

The advent of the industrial age has led to new and better technologies coming out faster than ever before. Ethertech has only hastened this progress. Technology has improved many facets of life, and those who embrace this value see progress as the solution to all of society's ills. However, in their quest for the new, many become dismissive of the value of simple tools and folk wisdom.

If you take progress as a virtue, you gain an excellence point when you use your equipment creatively to solve a problem.

Examples: The sergeant uses lights and recorded sounds to feign an invasion, while the real attack comes from the other side. The Scope rider creates a program to disable the gremlins guarding a domain.

If you take progress as a vice, you gain an excellence point whenever you refuse to use an archaic device even though it is the best tool for the job.

Examples: The spy insists on taking his motor car into the mountains rather than ride a donkey. The colonist refuses to let an herbalist apply salve to his wounds.

Tenacity

A true Victorian finishes what he starts and practices what he preaches. Tenacity is about staying the course when adversity strikes and never compromising your beliefs. A tenacious person is one who gets thing done. Some, however, are so sure of themselves that they reject other ways of thinking, becoming inflexible and intolerant.

If you take tenacity as a virtue, you gain an excellence point whenever you successfully argue your point against an unfriendly opponent.

Example: The scally talks her way past a no-nonsense bouncer. The diplomat convinces ambassadors from rival countries to discuss a peace settlement.

If you take tenacity as a vice, you gain an excellence point when you stick to a preconceived notion, even though it is

shown to be false (such as continuing with a plan even though new information shows it to be flawed).

Examples: The revolutionary breaks into a factory even though there are many more guards than she expected. The lawyer continues to prosecute someone, even though she has evidence that proves the accused is innocent.

Values for GM Characters

All humanoids (humans and fey) have a virtue and a vice, selecting from the same list of values as the player characters. Although ordinaries cannot gain or use excellence points, the GM should us their values as a guide to roleplaying those characters. Animals and constructs lack the capacity for morality, and therefore do not have values. Outsiders also lack values, as their morality, if they have such a thing, defies human understanding. See Chapter 8: Gamesmastering, for more information on GM characters.

ALLEGIANCES

Allegiances are an important trait of your character's personality as they represent much of what your character believes in. You must choose one major allegiance and one minor allegiance. You may select "None" for their minor allegiance or both major and minor allegiances (being either a free spirit or a lone wolf) or may change allegiances as you go through life. You cannot choose "None" for your major allegiance and then declare a minor allegiance, as this would suggest that your character is aligned to nothing and yet something at the same time, which is a confusing state of affairs. Also, just because your character fits into a certain category of people doesn't mean you have to take that category as an allegiance.

Pledging Allegiance

Each allegiance you select can take the form of loyalty to a person, to an organisation, to a belief system, or to a nation. In general, you can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level. Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Choosing Allegiances

Allegiances include, but are not limited to, the following examples.

Person or Group

This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organisation (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for). Selfish characters will most likely have "self" as one of their allegiances.

Organisation

This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation

This may or may not be the nation that the hero currently resides in. It may be where the individual was born or the land to which your character immigrated.

Belief System

This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Playing Your Character's Allegiance

It is important to use your allegiance as a guide for playing your character. Allegiances represent your character's defining aims and goals in life. Whilst values determine how your character is likely to act, allegiances determine what factors are likely to spur your character into action. Your allegiances should be indicative of the people and beliefs that most strongly underline your character's actions. For example, the preacher or monk who leaves behind a family to devote his life to his religion will likely have the religion as his major allegiance. Similarly, a worker who spend more time at the factory, doing voluntary overtime, is likely to have a major allegiance to his company. A mother who is willing to lie in court for her children has a strong allegiance to her family. If your character acts in a way that is detrimental to your allegiances, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Benefits of Allegiance

Allegiances not only allow roleplaying opportunities but create empathic bonds between characters who share them. GMs can grant a +2 circumstance bonus on any Charisma-based skill or talent check when you deal with someone who shares your allegiance. This bonus depends upon the GM feeling that the relevant allegiance and circumstances warrant the bonus. For example, a secret agent is likely to gain the bonus on a Diplomacy skill check with a government official who shares an allegiance to the same government as the agent. Additionally, there has to be sufficient interaction with or knowledge of another character, or vice versa, to discover the connection and bring the bonus into play. In general, you can't just look at someone and ascertain her allegiance.

SAVING THROWS

Generally, when a hero is subject to an unusual or occult attack, he gets a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on the hero's class and level (the hero's base save bonus) and an ability modifier. A natural

1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. The Difficulty Class for a save is determined by the attack itself. The three different kinds of saving throws are:

Fortitude:

These saves measure a character's ability to stand up to massive physical punishment or attacks against his vitality and health such as poison and paralysis. Apply your Constitution modifier to Fortitude saving throws.

Reflex:

These saves test a character's ability to dodge massive attacks such as explosions or zepcar wrecks. Often, when damage is inevitable, the character gets to make a Reflex save to take only half damage. Apply your Dexterity modifier to his Reflex saving throws.

Will:

These saves reflect a character's resistance to mental influence and domination as well as to many occult effects. Apply your Wisdom modifier to his Will saving throws.

EXCELLENCE POINTS

Human beings are capable of great achievements. As society has evolved, individuals have become able to change the world with their actions, be it on a global or personal scale. Excellence points can be thought of as heroic spirit, determination to succeed, human resilience, or any number of mystical or philosophical descriptions. At their essence, excellence points represent the sheer force of human will and individuality, something deltas and epsilons lack: a powerful force sometimes able to alter global events. As such, epsilon and delta characters only receive 1 excellence point as a starting character instead of the usual 3.

Excellence points are gained as your character develops and gains levels. Only player characters and some unique GM characters possess excellence points. Your character level determines how many excellence points you receive. Excellence points are replenished at the start of each adventure. If an adventure is particularly long, the GM may wish to provide a moment during which the characters can replenish some or all of their excellence points, usually at a significant plot juncture. The number of excellence points you receive is shown in Table 2–1: Excellence Points by Character Level. Only 1 excellence point may be spent in a single round.

You can use an excellence point in one of three ways:

- Reroll any single die roll.
- "Max out" any one given die roll, before the roll is made.
- Activate a class talent, feat, or other special ability that requires an excellence point.

Rerolls

An excellence point can be spent whenever a die roll has failed in order to retake the die roll. This can only be done once for any given roll, so if you fail on the reroll, you're stuck with the result.

"Max Out" a Die Roll

TABLE 2–1: EXCELLENCE POINTS BY CHARACTER LEVEL

Level	Excellence Points
1	1st, 2nd, 3rd
2	
3	4th
4	
5	5th
6	
7	6th
8	
9	7th
10	
11	8th
12	
13	9th
14	
15	10th
16	
17	11th
18	
19	12th
20	

A die roll can be affected by stating the desire to "max out" your die roll before you actually roll. This can be made for any die roll, such as an attack roll, a damage roll, a saving throw, or a skill check. The maxed-out die roll action provides the highest possible numerical result from the dice that would have been rolled. For example, you can automatically take a 20 on a skill check, no matter what the pressure and in the time for a usual skill check to be made. You can automatically threaten a critical on an attack roll, or automatically convert a critical. A 3d8 damage roll would automatically cause 24 damage.

Activate an Ability

There are a number of class abilities and feats that require the character to spend an excellence point to activate. Without spending the point, the character cannot use the ability.

SKILLS

Your character's skills represent a wide variety of abilities, which you can improve as you increase in character level.

GETTING SKILLS

At each level, you buy skills with skill points gained when you go up a level (see Chapter 7: The Advancing Character for more details). Your class and Intelligence modifier determine the number of points received. Class skills cost 1 skill point per rank purchased. Cross-class skill cost you 1 skill point per 1/2 rank purchased. The maximum ranks you can have in a class skill equals your character level + 3. The maximum rank for a cross-class skill is one-half of this number (do not round up or down). However, each social template your character takes provides a number of Knowledge skills that you can purchase at half the normal cost, so 1 skill point can buy you 2 ranks in a class Knowledge skill listed on your social template or 1 rank in a cross-class Knowledge skill listed on your social template.

Ranks indicate how much training or experience your character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which your character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, you add your character's skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

USING SKILLS

To make a skill check, roll:

1d20 + skill modifier

(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

The higher you roll on the skill check, the better. A skill check is either an attempt to beat or exceed a specific Difficulty Class (DC) or an attempt to beat another character's check result. For example, attempting to climb over a wall might require a Climb check against DC 15, while an attempt to sneak past a guard requires a Move Silently check to beat the guard's opposed Listen check.

TABLE 2–2: SKILL POINTS PER LEVEL

Class	1st Level Skill Points	Skill Points at Each Additional Level
Broker	(7 + Int modifier) x4	7 + Int modifier
Combatant	(3 + Int modifier) x4	3 + Int modifier
Enginaught	(5 + Int modifier) x4	5 + Int modifier
Pursuer	(5 + Int modifier) x4	5 + Int modifier
Savant	(9 + Int modifier) x4	9 + Int modifier
Scoundrel	(5 + Int modifier) x4	5 + Int modifier

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check and a natural roll of 1 is not an automatic failure.

Skill Ranks: A character's ranks in a skill are based on the number of skill points he has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier: The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armour, among others.

Difficulty Classes

Some checks are made against a Difficulty Class (DC). The DC is a number the GM sets (using the skill rules as a guideline) that you must attain to succeed.

Opposed Checks

Some skill checks are opposed checks. They are made against a randomised number, usually another character's skill check result. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Trying Again

If you fail on a skill check, you can sometimes try again. Check the skill description to find out if, and under what circumstances, you can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task. If the use of a skill carries no penalty for failure, you can take 20 and assume that you keep trying until you eventually succeed (see below).

Untrained Skill Checks

Generally, attempting to use a skill you don't have any ranks in means making a skill check as described. Your skill modifier doesn't include skill ranks, because you don't have any. Other modifiers, though, such as the ability modifier for the skill's key ability, apply. Some skills can be used only if you are trained in the skill.

Skill Selection Methods

Presented below are the two main methods players can use to assign skill points to their characters.

Quick-Pick Method: The quick way is simply to choose a number of skills from your class skill list equal to the number of skill points available per level, as indicted by the class description, plus your Intelligence modifier. For example, a savant with an Intelligence score of 16 (+3 modifier) can choose 12 skills from his class skill list. Remember that if you are playing a fey character, you receive 1 fewer choice than other character races. Each skill is bought with 4 ranks in it. Remember that any Knowledge skill listed under your social template costs half as many skill points; see "Social Templates" in Chapter 1. You can also pick cross-class skills, but you will only receive 2 ranks in each.

Advanced Method: The advanced method involves spending your skill points individually. To do this, look at the formula found near the list of class skills for your class. This tells you how many points you have to spend on skills. Remember that if you are playing a fey character, you will receive 4 fewer skill points than other characters. Each point buys you a full rank in a class skill, or half a rank in a cross-class skill. Knowledge skills listed under your social template cost half their normal price. When spending skill points on such skills, a single point spent on a class skill gets you 2 ranks, whereas a point spent on a cross-class skill gets you a full rank rather than half (although your maximum rank in a cross-class Knowledge skill is still 2). At 1st level, your character cannot have more than 4 ranks in a class skill and more than 2 ranks in a cross-class skill, although these limits increase as your character develops; see Chapter 7: The Advancing Character.

TABLE 2–3: CLASS AND CROSS-CLASS SKILLS

Skill	Ability Score	Broker	Combatant	Enginaught	Pursuer	Savant	Scoundrel
Balance	Dex	•	•	•	●	•	●
Bluff	Cha	●	●	•	•	•	●
Climb	Str	•	●	•	●	•	●
Combat Technique	varies	•	★	•	•	•	•
Concentration	Con	•	•	●	●	•	•
Creative Art	Int	●	•	•	•	●	•
Diplomacy	Cha	●	•	•	•	●	•
Disguise	Cha	●	•	•	•	•	●
Engineer (chemical)	Int	•	•	●	•	●	•
Engineer (ethertech)	Int	•	•	●	•	●	•
Engineer (mechanical)	Int	•	•	●	•	●	●
Engineer (pharmaceutical)	Int	•	•	●	•	●	•
Engineer (structural)	Int	•	•	●	•	●	•
Escape Artist	Dex	•	•	•	•	•	●
Forgery	Int	●	•	•	•	●	●
Handle Animal	Cha	●	•	•	●	•	•
Hide	Dex	•	•	•	●	•	●
Intimidate	Cha	●	●	•	●	•	●
Investigate	Int	•	•	•	●	●	•
Jump	Str	•	●	•	●	•	●
Knowledge (art)	Int	●	•	•	•	●	•
Knowledge (civics)	Int	●	•	•	•	●	•
Knowledge (current events)	Int	●	●	●	●	●	●
Knowledge (history)	Int	●	•	•	•	●	•
Knowledge (industry)	Int	●	•	●	•	●	•
Knowledge (linguistics)	Int	●	•	•	●	●	•
Knowledge (medicine)	Int	•	•	•	•	●	•
Knowledge (mystical philosophy)	Int	•	•	•	●	●	•
Knowledge (natural philosophy)	Int	•	•	•	•	●	•
Knowledge (tactics)	Int	●	●	•	●	●	●
Listen	Wis	●	•	•	●	•	●
Move Silently	Dex	•	•	•	●	•	●
Munitions	Int	•	●	●	●	●	•
Navigate	Int	•	●	●	●	●	•
Perform	Cha	●	•	•	•	•	●
Pilot (civilian)	Dex	•	•	●	•	•	●
Pilot (military)	Dex	•	●	●	•	•	•
Research	Int	•	•	•	•	●	•
Resolve	Cha	●	•	•	●	•	•
Ride	Dex	•	●	•	●	•	•
Scope Awareness	Wis	•	★	★	•	★	★
Scope Resilience	Cha	•	★	★	•	★	★
Scope Use (immersed)	Int	•	★	★	•	★	★
Scope Use (remote)	Int	•	•	●	•	●	●
Search	Int	•	•	•	•	•	●
Sense Motive	Wis	●	●	•	●	•	●
Sleight of Hand	Dex	●	•	•	•	•	●
Spot	Wis	•	●	•	●	•	●
Survival	Wis	•	●	●	●	•	•
Swim	Str	•	●	•	●	•	•
Tumble	Dex	•	•	•	•	•	●

●*Available as a class skill.* ★*Available as a class skill if you have selected the appropriate talent; otherwise available as a cross-class skill.* •*Available as a cross-class skill.*

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC. The GM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give you a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
- Give you a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well-documented topic with a Research check.
- Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Research check.

Conditions that affect your ability to perform the skill change your skill modifier. Conditions that modify how well you must perform the skill to succeed change the DC. Bonuses on your skill modifier or reductions to the DC of the check have the same result — they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use. In general, using a skill that requires concentration whilst in close

TABLE 2–4: DIFFICULTY CLASS EXAMPLES

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Scope Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

TABLE 2–5: EXAMPLE OPPOSED CHECKS

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a steam carriage race	Pilot (civilian)	Pilot (civilian)
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

combat is dangerous. Nearby opponents can make attacks of opportunity against you when you let your guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If you don't have the appropriate tools, you can still attempt to use the skill, but you take a –4 circumstance penalty on your check. You may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to –2 (instead of –4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and that may require a skill check as well.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, you can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10: When you are not being threatened or distracted, you may choose to take 10 instead of making a die roll. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 10, taking the normal time for the skill check being attempted. Taking 10 for many routine tasks results in a success. Distractions and threats make it impossible for you to take 10. You also can't take 10 when using a skill untrained, although the GM may allow exceptions for truly routine activities.

Taking 20: When you have plenty of time, are faced with no threats or distractions, and the skill being attempted carries no penalty for failure, you can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 20. Taking 20 is the equivalent of attempting the check over and over again until you get it right, or spending the time to make sure you do the best job you possibly can. Since taking 20 assumes that you fail many times before succeeding, any results from failure will take effect. Taking 20 takes twenty times as long as making a single check (for example, 2 minutes for a skill that normally takes 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid him in his efforts. You aid another by making a skill check (DC 10). This is an attack action, and you can't take 10 on this check. If the check succeeds, the leader gains a +2 circumstance bonus to apply to his skill check to complete the task. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he sees fit for the conditions.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

TABLE 2–6: ABILITY CHECK EXAMPLES

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognise a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Ability Checks

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve

luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies. The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack. Specific bonuses that don't stack with a bonus of the same type include competence, cover, deflection, equipment, morale, natural armour, resistance, and size bonuses. Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses. All penalties stack, regardless of their descriptors.

SKILL DESCRIPTIONS

The skills available to characters in the Etherscope setting are listed and described below, in alphabetical order. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format:

Each individual skill is introduced in the following manner:

Skill Name

(Key Ability)

Trained Only; Armour Penalty

The skill name line and the information beneath it include the following information:

Key Ability: The the ability whose modifier applies to the skill check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

Armour Penalty: If "Armour Penalty" appears on the line beneath the skill name, apply the armour penalty for the armour the character is wearing to checks involving this skill.

Check: What a character can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Time: How much time it takes to make a check with this skill.

TABLE 2–7: BALANCE MODIFIERS

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

** Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.*

Balance

(Dexterity)

Armour Check Penalty

You can keep your balance while walking on a tightrope, a narrow beam, a slippery ledge, or an uneven floor.

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface as a move action. A failure indicates that you spend your move action keeping your balance and do not move. A failure by 5 or more indicates that you fall. The difficulty varies with the conditions of the surface.

Being Attacked While Balancing: While balancing, you are flat-footed (you lose your Dexterity bonus to Defence, if you have one), unless you have 5 or more ranks in Balance. If you take damage, you must make a Balance check again to remain standing.

Accelerated Movement: You can try to cross a precarious surface more quickly than normal. You can move your full speed, but you take a –5 penalty on your Balance check (moving twice your speed in a round requires two checks, one for each move action). You can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of your speed (or fraction thereof) that you charge.

Special: You can take 10 when making a Balance check, but you can't take 20. A character with the Focused feat gets a +2 bonus on all Balance checks.

Time: Balancing while moving one-half your speed is a move action. Accelerated movement, allowing you to balance while moving your full speed, is also a move action.

Bluff

(Charisma)

You can make outrageous claims or untrue statements seem plausible. This skill encompasses conning, fast-talking, misdirection, prevarication, and deception through body language. Use a bluff to sow temporary confusion, to get someone to turn his head in the direction you point, to feint against an enemy in combat, or simply to look innocuous.

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against you: The bluff is hard to believe, or the action that the bluff requires the target to take goes

TABLE 2–8: BLUFF CIRCUMSTANCE MODIFIERS

Example Circumstances	Sense Motive Modifier
The target wants to believe you. (Telling a friend that you liked their present)	–5
The bluff is believable and doesn't affect the target much one way or the other. (Using a high-quality fake ID to purchase goods with a limited restriction)	+0
The bluff is a little hard to believe or puts the target at some kind of risk. (Convincing a legitimate trader to sell you restricted goods)	+5
The bluff is hard to believe or entails a large risk for the target. (Claiming to have won a notable sporting event)	+10
The bluff is way out there; it's almost too incredible to consider. (Claiming to have been to the moon)	+20

against the target's self-interest, nature, personality, or orders. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. So a guard might be unwilling to let the characters go into an area where if they were found he could lose his job, but he would not immediately recognise the characters as impostors. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus). The above guard would sense there was something suspicious about the characters. A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less), or the target believes something that you want him to believe. A bluff requires interaction between you and the target. Targets unaware of you can't be bluffed.

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments. A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he utters a lie.

Feinting in Combat: You can also use Bluff to mislead an opponent in combat so that the opponent can't dodge your attack effectively. If you succeed, the next attack you make against the target ignores her Dexterity bonus (if the opponent has one) to Defence. If you use Bluff in this way against a creature of animal intelligence (Int 1 or 2), you take a –8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check gives you the momentary diversion needed to attempt a Hide check while people are aware of you. (See the Hide skill.)

Sending a Secret Message: You use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood. Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realises that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message. Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for you to try another bluff in the same circumstances. For feinting in combat, you may try again freely.

Special: You can take 10 when making a bluff (except for feinting in combat), but you can't take 20. A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

Time: A bluff takes at least 1 round (and is at least a full-round action), but can take much longer if you try something elaborate. Using Bluff as a feint in combat is an attack action. Creating a diversion to hide is an attack action.

Climb

(Strength)
Armour Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up a steep slope.

Check: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you had already attained (unless you are secured with some kind of harness or other equipment). The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5. Since you can't move to avoid an attack, you are flat-footed while climbing (you lose any Dexterity bonus to Defence). Any time you take damage whilst climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. You can move your full speed, but you take a –5 penalty on your Climb check (moving twice your speed in a round requires two checks, one for each move action).

Making Handholds and Footholds: You can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul you upward (or lower you) by means of sheer strength. Use two times a character's maximum load to determine how much weight he can lift. You can take 10 while climbing, but you can't take 20. A character without climbing gear takes a –4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty. A character with the Athletic feat gets a +2 bonus on all Climb checks.

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth your speed) is a move action. Accelerated climbing, allowing you to climb at your full speed, is a full-round action. A character can move half that far (one-half your speed) as a move action.

Concentration

(Constitution)

You are particularly good at focusing your mind.

Check: You make a Concentration check whenever you may potentially be distracted while engaged in some action that requires your full attention. Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require you to make a Concentration check. If the Concentration check succeeds, you may continue with the action. If the Concentration check fails, the action fails (with the appropriate ramifications, if any), and the action is wasted. A successful Concentration check still doesn't allow you to take 10 when in a stressful situation; you must roll the check as normal. The check DC depends on the nature of the distraction.

Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action on which you were concentrating.

Special: You can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15. If the Concentration check succeeds, you may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if your concentration had been disrupted by a distraction. You do not provoke attacks of opportunity, however. This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks. A character with the Focused feat gets a +2 bonus on all Concentration checks.

Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Creative Art

(Intelligence)

Use this skill to make artistic creations, such as paintings, drawings, photographic art, or other forms of visual arts, or stories, novels, scripts, articles, or other forms of writing.

Check: When attempting to create a work of creative art, you make a Creative Art check, the result of which determines the quality of the work.

Try Again?: Yes

Special: Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment,

TABLE 2–9: CLIMBING DCS

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An un-knotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

** These modifiers are cumulative; use any that apply.*

TABLE 2–10: DISTRACTION DCS

Distraction	DC
Damaged during the action*	10 + damage dealt
Taking continuous damage during the action**	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

** Such as an activity that requires more than a single full-round action, or from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).*

*** Such as from catching on fire.*

TABLE 2–11: CREATIVE ART CHECK RESULTS

Skill Check Result	Effort Achieved
14 or lower	Untalented amateur
15–24	Talented amateur
25–29	Professional
30–34	Expert
35 or higher	Master

the basic components have an acquisition DC of 5. No acquisition check is necessary to create works of writing. A character with the Creative feat can select Creative Art as one of the options and gain a +2 bonus to all checks with this skill.

Time: Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project. Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Diplomacy

(Charisma)

Use this skill to persuade the bouncer to let you into an exclusive club, to negotiate peace between feuding gangs, or to convince an enemy agent to release you instead of killing you. Diplomacy includes social grace, tact, subtlety, and a way with words. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

Check: Your Diplomacy check is opposed by the Resolve check of the party whose attitude you are attempting to influence. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed Diplomacy checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence any character's attitude. Players must determine their characters' attitudes towards a character that uses this skill on them. The GM chooses the initial attitude for GM characters based on circumstances. Most of the time, the people the player characters meet are indifferent towards them, but a specific situation may call for a different initial attitude. You do not declare a specific outcome that you are trying for; instead, make the check opposed by the target's Resolve check. Table 2–13: Diplomacy Results indicates what change (if any) results in the character's attitude towards you depending on their initial attitude and by how much you beat his Resolve check.

Players whose characters are affected by a Diplomacy check should roleplay a change in attitude towards the character who used Diplomacy on them. Whilst it is important to allow the players to make their own decisions about what their charters do, a simple change of attitude towards a key NPC can enable a much more fulfilling roleplaying experience.

Bribery and Diplomacy: Offering money or another form of favour can, in the right situation, improve a character's

TABLE 2–12: ATTITUDE CLASSES

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

TABLE 2–13: DIPLOMACY RESULTS

Initial Attitude	New attitude becomes:				
Hostile	Unfriendly	Indifferent	Friendly	Helpful	
Hostile	Succeed by 4 or less	Succeed by 5	Succeed by 10	Succeed by 20	Succeed by 30
Unfriendly	Fail by 10	Fail by 1	Draw	Succeed by 10	Succeed by 20
Indifferent	–	Fail by 10	Fail by 1	Draw	Succeed by 10
Friendly	–	–	Fail by 10	Fail by 1	Draw

chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering. An illegal act, bribery requires two willing participants: one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a character's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the character to the proper authorities. To bribe a character, make an acquisition check. Typical DCs are shown on Table 2–14 below, but the GM may modify the DC as he sees fit. If you succeed in the check, you gain a +2 bonus on the Diplomacy check. For every point by which you beat the DC, increase the bonus by +1 (to a maximum bonus of +10). Player characters can simply choose whether to accept a bribe or not; no checks are needed.

TABLE 2–14: BRIBERY DCS

Bribe Target	Acquisition DC
Bouncer	12
Bureaucrat	24
Informant	13
Police Constable	26

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to her position, and trying again is futile.

Special: You can take 10 when making a Diplomacy check, but you can't take 20.

A character with the Persuasive feat gets a +2 bonus on all Diplomacy checks.

Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Disguise

(Charisma)

Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilised. You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

Check: Your Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes your Disguise check secretly so that you are not sure how well your disguise holds up to scrutiny. If you don't draw any attention to yourself, however, others don't get to make Spot checks. If you come to the attention of people who are suspicious, the suspicious person gets to make a Spot check (the GM can assume that such observers take 10 on their Spot checks). The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

TABLE 2–15: DISGUISE MODIFIERS

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2*

** Per step of difference between your age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).*

If you are impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

TABLE 2–16: DISGUISE FAMILIARITY MODIFIERS

Familiarity	Bonus
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?: No, though you can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if you assume the same disguise again.

Special: You can take 10 or take 20 when establishing a disguise. A character without a disguise kit takes a –4 penalty on Disguise checks. A character with the Deceptive feat gets a +2 bonus on all Disguise checks. You can help someone else create a disguise, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who

TABLE 2–17: ENGINEER REPAIR CHECKS

Example Repair Task	Acquisition DC	Repair DC	Time
Simple (tool, simple weapon, brick wall, simple welding)	4	10	1 min.
Moderate (mechanical or ethertech component, joinery, complex welding, removing impurities from a street Scope tab)	7	15	10 min.
Complex (mechanical or ethertech device, fine detail work)	10	20	1 hr.
Advanced (cutting-edge mechanical or ethertech device, delicate materials such as glass, altering the target location of a Scope tab)	13	25	10 hr.

encounter you immediately upon meeting you and again each hour or day thereafter, depending on circumstances.

Engineer

(Intelligence)

This skill actually encompasses several different categories, each of them treated as a separate skill: Engineer (chemical), Engineer (ethertech), Engineer (mechanical), Engineer (pharmaceutical), and Engineer (structural). These skills are focused on crafting and engineering in specific fields.

Check: To use an Engineer skill effectively, you must have a kit or some other set of basic tools. The acquisition DC of this equipment varies according to the particular Engineer skill, see Chapter 3: Equipment. To use Engineer, first decide what you are trying to make and consult the category descriptions below. Make an acquisition check against the given acquisition DC for the object to see if you succeed in acquiring the raw materials. If you succeed at that check, make the Engineer check against the given DC for the object in question. If you fail the check, you do not make the object, and the raw materials are wasted (unless otherwise noted).

Using specialist devices: In many cases, some complex devices require an appropriate Engineer skill check to successfully operate them. The DC of this task is usually quite easy (between 5 and 15). This skill check can be used untrained.

Repairing: The Engineer skill can also be used to attempt to make repairs to types of objects that fall into one of the categories given below. Most such repair checks are made to fix complex ethertech or mechanical devices or the hull or chassis of a vehicle, but other structural repairs are possible. The GM can also allow chemical or pharmaceutical repairs, such as to purify a drug that has been cut with impurities. The Engineer skill used must match the type of device being repaired. The GM sets the DC. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. If a device has a combination of components, such as a mechanical and ethertech device or a vehicle with structural and mechanical damage, the GM must divide the repair job up into two separate checks for the different skills involved in the repair. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by an acquisition check. If the GM decides this isn't necessary for the type of repair you are attempting, then no acquisition check is needed.

Jury-Rig: You can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the acquisition DC by 3 and the Engineer check DC by 5, and allows you to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

Open Lock: A character can pick conventional locks and bypass ethertech locks, using Engineer: mechanical or ethertech as appropriate. The character must have a lock pick set (for a mechanical lock) or an ethertech tool kit (for an ethertech lock). The DC depends on the quality of the lock.

TABLE 2–18: OPEN LOCK DCS

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Try Again?: When the Engineer skill is used to attempt repairs, yes, although in some specific cases the GM may decide that a failed Engineer check has negative ramifications that prevent repeated checks.

Special: Generally, you can take 10 when using an Engineer skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and you use up the raw materials after the first attempt). You can take 10 or take 20 on a repair check. When making jury-rig repair, you can't take 20. Using the repair function of this skill requires a mechanical tool kit, welding equipment, bricks and mortar, pharmaceutical equipment, ethertech tool kit, or a multipurpose tool, depending on the task. If you do not have the appropriate tools, you take a –4 penalty on the check. Every time a character takes the Master Engineer feat, he gets a +2 bonus on checks involving two Engineer skills he designates. See the feat description for more information.

Time: See Table 2–17 for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Engineer (chemical)

Trained only

This skill allows you to mix chemicals to create acids and bases, and explosive compounds.

Acids and Bases: Acids are corrosives substances. Bases neutralise acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Explosives: Building an explosive from scratch is dangerous. If the Engineer (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and any-

one else in the burst radius. If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator, which must be purchased, see Chapter 3: Equipment, or constructed using Engineer (mechanical); see below.

Special: A character without a chemical kit takes a –4 penalty on Engineer (chemical) checks.

Engineer (ethertech)
Trained Only

This skill allows you to craft and repair ethertech from scratch. Ethertech items are analogous to electronic devices and components, although the circuitry is contained within Etherspace. Ethertech devices include vent technology, such as used in v-prop ammunition, ether jet engines, and zeppelin ether balloons.

Create Ethertech Device: When building an Ethertech device from scratch, you describe the kind of device you want to construct; the GM then decides if the device is simple, moderate, complex, or advanced compared to current technology.

Disable Security Device: A character can disable a security device — such as an electrified fence, motion sensor, or security camera —using an ethertech tool kit. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed. When disabling a monitored device, the character can prevent her tampering from being noticed. Doing so requires 10 minutes and increases the DC of the check by +10.

Special: A character without an ethertech tool kit takes a –4 penalty on Engineer (ethertech) checks.

TABLE 2–22: ENGINEER (ETHERTECH) — DISABLE SECURITY DCS

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Fort Knox)	40

Engineer (mechanical)
Trained Only

This skill allows you to build mechanical devices from scratch, including engines and engine parts, weapons,

TABLE 2–19: ENGINEER (CHEMICAL) — ACIDS AND BASES

Type of Acid	Acquisition DC	Engineer DC		Time	Acid	Base
Mild (1d6/1d10)*	8	15	10	1 min.		
Potent (2d6/2d10)	12	20	15	30 min.		
Concentrated (3d6/3d10)	16	30	20	1 hr.		

** The die rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.*

TABLE 2–20: ENGINEER (CHEMICAL) — EXPLOSIVES

Type of Scratch-Built Explosive	Typical Damage	Typical Burst	Acquisition DC	Engineer DC	Reflex DC*	Time
Improvised	1d6	5 ft.	6	10	10	1 round
Simple	2d6	5 ft.	12	15	12	10 min.
Moderate	4d6	10 ft.	16	20	12	1 hr.
Complex	6d6	15 ft.	20	25	15	3 hr.
Powerful	8d6	20 ft.	25	30	15	12 hr.
Devastating	10d6	25 ft.	30	35	18	24 hr.

** Save for half damage.*

TABLE 2–21: ENGINEER (ETHERTECH) — EXAMPLE DEVICE DCS

Type of Scratch-Built Ethertech Device (Examples)	Acquisition DC	Engineer DC	Time
Simple (ethertech switch, Scope portal, vent)	5	15	1 hr.
Moderate (etherjet vent, audio recording device, Scope remote equipment)	12	20	12 hr.
Complex (video camera components, portable Scope point, ethercomm device, v-prop pistol)	16	25	24 hr.
Advanced (ethercomm interceptor, disruption pistol)	20	30	60 hr.

armour, and other gadgets, but not ethertech components of such items.

Create Mechanical Device: When building a mechanical device from scratch, you describe the kind of device you want to construct; the GM then decides if the device is simple, moderate, complex, or advanced compared to current technology.

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally. A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use) at the normal DC for the skill check.

Special: A character without a mechanical tool kit takes a –4 penalty on Engineer (mechanical) checks.

Engineer (pharmaceutical)
Trained Only

This skill allows you to compound medicinal drugs to aid in recovery from treatable illnesses, "repair" street grade drugs, and create poisons.

Medicinal Drugs: A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease. The Engineer (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it. For full rules, see Diseases in Chapter 4: Combat.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. Table 2–25 summarises the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Acquisition DC: The DC for the acquisition check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction for the poison. Characters must possess at least 1/4 rank in the listed influence to be able to purchase components to make the poison.

Engineer DC: The DC of the Engineer check to create a quantity of the poison.

Time: The amount of time required for the Engineer check.

If the Engineer check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Scope and Upload Tabs and Capsules: Scope tabs and upload tabs and capsules are created by reading the patterns created in the ether by the knowledge or Scope connection involved. As thought impacts on the ether veil (see the Occult Skills section later in this chapter for more details on the ether veil), patterns of knowledge and changes in perception cause specific ripple within the veil. Tab crafters use a special device, called a patterner, which reads these patterns and provides a readout that a trained pharmacist can use to craft a Scope tab or upload tab.

Acquiring and Recording Patterns: A patterner is an ethertech device, and as such an Engineer (ethertech) skill check is required to successfully operate the device in order to record a pattern. Patterns are also available on the black market to enable you to create tabs without requiring you to access the specific locations or characters with specific skills. The DCs to acquire these patterns are described in Chapter 3: Equipment.

Scope Tabs: To create a Scope tab, the character must have a connection available to a specific Scope location. The tab that's created jacks the taker in at the same location as the connection's starting location within the Scope. For example, if you have a Scope point that leads to your own personal domain, the tabs jack you into that domain. If you can access a Scope point that is tied directly to a pleasure domain or industrial domain, you can take a pattern from that Scope point to create tabs that jack the taker directly into that domain. You must have the appropriate pattern for the required target location to be able to make a Scope tab.

Uploads: For upload tabs and capsules, the finer and more tightly defined the pattern that the tab is emulating, the harder it is to engineer. To create a pattern for an upload tab or capsule, you must be able to connect your patterner to a character who has the requisite amount

TABLE 2–23: ENGINEER (MECHANICAL) — EXAMPLE DEVICE DCS

Type of Scratch-Built Mechanical Device (Examples)	Acquisition DC	Engineer DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armour, camera)	12	20	12 hr.
Complex (steam engine, light autoloader handgun)	16	25	24 hr.
Advanced (grenade launcher, gyrocopter systems)	20	30	60 hr.

TABLE 2–24: ENGINEER (PHARMACEUTICAL) — MEDICINAL DRUGS

Disease Fortitude Save DC	Acquisition DC	Engineer DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

TABLE 2–25: ENGINEER (PHARMACEUTICAL) — POISONS

Poison	Type	Save DC	Initial Damage	Secondary Damage	Acquisition DC	Restriction	Engineer DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Civic, Industry	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Industry	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Civic	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Industry	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Civic	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconscious 1d3 hours	12	Civic, Intelligence	28	8 hr.
Chloroform*	Inhaled	17	Unconscious 1d3 hours	—	9	Civic, Intelligence	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Civic	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Military	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Military	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Agriculture	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconscious 1d3 hours	12	Military	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Industry	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Industry	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Military	26	8 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Crime	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Civic, Crime	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Crime, Military	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Crime	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Civic, Crime	23	4 hr.

** Chloroform gives off vapour that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.*
n/a: *Certain poisons can't be made with the Engineer skill. Instead, such a poison must be obtained by extracting it from the creature in question.*

of ranks in the given skill, or the required knowledge for a capsule.

Table 2–26 summarises the characteristics of the various Scope tabs and upload tabs and capsules.

Acquisition DC: The DC for an acquisition check made to obtain the required pharmaceutical components.

Restriction: The restriction for the pharmaceutical components. Characters must possess at least 1/4 rank in the listed influence to be able to purchase components to make the tab.

Pattern DC: The DC of an Engineer (ethertech) skill check required to record a pattern for the tab. Having access to an existing pattern negates the need for this skill check.

Engineer DC: The DC of the Engineer (pharmaceutical) check to create a batch of 20 tabs.

Time: The amount of time required for the Engineer (pharmaceutical) check.

Special: A character without a pharmacist kit takes a –4 penalty on Engineer (pharmaceutical) checks. Scope tabs and upload tabs and capsules require a patterner or an existing tab pattern (see "Patterners" and "Scope tab patterns" in the General Equipment section of Chapter 3: Equipment) from which to mix quantities; without a pattern to work from, they cannot be made.

TABLE 2–26: ENGINEER (PHARMACEUTICAL) — SCOPE TABS AND UPLOAD TABS AND CAPSULES

Tab Type	Acquisition DC	Restriction	Pattern DC	Engineer DC	Time
Scope Tab	8	Civic, Street	10	20	8 hrs
Upload Tab	8	Civic, Street	20	25	8 hrs
Upload Capsule	10	Civic, Street	25	30	15 hrs

TABLE 2–27: ENGINEER (STRUCTURAL) — EXAMPLE BUILD DCS

Type of Scratch-Built Structure (Examples)	Acquisition DC	Engineer DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling, vehicle hull, intricate detail)	15	25	60 hr.
Advanced (house, vehicle chassis, working with delicate materials)	20	30	600 hr.

Engineer (Structural)

This skill enables you to build wooden, concrete, brick, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, installing drywall, laying cement, and building cabinets. It also allows more complex structural components to be built, such as vehicle chassis and hulls.

Build Structure: When building a structure from scratch, you describe the kind of structure you want to construct; the GM then decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Engineer (structural) checks.

Escape Artist

(Dexterity)
Armour Penalty

Use this skill to slip binders or manacles, to wriggle through tight spaces, or to escape the grip of an angry wrestler.

TABLE 2–28: ESCAPE ARTIST DCS

Restraint	DC
Ropes	Opponent's Dex check +10
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

Check: Make a check to escape from restraints or to squeeze through a tight space. For ropes, your Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +10 bonus on his or her Dexterity check. For a tight space, a check is only called for if your head fits but your shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. You can't fit through a space that your head doesn't fit through. You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you are just being grappled). Doing so is an attack action, so if you escape the grapple you can move in the same round.

Try Again?: You can make another check after a failed check if you are squeezing through a tight space, making multiple checks. If the situation permits, you can make additional checks as long as you are not being actively opposed.

Special: You can take 10 on an Escape Artist check. You can take 20 if you are not being actively opposed (you can take 20 if you are tied up, even though it's an opposed check, because the opponent isn't actively opposing you). A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Forgery

(Intelligence)

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic-looking government identification, to falsify a permit or license, or to detect forgeries that others try to pass off on you.

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document, you need to have seen a similar document before. The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual provide modifiers to the Forgery check, as shown below. Some documents require security or authorisation codes, whether authentic ones or additional forgeries. The GM makes your check secretly so you are not sure how good your forgery is.

Detect Forgery: The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his check as given in Table 2–30. A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favourable circumstances for the examiner's opposed Forgery check).

Try Again?: No, since the forger isn't sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question (the skill is language-dependent). You can take 10 when making a Forgery check, but you can't take 20. A character with the Meticulous feat gets a +2 bonus on all Forgery checks. A character without a forgery kit takes a –4 penalty on Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

TABLE 2–29: CREATE FORGERY CHECK MODIFIERS

Factor	Check Modifier	Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.
Familiarity		
Unfamiliar (seen once for less than a minute)	–4	
Fairly familiar (seen for several minutes)	+0	
Quite familiar (on hand, or studied at leisure)	+4	
Forger has produced other documents of same type	+4	
Document includes specific signature	–4	

TABLE 2–30: DETECT FORGERY CHECK MODIFIERS

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests*	+4
Examiner only casually reviews the document*	–2

** Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.*

Handle Animal

(Charisma)
Trained Only

Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, to raise a wolf as

a devoted pet, or to teach an elephant to trumpet on your command.

Check: The time required to get an effect and the DC depend on what you are trying to do.

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

TABLE 2–31: HANDLE ANIMAL TASK DCS

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Teach an Animal a Trick: You can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks. You can teach an animal to obey only you. Any other person attempting to make the animal perform a trick takes a –10 penalty on your Handle Animal check. Teaching an animal to obey only you counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks you teach the animal by +5. If the animal already knows any tricks, you cannot teach it to obey only you. Possible tricks include, but are not limited to, those listed below. Once an animal reaches its maximum number of tricks known, you can teach it new tricks, but these must replace existing tricks which the animal can then no longer perform.

- Attack (DC 20): The animal attacks apparent enemies. You may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures counts as two tricks.
- Come (DC 15): The animal comes to you, even if the animal normally would not do so (such as following you onto a boat).
- Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present). Alternatively, you can command the animal to defend a specific other character.
- Down (DC 15): The animal breaks off from combat or otherwise backs down.
- Fetch (DC 15): The animal goes and gets something. You must point out a specific object, or else the animal fetches some random object.
- Guard (DC 20): The animal stays in place and prevents others from approaching.
- Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
- Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.
- Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).
- Stay (DC 15): The animal stays in place waiting for you to return. It does not challenge other creatures that come by, although it still defends itself if it needs to.
- Track (DC 20): The animal tracks the scent presented to it.
- Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, you can train an animal for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, although if the animal is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

- Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
- Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.
- Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.
- Labouring (DC 15, 2 weeks): An animal trained for heavy labour knows Come and Work.
- Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.
- Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.
- Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.

Special: You can take 10 or take 20 when handling animals. A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Untrained: An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

Time: See above. Teaching or training an animal takes a number of days. You do not have to spend the entire time training the animal; 3 hours per day is enough. Spending more than 3 hours per day does not reduce the number of days required. You cannot spread the days out; if you do not complete the training during a period of consecutive days, the effort is wasted.

Hide

(Dexterity)
Armour Penalty

Use this skill to sink back into the shadows and move unseen, approach a guard post under cover of local scenery, or tail someone through the streets of a busy city without being noticed.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to half your normal speed and hide at no penalty. At more than half and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging. The Hide check is also modified by your size as shown in the table below.

If people are observing you, even casually, you can't hide. You can run around a corner so that you are out of sight and then hide, but the others then know at least where you went. Cover and concealment grant circumstance bonuses on Hide checks, as shown below. Note that you can't hide if you have less than one-half cover or concealment.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check can give you the momentary diversion needed to attempt a Hide check while people are aware of you. While the others turn their attention from you, you can make a Hide check if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within 1 foot for every rank you have in Hide. This check, however, is at a –10 penalty because you have to move fast.

Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, amongst whom you can mingle to remain unnoticed. If the subject is worried about being followed, she can make a Spot check (opposed by your Hide check) every time she changes course (goes around a street corner, exits a building, and so on). If she is unsuspecting, she generally gets only a Spot check after an hour of tailing.

Special: You can take 10 when making a Hide check, but you can't take 20. A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

Intimidate

(Charisma)

Use this skill to get someone to do something he doesn't want to do by means of verbal threats, force of will, and imposing body language.

Check: With a successful check, you can forcibly persuade another character to perform some task or behave in a certain way. Your Intimidate check is opposed by the target's Resolve check. Any modifiers that the target has on Will saving throws against fear effects apply to this check. If you succeed, you may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in your presence. That is, the target retains his normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. Circumstances dramatically affect the effectiveness of an Intimidate check. There are limits to what a successful Intimidate check can do. You can't force someone to obey your every command or do something that endangers that person's life. If you fail by more than 5, the target may actually do the opposite of what you wish.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: You can take 10 when making an Intimidate check, but you can't take 20.

A character immune to fear effects can't be intimidated. You may add a +2 bonus to your Intimidate check for every size category you are larger than your target. Conversely, you take a –2 penalty to your check for every size category you are smaller than your target. A character with the Persuasive feat gets a +2 bonus on all Intimidate checks.

Time: An Intimidate check is a full-round action.

TABLE 2–32: HIDE SIZE MODIFIERS

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium	+0		

TABLE 2–33: HIDE CONCEALMENT MODIFIERS

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

TABLE 2–34: INVESTIGATE CLUE ANALYSIS MODIFIERS

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Investigate

(Intelligence)
Trained Only

Use this skill to analyse a crime scene and use an evidence kit. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

Check: You generally use Search to discover clues and Investigate to analyse them. If you have access to a crime lab, you use the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyse Clue: You can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you have found. The base DC to analyse a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Collect Evidence: You can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit. To collect a piece of

evidence, make an Investigate check (DC 15). If you succeed, the evidence is usable by a crime lab. If you fail, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If you fail by 5 or more, the lab analysis simply cannot be done. On the other hand, if you succeed by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyse the material. This function of the Investigate skill does not provide you with evidentiary items. It simply allows you to collect items you have found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analysing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: You can take 10 when making an Investigate check, but you cannot take 20. Collecting evidence requires an evidence kit. If you do not have the appropriate kit, you take a –4 penalty on your check. A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time: Analysing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Jump

(Strength)
Armour Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: The DC and the distance you can cover vary according to the type of jump you are attempting. Your Jump check is modified by your speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If your speed is less than 30 feet, you take a penalty of –6 for every 10 feet of speed less than 30. If your speed is greater than 30 feet, you gain a bonus of +4 for every 10 feet over 30. If you have ranks in the Jump skill and succeed on a check, you land on your feet (when appropriate) and can move as far as your remaining movement allows. If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more. Standing from a prone position is a move action. Distance moved by jumping counts against maximum movement in a round. You can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. You cannot jump a distance greater than your normal speed. All Jump DCs covered here assume that you can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled. If you fail the check by less than 5, you don't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below. All Jump DCs covered here assume that you can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled. If you succeed on the check, you can reach the height. You grasp the object you were trying to reach. If you wish to pull yourself up, you can do so with a move action and a Climb check (DC 15). If you fail the Jump check, you do not reach the height, and land on your feet in the same square from which you jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. As a Medium creature, a typical human can reach 8 feet without jumping. If the creature is long instead of tall, treat it as one size category smaller.

TABLE 2–37: HIGH JUMP MAXIMUM HEIGHT

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: You can jump up onto an object as tall as your waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. You do not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If you intentionally jump from a height, you take less damage than if you just fall. The DC to jump down from a height is 15. You do not have to get a running start to jump down (the DC is not doubled if you do not get a running start).

TABLE 2–35: LONG JUMP DCS

Long Jump Distance	DC*	Long Jump Distance	DC*
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30

** Requires a 20-foot move. Without a 20-foot move, double the DC.*

TABLE 2–36: HIGH JUMP DCS

High Jump Distance	DC*	High Jump Distance	DC*
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32

** Requires a 20-foot move. Without a running start, double the DC.*

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Special: Effects that increase your speed also increase your jumping distance, since your speed modifies the check. You can take 10 when making a Jump check. If there is no danger associated with failing, you can take 20. A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move. If you have 5 ranks in Tumble, you gain a+2 synergy bonus on Jump checks.

Time: Using the Jump skill is either a move action or a full-round action, depending on whether you start and complete the jump during a single move action or a full-round action.

Knowledge

(Intelligence)
Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You make a Knowledge check to see if you know something. The DC for answering a question within your field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraise Value: Appraising the value of an object is one sort of task that can be performed using Knowledge. You make a Knowledge check with the knowledge most appropriate to the item you are attempting to value. The DC depends on how common or obscure the object is. On a success, you accurately identify the object's acquisition DC. If you fail, you think it has an acquisition DC 1d2 higher or lower (determine randomly) than its actual value. If you fail by 5 or more, you think it has an acquisition DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for you, so you don't know whether the appraisal is accurate or not.

Specific Skill Uses: Some Knowledge skills (linguistics and medicine) have additional uses as noted below.

Try Again?: Unless otherwise noted, no. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject. A character can take 10 when making a Knowledge check, but can't take 20. The Academic, Bureaucrat, and Military Scientist feats provide the character with +2 bonuses on Knowledge (tactics). The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

The ten Knowledge categories, and the topics each one encompasses, are as follows.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Industry: Business knowledge, as well as current developments and who's who in the world of industry.

Linguistics: Knowledge of languages. See below for special rules.

Medicine: Medical knowledge that can be used to treat damage, disease, and poison. See below for special rules.

Mystical Philosophy: A catch-all category for all social sciences and more mysterious knowledge and philosophies; sociology, psychology, religions, and the occult.

Natural Philosophy: Another catch-all category for all physical and social sciences; biology, botany, genetics, geology, palaeontology, physics, ether science, and technology.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Knowledge (linguistics)

All characters are assumed to know the language of their homelands, but for every 2 ranks in Knowledge (linguistics) you gain an additional language that you know well. You can also make Knowledge checks to try to understand a language in the same language group, at DC 20 for written and DC 25 for spoken language (see Table 2–38 for language groups). You cannot apply this ability to languages outside the groups you know unless you have the Linguist talent. Illiterate characters can take ranks in Knowledge (linguistics) but cannot access the reading-based skill checks.

Knowledge (medicine)

A Knowledge (medicine) check can be used for several purposes. Of these, checks can be tried again for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery, but not for all other uses of the skill.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate: 3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care. You can tend up to as many patients as you have ranks in the skill. The patients need complete bed rest (doing nothing all day). You need to devote at least half an hour of the day to each patient you are caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, you can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This appli-

cation of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid or medical kit, you can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action. A successful check removes the condition from an affected character. You can't revive an unconscious character who's dying without first stabilising him (see below).

Stabilise Dying Character (DC 15): With a medical kit, you can tend to a dying character. As an attack action, a successful Knowledge (medicine) check stabilises another character.

Surgery (DC 20): With a surgery kit, you can conduct field surgery. This application of the Knowledge (medicine) skill carries a –4 penalty, which the Surgery feat negates. Surgery requires 1d4 hours; add an additional hour for every round in which the patient was dying before becoming stable (see "Conditions" in Chapter 4: Combat). Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease (DC 15): You can tend to a character infected with a treatable disease. Whenever the diseased character must make a saving throw against disease effects (after the initial contamination), you first make a Knowledge (medicine) check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If your check succeeds, you provide a bonus on the diseased character's next saving throw against the disease equal to your ranks in this skill. To provide long-term care for recovery from the disease, you must make a treat disease check for each saving throw that your patient makes. Treating a disease does not require any special kit, but in many cases special drugs or other items may be required. A successful treat disease check indicates that your character knows what needs to be done to aid recovery from the disease. If any additional items are required, the GM may also apply an acquisition DC for obtaining the required drugs or other items to treat the disease.

Treat Poison (DC 15): You can tend to a poisoned character. Whenever a poisoned character must make a saving throw against a poison's secondary effect, you first make a Knowledge (medicine) check as an attack action. If your check succeeds, you provide a bonus on the poisoned character's saving throw equal to your ranks in this skill. Treating a poison does not require any special kit, but in many cases an antidote or other items may be required. A successful treat poison check indicates that your character knows what needs to be done to aid recovery from the poison. If any additional items are required, the GM may also apply an acquisition DC for obtaining the required antidote or other items to treat the poison.

Special: You can take 10 when making a Knowledge (medicine) check, but can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters. You can use the Knowledge (medicine) skill on yourself only to restore hit points, treat disease,

TABLE 2–38: LANGUAGE GROUPS

Group	Languages
Algic	Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
Armenian	Armenian.
Athabascan	Apache, Chipewyan, Navaho.
Attic	Ancient Greek*, Greek.
Baltic	Latvian, Lithuanian.
Celtic	Gaelic (Irish), Gaelic (Scots), Welsh.
Chinese	Cantonese, Mandarin.
Finno-Lappic	Estonian, Finnish, Lapp.
Germanic	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
Hamo-Semitic	Coptic*, Middle Egyptian*.
Indic	Hindi, Punjabi, Sanskrit*, Urdu.
Iranian	Farsi, Pashto.
Japanese	Japanese.
Korean	Korean.
Romance	French, Italian, Latin*, Portuguese, Romanian, Spanish.
Semitic	Akkadian (a.k.a. Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.
Slavic	Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
Tibeto-Burman	Burmese, Sherpa, Tibetan.
Turkic	Azerbaijani, Turkish, Uzbek.
Ugric	Hungarian (a.k.a. Magyar).

** This is an ancient language. In the modern world, it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.*

TABLE 2–39: LISTEN DCS

Base DC	Sound
–20	Gunfire
–10	A melee battle
0	People talking
5	A person in concealable armour walking at a slow pace, trying not to make noise
10	An unarmoured person walking at a slow pace, trying not to make any noise
15	A 1st-level scoundrel sneaking up on someone*
20	A tiger stalking prey*
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

** This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.*

or treat poison. You take a –5 penalty on your check any time you treat yourself.

Listen

(Wisdom)

Use this skill to hear approaching enemies, detect someone sneaking up on you from behind, or eavesdrop on a conversation.

Check: Make a Listen check against a DC that reflects how quiet the noise is that you might hear or against an opposed Move Silently check. The GM may call for a Listen check by a character who is in a position to hear something. You can also make a Listen check voluntarily if you want to try to hear something in your vicinity. The GM may make the Listen check in secret so that you don't know whether not hearing anything means that nothing is there or that you failed the check. A successful Listen check when there isn't anything to hear results in you hearing nothing.

TABLE 2–40: LISTEN PENALTIES

Condition	Check Penalty
Per 10 feet of distance	–1
Listener distracted	–5

Try Again?: You can make a Listen check every time you have the opportunity to hear something in a reactive manner. As a move action, you may attempt to hear something that you failed (or believe you failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single d20 roll and use it for all the listeners' skill checks. You can take 10 or take 20 when making a Listen check. Taking 20 means you spend 1 minute attempting to hear something that may or may not be there to hear. A character with the Alertness feat gets a +2 bonus on Listen checks. A sleeping character can make Listen checks, but takes a –10 penalty on the checks.

Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

Move Silently

(Dexterity)
Armour Penalty

You can use this skill to sneak up behind an enemy or slink away without being noticed.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to half your normal speed at no penalty. At more than half speed and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while attacking, running, or charging.

Special: You can take 10 when making a Move Silently check, but you can't take 20. A character with the Stealthy feat gets a +2 bonus on Move Silently checks.

Time: Move Silently is a move action.

Munitions

(Intelligence)

Munitions is the knowledge and training of how to set and disarm explosives, as well as calculating the geometry of artillery strikes where no automated targeting equipment is available.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Knowledge (munitions) check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed. You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). If you succeed against this higher DC, then your DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction. The GM makes the check (so that you don't know exactly how well you've placed the explosive). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Munitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If you fail the check, you do not disarm the explosive. If you fail by more than 5, the explosive goes off. If you lack a munitions kit, you take a –4 penalty on Munitions checks made to set or disarm explosives.

Calculate Trajectory: You can attempt to shoot indirectly, provided you have the coordinates for your target. Most modern artillery have targeting devices attached to them that negate the need for this check. Occasionally, you may be using older or faulty equipment and need to calculate the trajectory of the shot yourself. Most military personnel are trained to do this in case of equipment failure on the battlefield. The calculation takes into consideration a number of factors, such as wind speed, height of obstacles, and the distance to be covered, but these are just variables in a standard equation. The DC to successfully target the attack is 20. Failing this check causes the attack to deviate by 10% of the distance it was fired; see Chapter 4: Combat for details on thrown/missile weapon deviation. This check can only be used with artillery guns, not personal firearms.

Special: You can take 10 when using the Munitions skill, but can't take 20. Characters with the Military Scientist feat and at least 1 rank in this skill get a +2 bonus on all Munitions checks. Without a munitions kit, you take a –4 penalty on Munitions checks. Making an explosive requires the Engineer (chemical) skill. See that skill description for details.

Time: Most skill uses, except plac-

ing an explosive device, are usually full-round actions. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Navigate

(Intelligence)

Use this skill to prevent yourself becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or navigational technology.

Check: Make a Navigate check when you are trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of underground storm drains. For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If you succeed, you move via the best reasonable course towards your goal. If you fail, you still reach the goal, but it takes you twice as long (you lose time backtracking and correcting your path). If you fail by more than 5, you travel the expected time, but only get halfway to your destination, at which point you become lost. You may make a second Navigate check (DC 20) to regain your path. If you succeed, you continue on to your destination; the total time for the trip is twice the normal time. If you fail, you lose half a day before you can try again. You keep trying until you succeed, losing half a day for each failure.

TABLE 2–41: NAVIGATE DCS

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, you can make a Navigate check (DC 20) to intuit the choice that takes you towards a known destination. If unsuccessful, you choose the wrong path, but at the next juncture, with a successful check, you realise your mistake. You cannot use this function of Navigate to find a path to a site if you have no idea where the site is located. The GM may choose to make the Navigate check for you in secret, so you don't know from the result whether you are following the right or wrong path. You can use Navigate to determine your position on Earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The DC is 15.

Special: You can take 10 when making a Navigate check. You can take 20 only when determining your location, not when travelling. A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

Perform

(Charisma)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You are accomplished in some type of artistic expression and know how to put on a performance. You can impress audiences with your talent and skill. The quality of your performance depends on your check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act: You are a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: You are a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: You are a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Oratory: You are a gifted public speaker, capable of delivering stirring speeches.

Percussion Instruments: You are a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: You are a musician gifted with a talent for producing musical tones with your voice.

Stringed Instruments: You are a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: You are a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Try Again?: Not for the same performance and audience.

Special: You can take 10 when making a Perform check, but you can't take 20. A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a –4 penalty on the check because his equipment, although usable, is inappropriate for the skill. Every time a character takes the Creative feat, she gets a +2 bonus on checks involving two Perform skills she designates. See the feat description for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Pilot

(Dexterity)
Trained Only

Use this skill to drive, fly, and otherwise control any type of vehicle. This is actually two skills which are treated separately: Pilot (civilian) and Pilot (military). Pilot (civilian) provides the character with the ability to pilot simple civilian vehicles such as streetcars, vans, and boats, whereas Pilot (military) allows the character to control simple military vehicles such as steam-tanks and chargers. More complex vehicles require a Vehicle Operation feat (either Military or Civilian).

Check: Typical piloting tasks don't require checks. Checks are required

during combat, for special manoeuvres, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle, see Chapter 4: Combat. When driving, you can attempt simple manoeuvres and stunts (actions in which you attempt to do something complex very quickly or in a limited space). Each vehicle's description includes a manoeuvre modifier that applies to Pilot checks, the operator of the vehicle makes.

Special: You can take 10 when making a Pilot (civilian) check, but you can't take 20. A character with the Vehicle Expert feat gets a +2 bonus on all Pilot (civilian) and Pilot (military) checks. There is no penalty for operating simple vehicles. More complex civilian vehicles, such as zepcars, trains, and zeppelins, require a specific Civilian Vehicle Operation feat which will be listed under the vehicle description, or else you take a –4 penalty on Pilot (civilian) checks. More complex military vehicles, such as air dreadnoughts, battleships, gunnery stations, land dreadnoughts, reconnaissance zeppelins, or walkers likewise require a specific Military Vehicle Operation feat which will be listed under the vehicle description, or else you take a –4 penalty on Pilot (military) checks.

Time: A Pilot check is a move action.

Research

(Intelligence)

Use this skill to learn information from books or other standard sources. Research allows you to navigate a library, an office filing system, or a newspaper morgue. Research can also be used in the Etherscope, where libraries and other information repositories exist. These are based on their Prime Reality analogues, and so no differences are noted in the skill checks.

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where you are conducting your research. Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, you get a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that you have a way to acquire restricted or protected information. The higher the check result, the better and more complete the information. If you want to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: You can take 10 or take 20 on a Research check. A character with the Academic feat can select Research as one of the skills available and gain a +2 bonus on all Research checks.

Time: A Research check takes 1d4 hours.

Resolve

(Charisma)

This skill represents strength of resolve or purpose and the ability to defy the machinations of others. Use it to avoid being persuaded or intimidated by others.

Check: Make a Resolve check as an opposed check against others attempting to use the Diplomacy or Intimidate skills to influence you. If you win the check, they fail in their attempts.

Try Again?: No.

Time: A Resolve check is a reaction. A character with the Spirited feat gets a +2 bonus on Resolve checks.

Ride

(Dexterity)

Use this skill to ride any kind of mount, including horses, mules, and elephants, among others.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check. Animals ill suited as mounts provide a –2 penalty on their rider's Ride checks.

Guide with Knees (DC 5): You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Fight while Mounted (DC 20): Whilst in combat, you can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If you succeed, you use only a move action, and you can use your attack action to do something else. If you fail, you can do nothing else that round. If you fail by more than 5, you lose control of the animal. For animals trained in combat riding, you do not need to make this check. Instead, you can use your move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall (DC 15): You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage.

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's

TABLE 2–42: PERFORMANCE CHECK RESULTS

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). You make a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armour penalty applies): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.

Special: If you are riding bareback, you take a –5 penalty on Ride checks. You can take 10 when making a Ride check, but you can't take 20. A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Scope Awareness

(Wisdom)

Use this skill in the Scope to be aware of your surroundings and what is going on in the vicinity. As your avatar's Dexterity is based on your Wisdom score, this skill also determines your avatar's ability to avoid attacks and perform other actions that Dexterity governs. (For more information, see "Scope Avatars" in Chapter 6: The Scope.)

Check: When in the Scope, you use Scope Awareness checks in place of Spot and Listen checks, as well as any Dexterity-based skill checks, such as Escape Artist or Hide. Your ranks in Scope Awareness are also used to calculate your avatar's base Defence and base Reflex saving throw.

Locate Domain: This skill use enables you to discern the direction of another domain within the Scope. You must be in empty Etherspace to use this ability. To locate a different specific location within the domain you have just left requires a DC 35 check, whilst to locate an attached domain, such as an industrial domain belonging to the same nation, is DC 25. To find a completely new domain, such as another nation's city or the Scope rider's city of Haven, is DC 30. These DCs are reduced by 5 if you are familiar with the target location. You can travel freely through the empty Etherspace to reach your target location. Standard movement in empty Etherspace is class 20B (see Chapter 6: The Scope) but the enhanced transfer ability of a number of advanced classes does not affect your movement (see "Advanced Classes" in Chapter 7: The Advancing Character for more details). Whilst travel between cities is possible, the distances involved are impractical for those who do not have the ability to ride the currents of Etherspace, as many cities are located the equivalent of billions of miles apart.

Try Again?: Using Scope Awareness to emulate a skill with your Scope avatar has the same restrictions as the check you are attempting. The locate domain skill use can be attempted again.

Special: Scope Awareness is only used in the Scope. You do not have a choice as to whether you use it in place of other skills when in the Scope; you always do. A character with the Scope Rider feat gets a +2 bonus on Scope Awareness checks.

Time: Locating a domain takes a full-round action. Other skill checks take the same time as the skill use they are replacing.

Scope Resilience

(Charisma)

Use this skill in the Scope to represent the toughness of your avatar, the strength of your connection to the Scope, and to keep that connection stable. For more information on Scope avatars and the Scope, see Chapter 6: The Scope.

Check: When in the Scope, you use Scope Resilience checks in place of Concentration checks, including those made as a result of actions taken on your real body (if someone disrupts your concentration with a knife, for instance). Your ranks in Scope Resilience are also used to calculate your Avatar's base Fortitude saving throw.

Jack Out: A character immersed in the Scope by way of a Scope tab can attempt to jack out by force of will. The character makes a DC 25 Scope Resilience check. If successful, the character awakes into his body immediately, but is shaken for 1d4 rounds.

Alter Avatar: You can alter the appearance of your avatar above and beyond the effects of the Disguise skill. As a full-round action, the character can make a Scope Resilience skill check at the DC listed on Table 2–43: Scope Resilience Alter Avatar DCs.

Multiple changes can be achieved simultaneously (within the same full-round action) with a DC equal to the most difficult level of change being attempted, +5 per additional change. For example, a Scope rider wishes to change the gender and the hair colour and length of his avatar. He needs to make a DC 30 Scope Resilience check: base DC 20 for a moderate change, +5 for the two other minor changes to be added. If you do not need to make each change simultaneously, you can make individual checks for each change at the base DC.

When using this ability to disguise yourself or impersonate someone else, you may make a DC 20 Scope Resilience check. If successful, any opposed Disguise checks you make based on the disguise receives a +10 bonus. On a failed check, you gain no bonus.

Try Again?: Using Scope Resilience to emulate a skill with your Scope avatar has the same restrictions as the check you are attempting. The jack out and alter avatar skill uses can be attempted again.

Special: Scope Resilience is only used in the Scope. You do not have a choice as to whether you use it in place of the Concentration skill when in the Scope; you

Scope Hacking

Breaking into a secure domain or system is often called hacking. When you hack, you attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single desktop domain in the Wall, or as large as an industrial megaplex, a massive Scope-based building with masses of processing power – the important thing is that access to the site connects the user to everything within it. Some sites can be readily accessed via the Scope; others require the character to break into the domain using the jump the rails use of the Scope Use skills. Every site is overseen by a system administrator – the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have numerous system administrators on duty at all times. You are the system administrator of your Scope point. When a character hacks into a site, either immersed or using remote access, the visit is called a session. Once a character stops accessing the site, the session is over. You can go back to the site in the future; when you do, it's a new session.

Covering Tracks: This step is optional. By making a DC 20 Scope Use check, you can alter your identifying information. This imposes a –5 penalty on any attempt made to identify you if your activity is detected.

Access the Site: There are two ways to do this: physically or over the Scope.

Scope Access: Reaching a site over the Scope requires the character to *jump the rails;* see the Scope Use skill.

Physical Access: Gaining physical access to the site, or a Scope point connected to the site, provides a direct link into the target domain and you may not need to bypass the system security. A variety of skill checks may be required, depending on the method used to gain access.

Locate What You're Looking For: To find the data (or application, or remote device), make a Scope Use check.

Defeat Document Security: Many systems have additional document security. If that's the case, the character needs to make another check to defeat security check; see Scope Use skill.

Do Your Stuff: Finally, you can actually do what you came to do. If you just want to look at records, no additional check is needed. You can also download data, although that often takes several rounds – or even several minutes, for especially large amounts of information—to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Scope Use skill description.

Scope Drones: At any point in this process, security drones (or even gremlins) may activate to defend the system. These are special programs with their own rudimentary intelligence. A Scope drone will interact with an immersed character as a hostile enemy, normally leading to combat (see Chapter 4: Combat and Chapter 6: The Scope), but the remote user can only hide from the drones. To do this, you make a Scope Use (remote) skill check opposed by the drone's Scope Awareness skill. If successful, you have hidden your presence from the drone and may continue your work when the drone leaves. If you wish to continue your activities whilst the drone is still investigating the disturbance, the drone gets a +4 bonus on all Scope Awareness checks to discover you. Every time you make a new Scope Use (remote) skill check, the drone can make an opposed Scope Awareness check to notice it. Remote sessions can be terminated by a successful touch attack by the drone on a remote user's signature program. Treat this termination attempt as an attack against a target with Defence 12, no mater how many ranks the character has in Scope Use (remote).

TABLE 2–43: SCOPE RESILIENCE ALTER AVATAR DCS

Change to Appearance (Examples)	DC
Minor (alter facial structure, type and colour of clothing, eye colour, hair length)	10
Moderate (alter gender, alter size by one category, change ethnicity, create fantastical garments, create visual effects such as glowing eyes)	20
Major (alter species, create additional appendages, create fantastical form such as winged or centaur form)	30

always do. The Spirited feat provides you with a +2 to all Scope Resilience checks.

Time: Jacking out takes a full-round action. Alter avatar takes a full-round action for each change made (unless making changes simultaneously at a higher DC). Other skill checks take the same time as the skill use they are replacing.

Scope Use

(Intelligence)

Scope Use represents two individual skills which enable the character to achieve similar results: Scope Use (immersed) and Scope Use (remote). Both of these skills enable the character to search an unfamiliar network for a particular document, craft Scope programs, alter existing programs to perform differently (better or worse), and break through computer security. Scope Use (immersed) has additional benefits for the character's Scope avatar. (For more information on Scope avatars and the Scope, see Chapter 6: The Scope.)

Check: The following skill uses are available to users of both Scope Use (immersed) and Scope use (remote). Characters who are using the Scope remotely, such as from a Scope point, use the Scope Use (remote) skill for any checks made. Those who are immersed in the Scope, whether by a Scope tab or a Scope jack implant, use the Scope Use (immersed) skill.

Navigate the Scope: Remote users need to make simple Scope Use checks to physically move their viewpoint around Etherspace. The DC for this check is based on the movement class of the domain they are in, as shown in Table 2–44. Their viewpoint moves at the usual rate for the class of domain they are within. See "Movement in the Scope" in Chapter 6: The Scope for more details on domain movement classes.

TABLE 2–44: REMOTE MOVEMENT DCS

Domain Class	Movement DC
A	23
B	17
C	13
D	9
E	7
F	5

Craft Program: A character can create a program. Programs are the concentrated and shaped substance of the Etherscope, programmed with specific actions and protocols to determine behaviour and physical qualities. Programs are nonsentient and create the physical environment and active systems of the Scope, bringing order to the formless energies of Etherspace. Programs are formed from program components. Each program component has a complexity level, ranging from 1 to 9. To craft a program takes 10 minutes per complexity level. Characters can build up programs in complexity by integrating multiple components. The maximum level of program complexity a character can successfully craft is equal to her Intelligence modifier, although this limit can be increased through character class selections.

Craft Drone: a specific type of craft program skill use is to create a drone. Drones are program creatures capable of performing designated, specific functions within the Etherscope. They can appear as any variety of creatures or machines depending upon the forces controlling a domain and the whim of their creator. The basic complexity level to create a drone depends upon the size of the creature — smaller and larger creatures are more complicated. The drones have a standard hit die, and are created using the Etherscope construct template (see Chapter 8: Gamesmastering, for more details). Their base Hit Dice and other statistics are provided in Table 2–46. To program in specific tasks and responsibilities also requires additional components to be crafted, using the craft program system above. Additionally, it is relatively simple to program a Scope drone with a bit of enhanced toughness or speed. A complexity level 2 program component can be added to provide the drone with the Toughness (avatar) or Improved Initiative feat. Other feats are too complex. Drones receive a basic number of skill ranks in all three Scope skills in order to enable their avatar to function. As drones have no ability scores associated with their skills, they cannot be used for Scope skill checks, but do determine the base ability scores and saving throws of the drone. The number of ranks the drone receives in Scope Awareness, Scope Resilience, and Scope Use (immersed) are shown in Table 2–46. Constructing a drone takes 10 minutes per complexity level; the total complexity level equals the base complexity of the drone plus components added. Neither the complexity of the drone nor the complexity of the components added can individually exceed your Intelligence modifier. However, class features that improve the craft program skill use also increase the maximum complexity for drone components. Drones carry out an allotted task until told to stop, reach a pre-set limit, or are dismissed.

TABLE 2–45: PROGRAM COMPONENT COMPLEXITY LEVEL

Component Complexity Level	Example of Components Purpose and Capabilities
1	Ammunition, automated documents (automated accounts books and the like), clothes, simple weapons, light armours
2	Business objects (automated filing systems, document checkers), minimal security barriers, heavy armours (equipment bonus 5 or more)
3	Average security barriers, intrusion warning systems, simple mechanical weapons (crossbow, revolver)
4	Backdoor entries, seeker devices, tiny buildings (telephone booth size), complex weapons (autoloaders, v-prop), engines
5	Vehicle chassis, small buildings (hut sized), average security systems, communication devices
6	Artillery systems, domain locator devices, medium buildings (house sized)
7	Exceptional security systems, large buildings (block sized)
8	Explosives
9	Huge building structures (spire sized), maximum security systems

TABLE 2–46: DRONE STATISTICS

Drone Size	Program Complexity	Hit Dice	Scope Str	Scope Dex	Scope Skills Ranks
Diminutive	4	1/2 d10	5	17	1
Tiny	3	1d10	7	15	2
Small	2	2d10	9	13	4
Medium	3	3d10	11	11	5
Large	4	4d10	15	9	6

Find Document: This skill can be used for finding documents or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information in an Etherscope city does not fall under this category; usually, such a task requires a Research check, provided the character has access to the Scope (whether remotely or immersed) and a city domain. This application of the Scope Use skill only pertains to finding documents on private systems with which the character is not familiar.

TABLE 2–47: SCOPE USE FINDING DOCUMENTS DC

Size of Site	DC	Time
Personal domain	10	1 round
Small industrial site	15	2 rounds
Large industrial site	20	1 minute
Government site	25	10 minutes

Defeat Etheric Security: Defeating etheric security can involve a number of different activities. It can involve disabling detection systems, deciphering an access code for a gateway, or creating a hole in an Etherscope wall. This application of Scope Use can't be used untrained. The DC is determined by the quality of the static security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify you or cut off your access to the system.

Sometimes, when accessing a difficult site, you have to defeat security at more than one stage of the operation. Each domain has a Security DC, but a rough guide is shown in Table 2–48. In addition to static security, such as firewalls, which are often represented as physical objects such as locked gates or doors, you may also encounter active security programs, such as Scope gremlins and avatars, which require you to defeat them in Scope combat (see Chapter 6: The Scope).

TABLE 2–48: SCOPE SECURITY LEVEL DCS

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Jump the Rails: One specific use of the defeat security skill use is to open a portal to escape from a domain. This is known as jumping the rails. You take an attack action to break a hole in the domain which opens into empty Etherspace, or, if you have opened the portal along a domain border, into the neighbouring domain. This requires a Scope Use check at a DC equal to the security level of the domain you are in (see Chapter 6: The Scope). If you are attempting to open the portal into a neighbouring domain, a second skill check is required at the DC of the target domain's security level. If immersed, you and any other characters within a 10-foot radius can take a move action to move through the opening. Once in through the portal, you can choose to either leave it open, and hence allow others to track and follow you, or close it behind you, which requires a DC 15 Scope Use check.

Once inside empty Etherspace, avatars can move as if they were in a class 20B domain. Any more purposeful movement requires the ride the currents feature of the Scope Rider advanced class (see Chapter 7: The Advancing Character). Remote users cannot leave a domain into empty Etherspace, but can only use this ability to hack into neighbouring domains. If you have successfully identified a location within the same domain or a neighbouring domain with the Scope Awareness skill, you can attempt to travel to that target location under your standard movement for the domain. You can choose to make a Scope Awareness check to travel to your target location and then attempt to move to another location within the domain. Enhanced transfer abilities of some advanced classes (see Advanced Classes in Chapter 7: The Advancing Character for more details) do not apply in empty Etherspace. Once at your target location, you must make an attack action and a Scope Use (immersed) check DC equal to the security level of the domain to open a new portal into the target domain and then all characters can make a move action to move through the opening into the target domain.

Defend Etheric Security: If you are the system administrator for a site, you can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder. An administrator is a person who has control of the security and monitoring programs of a Scope domain, whether remote or immersed.

To cut off access, make an opposed Scope Use check against the intruder. If you succeed, the intruder's session is ended. The intruder might be able to defeat your security and access your site again, but the intruder will have to start the hacking process over from step one. Attempting to cut off access takes a full round and can only be done against remote users.

When defending against avatars, you will need to physically combat the avatar hacking the domain. You can attack them yourself, if immersed in the Scope, or send security Scope gremlins the site possesses, with whom the intruding avatar must fight. With Scope sites all being physical locations in the Scope, there is no simple "off switch" defence for a Scope site.

To identify the intruder, make an opposed Scope Use check against the intruder. If you succeed, you learn the site from which the intruder entered the

Scope; if it's a single Scope point, you learn its identification code or location. Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check – if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: You can destroy or alter applications on a site to make use of that system harder or impossible, a common tactic in industrial or political espionage. The DC for the attempt depends on what the character tries to do.

Crashing a site prevents access unless anyone attempting to access the site makes a DC 15 Scope Use check taking 1 minute per attempt. Destroying programming makes the Scope site unusable until the programming is repaired. To destroy a site, the DC is equal to the security level of the site and any security protecting the site must be defeated (see above).

To degrade a program component takes an attack action DC equal to twice the program component complexity level + 10. Fixing the degraded program component requires 1 hour and a Scope Use check against a DC equal to the DC for degrading it + 5. Damaging programming imposes a –4 penalty on all Scope Use checks made with the site (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different Scope point). Each program component must be individually degraded and repaired.

Avatar Bonuses: When in the Scope, you use Scope Use (immersed) checks in place of any Strength-based skill checks, such as Jump and Climb. Your ranks in Scope Use (immersed) are also used to calculate your avatar's base attack bonus (see Chapter 6: The Scope).

Special: Scope Use (immersed) is only used in the Scope. You do not have a choice as to whether you use it in place of Strength-based skills when in the Scope; you always do. A character with the Tinkerer feat gains a +2 bonus to all Scope Use (remote) checks, whilst the Scope Rider feat provides a +2 bonus to all Scope Use (immersed) checks.

TABLE 2–49: SEARCH DCS

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Search

(Intelligence)

You can make a detailed examination of a specific area, looking for lost objects, hidden compartments, and traps, or to discern other details that aren't readily apparent at a casual glance. The Search skill lets a character detect some small detail or irregularity through active effort, whereas the Spot skill lets you notice something with a quick scan.

Check: You generally must be within 10 feet of the object or surface to be examined. You can examine up to a 5-foot-by–5-foot area or a volume of goods 5 feet on a side with a single check. A Search check can turn up individual footprints, but does not allow you to follow tracks or tell you which direction the creature or creatures went or came from.

Special: You can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

Time: A Search check is a full-round action.

Sense Motive

(Wisdom)

Use this skill to tell when someone is bluffing or lying to you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check allows you to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow you to determine whether a given statement is a lie. You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, you can use this skill to make an assessment of a social situation. With a successful check (DC 20), you can get the feeling from another's behaviour that something is wrong. Likewise, you can get the feeling that someone is trustworthy and honourable.

Detect Hidden Message: You can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the Bluff check result of the sender). If your check result beats the DC by 5 or more, you understand the secret message as well. If your check fails by 5 or more, you misinterpret the message in some fashion.

Try Again?: No, though you may make a Sense Motive check for each bluff made on you.

Special: You can take 10 when making a Sense Motive check, but you can't take 20. A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. When that's the case, your GM may roll your Sense Motive check in secret, so you don't necessarily know someone's trying to bluff you. Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand

(Dexterity)

Trained Only; Armour Penalty

You can lift a wallet and hide it on your person, palm an unattended object, hide a small weapon in your clothing, or perform some feat of adroitness with an object no larger than a hat or loaf of bread.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what you are doing. When you perform this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed. When you try to take something from another person, your opponent makes a Spot check to detect

the attempt. To obtain the object, you must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if her check result beats your check result, whether you take the object or not. You can use Sleight of Hand to conceal a small weapon or object on your body (see "Concealed Weapons and Objects" in Chapter 3: Equipment).

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: You can take 10 when making a Sleight of Hand check, but you can't take 20. A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Untrained: You can make an untrained Sleight of Hand check to conceal a weapon or object, but you must always take 10.

Time: A Sleight of Hand check is an attack action.

Spot

(Wisdom)

Use this skill to notice opponents waiting in ambush, to see a mugger lurking in the shadows, or to discern a sniper hiding on a rooftop by making a quick scan of your surroundings.

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. You can also make a Spot check voluntarily if you want to try to notice something in your vicinity. The GM may make the Spot check in secret so that you don't know whether not noticing anything means that nothing is there or that you failed the check. A successful Spot check when there isn't anything to notice results in you noticing nothing. Spot is often used to notice a person or creature hiding from view. In such cases, your Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person (see Chapter 3: Equipment). Your Spot check takes a –1 penalty for every 10 feet of distance between you and the character or object you are trying to discern. The check takes a further –5 penalty if you are in the midst of activity such as combat or performing a skill.

Try Again?: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full-round action, you may attempt to notice something that you failed (or believe you failed) to notice previously.

Special: You can take 10 or take 20 when making a Spot check. A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if you actively take the time to try to notice something).

Survival

(Wisdom)

Use this skill to follow tracks, hunt wild game, guide a party safely through the wilderness, identify signs that a pack of wild dogs lives nearby, or avoid quicksand and other natural hazards.

Check: You can keep yourself and others safe and fed in the wild. With the Track feat, you can use Survival checks to track a character or animal across various terrain types.

Special: You can take 10 when making a Survival check. You can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild. A character with the Guide feat gets a +2 bonus on all Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

Swim

(Strength)
Armour Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: A successful Swim check allows you to swim one-quarter your speed as a move action or half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater. If you are underwater (from failing a Swim check or because you are swimming underwater intentionally), you must hold your breath or risk drowning (see Suffocation and Drowning in Chapter 4: Combat for more details). The DC for the Swim check depends on the water; calm water is DC 10, rough water is DC 15, whilst a stormy sea is DC 20. Each hour that you swim, make a Swim check against DC 20. If you fail, you become fatigued. If you fail a check whilst fatigued, you become exhausted. If you fail a check while exhausted, you become unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: You take a penalty equal to double your armour check penalty on all swim checks. If you carry a medium load, you take a –2 penalty on Swim checks, whereas a heavy load gives you a –4 penalty (see Encumbrance in Chapter 3:

TABLE 2–50: TYPICAL SURVIVAL CHECKS

DC	Task
10	Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half your overland speed, or gain a +4 circumstance bonus if stationary. You may grant the same bonus to one other character for every 1 point by which your check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

Equipment). You can take 10 when making a Swim check, but you can't take 20. A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Tumble

(Dexterity)
Trained Only; Armour Penalty

You can dive, roll, somersault, flip, and execute other types of gymnastic moves. Many types of armour, and any excessive load of carried items, make it more difficult to use this skill.

Check: You can land softly when you fall, tumble past opponents in combat, or tumble through opponents.

Land Softly: You can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble Past Opponents: With a successful Tumble check (DC 15), you can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, provoking no attacks of opportunity. Failure means you move as planned, but provoke attacks of opportunity as normal.

Tumble Through Opponents: With a successful Tumble check (DC 25), you can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means you move as planned, but provoke attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defence (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defence. You can take 10 when making a Tumble check, but you can't take 20. A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time: You can try to reduce damage from a fall as a reaction once per fall. You can attempt to tumble as a free action that must be performed as part of a move action.

Fighting Techniques

In the world of **Etherscope**, combat is a way of life for many, from the elite steamtroopers of the New Reich to blackmarketeers of the Great Metropolis. The **Etherscope** world is a violent one where people fight for national pride, geopolitical power, corporate influence, entertainment, or just survival. Likewise, the Scope has opened a whole new theatre of warfare where governments, revolutionaries, freedom fighters, corporations, and dark beings seek dominance. In response to the needs of warriors and the diverse battlefields where conflicts occur — both outside and within the Scope — many modern heroes adopt special techniques. Such techniques draw upon both the experience of others and focused training to develop formalised fighting methods designed for combat in specified circumstances and provide abilities useful in such circumstances. In game terms, this is represented by the development of one or more Fighting Technique skills. The fighting technique talent (see the combatant in Chapter 1: Characters) improves your access to one Fighting Technique skill by making it a class skill.

This section examines the Fighting Technique skills gained through the fighting technique talent and its game effects and describes several of the major combat styles characters can learn and use through the skill.

Fighting Technique

(Various Ability Scores)
Trained Only

This skill represents your mastery of a formalised combat style. Each separate combat style counts as an individual Fighting Technique skill in the same manner as Knowledge and Engineer. However, unlike these skills, each fighting technique is based on a separate ability. The general rules for each of these skills are described below, with the specific combat styles described later in this chapter.

In order to acquire ranks in a fighting technique, you must possess the entry feats listed under the style. If you do not possess the feat requirements, you cannot take ranks in the skill.

There are two major benefits available to those with this skill: stances and manoeuvres.

Stance

Each fighting technique requires you to assume a specific stance to be able to use it effectively. Each stance provides you with a number of feats, based on your ranks with the specific skill, that you can use only when you are in the fighting technique's stance. Each fighting technique provides you with a feat at 3 ranks, 8 ranks, 13 ranks, 18 ranks, and 23 ranks. You must have the given number of ranks in the skill to be able to use the feat. To use a stance feat, you do not have to meet any of the feat's usual prerequisites.

Entering a Stance: You can only be in one stance at a time, and it takes a move action to enter a stance. Each stance also imposes restrictions to the weapons and movement actions that you may utilise whilst in the stance. To enter a stance, you must meet the weapon and feat requirements of the stance. Weapon restrictions vary by combat style. For example, Scope-fu, a gun style, requires the character to be armed with an automatic pistol. If you do not meet these requirements, you may not enter the stance.

Dropping Out of the Stance: You must obey the restrictions on combat styles each round you wish to maintain a stance. It does not cost an action of any kind to drop out of a stance, and you may find that you involuntarily drop out of a stance by breaking some of the stance requirements, such as the movement restrictions. (In all combat styles, you must move a minimum of 5 feet and no more than your standard move distance in a round; you cannot perform other movement manoeuvres, such as running, or you drop out of stance.) If you violate any of the stances restrictions, you drop out of the stance and lose access to the fighting technique's feats. For example, if a character in the Scope-fu stance were

disarmed, he would immediately drop out of the stance and lose the benefit of all feats that he was using. If, however, the character has access to a feat outside of the stance (that is, he has taken it as one of his character feats), he would not lose the benefit of the feat.

Concentration Checks: If you take damage when in a stance, you must make a Concentration check to avoid dropping out of the stance. The DC for this check is equal to 10 plus the damage caused by the attack.

Manoeuvres

Each combat style provides you with a number of manoeuvres that can be made whilst within the combat style's stance. Typically, each combat style has a different manoeuvre at DC 20, 25, 30, and 35. The skill checks to utilise these manoeuvres are made using the Fighting Technique skill you possess in that style. Each manoeuvre has its own rules and description. The effects of each manoeuvre, on a successful or failed check, and the actions required to perform the manoeuvre vary greatly and are described in detail in each style's full description.

Synergy

Each fighting technique also gains a synergy bonus with other skills when you are in its stance. The skill itself varies between styles. The synergy bonus applies to both manoeuvre checks of the fighting technique and skill checks with the listed skill whilst you are in the given stance. The usual requirements for synergy bonuses apply (see Skill Synergy earlier in the chapter for more details).

COMBAT STYLES

Described below are some of the combat styles available to **Etherscope** characters. Each combat style contains the following information.

Primary Ability: The ability score associated with the fighting style and the basis for all Fighting Technique skill checks associated with the style.

Entry Feats: A character must possess the listed feats before she is allowed to select the combat style and purchase ranks in the relevant Fighting Technique skill.

Weapon Restriction: The weapon restriction necessary to enter a style's stance, and consequently gain its benefits. Remember all combat styles require you to obey the common movement restriction the style (see Stance above).

Skill Synergy: The skill that which provides and receives a synergy bonus while the character is in her combat style's stance.

Stance Feats: The feats and the ranks required to access those feats are displayed in a table.

Manoeuvres: Each technique provides a number of manoeuvres that can be attempted whilst within the technique's stance. A summary table of these manoeuvres and their DCs is also provided.

Fencing

Originally developed as a system for settling matters of honour between gentlemen, a role it still maintains in many Prussian universities and military academies, formalised combat skills with a fencing weapon are still considered a vital part of a gentleman's education in many places. Even in today's enlightened times, sporting bouts with blades are common: disputes between gentlemen of business in London are often resolved at a fencing club, and subordinates in the New Reich command stare with awe at their superiors' duelling scars. Indeed, it is no coincidence that the sword cane, a popular form of self-defence weapon for upper class men, can be employed using the techniques of fencing. Whether for sport, prestige, honour, or defence, the fencing style grants its practitioners a fast and dangerous range of attacks. Given its connection to wealth and status, fencing is likely to remain a practiced martial form.

Primary Ability: Dexterity.

Entry Feats: Fencing Proficiency, Weapon Finesse.

Weapon Restriction: Any light single-handed piercing weapon.

Skill Synergy: Bluff.

Stance: Fencers position their bodies side on to their opponents with their weapon held our in front of their body. Weapon arm is held bent at the elbow. The front foot is parallel to the shoulders, while the back foot is perpendicular.

Deadly Grace

Firstly, the fencer learns that by combining power and accuracy, he greatly improves his ability to strike an opponent.

DC: 20

Use: The character uses a full-attack action to perform a single attack. Before rolling the attack, he makes a Fighting Technique skill check.

Effect: If unsuccessful, the attack is resolved as normal. Should the skill check succeed, the character adds both his Dexterity and Strength modifiers to his attack roll.

Lunge

The swordsman understands that by placing his power into a single thrust, he can inflict grievous wounds upon an adversary.

DC: 25

Use: As a move action, the character makes a Fighting Technique skill check.

Effect: A successful skill check allows you to add 1 1/2 times your Strength bonus to the damage you deal on your next attack if it occurs immediately after and in the same turn as the skill check.

Perfect Counter

Fencers are at their deadliest when taking advantage of an opponent's mistakes. Such opportunities allow the delivery of an accurate and powerful counterattack.

DC: 30

Use: When making an Agile Riposte, you are entitled to make a Fighting Technique skill check.

Effect: If successful, your weapon's critical threat range and critical multiplier are each increased by 1 for the attack of opportunity.

Precision Thrust

Inherent to the fencing style is the exploitation of any openings in an opponent's defence. Swordsmen learn to create such openings and then deliver a deadly attack.

DC: 35

Use: Any time you successfully feint

in combat, you may immediately make a Fighting Technique skill check.

Effect: If successful, you reduce your opponent's critical damage threshold against the damage from their next attack, if it occurs immediately after the skill check, by your Dexterity modifier.

TABLE 2–51: FENCING STANCE FEATS

Skill Ranks	Stance Feat
3	Combat Expertise
8	Improved Feint
13	Agile Riposte
18	Improved Disarm
23	Improved Initiative

TABLE 2–52: FENCING MANOEUVRES

Check DC	Manoeuvre
20	Deadly Grace
25	Lunge
30	Perfect Counter
35	Precision Thrust

Met-Fu

Liverpool has always been at the centre of the exploration and commercial development of the Orient. From 1830 onwards, Chinese sailors were an increasingly common sight in the docks of Liverpool and its environs, and these were soon followed by imported labour and their families, and a vibrant community began. The Empire's dominance of Chinese markets made Liverpool's Chinatown the oldest in Europe. In the time since, it has absorbed the other Chinese communities in Britain, most significant being the relocation of London's Limehouse Asians when the area was redeveloped. Now the Great Metropolis boasts the largest Chinatown in the world, with many unique secrets and wonders alongside racism and poverty, and these Asian influences have added to the uniqueness of Great Metropolitan street culture. Metropolis-style kung fu, known as met-fu on the streets, stems from the cultural traditions that shaped the communities' growth. The style finds many adherents among Chinatown residents and increasingly the mercs and street gangs that operate in the industrial shadow of the Great Metropolis. The style itself combines attack and defence in a way unfamiliar to most occidentals.

Primary Ability: Wisdom.

Entry Feats: Combat Martial Arts, Defensive Martial Arts.

Weapon Restriction: Unarmed attacks.

Skill Synergy: Knowledge (mystical philosophy).

Stance: Body is held loose and turned slightly away from adversary. Arms and leading leg are held out towards enemy with rear leg providing balance. Hands are held open.

TABLE 2–53: MET-FU STANCE FEATS

Skill Ranks	Stance Feat
3	Combat Expertise
8	Combat Throw
13	Power Attack
18	Improved Combat Martial Arts
23	Unbalance Opponent

TABLE 2–54: MET-FU MANOEUVRES

Check DC	Manoeuvre
20	Dragon's Assault
25	Water Throw
30	Earth Throw
35	Phoenix Fist

Dragon's Assault

A met-fu martial artist does not allow others to dictate the flow of combat. Instead she favours rapid, devastating attacks that keep an enemy off balance and end a fight quickly, always an advantage on the streets.

DC: 20

Use: This manoeuvre is used when first entering into combat with an opponent. You can use this ability if you have moved at least 5 feet to enter a square adjacent to an opponent who you were not within 5 feet of at the start of your move. Make a fighting technique check. This is not an action.

Effect: If the check is successful, you immediately make an attack as normal, but gain a +1 bonus to the damage for every 5 feet moved in order to enter into combat with the target. If the skill check fails, you receive a –2 penalty to hit on the attack and no additional damage bonus.

Water Throw

Met-fu is a pragmatic art and most enemies are quicker and easier to beat when they are off their feet.

DC: 25

Use: Any time an opponent misses you by a margin equal to the bonus to defence you have gained from the use of Combat Expertise, you may make a fighting technique check.

Effect: If successful, you may perform a trip attack upon your attacker as an attack of opportunity. Opponents do not receive a chance to trip you if your trip attack is unsuccessful.

Earth Throw

Building upon an understanding of momentum and positioning, the martial artist is able to precisely control the movement of an opponent as she drops them so as to be in place to deliver a finishing move quickly.

DC: 30

Use: Whenever you successfully perform a trip attack, you may make a Fighting Technique skill check.

Effect: If successful, you may choose to place their opponent prone in any adjacent square to your current position.

Phoenix Fist

Once an enemy is down, the met-fu expert likes them to stay that way, and incorporates attacks against vulnerable opponents to keep them out of a fight.

DC: 35

Use: When making an attack against a prone opponent, you can make a Fighting Technique skill check.

Effect: If successful, in addition to the normal effects of the attack, the target must make a Fortitude saving throw DC 15 + your Wisdom modifier. If this saving throw fails, the target is shaken until he receives treatment in the form of a Knowledge (medicine) check DC 15 or 1 full minute of rest. This manoeuvre does not affect enemies immune to critical hits.

Queensbury Boxing

In 1867, the Marquis of Queensbury created a set of rules to formalise and civilise the art of boxing. Since that time the fighting style has grown in popularity

as a spectator sport, method of exercise and self-defence, and a practical way of making oneself understood. Governing rules of conduct, such as no blows below the belt, are scoffed at by thugs and toughs. However, Queensbury boxing should not be underestimated. An experienced and focused boxer possesses excellent awareness of combat situations, and the ability to beat opponents senseless. While the shuffling feet and raised-hand stance may seem strange, a Queensbury boxer is quick on the move and hits with devastating force. Rich and poor have a love of boxing, although a true Queensbury pugilist is most likely to be a gentleman or professional sportsman — the style is not popular among warriors and gangers due to its formalised and rigid structure.

Primary Ability: Strength.

Entry Feats: Brawl, Dodge.

Weapon Restriction: Unarmed attacks.

Skill Synergy: Balance.

Stance: Body faces opponent. Legs are close together, knees slightly bent. Fists are held at chin height with forearms facing outwards towards opponent.

Deadly Weapons

The fists of a trained pugilist are weapons in their own right.

DC: 20

Use: When fighting unarmed, you may make a Fighting Technique skill check at the beginning of the round as a free action.

Effect: If successful, you may elect to deliver your usual unarmed attack as lethal damage instead of nonlethal damage until your next initiative. As this damage is lethal, the character does not create attacks of opportunity with their unarmed attacks when this manoeuvre is used.

Combat Style

Each Fighting Technique skill represents formal training in one given combat style. A combat style is both a system of patterns of attack and defence and a philosophy of combat.

Whilst "fighting technique" indicates the skill itself, and any checks that need to be made, "combat style" refers to the individual option that has been selected with any one Fighting Technique skill the character possesses ranks in.

Counter Punch

Pugilists constantly search for weaknesses in their opponents' guards and exploit them effectively.

DC: 25

Use: When an opponent misses you with an unarmed or natural weapon attack, you may immediately attempt a fighting technique check.

Effect: If successful, you may immediately make an attack of opportunity against the opponent who missed you. This counts against your normal limit of attacks of opportunity. This ability cannot be used simultaneously with the Agile Riposte feat.

Straight Fist

The hallmark attack of Queensbury rules pugilism, the boxer uses a straight thrust from the elbow and shoulder to deliver a powerful blow.

DC: 30

Use: Once per round, against an opponent you have declared as the target of your Dodge feat, you may make a Fighting Technique skill check as part of a standard attack.

Effect: On a successful check, in addition to the normal effects of the attack, a successful strike causes +2 damage and requires the target to make a Fortitude save, DC 15 + damage dealt, or become staggered for 1d6 rounds.

Clever Fighter

Queensbury pugilists are highly skilled and know where to land their blows to cause most pain.

DC: 35

Use: You must spend a full-round action studying an opponent against whom you have declared the use of your Dodge feat. Make a fighting technique check.

Effect: If successful, your opponent's Defence is reduced by 3 against your attacks. This effect remains for as long as your Dodge feat bonus is assigned to the target, or you leave or lose your stance.

Scope-Fu

Scope-fu is a unique fighting technique in that it cannot be physically learned, due to its complexity and manoeuvres that go beyond normal martial arts limits, but is available as a downloadable program from the Etherscope. It is a great mystery as to who created the style and why they chose to distribute it. What is certain is the style is highly popular among certain Scope riders, as much for its stylistic moves and resultant street cred as well as for the practical abilities it conveys. In practical terms, Scope-fu provides solid armed and unarmed fighting techniques designed to keep the combatant alive and utilise the capabilities of automatic pistols, a popular weapon among Scope users on a field mission.

Primary Statistic: Intelligence.

Entry Feats: Advanced Upload Learning, Personal Firearms Proficiency.

Weapon Restriction: Single or twin automatic pistols (may also make off-hand unarmed attacks provided the off-hand is empty)

TABLE 2–55: QUEENSBURY BOXING STANCE FEATS

Skill Ranks	Stance Feat
3	Combat Expertise
8	Knockout Punch
13	Improved Brawl
18	Improved Feint
23	Improved Knockout Punch

TABLE 2–56: QUEENSBURY BOXING MANOEUVRES

Check DC	Manoeuvre
20	Deadly Weapons
25	Counter Punch
30	Straight Fist
35	Clever Fighter

TABLE 2–57: SCOPE-FU STANCE FEATS

Skill Ranks	Stance Feat
3	Combat Martial Arts
8	Quick Reload
13	Defensive Martial Arts
18	Double Tap
23	Shot on the Run

TABLE 2–58: SCOPE-FU MANOEUVRES

Check DC	Manoeuvre
20	Any Means Necessary
25	Moving Target
30	Up Close
35	Crippling Shot

Skill Synergy: Tumble.

Stance: Body held loose with constant repositioning of facing against opponents. Legs are kept shoulder width apart and arms are positioned away from body.

Special: This combat style cannot be used outside of the Etherscope due to the restrictions of normal gravity. Whilst you can develop ranks in the skill as normal, you can only use the stance and manoeuvres with your Scope avatar.

Any Means Necessary

Scope-fu emphasises flexibility and adaptability to the ever-changing circumstances of combat and create the ability to fight as needed. The style therefore teaches the fighter to quickly switch between attack types.

DC: 20

Use: Before making an unarmed attack, make a Fighting Technique skill check.

Effect: If successful, you are able to attack with either fist interchangeably, or even with elbows, knees, and feet. This means that you can even make unarmed strikes when both hands are full, and there is no such thing as an off-hand attack when you are attacking unarmed.

Moving Target

Utilising soft martial arts techniques and rapid and varied movement, the Scope-fu expert is never quite where an opponent expects him to be as they fire on his position.

DC: 25

Use: On any occasion where you move at least 10 feet in a round, you may make a Fighting Technique skill check as a free action.

Effect: If successful, you gain a +1 dodge bonus to Defence against ranged attacks until your next initiative.

Up Close

Guns kill and the Scope-fu fighter uses them as often as possible.

DC: 30

Use: On any occasion you make a ranged attack while threatened by another character, you may make a Fighting Technique skill check.

Effect: If successful, your attack does not provoke an attack of opportunity.

Crippling Shot

Like all firearms, the shock of a hit causes as many problems as the tissue damage it inflicts. You can maximize the shock potential of your pistol attacks by hitting vital points, enabling you to stop opponents in their tracks.

DC: 30

Use: At the start of a full-round attack, make a Fighting Technique skill check.

Effect: If unsuccessful, you make a single attack with your pistol, resolved as normal. If the skill check succeeds, you still make a single attack with your pistol. If you successfully hit your target, you deal normal damage. In addition, the target becomes fatigued until he receives treatment (in the form of a DC 15 Knowledge (medicine) check) or rests for 8 hours. Targets immune to critical hits are immune to this effect.

OCCULT SKILLS

Occult powers are an important part of the **Etherscope** world. It is speculated that many demonic or alien forces are at work within the Scope, and that the science of Etherspace explains the nature of many occult and psychic phenomena.

OCCULT SCIENCE

Ether is a strange concept that is difficult to describe without referring to concepts based on the matter/energy understanding of physics, of which ether is very much something else. However, analogies can be made to Prime Reality concepts to help explain a range of occult phenomena.

There is a thin veil of ether within the real world, which touches everything and connects everything to Etherspace. The decay of matter and energy flows through this veil, as the waste of Prime Reality escapes into Etherspace. Scientists understand that thought is like a wave within the ether veil, and as such simply thinking sends out ripples that affect others and the world around you. Scientists also know that Etherspace itself is a roaring torrent of ether, swirling and churning in great currents. This leaves many occultists to speculate that vast intelligences hidden deep inside Etherspace create these currents. Others more fanciful suggest that these entities may be the demons of legend. It is important to note, however, that this theory is still a point of debate even within the occult community, with many who remain unconvinced of this argument, claiming that the currents of the ether are so vast that they must be something other than intelligence, which forms only subtle ripples within the veil.

OCCULT POWERS

There are three different types of occult powers in the **Etherscope** world. All work differently, determined by the user's subconscious mind and how she views the world and her position within it.

Occult Scholars: Occult scholars are the most proactive in their use of the ether veil, manipulating it and forcing it to affect the world in which they live. They know something of the secrets of Lemuria, and have studied its ancient lore. They believe that the Lemurians discovered the secrets of training one's mind to control the patterns of waves they make in the ether and were thus able to affect others, both people and objects, in strange and mysterious ways. Whilst these people can perform some impressive feats, they do not fully understand the nature of their works and are reliant on the secret knowledge they learn from lost texts. The occult lore talent tree allows characters to access the Hex Lore, Imbuement, or Warding occult skills. Learning each skill requires a separate selection and use of the occult skills talent; see Chapter 1: Characters, "Savant."

Psychics: The psychics are the most passive of the different occult power users. Mostly they see their power as a gift, but one that can be readily focused with practice and application. Psychics are sensitive to fluctuations in the ether veil and unconsciously pick up on these

impressions. Many people are weak psychics, and are simply blessed with a good empathy, or luck at the roulette wheel. However, those who are blessed, or maybe cursed with a true psychic gift can consciously pick up on fluctuations in the veil and may even find themselves subject to visions or other perceptual alterations when in the presence of strong psychic impressions. Psychics are passive in their use of the occult and merely develop their sensitivity and understanding of the signals they are reading in the ether veil. The psychic sensitivity talent tree allows characters to access the Aura Reading, Psychic Awareness or Telepathy occult skills. Learning each skill requires a separate selection and use of the psychic skills talent; see Chapter 1: Characters, "Pursuer."

Spirit Mediums: Spirit mediums can be seen as both passive and active in the manner in which their powers function. They are often, however, stubborn and resistant to ideas that science may be able to explain their gifts, preferring to hold on to their ideas of a spirit world and, as a result, the least is known about the ways in which spirit medium powers function. They are thought to use a proactive technique for sensing the patterns of the veil. By deliberately sending out signals of certain types they can read back the responses these generate and hence, subconsciously, gain an understanding of the ripples in the veil. As a result, they develop powers which require allow them to seek answers to questions and divine fates and likely outcomes of events by sensing how the ripples of the veil will impact on people around them in the future. The spirit medium talent tree allows characters to access the Commune, Impressions, or Pattern Reading occult skills. Learning each skill requires a separate selection use of the spirit medium skills talent, see Chapter 1: Characters, "Broker."

OCCULT SKILL DESCRIPTIONS

Below are nine skills that detail the different occult powers of the game. These are available to brokers, pursuers, and savants through their class talent trees. Each power has three basic uses which enable you to understand and manipulate the impressions and fluctuations of the ether veil. Each skill has an entry that includes a description of its own style and themes and then the two individual skill uses available to characters with ranks in the skill. Further skill uses are made available through advanced and prestige classes that can be found in future supplements.

OCCULT LORE POWERS

The following skills are available to characters who develop their occult lore, through the use of the occult skill talent.

Hex Lore

(Intelligence)
Trained Only

Hexes have long been feared as dark magic throughout the world, with many occultists persecuted for their use. However, hexing is thought by its more scholarly users to have been used as a tool of justice in ancient Lemuria. The art of hexing has been lost to the ancient texts, sought out and destroyed during the Middle Ages. However, its use has remained, passed down through the oral traditions of the travelling peoples of Europe and the tribes of Africa. Somewhat now surrounded in superstition, occult scholars are beginning to unlock its secrets and understand how it fits into their understanding of Lemurian magic.

Curse Doll

Voodoo dolls have long been a part of folklore, coming from African tribal magic traditions. However, it is a little known secret that a similar curse doll has been a part of western gypsy magic and other European traditions. The curse doll is created from a variety of substances, but must always include something to tie it to the intended victim.

Check: Making a curse doll requires a DC 25 Hex Lore check. You must include an object that includes the target's psychic signature. Such an item can be something to which the target has a strong emotional attachment, an item he possessed for more than a month, or part of his body, such as hair or toenail clippings. After you make the doll, the target makes a Will save (DC 13 + your Intelligence modifier). If the save succeeds, you cannot make the connection between the doll and the victim, and the doll is useless — a fact of which you are aware. If the save fails, you create a connection between the doll and the victim. You can pierce it with a needle as an attack action. The target must them make another Will save at a DC equal to 10 plus half your ranks in Hex Lore plus your Intelligence modifier, or be shaken for 1 round as they experience pain or a sickly feeling (your choice). The doll is useful for a number of hours equal to the number of ranks you have in Hex Lore. You cannot affect a target in this way more than once per round, and you cannot do so more times than twice your ranks in Hex Lore in an hour.

Try Again?: Yes, but each new attempt requires a new item with the target's psychic signature.

Special: You can take 10 or 20 as normal.

Time: It takes 1 hour to make the doll.

Evil Eye

This is a simple curse sent to hex someone who has offended or deserves punishment. Its effects are mild and short lived, but it is thought a deadly threat by those ignorant of the true nature of this magic.

Check: An individual can be targeted by an evil eye curse in one of two ways. Firstly, you can simply point to a target in line of sight and utter the curse. Secondly, you may target someone whose psychic signature is on an object. For example, a discarded wedding ring could be used to place a curse on an unfaithful husband. The object must be of emotional significance to the target and not been in another's possession for more than a month. To activate the curse in either case, make a Hex Lore skill check at DC 20 to bestow the curse to a character in line of sight and DC 25 if you are using a psychic signature on an object. If

the check succeeds, the target takes a –1 penalty on all attack rolls, saving throws, and skill checks for 1 minute for every rank you have in the Hex Lore skill. The target may make a Will save (DC 11 plus your Intelligence modifier) to negate the effects of the curse. This use of Hex Lore provokes attacks of opportunity.

Try Again?: Yes.

Special: You can take 10 but cannot take 20 with this skill use.

Time: Attack action.

Imbuement

(Intelligence)
Trained Only

Many magic items are noted throughout history: the great sword Excalibur, St. George's Shield, the Philosopher's Stone, myriad holy relics, and numerous others. The practitioners of Imbuement believe that people can craft such items through the use of magic during the creation process. Whilst the powers of this skill are limited, occult craftsmen from around the world seek a greater power that, they believe, can be mastered through Imbuement. This power is thought to imprint a specific etheric signature, much like an aura signature. However, the occultist creates the signature, empowering the item to respond to and manipulate the ether veil.

Brew Healing Potion

This talent allows the character to brew a restorative healing potion.

Check: You can brew the healing potion by collecting ingredients. This requires an acquisition check and then an Imbuement check. Ingredients vary by culture and geographic location, but are usually natural substances associated with or possessing healing properties, such as copper or aloe. You may attempt to brew stronger potions, which require harder-to-find ingredients and higher DCs for the skill check. Drinking a healing potion is an attack action that provokes attacks of opportunity, and doing so restores a number of hit points to the imbiber. (Some potions instead heal ability damage.) Healing potions cannot grant a character more hit points than his maximum value.

The DCs for the acquisition and Imbuement checks, and the amount of damage the potion recovers, is shown in Table 2–60.

Try Again?: Yes, but each new attempt requires a new acquisition check as the ingredients are lost in the spoiled batch.

Special: The character can take 10 or 20 as normal. A character with 5 ranks in Engineer (pharmaceutical) receives a +2 synergy bonus to this skill check.

Time: Times are given in days in Table 2–60.

Enchant Item

This is the ability to magically enhance an item, boosting its performance and effectiveness. This power, however, is considered by many to be a dark art, as it requires the expenditure of a blood sacrifice to power the enchantment.

TABLE 2–59: OCCULT SKILLS BY CLASS

Skill	Ability Score	Broker	Pursuer	Savant	Occult Investigator	Other
Aura Reading	Wis	§	n	§	n	§
Commune	Cha	n	§	§	n	§
Hex Lore	Int	§	§	n	n	§
Imbuement	Int	§	§	n	n	§
Impressions	Cha	n	§	§	n	§
Pattern Reading	Cha	n	§	§	n	§
Psychic Awareness	Wis	§	n	§	n	§
Telepathy	Wis	§	n	§	n	§
Warding	Int	§	§	n	n	§

n Available as a class skill if the appropriate talent has been selected; otherwise unavailable.

§ Available as a cross-class skill if the appropriate talent has been selected for another class; otherwise unavailable.

TABLE 2–60: HEALING POTION DCS

Potion Type	Acquisition DC	Imbuement DC	Damage Restored	Time Taken
Minor Healing Draught	15	15	1d6 hp	1 hour
Major Healing Draught	17	20	2d6 hp	2 hours
Wound Ointment*	23	25	4d6 hp, requires 24 hours rest	4 hours
Restorative Potion	25	30	1d4 ability damage	8 hours

** This is not technically a potion, and requires a full-round action to apply to the target's wounds, rather than an attack action to drink. Any character may apply the ointment, including the target character, provided he is conscious.*

TABLE 2–61: ENCHANT ITEM DCS AND HIT POINT LOSS

Improvement	Acquisition DC	Imbuement DC	HP Loss	Time Taken
+2 enhancement bonus to nonweapon item*	17	20	1d4	1 day
+3 enhancement bonus nonweapon item*	20	25	2d4	2 days
+1 enhancement bonus to weapon**	20	25	2d6	4 days
+2 enhancement bonus to weapon**	25	30	4d6	8 days

** These bonuses are added to any skill checks involving the enchanted item. For example, a character with lock picks imbued with a + 2 bonus adds +2 on his Engineer (mechanical) skill checks when using them to bypass a lock.*

*** Weapons grant the listed bonus on attack and damage rolls.*

Check: The item in question must be a mastercraft item to begin with, as inferior works cannot hold the magical forces. You must also make an acquisition check in order to obtain the necessary material components (see Table 2–61 for Acquisition DCs). These components are consumed by the ritual process. You can then make an Imbuement check to increase the equipment bonus, or to give a weapon an enhancement bonus to hit and damage. Table 2–61 shows the required DCs and hit point loss to create the item. The wounds suffered from the blood sacrifice are never fully healed until the item is destroyed, as a result, hit point loss from creating enchanted items is permanent, and you only regain the hit points when the item is destroyed. On a failed skill check, you still lose the hit points, but the loss is not permanent.

Try Again?: Yes, but each new attempt requires a new item as the previous item has proved unmanageable.

Special: You can take a 10 or 20 as normal. A character with 5 ranks in an Engineer skill appropriate to the item being imbued receives a +2 synergy bonus on his skill check.

Time: Times are given in days in Table 2–61. It is assumed that the character is working 12 hours a day on the item. Skill checks are made at the end of the indicated time taken. Aside from short breaks to eat, drink, and the like, the character must work undisturbed. The work cannot be left partway through and resumed at a later date. If the final check is failed, the materials used in creation are consumed, although the item is not damaged.

Warding

(Intelligence)
Trained Only

The Lemurian texts contain many symbols of warding, which seem to provide some sort of protection against demonic creatures and even other humans. They can also provide people with blessings that help to protect comrades in battle. Whilst the effects are subtle and might not be noticed readily, they can mean the difference between life and death.

Lemurian Blessing

There are a range of symbols for Lemurian blessings. Whilst their effects are similar, they seem to have to be tailored to each person for them to work correctly. Such symbols are obscure runes, and learning their precise structure can take many months of study.

Check: You can scribe a Lemurian symbol to a piece of paper and hand it to a target. The act of scribing requires a skill check at DC 20 and handing over the paper provokes an attack of opportunity. If successful, the target character gains a +2 deflection bonus to Defence and a +1 resistance bonus on all saving throws. The blessing lasts for 1 minute for each rank you has in the Warding skill. Longer-lasting items can also be created using more permanent mediums such as jewellery and tattoos. These wards have duration equal to 1 day per skill rank but require a DC 30 check. Creating a more powerful ward in this manner also requires a blood sacrifice of 1 hp. The wounds suffered from the blood sacrifice are never fully healed until the item is destroyed or loses its power. As a result, hit point loss from creating a ward is permanent for the duration of the Ward, or until it is destroyed. On a failed skill check, you still lose the hit points, but the loss is not permanent.

Try Again?: Yes.

Special: You cannot take 10 on this check, but not 20.

Time: Attack action. Longer-duration symbols take 1 hour to create.

Warding Line

By drawing a line on the ground, the character can create a zone within which all are protected from demonic creatures.

Check: To use this skill, you must draw a line on the ground in some manner, usually chalk if in a typical urban

Components

The use of components or foci aids many occult powers. Some believe that these components are simply a way to trick the mind into achieving the nonstandard levels of consciousness needed to perform the ability. Foci can be used to trace a psychic signature back to the person or an event in question. Where the use of a focus is required or helpful to a power, it is considered in the description of that individual power.

Components are of more general use. Components are used up in the power use, either being burned or smashed at the climax of the power's effect. The character can effectively use any component they feel is appropriate to the skill use — for instance, burning incense at a séance or a snapping a twig of lucky heather to bestow a curse. Characters seeking an object reading from the murder weapon may hack up a piece of meat to aid the process. Whenever a component is used in this manner, the character gains a +2 competence on the skill check.

Psychic Signatures

Psychic signatures are patterns that living beings imprint on the world around them via the link between human consciousness and Etherspace. A character leaves a psychic signature on an object simply by being the last person to touch it. If they also have the item in their close possession for a length of time (say a month or more), their psychic signature becomes much more strongly imprinted on the item, making it easier to find. Likewise, the psychic signature of another longer-term possessor of an object can mask the character's own psychic signature if she were the last person to touch it.

environment, taking a move action. If using this power in the Scope, make a DC 10 Scope Use check to create the line as a free action. Once the line is drawn, you use an attack action to draw the warding symbol behind the line, and make a skill check at DC 25. If successful, the character creates a warded area of up to 60 feet in diameter bordered by the line. After this symbol is created, creatures inside the warded area gain a +2 deflection bonus to Defence and a +2 resistance bonus on saving throws to resist the effects of attacks from creatures of the outsider type (see Chapter 8: Gamesmastering). It also prevents the outsiders from physically contacting any characters within the protected zone. As long as characters behind the warding line do not attack the creature, it will recoil from contact with them, thus making natural attacks ineffective.

Try Again?: Yes.

Special: You cannot take 10 or 20 on this check.

Time: A move action to draw the border (which provokes an attack of opportunity) and an attack action to create the ward.

PSYCHIC POWERS

The following skills are available to characters who develop psychic gifts, through the use of the psychic skill talent.

Aura Reading

(Wisdom)
Trained Only

Every person leaves their own psychic signature in the ether. This impression can be left on an item that the person has carried for a length time, such as a piece of jewellery. Events can also leave their psychic signature on a person or object. Powerful events, such as a traumatic event or a heinous crime, are most likely to leave behind such an impression. Some people can view this simply by concentrating on the person involved. Others receive visions of past events by touching an object. All such abilities are believed to be related to this same ability to read the etheric signature, also known as an aura.

Object Reading

By touching an item or person that has been involved in a significant event, you find yourself slipping into a trancelike state where you receive a powerful vision of the event. With practice you can learn to summon forth the vision and focus your attentions on a certain individual, gaining great insights into past events.

Check: To summon a vision, you must clear your mind and focus your thoughts on the object or person in question. This is a full-round action that provokes attacks of opportunity. You must be holding the object or touching a willing participant if you are reading a person's aura. Then make a check based on the distance in the past that the vision is relating to. Table 2–62 shows the DCs based on the events. When deliberately summoning the vision in this manner, you focus your attentions to a particular event or period of time, such as the scene of a murder or to determine where a person was at an approximate time, such as when a crime took place.

TABLE 2–62: OBJECT READING DCS

Distance of Event in the Past	DC
Recent past (last hour or so)	15
Last day	20
Last week	25
Last month	30
Last year	35
Longer time ago (GM's discretion)	40
Traumatic event*	–5
Place reading**	+5

** Any event that has generated strong emotion, such as witnessing the death of a loved one, committing a murder, etc. GMs should use their discretion.*

*** Rather than reading a person or object, it is possible to object read a location, as approved by the GM (examples: a haunted room in a castle, the site of a series of disappearances). This use of Aura Reading is, however, more difficult due to the lack of a specific focus.*

If the check fails, you receive no vision. If successful, the GM describes the event, based on what you were focusing on. The GM can also use this power as a plot tool, simply having you slip into a vision when you touch someone or an object. In such situations, you are always assumed to have passed the skill check. Visions last for 1d4 rounds, but you can cut them short at will. The GM should reduce the vision depending upon how much of the full vision you wish to see. If you are receiving the vision during combat, the GM should stagger the information of the vision over the duration, describing a section in each of your actions, thus allowing you to exit the vision at any point. You are flat-footed whilst receiving the vision. If you are struck whilst in the vision and wish to continue, it you must make a Concentration check.

Try Again?: You can make as many attempts with the same object as you like provided that you are attempting to divine different events. If you failed and want to attempt the same reading again, you have to wait until the event has moved into the next DC band in the table. For example, should you fail to divine the vision for an event that happened within the last day, you must wait another week before attempting the check. If you failed on an event which took place within the last year, you must wait until the event is at least a year old to try again. Events that are more than a year old can be reattempted once per year.

Special: You cannot take 10 or 20 on an object reading skill check.

Time: It takes a full-round action to summon the vision, which lasts for an additional 1d4 rounds. See above for more details.

Aura Sight

This ability allows you to view a character's aura, showing their current emotional state. You see an aura of light which surrounds the character, with different colours relating to different emotional states. These colours tend to pulse and flow slowly, with faster-flowing bands of colour representing emotions at the forefront of the target character's mind, and slower-moving and larger volume colours showing their more deep-seated emotional state.

Check: You must spend a full-round action focusing on your target, who must be within 30 feet. This action provokes attacks of opportunity. You must then make an Aura Reading check at a DC equal to the target character's Will save bonus +15. If you succeed, the GM provides you with some details of the target's emotional state. As you see this

in colours, the GM is encouraged to describe the colours and their movement within the aura to describe the target character's emotional state. Table 2–63 shows the colours and their related emotional states.

As individuals leave residues of their auras on objects that have been in their possession, you can also make an aura reading on an object. Doing so tells you the previous owner's general emotional state when he last possessed the object. The DC for this use is based on how long it has been since the person in question last touched the object. DCs for this check are as found in Table 2–62: Object Reading DCs. An object holds just one signature, which is likely to be the person to whom the object last belonged, but if it has not been in a person's possession for long, it may retain its previous owner's impression. The weak signature left by a recent handling of an object is not enough to read an aura.

TABLE 2–63: AURA SIGHT EMOTIONS

Emotion	Colour
Spiritual thoughts	Purple
Confidence	Blue
Enthusiasm	Turquoise
Calm	Green
Joy	Yellow
Desire	Orange
Greed	Red
Love	Pink
Hatred	Brown
Dishonesty	Grey
Anger	Mustard (dirty yellow)
Illness	White (milky streaks)

Try Again?: Yes.

Special: The character can take 10 with this skill check, but not 20.

Time: Full-round action.

Psychic Awareness

(Wisdom)
Trained Only

Psychic Awareness is a strange mixed bag of abilities that appear to all stem from the same core psychic perception. Psychics with this skill have the ability to follow the ripples in the ether veil to discern the location of lost items and even to predict the future, in the short term at least.

Danger Awareness

Characters with psychic awareness are tuned into the harmony of the ether veil and can instantly sense disturbances, such as ambushes and attacks.

Check: You make a Psychic Awareness check at DC 25 to avoid surprise. You make this skill check even if you may not otherwise be able to make a Spot or Listen check to avoid surprise, but not if you are unconscious.

Try Again?: No.

Special: You cannot take 10 or 20 on this check. The GM may make the Psychic Awareness check in secret so that you don't know whether not sensing any danger means no danger exists or that you failed the check.

Time: Danger awareness is a reaction and thus takes no time.

Locate Possessions

This skill use allows you to locate items which were recently, or for a long time, in your possession and possess your psychic imprint. Psychics with this ability rarely lose anything.

Check: You can locate any object that still has your psychic signature. You can also locate items with your psychic imprint that other people currently possess. However, such items may have lost your signature due to the time spent in the other person's possession.

The DCs of the check depend upon how much information you wish to discern about the object's location and the strength of your signature on the object. The base DCs and modifiers are shown in Table 2–64.

Try Again?: Yes.

Special: You can take 10 or 20 on this check as usual.

Time: Locate possessions takes 1 minute.

Telepathy

(Wisdom)
Trained Only

For eons, many have feared the power to read the thoughts of others. However, genuine telepathy has mostly been replaced by illusion and made into a parlty trick by charlatans and stage conjurors for the last century. Current practitioners of this skill are rare, but have learned to keep their true talent a secret so as to avoid persecution. Some turn to the stage to make an easy living, but find that even their impressive powers are nothing without the necessary showmanship and charisma to put together an entertaining show. Others apply their mind-reading powers to more benevolent or sinister purposes and many governments are beginning to examine the espionage aspects of this occult skill.

Contact

All Telepathy skill uses require you to establish telepathic contact with a target.

Check: You must be touching your target. Make a skill check at a DC equal to the target character's base Will save bonus +15, or +5 if the target is willing. If successful, you can maintain contact for as long as you can maintain physical contact and concentration. This skill use provokes attacks of opportunity.

Try Again?: Yes.

Special: You cannot take 10 or 20 on this check.

Time: Full-round action.

Read Surface Thoughts

This skill use enables you to read the surface thoughts of the target. This skill use cannot reveal secrets that lie truly buried, but can provide a useful insight into the truth behind someone's words.

Check: No further skill check is required. When you have established telepathic contact with your target, you can begin to read the target's surface thoughts. As you question the target, his thoughts are brought to the surface. At every such opportunity, the target may make a Will save (DC 13 + your Wisdom modifier) to avoid the reading of his thoughts. The information revealed is dependent upon GM interpretation according to circumstance. The target does not "feel" your presence in his mind, but he may work out that you are reading his thoughts if you reveal too much of what you have discovered — the GM may allow the character to make Sense Motive checks, contested by your Bluff skill, to enable the target to discern your telepathic activities.

Telempathic Manipulation

This skill use is the ability of the psychic to manipulate the emotional state of another.

Check: Once you establish telepathic contact with your target, you can begin to manipulate the target's emotional state. The DC of this check varies, based on the degree of change you attempt to make to your target's emotional state. The DCs are summarised in Table 2–65. The target may make a Will save (DC 15 plus your Wisdom modifier) to avoid each attempt by you to influence his emotions. Using this power can alter a target's attitude towards you by one category up or down (see the Diplomacy skill above) and provide a +2 insight bonus on your Bluff, Diplomacy, Intimidate, or Sense Motive checks against the target.

Try Again?: No.

Special: You cannot take 10 or 20 on this check.

SPIRIT MEDIUM POWERS

The following skills are available to characters who develop spiritualist gifts, through the use of the spirit medium skill talent.

Commune

(Charisma)
Trained Only

Many believe that this skill represents the power to speak with the dead. Those who have studied the science of the ether veil still remain unsure as to its true effects, but believe it is a misinterpretation of what is more likely a mind-reading technique. However, one scientific theory that has been accepted more widely by the spirit medium community is that at the time of death a person leaves behind her psychic signature, and that this signature often attaches itself to an object or person that she loved. The science is still unclear and the spirit mediums themselves are reluctant to involve themselves in any further research.

TABLE 2–64: LOCATE POSSESSIONS DCS

Situation (and examples)	DC
Information required	
Simple general direction ("It is east of here")	15
Name of general area ("It is in Ancoats")	20
Specific address ("56 Great Ancoats Street")	25
Affects of aura on the object	
Your aura is strong (the object having been in your close possession for more than a month)	–5
Masked by another's aura (it has been in the possession of another for more than a week)	+5

TABLE 2–65: TELEMPATHIC PROJECTION DCS

Degree of Emotional Change (Examples)	DC
Exacerbate an existing emotion (making someone who is angry fly into a rage)	20
Nullify an existing moderate emotion (cause someone you have just met to stop distrusting you)	25
Nullify an existing strong emotion (cause your long-term partner to stop loving you)	30
Create a new emotion (cause someone you have just met to feel that you are his best friend)	35

Séance

With this skill use, you use the gathered psychic power of several participants to contact the spirits. Some believe that the atmosphere of the séance creates a great swirling in the ether veil that is responsible for all the effects of the séance. In a séance, the character can summon up the spirits of those close to the participants and allow a good deal of interaction.

Check: A séance is a difficult thing for the medium to maintain. You must make a skill check to begin the séance. The base DC for this check is 15, with –1 for every two additional participants in the séance, rounding down. If any participant leaves the séance, it is broken and must be restarted with another check. Following this, you can then attempt to contact spirits that are in some manner connected to the other participants. This requires another check at a DC of 20, +5 for each attempt you've made since the start of the séance; once again this DC is reduced by –1 for each 2 additional participants in the séance, rounding down. Any participant may then ask questions of the spirit; each question requires you to make a DC 25 Commune check, +2 for each question already asked to this spirit. The answer comes to the spirit medium alone, and you can then choose how to use or describe this information. Spirits can only provide information they knew in life or that relates to the character they are attached to. As soon as a check to ask a question fails, the contact with that spirit is lost and may not be regained until the next day.

Try Again?: You can attempt to start a séance once per day. As a failed question check makes you lose contact with the spirit, you cannot attempt to contact the same spirit in that particular séance.

Special: You can take 10 with any of the checks described above, but can take 20 only with the check to begin the séance.

Time: Varies. It takes a full-round action to start the séance. It also takes a full-round action to contact a spirit. Any questioning takes the time required to ask the question and interpret the answer. This power will not be typically used in occasions where timing is critical, but where it is, the GM should apply discretion (a combat round represents 6 seconds of time spent communicating).

Spirit Guidance

Spirit mediums widely use this ability. The medium simply asks a single question to the spirit world at large and receives a quick but short response.

Check: You can attempt to ask the spirit world a question by spending an excellence point and making a DC 20 Commune check. If you succeed, the spirit world offers an answer of "yes" or "no." If the answer would be more complex than this, no additional information is forthcoming, but you at least know that you have successfully contacted the spirit world and that your question is too

complex to answer. The answer to this question is accurate and truthful. The spirits have no way of examining the future, but they may have more information available upon which to make an educated guess. The GM should be careful with giving out information about the future and the players should be aware that this is not a reliable tool for such predictions.

Try Again?: Yes.

Special: You can take 10 or 20 on this check. Taking 20 costs 2 excellence points.

Time: Full-round action.

Impressions

(Charisma)
Trained Only

This ability of the spirit medium is similar to those of the psychic, and for many indicates the similarities between the powers. Many mediums can pick up on the "vibes," whether positive or negative, and so allow them to guide their actions and associations accordingly.

Inkling

This power involves the spirit medium reading the vibes about a given action. They can pick up whether such an action will be likely to be good or bad.

Check: By spending a full round concentrating on the action you wish to know about and making an Impressions skill check at a DC of 20, you can get an idea of whether the intended course of action is, overall, good or bad. If this check fails, you cannot read the vibes and do not get an answer. If the check is successful, the vibes are described as "good," "bad," "neither good nor bad," or "both good and bad." The answer is accurate and truthful.

Try Again?: No.

Special: You can take 10 but not 20.

Time: Full-round action.

Unravel the Web

The spirit medium moves in a world fraught with danger and intrigue. She often attracts many enemies, whether they be foes whose secrets she uncovers or those of strong religious conviction who despise he ways and claim that she has truck with the devil. As a result, she becomes aware of any plots that are being hatched against her or those close to her when she comes into contact with them.

Check: When you come into contact with another character who is or has been plotting against you or someone the GM considers close to you, such as another PC in the party, the GM can make an Impressions check for you. Plotting refers to characters who have made a contested influence check (see "Thwart Enemy" in the Using Influences section, later in this chapter) against the character or their close friends. GMs may apply other interpretations of plotting as feels appropriate. The DC for the check is 25 for plots against you and 30 for plots against a close friend. If successful, the GM informs you that you sense a character is plotting against you.

Try Again?: No.

Special: You cannot take 10 or 20 with this check as the GM makes the roll in secret.

Time: Unravel the web is a reaction, and so takes no time.

Pattern Reading

(Charisma)
Trained Only

Pattern reading is the ability of the spirit medium to read fates and secrets in tea leaves, palms, tarot cards, and other mystical forms of deciphering hidden messages in seemingly random patterns. These methods all have an active component for the spirit medium as they seek answers by reading reflections of the ether veil in the patterns of nature.

Discern Personality

By reading the patterns of something acted upon or part of an individual, you may discern the target's true nature.

Check: You can spend time to learn in-depth detail about your target's personality traits — their values and allegiances. You must have the ability to read a random pattern that is associated in some manner to the target, such as their palm or a tarot reading done for the target. Secondary readings, such as tea leaves or tarot cards, require a ritualistic action on the behalf of the participant. As such, you can only perform this activity on a willing participant, although the GM may allow you a Bluff check to dupe someone into participating. The DC to make the Patten Reading check is equal to 15 plus the target's character level. If successful, the GM reveals the target's allegiances and any other deep-seated personality traits, such as a phobia, strong misogyny, or racism.

Try Again?: Yes, but if making a reading from an object that has been acted upon, such as tea leaves or tarot cards, the target must act upon the object again to make the new check.

Special: You can take 10 or 20 on this check as usual.

Time: This skill use takes 1 minute.

TABLE 2–66: FUTURE PREDICTION DCS

Distance of Event in the Future	DC
Within the next day	20
Within the next week	25
Within the next month	30
Within the next year	35
Longer time hence (GM's discretion)	40
Traumatic events only	–5
Focusing on a specific aspect of target's life	–5

Predict the Future

This is the ability to read the potential futures of a person for whom you are making a reading. Whilst many do not find this reading to be entirely accurate, it does appear to have a statistically significant probability of being true, particularly over shorter time periods.

Check: You make a skill check to discern the future of a target character by reading patterns. You must have the ability to read a random pattern that is associated in some manner to the target. This could be reading their palm, or examining tea leaves from a drink they have just finished. Secondary readings, such as tea leaves or tarot cards require a ritualistic action on the behalf of the participant. As such, you can only perform this activity on a willing participant, although the GM may allow you a Bluff check to dupe someone into participating. Choose the timeframe in which you wish to predict. The DCs for the skill check are dependent upon the period of time in which you are attempting to predict, and can be found in Table 2–66.

If you wish only to look for traumatic events, such as serious injury or the death of a loved one, the DC is lowered by 5. You may also attempt to focus on a specific aspect of the target's life, such as professional or romantic; doing so also reduces the DC by 5. The GM must provide some information about the most likely future for the target character. If you are focusing on traumatic events or on a specific aspect of the character's life, only information relating to that associated focus is supplied. It is important to note, however, that the future is not set in stone and characters can change fates to prove a reading wrong. You are only supplied with a most likely conclusion, provided that you and your companions take no further action. The predictions are truthful and accurate.

Try Again?: Yes, but if a reading is taken from an object that has been acted upon, such as tea leaves or tarot cards, the target must act upon the object again before you can make the new check.

Special: You can take 10 or 20 on this check.

Time: Predicting the future takes 1 minute.

FEATS

Your character's feats are special traits that can either improve an existing capability or provide you with new options. Feats do not have ranks, and generally do not change as a character increases in level.

Feat Description Format

The feats described below follow this layout:

Feat Name: The name of the feat.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite. A character can gain a feat at the same level at which he or she gains all the prerequisites. A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

Academic

Your academic studies in your chosen areas of expertise have left you well-informed.

Benefit: Choose two skills from Knowledge (art), Knowledge (history), Knowledge (medicine), Knowledge (mystical philosophy), Knowledge (natural philosophy), and Research. You get a +2 bonus on checks with the chosen skills.

Acrobatic

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

Advanced Combat Martial Arts

You are a master at unarmed combat, steeped in the lore of the mystical philosophies from which you draw your training.

Prerequisites: Knowledge (mystical philosophy) 11 ranks, Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When you score a critical hit on an opponent with an unarmed strike, you deal triple damage.

Normal: An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency

You can use firearms set on autofire.

Prerequisite: Personal Firearms Proficiency.

Benefit: You can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

You are a master at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your offhand weapon, albeit at a –10 penalty. This feat also allows you to use a melee weapon in one hand and a ranged weapon in the other.

Advanced Upload Learning

You are especially capable when it comes to upload learning and can increase your skills to greater heights than normal.

Prerequisites: Intelligence 13, Improved Upload Learning.

Benefit: You can increase any uploaded skill to a number of ranks equal to the maximum number of ranks for your class skills, whether the skill is a class skill or not. See "Uploads and Skill Ranks" section in Chapter 6: The Scope, for more information on upload learning.

Normal: A character cannot upload more skill ranks in a single skill than his maximum ranks in a cross-class skill. For example, a 2nd-level character can upload a maximum of 2 ranks in any given skill.

Agile Riposte

You have learned to strike when your opponent is most vulnerable — at the instant your opponent strikes you.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent you have designated as your Dodge target (see the Dodge feat) makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity against that opponent. Resolve and apply the effects from both

attacks simultaneously. Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than you are normally allowed in a round.

Alertness

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Animal Affinity

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

Archaic Weapons Proficiency

Choose a specific geographical region (for example, Europe, China, or Japan). You are proficient with the group of archaic weapons from this region.

Prerequisites: Knowledge (history) 4 ranks.

Benefit: You do not take a nonproficiency penalty on attack rolls when wielding any archaic weapon from your chosen region group. Lists of weapons by region are described in Chapter 3: Equipment, Table 3–13: Melee Weapons. This feat does not provide you with the ability to use bows; the Archery Proficiency feat provides this.

Normal: A character without this feat takes the –4 nonproficient penalty when making attacks with archaic weapons.

Archery Proficiency

You have been trained in archery and are proficient in the use of bows.

Benefit: You take no penalty on attack rolls when wielding a bow.

Normal: A character without this feat takes the –4 nonproficiency penalty when making attacks with bows.

Armour Proficiency (archaic)

You are proficient with archaic armour.

Prerequisites: Knowledge (history) 4 ranks, Armour Proficiency (light).

Benefit: When you wear a type of armour with which you are proficient, you get to add the armour's entire equipment bonus to your Defence.

Normal: A character who wears armour with which he is not proficient adds only the armour's nonproficient equipment bonus to his Defence.

Armour Proficiency (light)

You are proficient with light armour.

Benefit: When you wear a type of armour with which you are proficient, you get to add the armour's entire equipment bonus to your Defence.

Normal: A character who wears armour with which he is not proficient adds only the armour's nonproficient equipment bonus to his Defence.

Armour Proficiency (powered)

You are proficient with powered armour.

Prerequisites: Pilot (military) 10 ranks, Armour Proficiency (light), Armour Proficiency (tactical).

Benefit: Powered armours are large man-shaped machines between seven and nine feet tall. A character with this feat is comfortable in the use of powered armour and does not need to make Pilot (military) checks to use powered armour.

Normal: A suit of powered armour is a military vehicle, and so the wearer must make Pilot (military) checks to control the armour in difficult conditions. He also takes a –4 skill penalty as a result of being nonproficient with the class of vehicle. Please note due to its unique system of operation and hybrid nature, you cannot select powered armour as a class of vehicle with the Military Vehicle Operation feat; you must take the Armour Proficiency (powered) feat instead.

Armour Proficiency (tactical)

You are proficient with tactical armour.

Prerequisites: Armour Proficiency (light).

Benefit: When you wear a type of armour with which you are proficient, you get to add the armour's entire equipment bonus to your Defence.

Normal: A character who wears armour with which he is not proficient adds only the armour's nonproficient equipment bonus to his Defence.

Athletic

You have a knack for athletic endeavours.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Attentive

You are acutely observant.

Benefit: You a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

Blind-Fight

You know how to fight in melee in situations where you cannot see your foes.

Benefit: In melee combat, every time you miss because of concealment, you can reroll the miss chance roll one time to see if you actually hit. You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

TABLE 2–67: FEATS SUMMARY

Feat	Prerequisites	Benefit
Academic	–	+2 on two Knowledge skills or Research checks from feat list
Acrobatic	–	+2 on Jump and Tumble checks
Alertness	–	+2 on Listen and Spot checks
Animal Affinity	–	+2 on Handle Animal and Ride checks
Archaic Weapons Proficiency	Knowledge (history) 4 ranks	No –4 penalty with selected group of archaic weapons
Archery Proficiency	–	No –4 penalty with bows
Armour Proficiency (light)	–	Proficient with light armours
Armour Proficiency (archaic)	Knowledge (history) 4 ranks, Armour Proficiency (light)	Proficient with archaic armours
Armour Proficiency (tactical)	Armour Proficiency (light)	Proficient with tactical armours
Armour Proficiency (powered)	Pilot (military) 10 ranks, Armour Proficiency (light), Armour Proficiency (tactical)	Proficient with powered armours
Athletic	–	+2 on Climb and Swim checks
Attentive	–	+2 on Investigate and Sense Motive checks
Blind Fight	–	Reroll miss chance on attacks due to concealment
Brawl	–	Unarmed strikes deal 1d6 + Str damage and gain +1 on attack rolls
Improved Brawl	Base attack bonus +3, Brawl	Unarmed strikes deal 1d8 + Str damage and gain +2 on attack rolls
Knockout Punch	Base attack bonus +3, Brawl	First attack against flat-footed opponent is an automatic critical if successful
Improved Knockout Punch	Base attack bonus +6, Brawl, Knockout Punch	Knockout Punch attack critical multiplier x3
Streetfighting	Base attack bonus +2, Brawl	+1d4 damage with unarmed or light weapon, once per round
Improved Feint	Int 13, Brawl, Streetfighting	Make a Bluff check in combat as a move action
Bureaucrat	–	+2 on two Knowledge skill checks from feat list
Civilian Vehicle Operation	Pilot (civilian) 4 ranks	No –4 penalty with chosen class of vehicle
Combat Expertise	Int 13+	Up to +5 to Defence for equal penalty on attack rolls
Improved Disarm	Int 13, Combat Expertise	+4 bonus on bind checks when attempting to disarm
Improved Trip	Int 13, Combat Expertise	Trip doesn't provoke attack of opportunity, free attack if trip successful
Combat Martial Arts	Base attack bonus +1, Knowledge (mystical philosophy) 5 ranks	Unarmed strike 1d4, counts as armed
Improved Combat Martial Arts	Knowledge (mystical philosophy.) 8 ranks , Base attack bonus +4, Combat Martial Arts	Unarmed strike critical threat range 19–20
Advanced Combat Martial Arts	Knowledge (mystical philosophy) 11 ranks, base attack bonus +8, Combat Martial Arts, Improved Combat Martial Arts	Unarmed strike critical multiplier x3
Combat Reflexes	–	Additional attacks of opportunity
Creative	–	+2 to two Creative Art or Perform skills
Deceptive	–	+2 to Bluff and Disguise
Defensive Martial Arts	Knowledge (mystical philosophy) 4 ranks	+1 Defence against melee attacks
Combat Throw	Knowledge (mystical philosophy) 4 ranks, Defensive Martial Arts	+2 on opposed Str and Dex checks on trip or grapples
Improved Combat Throw	Base attack bonus +3, Knowledge (mystical philosophy) 6 ranks, Defensive Martial Arts, Combat Throw	If an opponent misses a melee attack, you can immediately make a trip attack against that opponent
Elusive Target	Knowledge (mystical philosophy) 5 ranks, Defensive Martial Arts	Opponents take an additional –4 penalty to hit you in melee
Unbalance Opponent	Knowledge (mystical philosophy) 9 ranks, Base attack bonus +6, Defensive Martial Arts	Opponent receives no Str bonus on attack rolls, only damage rolls
Dodge	Dex 13	+1 Defence against one opponent
Agile Riposte	Dex 13, Dodge	Free attack of opportunity when melee opponent misses
Mobility	Dex 13, Dodge	+4 to Defence against attacks of opportunity when moving
Spring Attack	Dex 13, base attack bonus +4, Dodge, Mobility	Can move both before and after attack with a melee weapon, no attack of opportunity for target of attack
Whirlwind Attack	Dex 13, Int 13, base attack bonus +4 Dodge, Mobility, Spring Attack, Combat Expertise	Give up your regular attacks to make one melee attack at your highest base attack bonus against each adjacent opponent
Endurance	–	+4 bonus on a number of endurance-related checks.

CONTINUED

TABLE 2–67: FEATS SUMMARY

Feat	Prerequisites	Benefit
Exotic Archaic Weapon Proficiency	Knowledge (history) 5 ranks, base attack bonus +1	No –4 to hit with chosen weapon
Exotic Weapon Proficiency	Base attack bonus +1	No –4 to hit with chosen weapon
Far Shot	–	Range increment increases by 50%
Dead Aim	Wis 13, Far Shot	Aim as a full-round action, give +2 on next ranged attack roll
Fencing Proficiency	–	No –4 to hit with fencing weapons
Focused	–	+2 on Balance and Concentration checks
Frightful Presence	Cha 15, Intimidate 9 ranks	Lower-level foes are shaken (Will save negates)
Great Fortitude	–	+2 on Fortitude save
Guide	–	+2 on Navigate and Survival checks
Field Surgery	Guide, Survival 4 ranks	Survival checks can be used in place of some Knowledge (medicine) checks
Heroic Surge	–	Bonus move or attack action
Improved Bind	–	Do not provoke an attack of opportunity when you instigate a bind
Improved Damage Threshold	–	Increase massive damage threshold by 3 points
Improved Initiative	–	+4 on initiative rolls
Improved Upload Learning	Int 13	Upload class skills to class skill maximum ranks
Advanced Upload Learning	Int 13, Improved Upload Learning	Upload any skill to class skill maximum ranks
Influential	–	+2 bonus on influence checks with chosen influence
Iron Will	–	+2 on Will saves
Lightning Reflexes	–	+2 on Reflex saves
Literate	–	You are literate in any language you know
Major Cybernaughtic App	Con 13	Buy a cybernaughtic app of cost 2 or save 2 cybernaughtic purchase points for future purchase
Master Engineer	–	+2 on two Engineer skill checks from feat list
Meticulous	–	+2 on Forgery and Search checks
Military Scientist	–	+2 on Knowledge (munitions) and Knowledge (tactics) checks
Military Vehicle Operation	Pilot (military) 4 ranks	No –4 penalty with chosen class of vehicle
Minor Cybernaughtic App	–	Buy a cybernaughtic app of cost 1.
Nimble	–	+2 on Escape Artist and Sleight of Hand checks
Personal Firearms Proficiency	–	No –4 penalty with firearms
Advanced Firearms Proficiency	Personal Firearms Proficiency	No –4 penalty on autofire
Burst Fire	Personal Firearms Proficiency, Advanced Firearms Proficiency	–4 to hit, +2 dice of damage with autofire attacks from firearms
Exotic Firearms Proficiency	Personal Firearms Proficiency, Advanced Firearms Proficiency	No –4 penalty with chosen firearm
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire can affect 5-ft.-by-20-ft. area
Persuasive	–	+2 to Diplomacy and Intimidate
Point Blank Shot	–	+1 to hit and damage with ranged weapons within 30 ft.
Double Tap	Dex 13, Point Blank Shot	–2 to hit, +1 damage dice with semiautomatic firearm
Precise Shot	Point Blank Shot	No –4 penalty for firing into melee
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, –2 to hit, –1 dice damage
Shot on the Run	Dex 13, Dodge, Mobility, Point Blank Shot	Can move both before and after attack with a ranged weapon
Power Attack	Str 13	Up to base attack bonus to damage for equal penalty to hit
Cleave	Str 13, Power Attack	Extra attack after target has been disabled
Great Cleave	Str 13, base attack bonus +4, Power Attack, Cleave	Can Cleave unlimited times per round
Improved Bull Rush	Str 13, Power Attack	Bull rush doesn't provoke an attack of opportunity
Sunder	Str 13, Power Attack	+4 on bind checks when attempting to break a weapon, double damage to weapons
Quick Draw	–	Draw weapon as a free action
Quick Reload	Base attack bonus +1	Reload firearm as a free action

CONTINUED

TABLE 2–67: FEATS SUMMARY

Feat	Prerequisites	Benefit
Run	–	Run at x5 speed
Scope Raider	–	+2 on Scope Awareness and Scope Use (immersed) checks
Simple Weapons Proficiency	–	No –4 to hit with simple weapons
Spirited	–	+2 on Resolve and Scope Resilience checks
Stealthy	–	+2 on Hide and Move Silently checks
Surgery	Knowledge (medicine) 4 ranks	No –4 penalty on surgery checks
Tinkerer	–	+2 on Engineer (mechanical) and Scope Use (remote) checks
Toughness	–	+1 hit point or Scope hit point per character level
Track	–	Use Survival skill to track
Two-Weapon Fighting	Dex 13	Reduce two-weapon penalties by 2 and 6
Improved Two-Weapon Fighting	Dex 13, base attack bonus +6, Two-Weapon Fighting	Second attack with off-hand weapon, at –5 penalty
Advanced Two-Weapon Fighting	Dex 13, base attack bonus +11, Two-Weapon Fighting, Improved Two-Weapon Fighting	Third attack with off-hand weapon
Off-Hand Parry	Two-Weapon Fighting	+1 or +2 to Defence when fighting with two weapons
Upload Savant	Int 15	Upload max number of skills equal to 1 + Int mod
Greater Upload Savant	Int 15, Upload Savant	Can upload total ranks up to class skill max ranks x2
Vehicle Expert	–	+2 to Pilot (civilian) and Pilot (military)
Force Stop	Pilot (any) 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Vehicle Dodge	Dex 13, Pilot (any) 6 ranks, Vehicle Expert	+1 to Defence to vehicle against chosen opponent
Versatile	Int 13	Certain non-class skills become class skills
Weapon Finesse	Base attack bonus +1	Can use Dex mod to hit instead of Str with light weapons
Windfall	–	Wealth bonus increases by +2

Brawl

You're a competent brawler and know how to use your fists better than most.

Benefit: When making an unarmed attack, you receive a +1 competence bonus on attack rolls, and you deal nonlethal damage equal to 1d6 + your Strength modifier. (A gamma or other Small character with this feat deals 1d4 + his Strength modifier.)

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Bureaucrat

Your bureaucratic knowledge and experience leaves you better informed on certain subjects.

Benefit: Choose two skills from Knowledge (civics), Knowledge (current events), Knowledge (industry), and Knowledge (linguistics). You get a +2 bonus on checks with the chosen skills.

Burst Fire

When using a firearm with an autofire setting, you can fire a short burst at a single target.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, you may fire a short burst as a single attack against a single target. You take a –4 penalty on the attack roll, but deal +2 dice of damage. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Civilian Vehicle Operation

Select a class of civilian vehicle (air, land, or sea). You are proficient at operating that class of vehicle.

Prerequisite: Pilot (civilian) 4 ranks.

Benefit: You take no penalty on Pilot checks or attack rolls made when operating a vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Pilot (civilian) checks made to operate a vehicle that falls in any of these classes, and on attacks made with vehicle weapons.

Special: You can gain this feat multiple times. Each time you take the feat, you select a different class of vehicle.

Cleave

You can follow through with a powerful melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to disable him (by knocking him down to 0 hit points), you get an immediate extra melee attack against

Brawl and Martial Arts

In **Etherscope**, Brawl and the various martial arts feats are mutually exclusive types of feat groups. When making unarmed attacks, a character who possesses both Brawl and Combat Martial Arts must decide which feat he is going to use in a combat round, although this selection can change from round to round. On any combat round the character is making unarmed attacks, offensive feats with Brawl or Combat Martial Arts as prerequisites can only be performed if the character is using the corresponding base feat.

another opponent within the area you threaten with your weapon. You can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

Combat Expertise

You are trained at using your combat skill for defence as well as offence.

Prerequisite: Intelligence 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of up to –5 on your attack roll and add the same number (up to +5) to your Defence. This number may not exceed your base attack bonus. The changes to attack rolls and Defence last until your next action. The bonus to your Defence is a dodge bonus (and as such it stacks with other dodge bonuses).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Defence.

Combat Martial Arts

You are learned in martial arts, skilled at attacking and dealing damage with unarmed strikes.

Prerequisite: Base attack bonus +1, Knowledge (mystical philosophy) 5 ranks.

Benefit: With an unarmed strike, you deal lethal or nonlethal damage (your choice) equal to 1d4 + your Strength modifier. Your unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when you attack them unarmed. You may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage with unarmed attacks. Unarmed attacks normally provoke attacks of opportunity from armed opponents, and unarmed combatants cannot normally make attacks of opportunity against armed opponents.

Combat Reflexes

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: The maximum number of attacks of opportunity you may make each round is equal to your Dexterity modifier + 1. You can still only make one attack of opportunity on a single opponent. With this feat, you may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Combat Throw

You can use an opponent's momentum against them.

Prerequisite: Knowledge (mystical philosophy) 5 ranks, Defensive Martial Arts.

Benefit: You gain a +2 bonus on opposed Strength and Dexterity checks any time you attempt trip or grapple attacks, or when you try to avoid a trip or grapple attack made against you.

Creative

You have a creative streak.

Benefit: Pick two of the following skills: Creative Art, Perform (act), Perform (dance), Perform (keyboards), Perform (oratory), Perform (percussion instruments), Perform (sing), Perform (string instruments), or Perform (wind instruments). You get a +2 bonus on all checks with those two skills.

Special: You can select this feat as many as four times. Each time, you select two new skills from the choices given above.

Dead Aim

You are capable of lining up deadly shots with ranged weapons.

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

Deceptive

You are especially good at misleading and giving false impressions,

Benefit: You get a +2 bonus on all Bluff checks and Disguise checks.

Defensive Martial Arts

You are trained in martial arts and are skilled at avoiding harm in battle.

Prerequisite: Knowledge (mystical philosophy) 4 ranks.

Benefit: You gain a +1 dodge bonus to Defence against melee attacks.

Special: A condition that makes you lose your Dexterity bonus to Defence also makes you lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Dodge

You are adept at dodging attacks.

Prerequisite: Dexterity 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defence against any subsequent attacks from that opponent. You can select a new opponent on any action.

Special: A condition that makes you lose your Dexterity bonus to Defence also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

You can make two quick shots with a firearm as a single attack.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a –2 penalty on this attack, but deal +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Elusive Target

You can use opponents as cover when engaged in melee combat.

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target you –8.

Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting you.

Endurance

You are able to endure more hardships on the trail than others.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light, archaic, or tactical armour without becoming fatigued.

Normal: A character without this feat who sleeps in archaic or tactical armour is automatically fatigued the next day.

Exotic Archaic Weapon Proficiency

Choose a single type of archaic exotic melee weapon. You are proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1, Knowledge (history) 5 ranks.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic archaic melee weapon.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers. You are proficient with all weapons within that group.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

Exotic Weapon Proficiency

Choose a single type of exotic melee weapon that is not archaic. You are proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

You can get greater distance out of a ranged weapon.

Benefit: When you use a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When you throw a weapon, its range increment is doubled.

Field Medic

You are skilled at simple medicine from your skills picked up in the wilds, despite a lack of medical training.

Prerequisites: Guide, Survival 4 ranks.

Benefit: You can make the following skill checks with the Survival skill instead of Knowledge (medicine): *revive dazed, stunned, or unconscious character (DC 20); stabilise dying character (DC 20); surgery (DC 30). See the Knowledge (medicine) skill, above, for more details.* Any equipment required to perform these skill checks under Knowledge (medicine) also applies to Survival checks.

Fencing Proficiency

You are proficient with fencing weapons.

Benefit: You make attack rolls with fencing weapons normally. The list of fencing weapons are presented in Chapter 3: Equipment, Table 3–13: Melee Weapons.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Focused

You maintain your focus even under difficult circumstances.

Benefit: You gets get a +2 bonus on all Balance checks and Concentration checks.

Force Stop

You can force another surface vehicle to come to a halt.

Prerequisites: Pilot (any) 4 ranks, Vehicle Expert.

Benefit: When you attempt a sideswipe stunt with a surface vehicle, you can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal require-

ments for attempting a sideswipe stunt, you must have sufficient movement remaining to move a number of squares equal to your turn number. After succeeding on the check to attempt the sideswipe, you make a Pilot check opposed by the other driver. If you succeed, turn the other vehicle 90 degrees across the front of yours, so that they form a T. Move them forward a distance equal to your turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If you fail the check, resolve the sideswipe normally; see the Vehicle Combat section in Chapter 4: Combat.

Frightful Presence

Your mere presence can terrify those around you.

Prerequisites: Charisma 15, Intimidate 9 ranks.

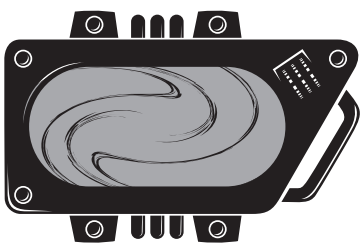
Benefit: When you use this feat, all opponents within 10 feet who have fewer levels than you must make Will saving throws (DC 10 + 1/2 your level + your Charisma modifier). An opponent who fails the save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + your Charisma modifier. You can use the feat once per round as a free action. A successful save indicates that the opponent is immune to your use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

Great Cleave

You can wield a weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.



Great Fortitude

You are tougher than normal.

Benefit: You get a +2 bonus on Fortitude saving throws.

Greater Upload Savant

You are capable of uploading and coping with a great deal of learning from the Scope at one time.

Prerequisites: Intelligence 15, Upload Savant.

Benefit: You can upload a maximum total number of ranks equal to your maximum class skill ranks multiplied by two; see Uploads and Skill Ranks in Chapter 6: The Scope for more details.

Normal: A character cannot upload more total skill ranks at any one time greater than his maximum ranks in a class skill.

Guide

You keep your wits about you in the great outdoors.

Benefit: You get a +2 bonus on all Navigate checks and Survival checks.

Heroic Surge

You can perform an additional action per round.

Benefit: You may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round.

TABLE 2–68: HEROIC SURGE USES PER DAY

Character Level	Times Per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

Improved Bind

You are skilful at attacking opponent's weapons.

Benefit: You do not provoke an attack of opportunity when instigating a bind.

Normal: Bind attempts provoke an attack of opportunity; see Chapter 4: Combat.

Improved Brawl

You deal extensive damage in a fistfight.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, you receive a +2 competence bonus on your attack roll, and you deal nonlethal damage equal to 1d8 + your Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

You know how to push opponents back.

Prerequisites: Strength 13, Power Attack.

Benefit: When you perform a bull rush, you do not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts

Through your training in mystical arts, you are highly skilled at attacking and dealing damage with unarmed strikes.

Prerequisites: Knowledge (mystical philosophy) 8 ranks, Combat Martial Arts, base attack bonus +4.

Benefit: Your threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

You excel at using an opponent's momentum against him.

Prerequisites: Combat Throw, Defensive Martial Arts, Knowledge (mystical philosophy) 6 ranks, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which you can make even if you are unarmed. Attacking unarmed

in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant you more attacks of opportunity than you are normally allowed in a round.

Improved Damage Threshold

You are harder to take down than normal.

Benefit: You increase your massive damage threshold by 3 points.

Normal: Without this feat, your massive damage threshold is equal to your Constitution score. With this feat, your massive damage threshold is equal to your Constitution score + 3.

Special: You may gain this feat multiple times. Its effects stack.

Improved Disarm

You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You gain a +4 to your bind check when attempting to disarm opponents; see Chapter 4: Combat.

Improved Feint

You are skilled at misdirecting your opponent's attention in melee combat.

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: You can make a Bluff check in combat as a move action. You receive a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Initiative

You can react more quickly than normal in a fight.

Benefit: You get a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

You are extremely skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Trip

You are trained in tripping opponents in melee combat and following through with an attack.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you try to trip an opponent. If you trip an opponent in melee combat, you immediately get to make a melee attack against that opponent as if you had not used your attack action for the trip attempt (see Chapter 4: Combat for details on normal trip attacks).

Improved Two-Weapon Fighting

You are an expert at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: You get a second attack with your offhand weapon, albeit at a –5 penalty. Also, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Improved Upload Learning

You are better than normal at uploading skills.

Prerequisite: Intelligence 13.

Benefit: When uploading skills, you can increase the ranks of any skill that is a class skill for your character to your maximum number of class skill ranks. See the Uploads and Skill Ranks section in Chapter 6: The Scope, for more information on upload learning.

Normal: A character cannot upload more skill ranks in a single skill than his maximum ranks in a cross-class skill.

Influential

Choose a single influence. You are especially influential, well-connected, and respected in that segment of society.

Benefit: You gain a +2 bonus on influence checks made with your chosen influence.

Special: You can take this feat several times, applying it to a different influence each time.

Iron Will

You have a stronger will than normal.

Benefit: You get a +2 bonus on Will saving throws.

Knockout Punch

You are skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Lightning Reflexes

You have faster than normal reflexes.

Benefit: You get a +2 bonus on Reflex saving throws.

Literate

You are literate.

Benefit: You are able to read, speak, and write in all languages you know.

Special: Whether or not a character begins the game as literate depends on

her social template. For those whose social templates do not grant them literacy, they can gain it through this feat.

Major Cybernaughtic App

Your character has a major cybernaughtic implant or attachment.

Prerequisite: Constitution 13.

Benefit: This feat enables the character to either buy a cybernaughtic app of cybernaughtic purchase point cost 2, upgrade a cybernaughtic app so that its total value increases by 2, or save 2 cybernaughtic purchase points for a future use. See Chapter 3: Equipment for more details on cybernaughtics.

Master Engineer

You are an especially capable engineer in certain fields of expertise.

Benefit: Choose any two skills from Engineer (chemical), Engineer (ethertech), Engineer (pharmaceutical), and Engineer (structural). You gain a +2 bonus on all checks with the chosen skills.

Special: You can take this feat again, applying it to the two different skills.

Meticulous

You are thorough and painstakingly complete.

Benefit: You get a +2 bonus on Forgery checks and Search checks.

Military Scientist

You are versed in military science and techniques.

Benefit: You get a +2 bonus on Munitions and Knowledge (tactics) checks.

Military Vehicle Operation

Select a class of military vehicle (air, land, or sea). You are proficient at operating that class of vehicle.

Prerequisite: Pilot (military) 4 ranks.

Benefit: You take no penalty on Pilot (military) checks or attack rolls made when operating a vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Pilot (military) checks made to operate a vehicle that falls in any of these classes, and on attacks made with vehicle weapons.

Special: You can gain this feat multiple times. Each time you take the feat, you select a different class of vehicle.

Minor Cybernaughtic App

You have a small, unintrusive cybernaughtic implant or attachment.

Benefit: This feat enables you to either buy a cybernaughtic app of cybernaughtic purchase point cost 1, upgrade a cybernaughtic app so that its total value increases by 1, or save 1 cybernaughtic purchase point for a future use. See Chapter 3: Equipment for more details on cybernaughtics.

Mobility

You are skilled at dodging past opponents and avoiding attacks they make against you.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +4 dodge bonus to Defence against attacks of opportunity provoked when you move out of a threatened square.

Special: A condition that makes you lose your Dexterity bonus to Defence also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Nimble

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Off-Hand Parry

Renaissance fencing styles often utilised two weapons as a defensive strategy. These styles commonly involved the use of the main gauche. These combat styles are not yet entirely dead, with a small number of New Reich fencing scholars mastering this style, and other groups, including a number of street gangs, adapting weapons other than the main gauche for off-hand parrying.

Prerequisite: Two-Weapon Fighting.

Benefit: You get a bonus to your Defence as if you were using a shield whilst fighting with two weapons. If the weapon is light, it provides a +1 shield bonus to Defence, whereas any other one-handed weapon provides a +2 shield bonus to Defence. You can still attack with both weapons.

Special: The main gauche, whilst a light weapon, provides a +2 bonus to Defence with this feat.

Personal Firearms Proficiency

You are proficient with all types of personal firearms.

Benefit: You can fire any personal firearm without penalty.

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms.

Persuasive

You are particularly skilled at convincing others to see things your way.

Benefit: You get a +2 bonus on all Diplomacy and Intimidate checks.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at short range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Precise Shot

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

You can draw weapons with startling quickness.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action. A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: You can draw a weapon as a move action. If you have a base attack bonus of +1 or higher, you can draw a weapon as a free action when moving.

Special: If you have the Two-Weapon Fighting feat, you can draw two weapons as quickly as other characters can draw one weapon.

Quick Reload

You can reload a firearm with exceptional speed.

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already-filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already-filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Run

You are fleet of foot.

Benefit: When running, you move a maximum of five times your normal speed instead of four times. If you are in heavy armour, you can move four times your speed rather than three times. If you make a long jump, you gain a +2 competence bonus on your Jump check.

Scope Raider

You are a skilled and experienced user of the Scope.

Benefit: You get a +2 bonus on all Scope Use (immersed) and Scope Awareness checks.

Shot on the Run

You are highly trained in skirmish ranged weapons tactics.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Simple Weapons Proficiency

You understand how to use all types of simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: A character without this feat takes a –4 nonproficient penalty when making attacks with simple weapons.

Special: All starting heroic characters (player characters) gain this feat.

Skip Shot

You can ricochet a firearm shot around cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If you have a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, you may ignore cover between you and the target. However, you receive a –2 penalty on your attack roll, and your attack deals –1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

Spirited

You are spirited and strong-minded.

Benefit: You gain a +2 bonus on all Resolve and Scope Resilience checks.

Spring Attack

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, you can move both before and after the attack, provided that the total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal). You can't use this feat if you are carrying a heavy load or wearing armour with an armour penalty of –3 or higher.

Stealthy

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

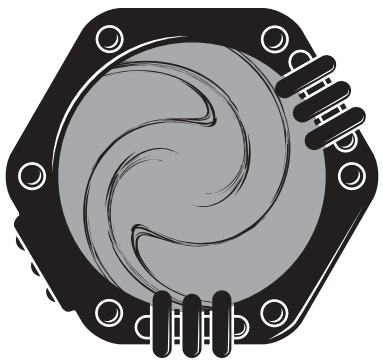
Strafe

You can use an automatic firearm to affect a wider area than normal.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, you can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by–10-foot area.



Streetfighting

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if you make a successful melee attack with an unarmed strike or a light weapon, you deal an extra 1d4 points of damage. You can decide whether to apply this extra damage after you successfully strike but before any damage is rolled.

Sunder

You are skilled at hitting an opponent's weapon, or some other object with a melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: You deal double normal damage to objects, whether they are held or carried or not. You gain a +4 bonus to bind checks when attempting to break a weapon, and you deal double damage to the weapon if the attempt succeeds.

Surgery

You are trained to perform surgical procedures to heal wounds.

Prerequisite: Knowledge (medicine) 4 ranks.

Benefit: You can use the Knowledge (medicine) skill to perform surgery without penalty. See the Knowledge (medicine) skill description.

Normal: Characters without this feat take a –4 penalty on Knowledge (medicine) checks made to perform surgery.

Tinkerer

You have a knack with machines.

Benefit: You get a +2 bonus on all Engineer (mechanical) checks and Scope Use (remote) checks.

Toughness

You are tougher than normal.

Benefit: When you choose this feat, you must select whether it is for your normal hit points ("body") or for your Scope avatar ("avatar"). You gain +1 hit point of the associated type for each character level you possess. Each time you gain a Hit Die (or Scope Hit Die, as appropriate), you gain an additional hit point.

Special: You can take this feat more than once. Its effects stack.

Track

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal decking, or indoor floors. The quarry leaves only traces, such as scuff marks.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

TABLE 2–69: TRACK DCS AND CONDITION MODIFIERS

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20
Condition	DC Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked: *	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: **	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

** For a group of mixed sizes, apply only the modifier for the largest size category represented.*

*** Apply only the largest modifier from this category.*

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. The weapons must both be melee weapons or both be ranged weapons (you can't mix the types).

Prerequisite: Dexterity 13.

Benefit: Your penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand (see Chapter 4: Combat).

Unbalance Opponent

You are skilled at keeping your opponents off balance in close combat.

Prerequisites: Knowledge (mystical philosophy) 9 ranks, Defensive Martial Arts, base attack bonus +6.

Benefit: During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength modifier to attack rolls against you. If the opponent has a Strength penalty, he still takes that penalty. The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on any action.

Upload Savant

You are capable of uploading more learning from the Scope than normal.

Prerequisite: Intelligence 15.

Benefit: You can upload a maximum number of skills equal to 1 + your Intelligence modifier. See the Uploads and Skill Ranks section in Chapter 6: The Scope, for more information on upload learning.

Normal: A character cannot upload ranks for more than two different skills at a time.

Vehicle Dodge

You are adept at dodging attacks while driving a vehicle.

Prerequisites: Dexterity 13, Pilot (any) 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during your action you designate an opposing vehicle or a single opponent. Your vehicle and everyone aboard it receive a +1 dodge bonus to Defence against attacks from that vehicle or opponent. You can select a new vehicle or opponent on any action.

Vehicle Expert

You are adept at operating vehicles.

Benefit: You get a +2 bonus on all Pilot (civilian) and Pilot (military) checks.

Versatile

You know skills outside your normal areas of expertise due to your ability to take on new ideas.

Prerequisite: Intelligence 13.

Benefit: Select two skills other than Fighting Technique, Scope Awareness, Scope Resilience, Scope Use (immersed), or an occult skill. The selected skills are always class skills for you.

Special: You can take this feat multiple times. Each time, it applies to different skills.

Weapon Finesse

You are especially skilled at using a light melee weapon in a manner that benefits as much from Dexterity as from Strength.

Prerequisites: Base attack bonus +1.

Benefit: With any light or agile weapon (see Chapter 3: Equipment) that you can use in one hand, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Whirlwind Attack

You can strike nearby opponents with an amazing, spinning melee attack.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you attack as a full-round action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each adjacent opponent.

Windfall

You have received an inheritance or otherwise gained a sizeable increase in your wealth.

Benefit: Your Wealth bonus increases by +2.

INFLUENCES

Your character's influences represent connections, standing, and respectability in specific areas of society. Through influence, you can gather and find out information from contacts and acquaintances, or persuade others to do you favours. What influences you possess are generally based on your social standing and vocation.

Influences are similar to skills. They have a number of ranks, which add to a die roll for influence checks. You spend points on them in a similar manner to skills, with each class providing a different number of influence points to spend. They have a maximum number of ranks that you can develop depending upon your character level. However, your social template determines which influences you can buy (see Social Templates in Chapter 1: Character), not your character class. Influences for you are template influences, cross-template influences, or extra influences. Your social template determines your template and cross-

TABLE 2–70: MAXIMUM INFLUENCE RANKS BY LEVEL

Character Level	Maximum Ranks by Level		
	Template Influence	Cross-Template Influence	Extra Influence
1	4	2	1
2	5	2 1/2	1 1/4
3	6	3	1 1/2
4	7	3 1/2	1 3/4
5	8	4	2
6	9	4 1/2	2 1/4
7	10	5	2 1/2
8	11	5 1/2	2 3/4
9	12	6	3
10	13	6 1/2	3 1/4
11	14	7	3 1/2
12	15	7 1/2	3 3/4
13	16	8	4

TABLE 2–71: INFLUENCE POINTS PER LEVEL

Class	1st Level Influence Points	Influence Points at Each Additional Level
Broker	16	4
Combatant	4	1
Enginaught	4	1
Pursuer	8	2
Savant	8	2
Scoundrel	12	3

template influences, and all other influences are extra influences. One influence point buys you one rank of a template influence, half a rank of a cross-template influence, or a quarter of a rank of an extra influence. The maximum ranks you can develop in any one influence at a given character level is dictated by whether the influence is template, cross-template, or extra.

Influences do not represent specific contacts or people from a character's past or present; background history and roleplaying during the game will cover these areas. Rather, influences are an abstract representation of how a character's upbringing, career and social station grant him access to different areas of society, the societal pressure he can bring to bear to get something he wants due to his class and profession, and the power, prestige, and knowledge that life experience brings him.

GAINING INFLUENCES

You begin with a number of influence points dependent on your class, and gain new influence points as you level up.

USING INFLUENCES

There are several possible uses for influences. When you make an influence check, roll a d20 and add the number of ranks your character possesses in that particular influence. Unlike skills, key ability scores do not modify influences. However, some class abilities and talents affect the outcome of influence checks.

Acquisition

When making a purchase, you can add your influence ranks to any purchase check where the GM deems the influence would enable you to have better access to the item. For instance, military influences might make acquiring weapons easier, while street influences could result in the acquisition of drugs being an easier task.

Etiquette

You can make an influence check to know the unwritten rules of particular social situations and to avoid making foolish blunders during diplomacy attempts. This check can represent a character with knowledge of high society etiquette and how to act in such company, or a streetwise character who knows how to avoid ending up in the river by not saying the wrong thing to a local crime lord. The GM sets a DC in the same manner as for a skill check; success indicates that your character has managed to navigate the social labyrinth and avoided any faux pas that might have been caused by not knowing the correct etiquette.

Gather Information

You can make an influence check to attempt to gather information. Information that can be acquired in this way is restricted to the specific influence; for example, if you wanted to find out about a street urchin who has gone to ground, you need to use the Street influence, whereas to find out the latest gossip about an aristocratic lady requires High Society.

By succeeding at an influence check (DC 10) and spending 1d4+1 hours passing out money (requiring an acquisition check at the DC listed in Table 2–73), buying drinks, or otherwise socialising, you can get a feel for the major news items pertaining to your area of influence in a neighbourhood. This result assumes that no obvious reasons exist why infor-

Influence Selection Methods

Presented below are the two main methods players can use to assign influence points to their characters.

Quick-Pick Method: The quick way is simply to choose a number of influences from the list equal to your influence points divided by four. Remember that if you are playing an alpha human character, you receive 1 more choice than other character races. Each template influence is bought with 4 ranks in it. Cross-template influences receive 2 ranks each. Extra influences picked gain you 1 rank each.

Advanced Method: The advanced method involves spending your influence points individually. You have a number of points to spend as listed under your character class. Remember that if you are playing an alpha human character, you receive 4 more influence points than other characters. Each point buys you a full rank in a template influence, half a rank in a cross-template influence, or a quarter of a rank in an extra influence. At 1st level, you cannot have more than 4 ranks in a template influence, 2 ranks in a cross-template influence, and no more than 1 rank in an extra influence, although these limits increase as your character develops.

TABLE 2–72: EXAMPLE ETIQUETTE DCS

Difficulty (DC)	Example (Influence Used)
Very easy (0)	Recognise the queen (High Society)
Easy (5)	Arrange shipment of goods (Industrial)
Average (10)	Fence stolen goods (Crime)
Tough (15)	Gain assistance of police officers in unauthorised raid (Police)
Challenging (20)	Persuade workers to stage a go-slow (Guild)
Formidable (25)	Discover contents of a government bill before it is brought before parliament (Parliament)
Heroic (30)	Discover an enemy agent's safe house (Intelligence)
Superheroic (35)	Convince Royal Society to let you speak instead of scheduled speaker without telling them what you want to present or showing them any scientific evidence (Academic)
Nearly impossible (40)	Convince the Vatican to issue a papal bull denouncing leadership of New Reich (Church)

mation would be withheld. The higher the check result, the better the information. If the situation doesn't require the expenditure of money, no acquisition check is necessary. Information ranges from general to protected, and the cost and DC increase accordingly for the type of information you seek to gather, as given in Table 2–73.

General information concerns local happenings, rumours, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that you locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information. You can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (although the process might entail buying more expensive drinks, not necessarily offering extra money). Increase the acquisition DC by 2 for each +1 circumstance bonus you want to add to your influence check.

TABLE 2–73: GATHER INFORMATION DCS

Type of Information	Influence DC	Acquisition DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

Standing

You can use an influence check to attempt to use your status to influence others. You can use this in place of a Diplomacy check to influence a GM character's opinion of you. This functions in the same manner as a normal Diplomacy check, and is subject to the normal circumstances in which Diplomacy can be used (see the Diplomacy skill, above), but the DCs are different, as indicated in Table 2–74 below. As with Diplomacy, the target character's opposed Resolve check resists this check.

Thwart Enemy

You can use an influence check to try to stop another character making use of his influences. When another character makes an influence check to achieve something and you are aware of his actions and in a position to act, you can make an opposed influence check. A success means that you thwart his attempt. This ability can be used before another character attempts an influence check, but not after, so long as you are aware that he will be making a specific influence check. This check usually can only be made using the same influence as your opponent, but in some situations it might make more sense to use another influence. For example, Sergeant Blackstock has been accepting bribes from the Bloomenthal Mafia, and he hears that a private detective is investigating his actions (using her Street influence to gather information on him). Blackstock, a man firmly in the pocket of the mafia and with little interest in actually policing the streets, has no Street influence, but could realistically make a thwart enemy attempt using either his Crime or Constabulary influence to bully people into silence.

Who's Who

Characters with ranks in an influence know the proper people with whom to be seen with and on whom to leave an impression. This influence use represents your knowledge of the big players who move in your circles. You can make an influence check at a DC equal to 35 minus the target character's ranks in the influence to identify someone based on reputation. In the Etherscope world, social status, connections, and influence are key factors in how to approach and deal with people. Making a mistake in how you approach and treat someone can not only stop you getting what you want but can make you powerful enemies and even have legal consequences.

INFLUENCES DETAIL

Listed below are the fifteen influences available. Your social template determines whether these are available to your character.

Influence Description Format

The influences described below follow this layout:

Influence Name: The name of the influence.

Description: A description of what the influence relates to.

Templates: The social templates that have template or cross-template access to the influence, and at what level.

Items/Services: A few examples of items or services that your influence bonus can be applied to acquisition checks for.

Academic

Influence amongst academic organisations such as the Royal Society (the foremost scientific society in the world), the Royal Geographic Society, or the Royal Medical College, and on an individual level amongst university lecturers, wealthy amateur scientists, inventors, and suchlike.

Templates: The academic template has access to this influence as a template influence and the adventurer template may take it as a cross-template influence.

Items/Services: Characters with Academic influence can add their influence bonus to acquisition checks to obtain

TABLE 2–74: STANDING CHECK RESULTS

Initial Attitude	New Attitude Becomes:				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Lose by 4 or less	Draw	Win by 5	Win by 10	Win by 20
Unfriendly	Lose by 10	Lose by 1	Draw	Win by 5	Win by 20
Indifferent	–	Lose by 10	Lose by 1	Draw	Win by 5
Friendly	–	–	Lose by 10	Lose by 1	Draw

such items and services as scientific equipment, rare specimens, professional research, or expert analysis.

Agricultural

Influence amongst farmers and agricultural landowners. You may own farmland or work for a land owner. High ranks of agricultural influence could indicate a powerful landowner with many tenant farmers.

Templates: The disenfranchised and landed gentry templates have access to this influence as a template influence.

Items/Services: Characters with Agricultural influence can add their influence bonus to acquisition checks to obtain such items and services as farm equipment, seed crops, farm labour, or shooting weekends.

Church

Influence amongst bishops, church wardens, vicars, priests, rabbis, or other religious representatives. This influence can also represent connections to individuals such as philanthropic donors to the church.

Templates: The professional template can choose to have access to this influence as a template influence or a cross-template influence. The tradesman template has access to this influence as a cross-template influence.

Items/Services: Characters with Church influence can add their influence bonus to acquisition checks to obtain such items and services as ceremonial paraphernalia, religious relics, exorcisms, or marriages.

Civic

Influence amongst civil servants, local government, court officials, lawyers, journalists, and suchlike. This influence also represents the medical profession and those who have influence in hospitals and other health-care services.

Templates: The tradesman template has access to this influence as a template influence. The professional template can choose to have access to this influence as a template influence or a cross-template influence. The craftsman, management, and proletariat templates have access to this influence as a cross-template influence.

Items/Services: Characters with Civic influence can add their influence bonus to acquisition checks to obtain such items and services as photographic equipment, stationery items, audits, or legal representation.

Constabulary

This influence represents power or connections in the police force, possibly as a result of your own police rank or just knowing the right people.

Templates: The constabulary template has access to this influence as a template influence. The criminal template has access to this influence as a cross-template influence.

Items/Services: Characters with Constabulary influence can add their influence bonus to acquisition checks to obtain such items and services as police vehicles, surveillance gear, search warrants, or crime scene investigation.

Crime

Connections and influence in the organised criminal underworld. This influence does not include the world of petty criminals and street gangs, as these are covered by the Street influence. The Crime influence represents organised crime rather than those living a rough life on the streets.

Templates: The criminal template has access to this influence as a template influence. The enlisted template has access to this influence as a cross-template influence.

Items/Services: Characters with crime influence can add their influence bonus to acquisition checks to obtain such items and services as illegal goods, stolen vehicles, assaults, or the fencing of goods they have stolen themselves.

Finance

Financial influences, possibly as a result of a portfolio of stocks and shares, connections with stockbrokers, or being one yourself, allow you to affect these areas of society.

Templates: The bourgeoisie, management, and idle rich templates have access to this influence as a cross-template influence.

Items/Services: Characters with Finance influence can add their influence bonus to acquisition checks to obtain such items and services as secure vaults, remote Scope points, financial consultation, or insider tips.

Guilds

Connections to or influence in the craftsman guilds. The guilds sprung up after the rebellion in the 1930s was put down. The guilds have little power, merely offering certificates of quality work and emphasising the quality of the work of their members.

Templates: The craftsman template has access to this influence as a template influence. The bourgeoisie, management, and proletariat templates have access to this influence as a cross-template influence.

Items/Services: Characters with Guilds influence can add their influence bonus to acquisition checks to obtain such items and services as tools, basic manufactured goods (tools, furniture), hallmarking, or letters of recommendation.

High Society

This represents influence in high society and the cliques of the upper classes, almost exclusively as a result of birth.

Templates: The idle rich template has access to this influence as a template influence. The adventurer and landed gentry templates have access to this influence as a cross-template influence.

Items/Services: Characters with High Society influence can add their influence bonus to acquisition checks to obtain such items and services as fashionable clothing, townhouses, domestic staff, or private rooms in a gentleman's club.

Industry

This is your influence and connections in the world of industry; you may own industries or work in them.

Templates: The bourgeoisie and management templates have access to this influence as a template influence. The

craftsman and tradesman templates have access to this influence as a cross-template influence.

Items/Services: Characters with Industry influence can add their influence bonus to acquisition checks to obtain such items and services as industrial vehicles, heavy machinery, courier delivery, or mass transit.

Intelligence

This influence is taken by the spies of the world, providing connections and influence in the world of governmental intelligence services, such as MI5, MI6, the CIA, and others. Characters with this influence are players in the Great Game (see "Espionage: The Great Game" in Chapter 5: The World of Etherscope)

Templates: The officer template has access to this influence as a cross-template influence.

Items/Services: Characters with Intelligence influence can add their influence bonus to acquisition checks to obtain such items and services as covert surveillance gear, survival gear, informants, or assassination.

Military

This influence represents military connections, possibly as a result of being a member of the armed forces yourself. Where appropriate, a character's ranks in this influence can equate to their military rank, but other characters may have ranks in this influence without being formally a member of the forces.

Templates: The enlisted and officer templates have access to this influence as a template influence.

Items/Services: Characters with Military influence can add their influence bonus to acquisition checks to obtain such items and services as military vehicles, heavy weapons, reconnaissance, or artillery support.

Occult

Connections and influence amongst the world of the occult; you might be involved in one of the many secret societies, the church of spiritualism, a collector of occult artefacts and oddities, or a journalist in an occult magazine.

Templates: The academic template has access to this influence as a cross-template influence.

Items/Services: Characters with Occult influence can add their influence bonus to acquisition checks to obtain such items and services as occult texts, occult artefacts, séances, or access to restricted documents.

Parliamentary

Political connections and influence in Parliament. You may be a Member of Parliament (Representative) or a Lord (Senator), or someone with sway over such individuals, or you may be a landowner. A few ranks in this influence may indicate that you are one of the few with the vote.

Templates: The professional template can choose to have access to this influence as a template influence or a cross-template influence. The bourgeoisie, idle rich, and landed gentry templates have access to this influence as a cross-template influence.

Items/Services: Characters with Parliamentary influence can add their influence bonus to acquisition checks to obtain such items and services as official documentation, royal warrants, favours, or bribes.

Street

This influence shows connections with street culture — the counterculture, street gangs, local area knowledge, and nonorganised forms of crime.

Templates: The disenfranchised template has access to this influence as a template influence. The constabulary, criminal, enlisted, and proletariat templates have access to this influence as a cross-template influence.

Items/Services: Characters with Street influence can add their influence bonus to acquisition checks to obtain such items and services as Scope tabs, musical equipment, political speakers or agitators, or street guides.

SPECIAL TRAITS

There are a number of special traits and abilities that characters can develop, and that creatures can bring to bear against the characters. This section describes these miscellaneous abilities and their game effects.

Blindsight and Blindsense

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such a sense could take the form of sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment irrelevant to the creature. Blindsight operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish colour or visual contrast. A creature cannot read with blindsight.
- Blinding attacks do not penalise creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Defence against attacks from creatures it cannot see.

Damage Reduction

Some creatures have the ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by occult weapons (see "Enchant Item" under the Imbuement skill found in the Occult Skills section earlier in this chapter), and certain types of weapons (such as slashing or bludgeoning). If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction. Ammunition fired from an occult projectile weapon is treated as an occult weapon for the purpose of overcoming damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Energy attacks ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work. If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colours cannot be discerned). It does not allow characters to see anything that they could not see otherwise — invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing. At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description). Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts. Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapour or gas. Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/occult (which is bypassed by weapons with occult enchantments — see "Enchant Item" under Imbuement skill found in the Occult Skills section earlier in this chapter). Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armour (including natural armour), although size, Dexterity, deflection bonuses, and armour bonuses from force armour still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (horrific stench, poison gas, and the like). Gaseous creatures can't enter water or other liquid. They are incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 circumstance bonus.

Improved Grab

If the creature hits with a melee weapon, it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defence, still threatens an area, and can use its remaining attacks against other opponents.

Each successful grapple check that the creature makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Incorporeality

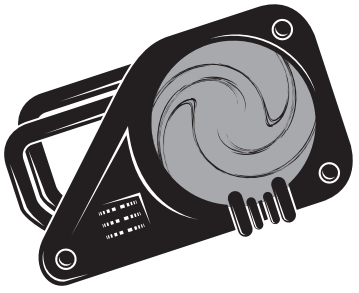
Some creatures lack physical bodies. Such creatures are insubstantial and can't be touched by mundane matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures can be harmed only by other incorporeal creatures, by occult weapons (see "Enchant Item" under the Imbuement skill found in the Occult Skills section earlier in this chapter), or by occult or other supernatural effects. They are immune to all mundane attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. Even when struck by occult powers or enchanted weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source. Incorporeal creatures are immune to critical hits.

In Etherspace, these creatures are much more vulnerable. In Etherspace, all avatar attacks are considered occult and so are only subject to the 50% miss chance.

The physical attacks of incorporeal creatures ignore armour, even in Etherspace. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures, or attempt to bind their weapons.

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see "Invisibility," below). Incorporeal creatures are inaudible unless they decide to make noise. Incorporeal creatures do not leave footprints and have no scent. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.



Invisibility

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision. Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from special attacks that do not affect creatures immune to critical hits, such as sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armour check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. However, a Listen check that beats the DC by 20 will pinpoint the invisible creature's location.

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance. If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, the GM rolls the miss chance as if it were there, doesn't let the player see the result, and tells him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour

TABLE 2–75: LISTEN CHECK DCS TO DETECT INVISIBLE CREATURES

Invisible Creature is	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment. A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.) A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Incorporeal creatures (see above) are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Low-Light Vision

Creatures with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is colour vision. Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Paralysis

Some creatures and, it is believed, some dark occult powers have the ability to paralyse their victims, immobilising them through occult means. Natural poisons and venoms can also paralyse.

A paralysed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Creatures with the regeneration power will have a listed number of points per round that they regenerate at the start of each action. Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage can't be healed. The creature's description includes the details. Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that don't deal hit point damage ignore regeneration. An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

Resistance to Energy

A creature with resistance to energy has the ability to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or occult source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt concentration. This resistance does not stack with the resistance that an occult effect might provide.

Scent

This ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odours just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily. False, powerful odours can easily mask other scents. The presence of such an odour completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

CHAPTER III: EQUIPMENT

This chapter provides detailed information on, and all the game rules relating to, equipment and gear. There are the rules for determining what you able to buy — social mobility is limited, and working class characters will find many things out of their price range. There are rules to determine how much you can actually carry about their person, details of the different cybernaughtics that you can integrate into their body, and lists of individual items for purchase.

ENCUMBRANCE

The following rules determine how much you can carry before it starts affecting your ability to move. Carrying heavy sacks full of gear might slow you down if you're not strong enough to manage it. These rules also cover the times you are likely to take and the distances you will be able to cover whilst trekking through the wilds.

CARRYING CAPACITY

Your carrying capacity depends directly on your Strength score, as shown on Table 3–1: Carrying Capacity.

Light Load

If the weight of everything you are wearing or carrying amounts to no more than your light load figure, you can move and perform any actions normally (though your speed might already be slowed by the armour you are wearing). Characters whose weight of gear falls in their medium load range are considered encumbered. An encumbered character's speed is reduced as shown in Table 3–2, if you are not already slowed to that speed for some other reason.

Medium Load

If you are encumbered by a medium load, you perform as if your Dexterity modifier were no higher than +3. In addition, you take a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armour penalty you have. If the weight of your gear falls in your heavy load range, you are considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given in Table 3–2, if you are not already slowed to that speed for some other reason.

Heavy Load

If you are heavily encumbered, you perform as if your Dexterity modifier were no higher than +1. In addition, you take a –6 encumbrance penalty on attack rolls and checks involving the

TABLE 3–1: CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

TABLE 3–2: SPEED ADJUSTMENTS DUE TO ENCUMBRANCE

Base Speed	Speed at Medium Load	Speed at Heavy Load
20 ft.	15 ft.	10 ft.
30 ft.	20 ft.	15 ft.
40 ft.	30 ft.	20 ft.
50 ft.	40 ft.	25 ft.
60 ft.	50 ft.	30 ft.

following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armour penalty that may also apply. Finally, your maximum running speed is your speed x3 instead of speed x4.

Maximum Load

The figure at the upper end of your heavy load range is your maximum load. No character can move or perform any other actions whilst carrying more than your maximum load.

Lifting and Dragging

You can lift up to your maximum load over your head. You can lift up to double your maximum load off the ground, but you can only stagger around with it. Whilst overloaded in this way, you lose any Dexterity bonus to Defence and can only move 5 feet per round (as a full-round action). You can generally push or drag along the ground up to five times your maximum load. Favourable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on Table 3–1: Carrying Capacity are for Medium bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8. Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength

For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on. For example, a creature with Strength 37 has a light load of up to 1,384 pounds (346 multiplied by 4), a medium load of 1,388–2,772 pounds (347–693 multiplied by 4), and a heavy load of 2,776–4,160 pounds (694–1,040 multiplied by 4).

MOVEMENT AND OVERLAND TRAVEL

Even with technology at its high levels, adventurers often find themselves having to face conditions that hamper their ability to travel at the normal pace for their mode of transportation. The following tables can be used to judge the effect of terrain upon characters and modifiers to their journey rates where appropriate; for example, a zeppelin is going to be unaffected by ground conditions but may have to extend its journey to go over or around a mountain range.

Hustle: You can hustle for extra movement over long times. Hustling doubles the usual movement rates for an hour of travel (see Table 3–5: Hourly and Daily Overland Movement). You can hustle for one hour without problem. Each additional hour of hustling requires you to make a Fortitude save (DC 5 plus the number of hours you have been hustling). If you fail your check, you are considered fatigued (see Chapter 4: Combat, for more details on the fatigued status). Fatigued characters can still hustle, but a second failure on the saving throw results in them becoming exhausted. Exhausted characters can continue to hustle, but the DC for the Fortitude save is doubled. Failing the save when exhausted renders you unconscious for 1d4 hours.

ACQUISITION

Every character has a Wealth bonus that reflects your buying power — a composite of any earnings, independent income, stocks, property, and savings.

OVERLAND MOVEMENT EXAMPLES:

Example 1: A party is travelling through trackless jungle. Rufus Johnson, a delta human combatant, is carrying most of the party's equipment and must hustle to keep up with the rest of the party. They can cover eight miles in a given day, provided Rufus can maintain the pace.

Rufus has Strength 15 and is carrying 180 pounds of equipment. Rufus's base speed is 30 feet. This is modified to 15 feet due to the heavy load he is carrying. The rest of the party has a base speed of 30 feet. As Rufus is hustling, his movement is doubled. The party can travel 24 miles in a day under normal conditions, but the trackless jungle multiplies this by a quarter. This leaves the party travelling 8 miles per day, or 3/4 mile per hour. After the second hour of travel, Rufus must make a DC 7 Fortitude save. This saving throw is made every further hour, with the DC increasing each hour. By the twelfth and final hour of travel in that day, Rufus's saving throw is DC 17. As a 2nd-level combatant with Constitution of 18 (+4 modifier), Rufus has a total Fortitude save modifier of +6. As such, your player feels confident that Rufus can hustle for a full day without failing too many saving throws and dropping unconscious.

Example 2: A party is travelling on foot through the sewer network underneath the Great Metropolis. They need to get from their base in the Salford borough to a rendezvous point in the neighbouring borough of Trafford. The party's savant, Joshua Drake, is carrying a medium load. The eight-mile journey should take them five hours and twenty minutes.

Joshua has a Strength of 8 and is carrying 25 pounds of gear. Due to the medium load, the party is travelling at a base speed of 20 ft. per round. This would normally mean that they could travel two miles in every hour. However, the GM rules that the paths through the sewers count as a road or trail through swampy conditions, reducing this to one and a half miles per hour (2 x 3/4). This means that the journey will take five hours and twenty minutes (8 miles divided by 1 1/2 miles per hour).

TABLE 3–3: HAMPERED MOVEMENT

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle, e.g. a hedge	x2
Poor visibility	x2
Impassable	—
Poor weather	x2–4

TABLE 3–4: HOURLY AND DAILY OVERLAND MOVEMENT

Base Speed	Distance/Hour	Distance/Day
10 ft.	1 mile	8 miles
15 ft.	1 1/2 miles	12 miles
20 ft.	2 miles	16 miles
25 ft.	2 1/2 miles	20 miles
30 ft.	3 miles	24 miles
35 ft.	3 1/2 miles	28 miles
40 ft.	4 miles	32 miles

TABLE 3–5: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Your Wealth bonus serves as the basis of the acquisition check, which is used to purchase equipment and services for you.

WEALTH BONUS

Your Wealth bonus is determined by your starting social template. A character from a working class template will have a low starting Wealth score and those from upper class backgrounds will have a vast amount of Wealth at their disposal. The social class system is an absolute of the Etherscope game setting, as it was in the Victorian era. The power is so entrenched with those who have Wealth as to become almost impossible for anyone to rise above their station in life.

Historical Information

To give a rough indication as to the levels of income that the different values reflect, a typical farmhand (a member of the disenfranchised social template) in the 1870s earned 17 shillings a week, whereas a skilled craftsman earned 35. In the same period, it cost 23-24 shillings to feed a family of four at a basic level for a week. At the same time, the upper classes were able to collect an income of a thousand pounds or more a week from rents. No one in the working, or even middle, classes owned property; this was the sole domain of the aristocracy. Whilst the best industrialists could create a nice steady income, it was little compared to that of the landed classes.

The middle classes were perhaps where the largest range of incomes was seen. The shopkeepers, managers, and constabulary were the lowest paid of this class, typically paying 10-15 shillings a week in rent (which would have been about 15-20% of their income). A typical "gentleman's" wage, earned by doctors, lawyers, and civil servants, was 1,000 pounds per annum, approximately 350 shillings a week. The Wealth bonus represents an exponential scale of spending power and has an added inflexibility built in to represent the limits of class on potential earnings.

Pounds, Shillings, and Pence

The Wealth bonus also provides us with a great way of removing the complex mathematics required to understand the strange monetary system that is pounds, shillings, and pence. This monetary system was still in place in the UK until the 1970s, and in Etherscope is still in use, and British sterling is the dominant currency of the world. A pound is made up of 20 shillings, each of which is made up of 12 pence. There are also hapennies (half pence) and farthings (quarter pence). There are other strange names for different values and coins, such as sixpence (6 pence, or half a shilling), threpenny bits (3 pence) and guineas (21 shillings). This is far too confusing a system to use, so an abstract purchase system comes in very handy.

ACQUIRING GOODS AND SERVICES

Acquisition checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his buying power. Every object and service has an acquisition DC. To purchase an object, make an acquisition check against the acquisition DC. However, the availability of certain products is restricted to specific groups, as represented by influences. It is also possible to acquire goods through dubious or criminal means. Sometimes you may legitimately be given certain equipment, such as an army unit being equipped with rifles and armour. These circumstances are represented by adding your influence ranks to your acquisition check. The acquisition system doesn't simply represent buying an item; rather it provides a unified system to represent any method you may use to get hold of the desired merchandise.

The Acquisition Check

An acquisition check is a 1d20 roll plus your Wealth bonus and, perhaps, an influence bonus (see "Influences" in Chapter 2: Traits and "Restricted Items," below, for more details). Whilst the Wealth bonus is fairly rigid, it can change with poor management of one's funds. It can increase as you gain Wealth, and decrease as you make particularly taxing purchases. If you succeed on the acquisition check, you gain the object. If you fail, you can't afford the object at the time. If your current Wealth bonus is equal to or greater than the DC, you automatically succeed. If you strain your resources to purchase an item (see Taking 20 below), your Wealth bonus drops one point. Some items are more readily available in different social subcultures. Others, like black market goods, might require special licences or contacts in the underworld to purchase. In such situations, at the GM's discretion, add your ranks in the influence to your acquisition check (round down).

Shopping and Time

Buying items not common in typical stores generally takes a number of

hours equal to the acquisition DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Acquiring common items, such as food, basic hardware supplies, and the like requires negligible time. Buying an object with a restriction rating increases the time needed to make purchases by 150%.

Taking 10 and 20

You can usually take 10 or take 20 when making an acquisition check. Taking 10 represents spending a long time to make sure you have tried all shops and found the cheapest item available. This doubles the time needed to make the purchase. Taking 20 represents also spending time to stretch your financial resources as much as possible, taking out loans, pawning items, and calling in favours. As a result, this quadruples the time taken to purchase the item. Also, there is a penalty for spending beyond your means, as done by taking 20. (Rolling a natural 20 means you've found an absolute steal and so does not affect your Wealth bonus.) Whenever you takes 20 on an acquisition check, your Wealth bonus decreases by one point. This is the primary way in which your Wealth bonus can decrease.

On-hand Objects

To account for the mundane and innocuous objects that most people have amongst their possessions — and not force every character to specifically purchase such objects in order to employ them — use the following rules. With the GM's permission, you can make an acquisition check to see if you have a mundane object on hand, as long as the object has a acquisition DC of lower than your Wealth bonus (the GM determines the acquisition DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide). The acquisition check works the same as for buying the object, except that you take a –10 penalty on the check, and you can't take 10 or take 20. Obviously, you can't make an acquisition check to see if you have a mundane object on hand during character generation or between adventures — only during play. Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, you must be in a place where the object logically would be. For example, a character at home may easily be able to find a garden or household tool… but not a v-prop pistol.

Restricted Items

Some items are difficult to get without access to certain special markets. This difficulty is represented by your influences. For example, Scope tabs are readily available on the street, but are hard to come by for the middle and upper classes. Such items are hard for such people to acquire without knowing a dealer on the streets (represented by having some ranks in the Street influence). Likewise, Scope equipment is restricted for those of privileged positions (although some are still available on the street). If an item is classed as restricted, it will list influences in which you must have at least 1/4 of a rank to be able to purchase. Restricted items always have a higher acquisition DC, and characters will always apply their influence to the check.

Requisitioning Equipment

It is possible for you to use your position in a given organisation to attempt to requisition equipment for a mission. This is particularly useful for those with the Military or Crime influences. To make this acquisition check, you do not add your Wealth bonus, but you add your ranks in the influence to your acquisition check (round down) and the GM can supply an additional bonus based on how appropriate or necessary the item is to the mission, and how much the mission itself is in the interests of the organisation. These bonuses are summarised in Table 3–6: Requisition Modifiers.

TABLE 3–6: REQUISITION MODIFIERS

Modifier Description	Check Bonus
Item is:	
Irrelevant to the mission	+0
Useful for the mission	+4
Necessary for the mission	+8
Mission is:	
Outside the interests of the organisation	+0
Associated with the interests of the organisation	+4
Following the interests of the organisation	+8
Critical to the interests of the organisation	+12

INCREASING WEALTH

It is difficult, if not impossible, to increase your Wealth bonus without serious hard work. To represent this, the only way to increase your Wealth score is through the use of the Windfall feat, which increases your Wealth bonus by 2. This usually represents a period of hard work or successful trading, and so the GM should be careful to make sure that the player has spent an appropriate amount of down time to achieve this. However, the Windfall may just be a family inheritance.

CONCEALED WEAPONS AND OBJECTS

It's assumed that, when attempting to conceal a weapon or other object, you are wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he heads out into public can usually take 10 unless he is rushed, trying to conceal it when others might see, or under other unusual constraints. The Sleight of Hand skill can be used untrained in these instances, but you must take 10.

Size and Concealment

The object's size affects the check result, as shown on Table 3–7: Concealing Weapons and Objects. The

type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If you made a roll when concealing an object, the DC of the Spot check to notice the object is the same as your Sleight of Hand check result (an opposed check, in other words). If you took 10 on your Sleight of Hand check, use the formula:

Spot DC = your Sleight of Hand skill modifier (including modifiers from Table 3–7: Concealing Weapons and Objects) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between him and you, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed is Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (etheric emission detectors offer a bonus to Search checks to find ethertech devices, for example).

Spotting Concealable Armour

Concealable armour can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table 3–7 when wearing concealable armour. Instead, anyone attempting to notice the armour must make a DC 30 Spot check.

WEAPONS AND ARMOUR

The following sections detail the weapons and armour available in **Etherscope.**

WEAPONS

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into four general groups: handguns, longarms, heavy weapons, and other ranged weapons such as crossbows. When using a ranged weapon, apply your Dexterity modifier to the attack roll. Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged weapons are described by a number of statistics, as shown on Table 3–8: Ranged Weapons.

Acquisition DC: This is the DC for an acquisition check to acquire the weapon.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (most swords, a whip). Some creatures or characters are resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire (ROF): Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

TABLE 3–7: CONCEALING WEAPONS AND OBJECTS

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium	–4
Large	–8
Huge or larger	can't conceal
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed holster	+4
Weapon can be drawn normally	–2
Weapon can be drawn as free action with Quick Draw feat	–4

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can only fire one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Weapon Size Category

Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. For Medium characters, a Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand (see the Attacking with Two Weapons rules in Chapter 4: Combat for more details). For a gamma human (Small size category), a Small weapon can be used one-handed or two-handed. A Medium weapon requires two hands. A Large weapon requires two hands and support, whilst a Huge weapon cannot be used at all. For such characters, a weapon must be Tiny to count as a light weapon.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid succession, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots. The word that follows the number indicates the magazine type: box, cell, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons that are loaded as part of the firing process (such as bows).

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cell: Energy weapons utilise a battery pack rather than any physical ammunition. As a result, they simply need a battery change when they run out of power.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be reloaded with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some v-prop weapons use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Power Loader: These magazines are common integrated weapon systems, such as with cybernaughtics or powered armour. These loading systems replace linked ammunition, and function in a similar manner. A steam-powered system replaces the assistant, meaning that the gunner can go much longer between reloads and does not require another soldier to keep the ammunition chain loaded. Power loaders require extra effort to reload, but can stock much more ammunition than a typical belt.

Size: The size category of weapon. See the Weapon Size Category sidebar.

Weight: This column gives the weapon's weight when fully loaded.

Restriction: Influences required to acquire the item. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your ranks in the influence to your acquisition check (round down).

Handguns: A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some more unusual ethertech weaponry. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls. Handguns can be broken down into four smaller groups: autoloaders, disruption guns, revolvers, and v-prop pistols.

Ranged weapons that use box magazines come with one full magazine.

Autoloaders: Also known as "automatics," these weapons feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular.

Disruption Guns: Disruption weapons are the cutting edge of military technology and have yet to become widely used even in military circles. These weapons fire a tiny ether balloon vent, similar to that used to keep zeppelins afloat (see the technology section in Chapter 6: The Scope, for more details). This bubble of ether penetrates deep into armour plating and burns up anything it touches. The ether balloon is generated by a minute vent portal which is destroyed on impact, dispersing the bubble in a flash of ether energy. An inactive disruption bullet looks like a small metal ring. A standard percussion cap round fires the ring from the gun, and the trigger mechanism also touches the battery to the ring, activating the balloon vent portal. When turned on, a small bubble of ether — like a miniature zeppelin ether balloon — is generated from the ring, and hurtles at velocity towards the target.

Grenade Launcher, Wrist-Mounted: Grenade launcher technology has been a key recipient of ethertech advancements, vastly reducing the grenade delivery system size down to something that can straps to the forearm. Such wrist-mounted weapons can be used even when using a weapon in the hand of the arm to which the grenade launcher is attached. As part of a full-round action, you can make an additional attack with the grenade launcher at your highest base attack, as if fighting with two weapons (usual penalties apply; see Chapter 4: Combat).

Revolvers: Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Reloading Firearms

Reloading a firearm with an already-filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action. Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action. Refilling a power loader requires one full round action for every belt of ammunition added.

V-Prop Pistol: V-prop weaponry uses a high calibre round, propelled by a minute vent portal at the base of the bullet. Such bullets do not explode from the weapon, but rather accelerate towards their target after leaving the barrel. This seriously reduces the recoil, allowing for much higher calibre bullets to be used in smaller weapons. Such weaponry has become the mainstay of high-tech combat troops.

Longarms: Longarms are personal firearms that require two hands to be fired without penalty. This group includes autoguns, disruption rifles, hunting and sniper rifles, shotguns and higher calibre v-prop weaponry. The basic longarm is the rifle, a category that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each

TABLE 3–8: RANGED WEAPONS

Weapon	Acquisition DC	Damage	Critical	Damage Type	Range Increment	ROF	Magazine	Size	Weight	Restriction
Handguns (require the Personal Firearms Proficiency Feat)										
Disruption Pistol, standard	27	2d6	20 x3	Energy (ether)	40	S	20 box plus cell 500	T	2 lb.	Military
Disruption Pistol, large	29	2d8	20 x3	Energy (ether)	50	S	15 box plus cell 400	S	3 lb.	Military
Grenade Launcher, wrist-mount	21	– (see Table 3–11)	20	–	50	single	4 box or power loader	T	2 lb.	Military, Street
Pistol, small	18	2d4	20	Ballistic	30	S	10 box	T	1 lb.	Crime, Constabulary, Intelligence
Pistol, standard	20	2d6	20	Ballistic	40	S	16 box	S	3 lb.	Crime, Constabulary, Intelligence, Military
Pistol, large	22	2d8	20	Ballistic	40	S	12 box	M	4 lb.	Intelligence, Military
Revolver, pepperbox	17	2d4	20	Ballistic	20	S	5 cyl.	T	1 lb.	High Society, Street
Revolver, standard	19	2d6	20	Ballistic	30	S	7 cyl.	S	2 lb.	Crime, Intelligence, Military, Street
Revolver, large	21	2d8	20	Ballistic	30	S	6 cyl.	M	3 lb.	Military
V-Prop Pistol	25	2d10	20	Ballistic	60	S	10 box plus cell 350	M	5 lb.	Military
Longarms (require the Personal Firearms Proficiency Feat)										
Autogun, standard	19	2d10	20	Ballistic	120	A	30 box	L	12 lb.	Crime, Military
Autogun, large	23	2d12	20	Ballistic	150	A	Linked or power loader	H	22 lb.	Military
Disruption Rifle, standard	31	2d10	20 x3	Energy (ether)	100	S	15 box plus cell 300	L	8 lb.	Military
Disruption Rifle, large	33	2d12	20 x3	Energy (ether)	120	S	12 box plus cell 200	L	10 lb.	Military
Grenade Launcher, rifle-mount	23	– (see Table 3–11)	20	–	90	single	10 box or power loader	–	3 lb.	Military
Rifle, standard	18	2d8	20	Ballistic	120	single	7 int	L	9 lb.	Crime, Military
Rifle, hunting	20	2d10	20	Ballistic	150	single	5 int	L	11 lb.	Agriculture, High Society
Rifle, sniper	28	2d12	20	Ballistic	240	S	20 box	H	35 lb.	Intelligence, Military
Shotgun, 12 gauge	17	2d8	20	Ballistic	40	single	varies	L	11 lb.	Agriculture, Military
Shotgun, 10 gauge	19	2d10	20	Ballistic	40	single	varies	L	11 lb.	Agriculture, Military
V-Prop Rifle, standard	27	2d10	20	Ballistic	150	S	24 box plus cell 350	L	12 lb.	Military
V-Prop Rifle, large	29	2d12	20	Ballistic	180	S	24 box plus cell 250	L	14 lb.	Military
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)										
Compound Bow (Archery)	25	1d8	20	Piercing	40	I	–	L	10 lb.	Academic, High Society
Crossbow (Simple)	27	1d10	20	Piercing	40	I	1 int	M	9 lb.	Academic
Ventgun (no feat)	22	3d6	–	Energy (fire)	–	I	200 cell	L	8 lb.	Crime, Military
Javelin (Exotic)	16	1d6	20	Piercing	30	I	–	M	4 lb.	High Society
Whip (Exotic)	14	1d2	20	Slashing	15	I	–	S	4 lb.	Agriculture, Street

shot. Heavier calibre v-prop weapons and larger versions of the disruption weapon system are also available.

All longarms are covered by the Personal Firearms Proficiency feat. Longarms are not well suited to close combat. You take a –4 penalty on the attack roll when firing at an adjacent target, and provoke an attack of opportunity as normal.

Autoguns: Autoguns are heavy rifles designed for military use and feature automatic as well as semiautomatic fire.

Grenade Launcher, Rifle-Mounted: Another advance of the grenade launcher has been to attach the launcher to a standard-issue military rifle. Such weapons are large, but are more accurate and have a larger box magazine than their wrist-mounted counterparts. When taking a full-round action, you can make an additional attack with the grenade launcher at their highest base attack bonus, as if fighting with two weapons (usual penalties apply, see Chapter 4: Combat).

Shotguns: Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack (minimum 1 damage). There are two types of shotgun: barrel-loaders and pump-action. The magazine depends upon which type you choose. Pump-action shotguns usually have internal magazines, whereas barrel-loaders are single shot, or two internal for a double-barrel gun. Pump-action shotguns add +1 to the acquisition DC. Shotguns can also have the end of the barrels sawn off. This reduces the weapon size to Medium and the weapon counts as a handgun, but reduces the range increment to 10 ft.

Other Ranged Weapons: Ranged weapons that are not firearms include such diverse objects as crossbows, javelins, and vent guns. The feat that provides proficiency with these weapons, as indicated on Table 3–8: Ranged Weapons.

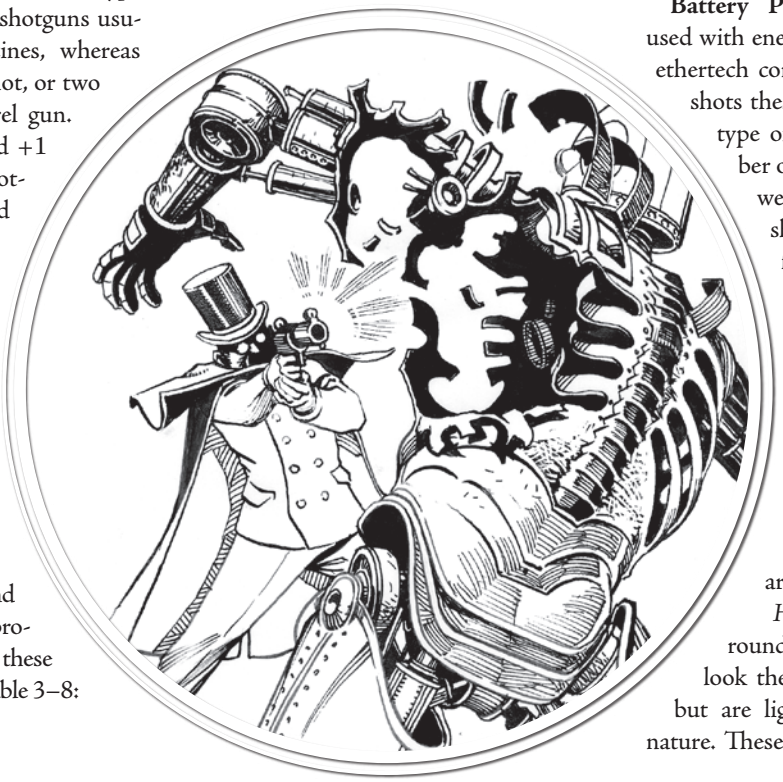
Compound Bow: Bow hunting remains a popular sport in North America, and target archery is a common pastime of the aristocracy of Europe. Your Strength modifier applies to damage rolls made when using this weapon.

Crossbow: A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Vent Gun: Vent guns were among the first ethertech weapons made. A vent gun consists of a large vent portal (see the technology section in Chapter 6: The Scope, for more details) and a high-pressure air pump. As the air hits the vent, it burns, with the momentum carrying the flames up to ten yards out from the gun. The weapon shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a DC 15 Reflex save to take half damage. Creatures with cover get a bonus on their Reflex saves. Any creature or flammable object that takes damage from a vent gun catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. A vent gun can shoot approximately 200 times before the battery is depleted.

Javelin: This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a –4 penalty on their melee attack rolls.

Whip: Whips deal a small amount of lethal damage. Although you don't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties. Because a whip can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a ranged touch attack. You do not provoke an attack of opportunity when using a whip in this way. If your trip attempt fails, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm the opponent).



Ammunition

Ammunition for firearms and other ranged weapons is covered on Table 3–9: Ammunition.

Battery Packs: Battery packs are used with energy weapons or those with ethertech components. The number of shots these allow depends upon the type of weapon used. The number of shots listed for cell reload weapons is the number of shots that weapon type can fire before you need to load a new cell.

Disruption Rounds: These rounds are disruption weaponry ammunition. The calibre of the ring determines the velocity of the shot and the damage it deals on impact.

Standard Round: These are typical bullets.

Hollow Rounds: Hollow rounds are cast etherium that look the same as ordinary bullets, but are lighter due to their hollow nature. These rounds spread on impact,

TABLE 3–9: AMMUNITION

Ammunition Type	Acquisition DC	Quantity	Restriction
Battery Packs	2	1	–
Disruption Rounds			Military
Light (2d6)	15	20	
Small (2d8)	16	20	
Standard (2d10)	17	50	
Heavy (2d12)	18	50	
Standard Rounds			Agriculture, Crime, High Society, Intelligence, Military, Street
Light (2d4)	5	20	
Small (2d6)	6	20	
Standard (2d8)	7	50	
Heavy (2d10)	8	50	
Superheavy (2d12)	9	50	
Explosive Rounds	+10	10	Military
Hollow Rounds	+3	As above	Crime, Street
V-Prop Rounds			Military
Pistol	10	20	
Rifle	12	50	
Heavy Rifle	14	50	
Shotgun Buckshot			Agriculture, Military
10-gauge buckshot	6	10	
12-gauge buckshot	5	10	
Arrow	8	12	Academic, High Society
Crossbow bolt	7	12	Academic

TABLE 3–10: AMMUNITION WEIGHTS

	Weight per Number of Rounds					
Damage	10	20	30	40	50	100
2d4	0.5 lb.	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.5 lb.
2d6	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lb.
2d8	0.5 lb.	0.5 lb.	0.5 lb.	1.0 lb.	1.0 lb.	2.0 lb.
2d10	0.5 lb.	1.0 lb.	1.0 lb.	1.5 lb.	1.5 lb.	3.0 lb.
2d12	1.0 lb.	2.0 lb.	3.0 lb.	4.0 lb.	5.0 lb.	10.0 lb.

dealing an additional die of damage, but are less effective against armoured opponents. Characters wearing non-bullet-proof armours (see "Armour," below) may apply their equipment bonus to defence when attacked by a gun firing hollow rounds.

Explosive Rounds: These rounds are similar to hollow rounds, but have an explosive chemical filling the space. On impact, the bullet explodes. Such rounds deal an additional 2d6 points of fire damage on impact, but on a natural 1 on the attack roll, the bullet detonates in the barrel causing the weapon to jam until the exploded round is cleared (a full-round action) and dealing its standard damage to the gun. The hollow nature of this round makes it equally ineffective against characters wearing armour. Those wearing non-bullet-proof armours may apply their equipment bonus to defence when attacked by a gun firing explosive rounds.

Ammunition Weight: To determine how much a loaded magazine weighs, consult Table 3–10 below, rounding the number of rounds in the magazine up. Shotgun shells are a little heavier; use the weight value for one damage step higher.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area. Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons. A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, whilst those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons are described by a number of statistics, as shown on Tables 3–11 and 3–12.

Acquisition DC: This is the DC for an acquisition check to acquire the weapon.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters are resistant or immune to some forms of damage.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. For splash weapons, all creatures within 5 feet of the weapon's impact point take splash

Detonating Explosives

All explosives must be detonated. Some, such as grenades, include built-in detonators — pulling the pin on a grenade is a free action. Others require timers or other devices to set them off. Detonators are covered in the "Weapon Accessories" section below.

Explosives and Weapon Proficiencies

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

TABLE 3–11: GRENADES AND EXPLOSIVES

Weapon	Acquisition DC	Damage	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Restriction
Grenades									
Coal Gas Bomb	4	2d6 + 1d4	Energy (fire) and slashing	10 ft.	15	10	S	2 lb.	–
Fragmentation, launcher-calibre	17	3d6	Slashing	10 ft.	15	–	T	1 lb.	Military
Fragmentation, thrown	15	4d6	Slashing	20 ft.	15	10	T	1 lb.	Military
Smoke	12	–	–	See text	–	10	S	2 lb.	Constabulary, Crime, Military
Thermite	19	6d6	Energy (fire)	5 ft.	12	10	S	2 lb.	Military
White Phosphorous	19	2d6	Energy (fire)	20 ft.	12	10	S	2 lb.	Military
Vent Burner, launcher-calibre	24	6d6	Energy (ether)	5 ft.	12	–	T	1 lb.	Military
Vent Burner, thrown	22	8d6	Energy (ether)	10 ft.	12	10	S	1 lb.	Military
Explosives									
Dynamite	10	2d6	Energy (concussion)	5 ft.	15	10	T	1 lb.	Crime, Industry
Det cord	15	2d6	Energy (concussion)	See text	12	–	M	2 lb.	Crime, Constabulary, Industry
Plastic explosive	16	4d6	Energy (concussion)	10 ft.	18	–	S	1 lb.	Crime, Industry, Military

TABLE 3–12: SPLASH WEAPONS

Weapon	Acquisition DC	Direct Hit Damage	Splash Damage	Critical	Damage Type	Range Increment	Size	Weight	Restriction
Acid, mild	3	1d6	1	20	Energy (acid)	10	T	1 lb.	Industry
Acid, battery	2	2d6	1d3	20	Energy (acid)	10	S	2 lb.	–
Molotov Cocktail	4	1d6	1	20	Energy (fire)	10	S	1 lb.	Industry
Oil Lamp	2	1d4	1	20	Energy (fire)	10	S	1 lb.	–

damage equal to the amount shown in this column.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated (see the Munitions skill).

Size: The size category of the grenade or explosive. See the Weapon Size Category rules above.

Weight: This column gives the weapon's weight.

Restriction: Influences required to acquire the item. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your ranks in this influence to your acquisition check (round down).

Grenades: There are a variety of grenades available in the **Etherscope** world and are all widely used in military operations. Unless otherwise noted, the acquisition DC given is for a box of 6 grenades.

Coal Gas Bomb: This simple makeshift grenade was first used in the British uprisings of 1937. A glass bottle is filled at pressure with coal gas, which is then capped with a special bottle top made of metal and flint. When the bomb impacts, the flint hits the metal and causes the pressurised gas to explode. The explosion deals 2d6 points of fire damage and 1d4 points of slashing damage to all within the area of effect. However, these bombs are notoriously unreliable, and fail 50% of the time. A coal gas bomb can be made by hand and counts as a simple explosive for an Engineer (chemical) skill check.

Fragmentation, Launcher-Calibre: This small explosive device must be fired from a grenade launcher. It sprays shrapnel in all directions when it explodes. The fragmentation grenade has a minimum range of 40 feet. If fired at a target closer than 40 feet away, it does not have enough time to arm and does not explode. The acquisition DC is for a magazine box for a wrist-mounted launcher (holding 4 grenades); the larger magazines for rifle-mounted launchers (holding 10 grenades) have an acquisition DC of 18.

Fragmentation, Thrown: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Smoke: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, although a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colours, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Thermite: Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

White Phosphorus: White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade takes an additional 1d6 points of fire damage in the following round and risks catching on fire (unless they make a Reflex save DC 15). In addition, a white phosphorous grenade creates a cloud

of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

Vent Burner, Launcher-Calibre: This small explosive device must be fired from a grenade launcher. On impact, a series of vent portals on the outside of the grenade activate, consuming all matter in the surrounding area and spewing out heat. After two or three seconds, the vent portals consume each other, and the grenade burns out. The acquisition DC is for a magazine box for a wrist-mounted launcher (holding 4 grenades); the larger magazines for rifle-mounted launchers (holding 10 grenades) have an acquisition DC of 25.

Vent Burner, Thrown: This grenade works in the same manner as the launcher. It is cubic in shape, with a vent portal ring on each side of the cube.

Explosives: The explosives below are found in the **Etherscope** world. They require detonating devices, as described above.

Plastic Explosive: So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Munitions check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, plastic explosive is usually acquired in 4-pound packages. The acquisition DC given represents a package of four 1-pound blocks. Plastic explosive requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using an Engineer (chemical) check to manufacture it.

Det Cord: Det cord is an explosive in a rope-like form. Technically, det cord doesn't explode — but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half. The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes. It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6. Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using an Engineer (chemical) check to manufacture it.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Munitions check (DC 10 + 1 per stick). If you succeed on the check, the damage or the burst radius of the explosion increases by 50% (your choice). Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using an Engineer (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse — a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Splash Weapons: Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The acquisition DC given in Table 3–12 reflects the typical cost of the necessary components. See the Engineer (chemical) skill for details on making improvised explosives.

Acid, Mild: You can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Acid, Battery: In the **Etherscope** world, batteries are common, and often utilise strong sulphuric acid. Battery acid bombs are a common weapon of street gangs given the ready availability of such items.

Molotov Cocktail: A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Engineer (chemical) check DC 10 or Intelligence check DC 15). The acquisition DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds, or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire (unless they make a Reflex save DC 15).

Oil Lamp: A less deliberate version of the Molotov cocktail, simple oil-burning lamps can be thrown as splash weapons, but are not very effective.

Melee Weapons

Melee weapons are used in close combat, and they are generally amongst the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); skilled fencers use some (Fencing Proficiency feat); others are archaic (requiring one of the Archaic Weapons Proficiency feats, depending upon their cultural origin) or exotic (Exotic Melee Weapon Proficiency). Your Strength modifier is added to a melee weapon's attack roll and damage roll. Some characters are experts at fighting with two weapons at a time (see the Two-Weapon Fighting feat).

Melee weapons are described by a number of statistics, as shown on Table 3–13: Melee Weapons.

TABLE 3–13: MELEE WEAPONS

Weapon	Acquisition DC	Damage	Critical	Damage Type	Range Increment	Size	Weight	Restriction
Simple Weapons (require the Simple Weapons Proficiency feat)								
Brass knuckles	5	+1	20	Bludgeoning	–	T	1 lb.	Crime, Street
Cleaver	5	1d6	19–20	Slashing	–	S	2 lb.	
Club	4	1d6	20	Bludgeoning	10	M	3 lb.	
Cricket bat *u*	6	1d6	19–20	Bludgeoning	–	M	3 lb.	
Knife	7	1d4	19–20	Piercing	10	T	1 lb.	
Pickaxe *u*	2	1d6	20/x4	Piercing	–	M	6 lb.	Agriculture, Industry
Pistol whip *g*	–	1d4	20	Bludgeoning	–	S	–	
Rifle butt *g*	–	1d6	20	Bludgeoning	–	L	–	
Sap *n*	2	1d6	20	Bludgeoning	–	S	3 lb.	Crime, Street
Sledgehammer *u*	6	1d8	20/x3	Bludgeoning	–	M	8 lb.	Agriculture, Industry
Truncheon *b*	8	1d4	19–20	Bludgeoning	–	S	2 lb.	Constabulary
Fencing Weapons (require the Fencing Proficiency feat)								
Cavalry sabre a	17	1d6	18-20	Slashing	–	M	3 lb.	Military
Epee *a*	16	1d6	18–20	Piercing	–	M	3 lb.	Academic, High Society
Foil *a*	14	1d4	18–20	Piercing	–	S	2 lb.	Academic, High Society
Machete	5	1d6	19–20	Slashing	–	S	2 lb.	–
Main gauche *b*	15	1d4	19-20	Piercing	–	S	2 lb.	Academic, High Society
Rapier	18	1d8	19–20	Piercing	–	M	4 lb.	Academic, High Society
Sword cane *a*	21	1d4	18–20	Piercing	–	S	3 lb.	High Society
European Archaic Weapons (require the Archaic Weapons Proficiency (Europe) feat)								
Battleaxe	22	1d8	20/x3	Slashing	–	M	7 lb.	Academic
Bayonet, fixed *d*	3	1d6/1d6	20	Piercing/ Bludgeoning	–	L	–	Military
Claymore *u*	19	1d10	19–20	Slashing	–	M	10 lb.	Academic
Flail *bt*	23	1d8	20	Bludgeoning	–	M	5 lb.	Academic
Glaive *r*	26	1d10	20/x3	Slashing	–	L	15 lb.	Academic
Guisarme *brt*	26	2d4	20/x3	Slashing	–	L	15 lb.	Academic
Halberd *st*	26	1d10	20/x3	Piercing / Slashing	–	L	15 lb.	Academic
Hand axe	2	1d6	20/x3	Slashing	–	S	5 lb.	Agriculture
Longsword	21	1d8	19–20	Slashing	–	M	4 lb.	Academic
Ranseur *br*	26	2d4	20/x3	Piercing	–	L	15 lb.	Academic
Smallsword	19	1d6	19–20	Slashing	–	S	3 lb.	Academic
Spear *rs*	15	1d12	20	Piercing	–	L	10 lb.	Academic
Chinese Archaic Weapons (require the Archaic Weapons Proficiency (China) feat)								
Battleaxe	22	1d8	20/x3	Slashing	–	M	5 lb.	See text
Butterfly knife, joined	24	1d6	19–20	Slashing	–	S	2 lb.	See text
Butterfly knife, separated	–	1d4	19–20	Slashing	10	T	2 lb.	See text
Butterfly sword, joined	25	1d8	19–20	Slashing	–	M	5 lb.	See text
Butterfly sword, separated	–	1d6	19–20	Slashing	–	S	5 lb.	See text
Hook sword *b*	23	1d6	19–20	Slashing	–	M	4 lb.	See text
Longsword	20	1d8	19–20	Slashing	–	M	4 lb.	See text
Sai *b*	18	1d4	19–20	Piercing/Bludgeoning	–	S	1 lb.	See text
Shuriken	18	1d2	20	Piercing	20	T	.5 lb.	See text
Three-section staff *bdt*	14	1d6/1d6	19–20	Bludgeoning	–	L	3 lb.	See text
Japanese Archaic Weapons (Require the Archaic Weapons Proficiency (Japan) feat)								
Bo staff b	8	1d4	19–20	Bludgeoning	–	S	2 lb.	See text
Kama	18	1d6	20/x4	Piercing	–	M	2 lb.	See text
Katana *u*	32	1d10	19–20	Slashing	–	M	6 lb.	See text
Naginata *r*	29	1d10	19–20	Slashing	–	L	4 lb.	See text
Nunchaku	12	1d6	20	Bludgeoning	–	S	2 lb.	See text
Sai *b*	17	1d4	19–20	Piercing/Bludgeoning	–	S	2 lb.	See text
Shuriken	18	1d2	20	Piercing	20	T	.5 lb.	See text
Tonfa	8	1d4	19–20	Bludgeoning	–	M	2 lb.	See text
Wakizashi	30	1d6	19–20	Slashing	–	S	4 lb.	See text
Exotic Weapons (each requires an individual Exotic Melee Weapon Proficiency feat)								
Chain *abdrt*	2	1d6/1d6	20	Bludgeoning	–	L	5 lb.	Industry
Steam saw	23	3d6	20	Slashing	–	L	10 lb.	Agriculture

a This weapon counts as agile and has advantages to its use (see below).
b This weapon grants its wielder a +4 bonus on bind checks.
d This weapon is a double weapon (see below).
g This attack represents using the butt of a ranged weapon as a melee attack.
n This weapon deals nonlethal damage (see below).
r This weapon has a reach of 10 feet (see below).
s This weapon can be set against a charge (see below).
t This weapon can be used to make trip attacks (see below).
u This weapon is s unwieldy and has restrictions on its use (see below).

Acquisition DC: This is the DC for an acquisition check to acquire the weapon.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters are resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do — but the maximum range for a thrown weapon is five range increments instead of ten. Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: The size category of the weapon. See the Weapon Size Category rules above.

Weight: This column gives the weapon's weight.

Restriction: Influences required to acquire the item. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your ranks in your influence to your acquisition check (round down).

Special Weapon Rules

Many weapons in Table 3–13 have special rules that affect how they can be used in combat.

Agile Weapons: Agile weapons are swifter and easier to manipulate than those of the same size category. The wielder can use these weapons with the Weapon Finesse feat even if they are not light weapons, provided that the wielder can use the weapon in one hand.

Binding Weapons: Some weapons are constricted for their ability to trap another weapon. They may have a chain-like element that can wrap around an opponent's weapon, or other elements of design that make it better able to catch and hold weapons in combat. Such weapons count as one size category larger for bind checks and as such gain a +4 bonus on such checks.

Double Weapons: Each end of a double weapon is designed for striking opponents. As such, skilled combatants can use it to make quick successive attacks. A double weapon has two damage scores listed, often of different damage types and critical threat ranges. You can fight with a double weapon as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. When wielding a double weapon in one hand, you can't use it as a double weapon — only one end of the weapon can be used in any given round.

Nonlethal Weapons: These weapons deal nonlethal damage, but can be used to deal lethal damage if the wielder takes a –4 penalty to hit.

Reach Weapons: Reach weapons can strike opponents 10 feet away, but not adjacent foes.

Set Against a Charge: If you use a ready action to set such a weapon against a charge, you deal double damage on a successful hit against a charging character. See Readying Actions in Chapter 4: Combat, for more details.

Trip Weapons: You can also use such a weapon to make trip attacks. If your trip attempt fails, you can drop the weapon to avoid being tripped. Without such a weapon, you can make unarmed trip attacks, but they may result in you being tripped. See Trip Attacks in Chapter 4: Combat, for more details.

Unwieldy Weapons: Unwieldy weapons are heavy and difficult to use efficiently without proper training. Characters not normally capable of using weapons of the size category as the listed weapon with one hand can use the weapon as a two-handed weapon as normal, taking the –4 nonproficient penalty if they do not have the feat. Characters normally capable of using this size of weapon as a one-handed weapon have additional restrictions on its use. Without the listed feat, the weapon can only be used with two hands, and with the usual –4 nonproficient penalty. With the listed Weapon Proficiency Feat, such characters can use the weapon in two hands without the nonproficient penalty. However, using the weapon in one hand incurs the nonproficient penalty. To use it one-handed without penalty requires an Exotic Melee Weapon Proficiency feat to be taken for the specific weapon.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles: These pieces of moulded metal fit over the outside of your fingers and allow you to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and the damage is considered lethal. The cost and weight given are for a single item.

Cleaver: Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants.

Club: Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Cricket Bat: The cricket bat is built for attacking a ball and can be easily adapted to attacking people. Its thin edge and weapon-like weighting make it almost like a wooden sword. The size and shape make it ideal for wielding two handed, but skilled characters can learn to use it in one hand. This weapon is unwieldy (see above).

Knife: This category of weapon includes hunting knives, switchblades, and bayonets (when not attached to rifles). Knives are agile weapons (see above).

Pickaxe: Mine and agricultural workers often use steel pickaxes in their work. With a simple sharpening of the point, these can be turned into deadly weapons. This weapon is unwieldy (see above).

Pistol Whip: Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or acqui-

sition DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt: The butt of a rifle can be used as an impromptu club.

Sap: This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Sledgehammer: As with the pickaxe, this industrial tool, used often by construction and shipyard workers, can be turned to combat use. This weapon is unwieldy (see above).

Truncheon: This small baton is used effectively by the British police forces around the world. Its advantage in close quarters at disarming and disabling opponents has made it the weapon of choice for the constabulary. Truncheons are often used to attack weapons, and it counts as a binding weapon (see above). You can use a truncheon to inflict nonlethal damage without suffering the usual -4 penalty to do so.

Fencing Weapons

In the **Etherscope** world, fencing is a strong European tradition, and one of the most popular sports of the upper classes. It is particularly common in the New Reich, where the student fraternities of its many universities are allowed to wear fencing swords. The students are even legally allowed to duel in the streets, although concerns are beginning to be raised over the deaths this occasionally leads to. Fencing weapons are usually a range of swords of varying weights and are often finely crafted blades with ornate handles.

Cavalry Sabre: The cavalry is still an important part of warfare in Etherscope, although its wielders fight from the backs of steam-powered cavalry engines, known as chargers, as opposed to more traditional horses. The sabre utilises the benefits of modern forging and advancements in sword design alongside a more traditional slashing blade which enables an easier attacking action whilst mounted. The cavalry sabre is an agile weapon.

Epee: The epee is the premier fighting weapon of the fencing masters; light and quick, and stronger than the foil, it proves a useful weapon to duellists throughout the world. The epee is classed as an agile weapon.

Foil: A lighter version of the epee often used to train young fencers in the art of swordplay. However, the use of this weapon by a dedicated master can often surprise those armed with a heavier sword. Foils are classed as agile weapons.

Machete: This somewhat crude blade is used primarily for clearing the jungle undergrowth or other noncombat uses. However, it is nicely weighted and has a keen blade that can cut through flesh a lot easier than it does thick wooden branches.

Main Gauche: The main gauche is a specialist dagger used in fencing for parrying and disarming opponents. It has a heavy hilt, which offers additional protection. This weapon is often used to attack weapons, and counts as a binding weapon (see above). Using the Off-Hand Parry feat, the main gauche grants you a +2 bonus to Defence, rather than the +1 bonus a light weapon normally offers.

Rapier: This is the heaviest and most primitive of the fencing swords. It is a thick medieval sword developed for thrusting attacks, rather than the slashing attacks of the longsword.

Sword Cane: This is a lightweight, concealed sword, similar to a foil, that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is only noticed with a Spot check (DC 18). Note, however that it is the blade within that is concealed, not the walking stick or umbrella itself. Sword canes are classed as an agile weapon.

European Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Battle Axe: This weapon is a basic axe designed for personal combat.

Bayonet (Fixed): The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon — club-like at one end and spear-like at the other. The added weight of the gun provides an additional force to the power of the blade. You can fight with it as if fighting with two weapons, but if you do so, you incur all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Claymore: This weapon is still popular amongst the aristocracy of the Scottish Highlands. It is too large to use in one hand without special training. This weapon is unwieldy.

Flail: A flail consists of a shaft with one or more weighted and spiked chains at one end. These chains can be wrapped around an opponent's weapon, providing an advantage when attacking another's weapon; as such, this weapon counts as a binding weapon (see above).

Glaive: The glaive is a polearm with a single-edged straight blade. The glaive is a reach weapon (see above).

Guisarme: A guisarme is similar to the glaive, but has a hooked end curving away from the blade. The guisarme is a binding weapon, a reach weapon, and a trip weapon (see above).

Halberd: The halberd is a shorter polearm with an axe-like blade for standard use, but also has a spear-like point at the end which can be used to set against a charge. The halberd is a trip

Fencing Swords and the Rapier

Players of d20 System games will be familiar with the rapier, and may find the alternative take on the weapon in this book unusual. Firstly, it represents a more historically accurate rapier, which was a heavier sword than that represented in other d20 System games. Historically, the rapier was a sword that gained prominence in the late medieval period as the levels of armour worn declined and swordsmen realised that using the point of the blade rather than the side became a more effective strategy. The rapier was later eclipsed by the epee as the premier fighting weapon. The second reason is that, in order to create a better variety of weapons available to fencers, the rapier, epee, and foil are presented as three separate blades. As such the rapier, being the heaviest of the three, has been afforded a better damage category at the expense of finesse.

weapon (see above).

Hand Axe: This type of weapon is often used by frontiersman to chop wood for fires and for basic carpentry. However, it can easily be turned to combat.

Longsword: The common weapon of the Middle Ages represents a wide range of single-handed slashing bladed swords.

Ranseur: The ranseur is a polearm, with a triple-pronged end. The ranseur is a binding weapon and a reach weapon (see above).

Smallsword: This weapon represents the lighter range of swords contemporary to the longsword.

Spear: A simple spear has a sharp point, used for stabbing opponents and holding them off at the same time.

Chinese Archaic Weapons

These weapons are available to those skilled in Chinese fighting styles.

Battleaxe: Known as the fu, the Chinese battleaxe is slightly lighter than its European counterpart, but no less deadly.

Butterfly Knife: A butterfly knife has a short but wide blade and is often used in a pair. The distinguishing characteristic of this weapon, however, is the ability to nest two blades alongside each other, thus increasing the weight of the blade and the damage it can cause. Butterfly knives are bought in pairs and can be used either as one single, heavier weapon, or two separate lighter ones. The acquisition DC represents the cost of two butterfly knives.

Butterfly Sword: This is the larger version of the butterfly knife. Butterfly swords are bought in pairs and can be used either as one single heavier weapon, or two separate lighter ones.

Hook Sword: The gou is a hook-shaped sword, curving away from the wielder, which is made more deadly for its ability to disarm opponents. This weapon counts as a binding weapon (see above).

Longsword: This common Chinese sword is called a do and is similar to many European weapons.

Sai: This weapon, called the check in China, is almost identical to the sai of Japan. It is a deadly weapon and very useful for disarming opponents. This weapon counts as a binding weapon (see above).

Shuriken: These tiny throwing stars are common to Japanese and Chinese history.

Three-Section Staff: This versatile weapon is one of the hardest of traditional Chinese weapons to master. The three-section staff is a binding weapon, a trip weapon, and a double weapon (see above).

Japanese Archaic Weapons

These weapons are those favoured by Japanese warriors. Some are the simple weapons used by the peasant martial artists, whilst others are symbols of status and owned by the samurai class.

Bo Staff: A bo staff is a similar weapon to the truncheon — a small stick which can be used to great effect for disarming opponents. However, it is used by Japanese warriors in a different manner to British constables; they often fight with two bo staffs simultaneously. This weapon counts as a binding weapon (see above).

Kama: This weapon consists of a short shaft with a spike held at right angles to the shaft. It is similar to a pick axe in its effectiveness, but is much better weighted for combat.

Katana: This weapon is designed to be used as a two-handed blade, but the fine balance of the blade means that it can easily be used in one hand by those with additional training. This weapon is classed as unwieldy.

Naginata: This is a Japanese polearm used by the samurai. The naginata has a narrow curved blade, similar to a sabre, at the end of a long staff. The naginata is a reach weapon.

Nunchaku: This weapon is made from two small batons joined by a short chain.

Tonfa: The tonfa is a larger version of the bo staff and is now used by American police forces.

Wakizashi: This is the short blade used by the samurai in the event that they become disarmed of their katana. It is also the weapon used by a samurai to commit ritual suicide.

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the –4 nonproficiency penalty.

Chain: This is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon (see above for the specific rules for each of these options). In addition, unlike other weapons with reach, the wielder can use it against an adjacent foe. In this case, you can only use one end of the chain effectively; you can't use it as a double weapon. The chain is also an agile weapon, a binding weapon, and a trip weapon (see above).

Steam Saw: These steam-powered saws are often used to cut through fences or wood. They are sometimes pressed into service as weapons by those with a slipping grasp on reality.

Oriental Weapons

The restrictions on acquiring weapons from oriental cultures depend upon the type of campaign in which you play. If the GM is running a game set in an urban setting, such as the Great Metropolis, he needs to decide which immigrant populations are found in the city. The Great Metropolis is known for its Chinese population, whereas the cities of the American Pacific, including South America, attract Japanese immigrants. Dutch cities, such as Amsterdam, have a number of Indonesian immigrants from their East Indies territories. In such games, these weapons are likely available on the street (and thus require the Street influence), as many have been smuggled in. In other games, you may play in lands where such weapons are available to those with Academic and High Society influences, as with the European archaic weapons. Some weapons may be still in use by the military in the country, whilst others are simple agricultural weapons which can be turned to war. The GM should adjust the restrictions appropriately.

TABLE 3–14: ARMOUR

Armour	Acquisition DC	Type	Equipment Bonus		Bullet-proof	Maximum Dex Bonus	Armour Penalty	Speed	Weight	Restriction
			Proficient	*Nonproficient*						
Light Armour (requires the Armour Proficiency (light) feat)										
Leather jacket	8	Impromptu	+1	+1	No	+8	–0	30	4 lb.	–
Light undercover shirt	13	Concealable	+2	+1	Yes	+7	–0	30	2 lb.	Constabulary
Scopers' leathers*	12	Tactical	+3	+1	No	+6	–0	30	10 lb	Street
Undercover vest	14	Concealable	+3	+1	Yes	+5	–2	30	3 lb.	Constabulary
Archaic Armour (requires the Armour Proficiency (archaic) feat)										
Leather armour	22	Archaic	+2	+1	No	+6	–0	30	15 lb.	Academic
Chainmail shirt	28	Archaic	+5	+2	No	+2	–5	20	40 lb.	Academic
Plate mail	33	Archaic	+8	+3	No	+1	-6	20	50 lb.	Academic, High Society
Tactical Armour (require the Armour Proficiency (tactical) feat)										
Concealable vest	15	Concealable	+4	+2	Yes	+4	–3	25	4 lb.	Constabulary
Light-duty vest	16	Tactical	+5	+2	Yes	+3	–4	25	8 lb.	Constabulary, Military
Tactical vest	17	Tactical	+6	+2	Yes	+2	–5	25	10 lb.	Constabulary, Military
Tactical piston armour	18	Piston	+7	+3	Yes	+5	–2	30	–	Military
Heavy piston armour	19	Piston	+9	+3	Yes	+4	–3	30	–	Military

** This armour is only a Scope program and is not available to characters outside of the Scope.*

ARMOUR

Body armour comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Three feats cover proficiency in the use of armour: Armour Proficiency (light), Armour Proficiency (archaic), and Armour Proficiency (tactical). Powered armours are essentially vehicles and are considered in more detail in the Vehicles section of this chapter, below.

Armour is described by a number of statistics, as shown on Table 3–14: Armour.

Acquisition DC: This is the acquisition DC for an acquisition check to acquire the armour.

Type: Armour comes in five types: archaic, concealable, impromptu, piston, and tactical. Archaic armour is old-fashioned armour, such as medieval chainmail and plate mail. Concealable armour is modern body armour designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer. Impromptu armour includes items that provide protection even though they weren't designed for that purpose, such as a leather biker's jackets and sports pads. Piston armour is large whole-body armour powered by small, steam-powered pistons that would otherwise be impractically heavy. Piston armour is the battlefield armour of elite troops. Tactical armour is modern body armour that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical and piston armour often have pockets, clips, and attachment points for carrying weapons, grenades, ammunition, torches, first aid kits, and other items.

Equipment Bonus: The protective value of the armour. These bonuses add to the wearer's Defence. Characters who have the appropriate Armour Proficiency feat can add the larger proficient bonus. The nonproficient bonus shows the maximum amount of the armour's equipment bonus that can be applied to the wearer's Defence when he does not have the appropriate feat.

Bullet-proof: Some armour provides better protection against modern firearms. Wearing armour that is not bullet-proof does not gain you the equipment bonus to your Defence score against attacks that deal ballistic damage. Bullet-proof armours apply their equipment bonus against all attacks.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defence that this type of armour allows. Heavier armour limits mobility, reducing your ability to avoid attacks. Even if your Dexterity bonus drops to +0 because of armour, you are not considered to have lost your Dexterity bonus.

Armour Penalty: The heavier or bulkier the armour, the more it affects certain skills. This penalty applies to checks involving the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Speed: Medium and heavy armour slows you down. The number in this column is your speed whilst in armour, assuming your base speed is 30 feet (the normal speed for human beings).

Weight: This column gives the armour's weight.

Restriction: Influences required to acquire the item. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your ranks in this influence to your acquisition check (round down).

Light Armours

Light armours are found a number of places in the Etherscope world. From military skirmishers to street punks and the police, all who might find themselves in a scrap understand the benefits of some level of protection.

Leather Jacket: This armour is represented by a heavy leather jacket. A number of other impromptu armours, such as football pads or a baseball catcher's pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armoured, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Scopers' Leathers: Scope riders have developed a special program to protect their Etherspace avatars whilst retaining their flexibility of movement. This full suit of "armour" has become something of a uniform amongst Scope riders. The look is not dissimilar to a classically tailored dinner suit, but with the jacket buttoned right up to the collar. The "leather" material is a strange fabric that is tough like leather, yet flows like silk. Its body-hugging lines and black material make it a stylish outfit. Scopers' leathers cannot be made using conventional materials and only exists in the Scope.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt — but it's also more easily noticed. It's best used when the armour should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armour.

Archaic Armours

The armours listed below are all archaic armours that are highly effective in close quarters, but weak against ballistic damage.

Leather Armour: This archaic armour consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Chainmail Shirt: This medieval-era armour is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Plate Mail: This medieval-era armour consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armour, but it does provide a great deal of protection. Suits of such armour are often seen standing in the hallways of stately homes or museums.

Tactical Armours

Tactical armours are the heavier personal armours of Etherscope world. Whilst not the hulking powered armour of attack forces, these lighter versions enable maximum manoeuvrability in a heavy suit of armour. Some are lightweight etherium weave materials, whilst others are small-scale powered armour with steam-powered pistons to lighten the load of the armour on you.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. Whilst it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armour.

Light-Duty Vest: A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armour sacrifices a degree of protection for a modicum of comfort — at least compared to other tactical body armours.

Tactical Vest: The standard body armour for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Tactical Piston Armour: Tactical piston armour is a fairly heavy suit of armour, protecting the torso, head, and vital points on the limbs with etherium alloy plates, powered by pistons to lighten the load of its use. The weight of piston armour does not count towards your maximum carry load.

Heavy Piston Armour: Heavy piston armour is often used by cavalry troops who require a heavy armament without increasing their bulk or adding too much weight and reducing their chargers' speed. The armour consists of etherium alloy plates that cover the entire body. The weight of piston armour does not count towards your maximum carry load.

VEHICLES

This section covers a range of vehicles for use in your game. They are created with all relevant statistics for use in the vehicle combat system found in Chapter 4: Combat.

Vehicles are described by a number of statistics, as shown on Table 3–15.

Acquisition DC: This is the DC for an acquisition check to acquire the vehicle.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or co-pilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo: The amount of cargo the vehicle is designed to carry in pounds. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity. A ton is approximately 2,000 lb.

Pull: This indicates the number of similar sized units the vehicle can pull, if attached. Each unit represents another vehicle of the same size category. A fully loaded unit counts as two units. Vehicles can pull more units of a smaller size, or fewer units of a larger size. For every size category it is larger than the pulling vehicle, double its effective unit value in terms of its cost to pull. For smaller vehicles to be pulled, double the number of units that can be pulled for each size category the vehicle is below the size of the pulling vehicle. For example, a steam wagon can pull two fully loaded wagons and one empty one (fully loaded count as two units each, the empty one counts as one).

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Manoeuvre: The modifier added to any Pilot (civilian or military) checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defence: The vehicle's Defence. This is a modifier to your existing Defence score for powered armour.

Hardness: The vehicle's hardness. Sub-

TABLE 3–15: VEHICLE STATISTICS

Name	Acquisition DC	Crew	Pass	Cargo	Pull	Init	Manoeuvre	Top Speed	Defence	Hardness	Hit Points	Size	Restriction
Air Vehicles													
Autogyro	32	1	3	50 lb.	1	–2	–2	200(20)	8	5	40	H	Constabulary, Industrial
Cargo zeppelin, small	44	4	0	60 tons	1	–8	–8	60 (6)	2	3	176	C	Industry
Reconnaissance zeppelin	52	2	0	176 lb.	1	–4	–6	700 (70)	6	7	82	G	Military
Zepcar	28	1	4	212 lb.	1	–2	–4	150 (15)	8	7	44	H	
Land Vehicles													
Charger	37	1	0	65 lb.	1	+1	–1	150 (10)	9	15	33	L	Military
Steam carriage	26	1	3	150 lb.	1	–1	–3	100 (10)	9	10	28	L	
Service van	24	1	2	1.5 tons	1	–2	–4	100 (10)	8	10	55	H	
Steam wagon	35	1	2	18 tons	5	–6	–6	56 (5)	6	10	100	G	Industry
Steam locomotive	42	2	–	–	35	–6	–6	250 (25)	6	10	124	G	Industry, Parliament
– Passenger carriage	21	–	16	–	–	–	–	–	6	10	196	G	Industry, Parliament
– Cargo carriage	15	–	–	32 tons	–	–	–	–	6	10	110	G	Industry
Water Vehicles													
Steam launch	28	2	3	250 lb.	1	–3	–3	75(5)	8	8	30	H	

tract this number from any damage dealt to the vehicle.

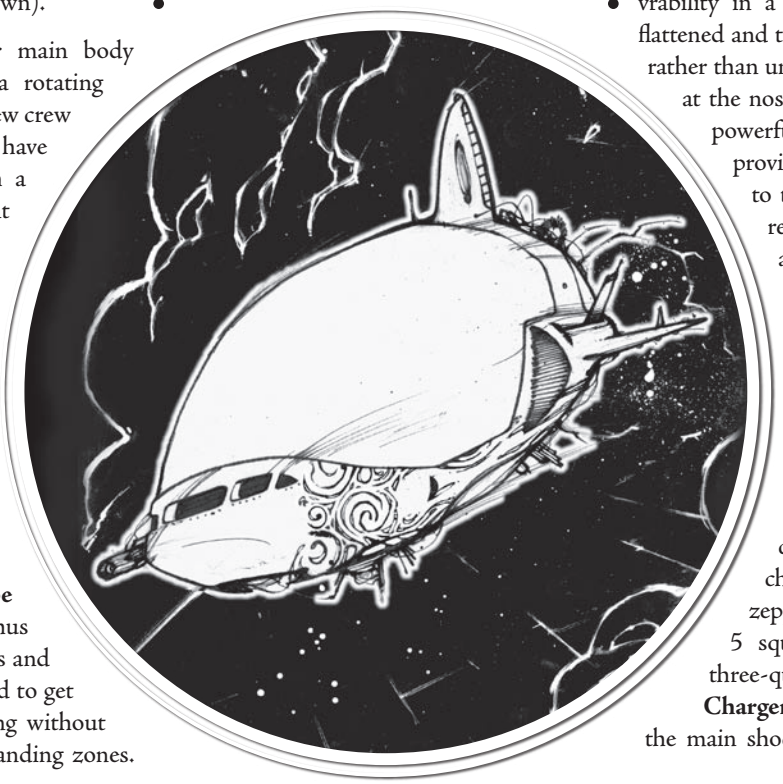
Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined in the same manner as creature size categories (see Chapter 4: Combat for more details).

Restriction: Influences required to acquire the vehicle. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your rank in this influence to your acquisition check (round down).

Autogyro: With their main body located underneath a rotating blade, these vehicles carry few crew or cargo. They typically have a cylindrical fuselage with a smaller propeller at the front and a larger "lift" propeller overhead. For additional manoeuvrability, more recent models utilise two or three smaller lift propellers. Autogyro are small and incredibly agile and are able to take off or land almost anywhere, making them ideal for moving around the busy cityscapes of the **Etherscope** world. The autogyro is thus popular with constabularies and corporations alike who need to get to a crime scene or meeting without worrying about traffic or landing zones. This vehicle can be piloted using the Pilot (civilian) skill. The Civilian Vehicle Operation (autogyros) feat is required to avoid the –4 nonproficient penalty to such skill checks. Autogyros are 2 squares wide, 7 squares long, and provide three-quarters cover.

Cargo Zeppelin, small: An icon of the **Etherscope** world, the cargo zeppelin is an unmatched workhorse. From military lifters to transcontinental traders, these giants of the skies keep the lifeblood of trade and industry flowing, especially in the New Reich and its colonies. This vehicle represents one of the smallest such vehicles in operation. This vehicle can be piloted using the Pilot (civilian) skill. The Civilian Vehicle Operation (air) feat is required to avoid the –4 nonproficient penalty to such skill checks. A small cargo zeppelin is 8 squares wide, 84 squares long, occupies 2 squares in chase scale, and provides three-quarters cover.



Reconnaissance Zeppelin: Reconnaissance zeppelins are the most common military zeppelin in use. These are fairly small two-person vehicles that have been designed for optimal speed and manoeuvrability in a zeppelin. The balloon is flattened and the gondola is built around rather than underneath. The cockpit sits at the nose of the vehicle whilst the powerful ether jet engines that provide its thrust are found to the rear on each side. The reconnaissance zeppelin is also unusual in that it has wings, designed to offer stability and steering rather than lift. This vehicle can be piloted using the Pilot (military) skill. The Military Vehicle Operation (air) feat is required to avoid the –4 nonproficient penalty to such skill checks. A reconnaissance zeppelin is 3 squares wide, 5 squares long, and provides three-quarters cover.

Charger: The charger has become the main shock attack vehicle of mod-

ern warfare. This fast and powerful tank replaced the horse as the cavalry adapted to modern technologies. The charger is about eight feet wide and about twice as long with two large tracks at each side which drive it forward. The rider sits at the head of the vehicle, raised above the tracks, and he can swing his sabre without the vehicle getting in the way of his blows. The vehicle is also armed with a standard autogun, mounted in a fixed forward-facing position. This weapon can be used effectively only with autofire (4d10 damage, 10x10 area, Reflex save half, DC 15), as the rider does not have adequate control of the gun to aim it properly. It cannot be used to strafe or with burst fire. This vehicle can be piloted using the Pilot (military) skill. The Military Vehicle Operation (land) feat is required to avoid the –4 nonproficient penalty to such skill checks. A charger is 2 squares wide, 4 squares long, and provides half cover.

Steam Carriage: These relatively small vehicles are the most common form of vehicle travel available. The basic design has evolved from the simple motorised horse carriages they replaced. Now they have flowing lines and sit much closer to the road. The separate boiler and steam engine affects all steam carriage designs, with large sections of the vehicle required to house these critical components. Steam carriages form the backbone of public transportation in many cities, with ranks of cabs often set up for them to queue whilst awaiting hire. Likewise, many wealthier private citizens and officials own their own steam carriages. Many models exist to fit a variety of roles, increasing the vehicles' popularity and proliferation. This vehicle can be piloted using the Pilot (civilian) skill. No Civilian Vehicle Operation feat is required. A steam carriage is 2 squares wide, 2 squares long, and provides three-quarters cover.

Service Van: Another common form of transport, these wheeled vehicles deliver small and service goods across the city 24 hours a day. Service vans are similar to steam carriages in appearance, often being built from the same chassis design. The difference is a lack of style and passenger space, replaced by a large box for carrying as much cargo as the frame will allow. These vehicles are usually driven by specialist enginaughts. These vans carry the insignia of their company, but these are usually faded or obscured by the dirt and pollution of the city streets. This vehicle can be piloted using the Pilot (civilian) skill. No Civilian Vehicle Operation feat is required. A service van is 2 squares wide, 4 squares long, and provides three-quarters cover.

Steam Wagon: If goods move on the roads, then they are likely carried in a steam wagon. Although many models exist, these vehicles are massive and are the kings of the road. The power and production rates of industry mean these behemoths can often be seen travelling between factories and warehouses — although they are rarely seen outside of urban environments, as overland travel is dominated by sea, air, and rail freight. This vehicle can be piloted using the Pilot (civilian) skill. No Civilian Vehicle Operation feat is required. A steam wagon is 2 squares wide and5 squares long. It provides three-quarters cover in the cab and total cover in the rear.

Steam Locomotive: The signature vehicle of steam technology, locomotives power industry and leisure alike. From the monorails of the Great Cities of the world to the transport networks that span

TABLE 3–16: POWERED ARMOUR

Powered Armour Type	Acquisition DC	Cargo	Attack	Strength	Unarmed Damage	Init	Manoeuvre*	Movement	Defence	Hardness	Size	Restriction
Personal	32	25 lb.	–1	22	1d6+6	–1	–1	+10 ft	–1	22	L	Military
Reconnaissance	34	16 lb.	0	18	1d4+4	0	0	+20 ft	0	15	M	Military
Support	38	42 lb.	–1	26	1d6+8	–3	–1	+0 ft	–1	30	L	Military

** Characters who have the Armour Proficiency (powered) do not make manoeuvre checks.*

the vast wildernesses, steam locomotives can be found bringing civilisation and industrialisation along the route of their iron rails. They can pull a large number of carriages, which could carry passengers or cargo. This vehicle can be piloted using the Pilot (civilian) skill. The Civilian Vehicle Operation (land) feat is required to avoid the –4 nonproficient penalty to such skill checks. A steam locomotive is 4 squares wide, 12 squares long, and provides nine-tenths cover

Steam Launch: A ubiquitous sea vessel, these small personnel carriers service both the merchant and military navies of the world's powers. These vehicles appear as little more than boats. Many civilians use these vehicles to transport themselves to and from their work or pleasure vessels. In addition, steam launches are a common sight on larger bodies of water, functioning as small pleasure craft. This vehicle can be piloted using the Pilot (military) or Pilot (civilian) skill. The Civilian Vehicle Operation (powered boats) feat is required to avoid the –4 nonproficient penalty to Pilot (civilian) skill checks. No Military Vehicle Operation feat is required for characters using Pilot (military). A steam launch is 2 squares wide, four squares long, and provides half cover.

POWERED ARMOUR

Powered armours are a special type of vehicle — massive walking machines, following the movements of their pilot as if they were wearing a suit of armour. They range in size from suits only a little larger than the heaviest piston armour to towering forms over fifteen feet high.

Powered armours come with weapon systems built in. They are not capable of picking up and using other weapons, as dextrous manipulation is very limited.

The statistics for powered armour, including typical weapon systems, are shown on Table 3–16: Powered Armour.

Acquisition DC: This is the DC for an acquisition check to acquire the powered armour. The acquisition DC includes the cost of the armour's built-in weapons systems.

Cargo: The amount of cargo the powered armour is designed to carry in pounds.

Attack: This is the size modifier to any attacks made by you whilst in the powered armour. Note that Small characters wearing such armour take an additional –1 penalty to their attacks.

Strength: Powered armour has a Strength score, which represents the power of the machine and how this can affect the damage and lifting power of the wearer. Powered armours are considered characters for determining lift and carry weights (see Encumbrance earlier in this chapter for more details). The suit's Strength score replaces your ability score, even if your Strength score is higher.

Unarmed Damage: This is the basic damage that you can deal with a melee attack while wearing the armour. This damage is not added to any attacks with melee weapons wielded while wearing the armour, although you gain the damage bonus for the armour's effective Strength, as described above.

Initiative: The modifier added to the driver's or pilot's initiative check when in the armour.

Manoeuvre: The modifier added to any Pilot (civilian or military) checks attempted whilst in the armour.

Movement: The amount, in feet, by which your base movement increases.

Defence: The armour's Defence. This is a modifier to your existing Defence score.

Hardness: The armour's hardness. Subtract this number from any damage dealt to the armour. Powered armour does not have hit points of its own. Any damage that beats the hardness of the suit is inflicted on the pilot. In effect, the power armour's hardness rating reduces all damage dealt to you from a successful hit by the amount listed.

Size: Vehicle size categories are defined in the same manner as creature size categories (see Chapter 4: Combat for more details).

Restriction: Influences required to acquire the item. Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your rank in this influence to your acquisition check (round down).

Personal Powered Armour: This armour is the mainstay of many armed missions. It turns the soldier into a massive fighting machine, bulking him up to over 10 feet tall and arming him with powerful weapons that cannot normally be used by a mobile fighting force. This personal suit is a fairly typical standard used by most militaries. It comes with an attached large autogun (2d12 ballistic damage, 20/x2, 150 ft. range increment, powerloader magazine, Huge weapon). This weapon is shoulder mounted and controlled by a look-and-shoot control system in the pilot's helmet, leaving the unit's hands free for other tasks.

Reconnaissance Powered Armour: This suit of armour is only a little heavier than a suit of the heaviest piston armours, yet it is just big enough to utilise true powered armour technology. This suit stands eight feet tall and is built for speed and manoeuvrability. It typically comes armed with a hunting rifle (2d10 ballistic damage, 20/x2, 150 ft. range increment, 5 internal magazine, Large weapon) and bayonet (double weapon, 1d6 piercing/1d6 bludgeoning damage, Large weapon). It can wield these in one hand, and has a second arm free for unarmed attacks or both arms free for other tasks if the rifle is stored on the unit's back mount for this purpose.

Support Powered Armour: This superheavy suit of armour stands eleven feet tall

and dominates the battle field. These are less manoeuvrable and most commonly used to hold regions of a battlefield. Other than its increased size and armour, a support suit is armed in the same manner as the personal powered armour.

CYBERNAUGHTICS

Cybernaughtics is the technology involving grafting steam-tech and ethertech equipment onto the human body, and connecting it to the nervous system for control. Cybernaughtics has enabled the military and industry to make more able soldiers and workers, whilst becoming a fad for the upper classes to express their fashion sense through the attachment of fine, designer cybernaughtics. Unlike other pieces of equipment, cybernaughtics do not require an acquisition check. You must take a feat to acquire cybernaughtics, which includes consideration of the purchase of the item. Sometimes this may represent a gift, or that your character was the victim of an industrial accident. More mundanely, it could represent your character saving up over a long period of time for the item.

CLASSIFYING CYBERNAUGHTICS

All cybernaughtics are classified according to two main criteria. Cybernaughtics are in general referred to as "apps," an abbreviation of "application." However, they are more specifically referred to as "attachments" or "implants," depending upon whether they are applied externally or internally, respectively. Cybernaughtics are also classified by a grade, a rough indication of their quality and availability.

Attachment or Implant

Cybernaughtics are most often referred to on the basis of whether they are internal or external. Internal cybernaughtics are integrated under the skin, replacing or improving the performance of biological organs. Such cybernaughtics are known as implants. Cybernaughtics grafted externally, often replacing a limb or other external organ of the body, are known as attachments.

Size

Each cybernaughtic app has a size statistic. Sizes of cybernaughtic apps are classified in the same manner as weapon sizes. However, you do not have to hold and wield your attachment in the same manner as a weapon, and you can integrate apps that are of sizes normally too large to be wielded by you.

Characters can integrate apps of two size classes higher than their own size. Thus a Medium character can integrate up to Huge apps, whereas a Small character can take up to Large apps. The usual rules for item concealment apply to cybernaughtic apps (see "Concealing Weapons and Objects" in this chapter). Huge apps can be concealed, but take a –12 penalty on the check. Implants are, by their nature, much harder to spot. Implants receive a +8 bonus on concealment checks.

Some cybernaughtic upgrades provide a modifier to the size of the app. Such modifiers increase the size category of the app by the given number. Therefore, a Medium app that has a size +1 upgrade becomes a Large app.

Tailor-made Gamma Apps

Most of the time, gamma humans who go down the cybernaughtics route acquire standard-sized apps, which appear overly large on them. However, it is possible to acquire cybernaughtics that have been tailor-made for their smaller frames. Such apps have an automatic –1 size modifier, making them one size class smaller.

TABLE 3–17: ATTACHMENT SIZE AND DEFENCE BONUSES

Attachment Size	Defence Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4

Defending with an Attachment

Cybernaughtic attachments can be used to defend you, being thrown in the way of oncoming blows or missiles. When you want to use an attachment in this manner, you gain an equipment bonus to your Defence based on the attachment's size score. These bonuses are listed in Table 3–17: Attachment Size and Defence Bonuses. However, should the attack in question miss by a margin equal to or less than this bonus to defence, the attack is deemed to have hit the attachment and it may take damage (see below). This ability cannot be used with implants, as these are internal and cannot be used to block an attack.

Grade

There are four different grades of cybernaughtic apps that classify the different uses and qualities of implants and attachments. The four grades are aesthetic, industrial, military, and street. The game effects of these grades are summarised in Table 3–18.

Aesthetic: Aesthetic grade cybernaughtics are the toys of the elite. They are chosen for their fine crafting and artistic elegance. Whilst they offer little extra in functionality, they make up for it in beauty and elegance. Aesthetic grade cybernaughtics are grafted by skilled doctors and are not as invasive as other apps. As such, the tolerance of an aesthetic grade cybernaughtic app is considered one lower and the minimum Constitution score required is also two points lower (see below for more detail on tolerance and minimum Constitution requirements). Whilst built to be noticed, aesthetic grade apps are sleek and designed to follow the natural lines of the human body, and thus are more readily concealed then other cybernaughtic attachments, providing a +2 bonus on any concealment checks.

Aesthetic grade attachments are weak and not designed to endure damage. They have a hardness of 6 and 6 hit points per size class (see below). Aesthetic grade cybernaughtics are only available to characters with at least 1/4 rank in the High Society or Intelligence influence.

Industrial: Industrial grade cybernaughtics are tools to enable the worker to better perform his job. They are often used to replace limbs lost to industrial accidents, thus minimising the impact such accidents can have on the efficiency of the workforce. Industrial grade apps are built with economy in mind, using the cheapest materials and wasting no expense on styling or optimising the size. As such, they are larger than other cybernaughtics — their size is increased by one category. Industrial grade attachments are built to last and can cope with a number of knocks. They have a hardness of 8 and 10 hit points per size class (see below). Industrial grade cybernaughtics are only available to characters with at least 1/4 rank in the Agriculture, Constabulary, or Industry influence.

Military: Military grade cybernaughtics are built for combat. They are not sleek or stylish, but are state-of-the-art technology and built to be able to sustain damage in a warfare situation. Military grade attachments have a hardness of 10 and 8 hit points per size class (see below). Military grade cybernaughtics are only available to characters with at least 1/4 rank in the Military influence.

Street: Street grade attachments are designed to go unnoticed. These are the illegal black-market apps that are used by Scope riders and street mercenaries alike. Such cybernaughtics are invariably grafted in place by an unskilled, back-street doctor with no formal training. As a result, the tolerance of a street grade cybernaughtic app is considered one point higher and the minimum Constitution requirement two points higher. Street grade attachments have a hardness of 8 and 8 hit points per size class. They are built to go unnoticed and are much smaller than other apps — their size is reduced by one category. Street grade cybernaughtics are only available to characters with at least 1/4 rank in the Crime or Street influence.

Attachments and Damage

Cybernaughtic attachments can sustain damage. Damage can occur if you uses the attachment to block an attack, or if the attacker deliberately targets your attachment. Cybernaughtic attachments may be targeted as if they were weapons wielded by you using them. Whilst they cannot be "disarmed," they can be struck in order to damage the attachment. See the bind rules in Chapter 4: Combat. As with all objects, cybernaughtic attachments have a hardness and hit points, which indicate how they take damage. The hardness of the attachment is determined by the grade, whilst the number of hit points is determined by its size. See Table 3–18 for details of grade, hardness, and hit points. An attachment can be repaired with an Engineer (mechanical) skill check in the same manner as any object. For example, Alice has an industrial grade cybernaughtic arm. This is a Large attachment. As it is industrial grade, it has a hardness of 8 and 40 hp, due to its size.

CYBERNAUGHTIC PURCHASE POINTS

To represent the time and effort required to graft cybernaughtics, and for you to train yourself to use the new app, every cybernaughtic app your character gains requires a feat, talent, or class feature. Cybernaughtic purchase points, or CPPs, dictate how quickly you can develop your cybernaughtics as you grow with experience. Minor apps — which cost 1 CPP — are relatively easy to install, and as such only require one feat. Larger apps are more invasive and often require a combination of multiple feats, talents, and class features to be able to have them grafted to your character.

TABLE 3–18: GRADES OF CYBERNAUGHTIC APP

Grade	Tolerance	Minimum Con	Size	Hardness	Attachment Hit Points (by size)					Concealment	Restriction
					Tiny*	Small	Medium	Large	Huge		
Aesthetic	–1**	–2	–	6	6	12	18	24	30	+2	High Society, Intelligence
Industrial	0	0	+1 category	8	10	20	30	40	50	–	Agriculture, Constabulary, Industry
Military	0	0	–	10	8	16	24	32	40	–	Military
Street	+1	+2	–1 category	8	8	16	24	32	40	–	Crime, Street

** Sizes smaller than Tiny halve this score for each category they are smaller than Tiny. Diminutive attachments are at 1/2 hp. Fine attachments are at 1/4 hp.*

*** Tolerances of 1 or lower are halved, thus an aesthetic app with a tolerance of 1/2 becomes tolerance 1/4.*

TABLE 3–19: CYBERNAUGHTIC APPS

Name	Type	Cost	Tolerance	Minimum Con	Size	Effect
Cybernaughtic arm	Attachment	2	2	15	M	+2 Str.
– Additional power	Upgrade	+1	+1	+2	+1	+2 Str (+4 total)
– Basic grip hand	Upgrade	+0	+0	+0	–	+2 grapple and to avoid disarm; no fine manipulation
– Fingered hand	Upgrade	+1	+1	+2	–	+2 Climb, grapple, and to avoid disarm
– Integrated weapon system	Upgrade	+1	+1	+2	varies	Proficient with weapon, draw as free action, cannot be disarmed
Basic grip hand	Attachment	1	0	11	S	+2 grapple and to avoid disarm; no fine manipulation
Fingered hand	Attachment	1	1	13	S	+2 Climb, grapple, and to avoid disarm
– Retractable webbing	upgrade	+1	+0	+0	–	+4 Swim checks, +10 ft. base movement for calculating swim speed
Cybernaughtic eye	Attachment	1	1/2	11	T	+1 to hit with ranged attacks over 30 ft.
– Low-light vision	Upgrade	+1	+1/2	+0	–	Low-light vision ability
– Darkvision	Upgrade	+1	+1/2	+0	–	Darkvision ability
Cybernaughtic eye	Implant	1	1	11	T	+1 to hit with ranged attacks over 30 ft.
– Low-light vision	Upgrade	+1	+1	+0	–	Low-light vision ability
– Darkvision	Upgrade	+1	+1	+0	–	Darkvision ability
Cybernaughtic leg	Attachment	2	2	15	L	+5 ft movement, +4 to Con checks and Fort saves related to continuing excessive movement over a long period, and 1d6 damage from kick attacks
– Additional power	Upgrade	+1	+1	+2	+1	Movement bonus +5 ft. (+10 ft. total), +1 to hit with kick attacks
– Foot webbing	Upgrade	+1	+0	+0	–	Swim at full movement rate, +4 to Swim checks
Dermal plating	Attachment	2	2	15	H	Damage Reduction 2/–
Subdermal plating	Implant	3	3	17	H	Damage Reduction 2/–.
Motor neuron accelerators	Implant	3	3	17	F	Dex +2
– Greater accelerators	Upgrade	+1	+1	+2	–	Dex +2 (+4 total)
Scope jack	Implant	1	0	11	S	Jack in to any Scope point

Minor Cybernaughtic Apps

Minor cybernaughtic apps always have a purchase cost of 1. These are small, largely noninvasive apps that provide a slight bonus to you that is the equivalent of a feat. Characters can purchase these apps at the simple price of a Minor Cybernaughtic App feat, or 1 CPP.

Major Cybernaughtic Apps

Cybernaughtic apps are more invasive and provide larger bonuses, and they require a larger number of CPPs to acquire them. There are a number of ways to collect these points: the Major Cybernaughtic App feat provides 2 points, the combatant and enginaught basic classes have talents that provide them with 2 and 3 CPPs, and a number of advanced classes provide additional points. Cybernaughtic purchase points can be saved, allowing you to buy bigger apps. However, all feats, talents, and abilities that grant more than 1 CPP do not allow you to buy minor cybernaughtics — these abilities are suppose to help you get bigger an more powerful apps, not to buy lots of smaller ones. (To get minor cybernaughtics, you need to take the Minor Cybernaughtic App feat.) Thus an enginaught with Constitution 18 and the Improved Tolerance talent at 1st level could choose the Major Cybernaughtic App feat at 2nd level and save the points, then at 3rd level choose the Enginaught Cybernaughtic App talent and gain a cybernaughtic app with a CPP cost of 5. Saved points do not have to be spent all at once, either. Should you follow the example described above, but choose to take a 4-point-cost app at 3rd level with the Enginaught Cybernaughtic App talent, you would still have 1 point saved for a future app, although remember that this point can't be spent on a 1-CPP-cost minor app.

Upgrades

Major cybernaughtic apps can be upgraded gradually as you integrate new and improved systems into an existing arm, leg, or other cybernaughtic app. As you are buying an increase to a major app, you are able to spend 1 CPP on an individual upgrade with CPPs saved or gained from talents, feats, or abilities that specify major cybernaughtic apps only. Full details on integrating upgrades are described below.

Tolerance

Tolerance is the most important statistic of a cybernaughtic app. Tolerance represents how invasive the procedure is to install the app and how much it affects your continued health. All cybernaughtic apps have a tolerance score in the range of 1/2 to 5. With modifiers to this based on grade, the total range of tolerance scores is 1/4 to 6. Your character cannot have cybernaughtics of a total tolerance score greater than their Constitution score.

Minimum Constitution

Every cybernaughtic app has a minimum Constitution score that you must possess in order to take the app. For example, if you have a Constitution of 10, you are limited to 10 points of tol-

Healing and Tolerance

Characters with a large number of apps find that their cybernaughtics begin to affect their ability to heal and recover from injury, as their metabolism and physical health has been affected by the invasive surgery required to graft the apps. This has the following game effects:

- The total tolerance (rounded up) of all your apps is added to the DC of any Knowledge (medicine) checks made to treat you.
- Recovery of hit points is also affected by your total tolerance. Subtract your Constitution modifier from the total tolerance of all your cybernaughtic apps. This number is then subtracted from the number of hit points you would gain from natural recovery, to a minimum of 1 hit point per day.
- The effectiveness of surgery and healing draughts are also reduced. Double the healing penalty calculated for natural recovery when applying to healing from surgery or supernatural healing potions (see the Occult Skills section of Chapter 2: Traits), to a minimum of 1 hit point per die rolled.

Optional Rule: Cybernaughtic Graft Surgery

This is an optional rule system to increase the realism of the surgery required to install a cybernaughtic app, but many may prefer to ignore this system and get on with playing the game, allowing PCs to swiftly recover from cybernaughtic surgery and quickly develop a mastery of their new app.

To graft a cybernaughtic app requires surgery. Whilst the use of the Feat to purchase the app suggests that the surgery is always successful, the standard recovery times from a surgery check are still required to aid recovery (see "Surgery" under Knowledge (medicine) in the Skills section of Chapter 2: Traits). In addition, you take a hit point loss equal to the tolerance of the app multiplied by your character level. However, you are never reduced below 1 hp by this operation. The time you take to recover from this hit point damage is also the time it takes for you to master the new app. Until you have recovered to full hit points, the new app is useless.

Upgrades

Each app can also have upgrades. Each upgrade has a cost and tolerance, which are added to the total cost and tolerance of the app itself. Upgrades can usually be added to a cybernaughtic app sometime after the app has been integrated, but the GM may rule that some cannot. He may make this decision if an upgrade includes systems that require an increase in the neural connections, and it is too complex to re-graft the neural connections after the app has been installed. Upgrades are listed after each app's entry below. The tolerance, cost, minimum Constitution, and size modifiers of the upgrade are added to the basic statistics of the app. Modifiers to tolerance due to the grade of the app are applied after the total tolerance of the app has been calculated.

erance on all your apps. If attempts are made to graft a cybernaughtic app which would break this rule, you will die in the operation. However, there are a number of classes that improve your ability to integrate cybernaughtics, improving your Constitution score in order to meet these minimum requirements. Thus an Enginaught with the Improved Tolerance talent and a Constitution score of 15 would be able to take an individual cybernaughtic app as if he had a Constitution score of 17. Constitution damage has no effect on your ability to integrate these apps, and so does not cause you to die if you take too much Constitution damage. However, if you suffer the more permanent Constitution drain, you are at severe risk of death until you can have apps removed. You must instantly make a dying save as if you had been reduced to 0 hit points (See "Death, Dying, and Healing" in Chapter 4: Combat for more details). You can not recover beyond Stable until a surgery check is made to remove enough tolerance points worth of cybernaughtic apps that your new Constitution score can deal with (see "Surgery" under Knowledge (medicine) in the Skills section of Chapter 2: Traits).

Cybernaughtic Apps

Below is a selection of cybernaughtic apps and their game effects. These details are also summarised in Table 3–19. Each cybernaughtic app entry has the following subheadings:

Name: Indicates the name of the app.

Type: States whether the app is an attachment, implant, or upgrade.

Description: A rough description of what the app look like and what it does.

Cost: The cost of the app in CPPs.

Tolerance: The app's tolerance score.

Minimum Con: The minimum Constitution score required to take the app.

Size: The app's size category

Effect: Details the game effects of the app. As most cybernaughtic apps provide equipment bonuses to a variety of different traits and checks, numerical modifiers do not stack unless otherwise specified. For example, a character with two cybernaughtic arms does not get a +4 bonus to strength unless one of the arms also has the additional power upgrade.

Cybernaughtic Arm

[**Attachment**]

The cybernaughtic arm is perhaps the most commonly seen app in the world at large. They range from heavy industrial utility arms, which include a range of tools and heavy pounding hammers to fine delicately crafted designer arms, designed to be as much a fashion statement as they are a physical improvement. Military and street cybernaughtic arms often have integrated weapons systems.

Cost: 2

Tolerance: 2

Minimum Con: 15

Size: Medium

Effect: The cybernaughtic arm provides you with a +2 bonus to Strength. Street grade cybernaughtic arms do not gain the usual –1 modifier to size, but do gain a +2 bonus on concealment checks. The Strength bonus to attack and damage rolls only applies to attacks made with the cybernaughtic arm. A cybernaughtic arm deals 1d4 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. This is an armed attack. The basic cybernaughtic arm comes with a

basic grip hand (see below).

Upgrade: Additional Power

This upgrade simply increases the strength of the arm.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: +1 Size category
Effect: Your Strength bonus from the arm is increased to +4.

Upgrade: Basic Grip Hand

This hand has a simple opposed grip clasp that can be used to perform rudimentary tasks of manual dexterity only. This attachment looks like a clasp, made up of four hinged joints, each approximately two-by-three inches.

Cost: +0
Tolerance: +0
Minimum Con: +0
Size: No change
Effect: This hand does not allow you to perform acts which require fine manipulation, such as Sleight of Hand skill checks, but does confer a further +2 bonus to grapple checks and to rolls made to avoid being disarmed.

Special: This upgrade can be purchased on its own as an attachment with cost 1, tolerance 0, size Small, and minimum Constitution of 11.

Upgrade: Fingered Hand

This hand has finely crafted fingers and is as dexterous as your natural hand.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: No change
Effect: The fingered hand provides you with all the abilities of fine manipulation that you can perform with your hand; however, the hand is stronger than a normal hand, providing the same +2 bonus to grapple and disarm rolls, and also a +2 bonus to Climb skill checks.

Special: This upgrade can be purchased on its own as an attachment with cost 1, tolerance 1, size Small, and minimum Constitution of 13.

Upgrade: Integrated Weapon System (Arm)

With this upgrade, you have a readily activated weapon system stored within the arm. The weapon is normally located around the forearm or wrist region, is concealed within the compartment, and activates with a thought.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: Variable
Effect: With this upgrade, you choose one weapon. If you choose a Small or Tiny weapon, it can be concealed within the arm. If you choose a Medium weapon, the app's size increases by one size category. Medium weapons may be concealed if the arm is Huge (including the increase from this upgrade). You may also choose a Large weapon. This increases the size of the arm by two categories and allows the weapon to be operated with one hand. A Large weapon, however, can never be concealed within the arm. You can integrate a weapon of equal size to your arm if you forgo the use of a hand. This is obviously a major disadvantage and you will be penalised on many activities due to only having one hand — GMs should apply penalties, usually of a –4 magnitude, whenever they deem it appropriate. You do not need to be proficient with the weapon to use it effectively as it is as natural to you as using your own hand. If the weapon is concealed, it can be drawn with a free action.

Upgrade: Integrated Weapon System (Hand)

This upgrade follows the same principle as the arm-mounted equivalent, but stores the weapon within the cybernaughtic hand.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: variable
Effect: With this upgrade, you select one Tiny weapon. Should you choose, you may have the weapon concealable within the hand. You do not need to be proficient with the weapon to use it effectively, as it is as natural as using your own hand. The weapon can be drawn with a free action.

Upgrade: Retractable Webbing

Your hand attachment has retractable webbing, providing you with a great advantage when swimming.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change
Effect: This upgrade provides you with a +4 equipment bonus to all Swim skill checks and an increased swim movement. Your base movement is considered 10 feet higher for determining swim movement rates.

Special: These modifiers will stack with equipment bonuses gained from other equipment or cybernaughtic apps that are associated with another part of the body, such as diving fins or cybernaughtic leg upgrades.

CYBERNAUGHTIC EYE

[Attachment/Implant]

Cybernaughtic eyes are commonly found in the world of **Etherscope**. Basic cybernaughtic eyes provide a targeting facility, whilst others provide you with the ability to see in different conditions. Targeting systems provide you with a neuro-responsive optical zoom, crosshairs, and distance calculation readouts. Eye implants are the finest of discrete cybernaughtic tech, implanting a sensitive device into the retina.

Cost: 1
Tolerance: 1/2 (1 for implant)
Minimum Con: 11
Size: Tiny
Effect: A basic targeter eye provides you with a +1 bonus to hit with all ranged attacks.

Upgrade: Low-Light Vision

This upgrade allows you to see in low-light conditions.

Cost: +1
Tolerance: +1/2 (+1 for implant)
Size: No change
Effect: This provides you with the low-light vision ability, doubling the distance

you can see from a given light source (see "Low-Light Vision" in the Other Traits section of Chapter 2: Traits).

Upgrade: Darkvision

This upgrade allows you to see in completely lightless conditions.

Cost: +1
Tolerance: +1/2 (+1 for implant)
Size: No change
Effect: This provides you with the Darkvision ability, with a range of 60 feet (see "Low-Light Vision" in the Other Traits section of Chapter 2: Traits).

CYBERNAUGHTIC LEG

[**Attachment**]

Cybernaughtic legs are common in the military, where leg amputations often result from mines and other explosions. Further, they have become popular amongst young athletic members of the aristocracy for the advantage they can give them in races (although a debate is currently raging as to the legitimacy of this tactic).

Cost: 2
Tolerance: 2
Minimum Con: 15
Size: Large
Effect: A cybernaughtic leg provides you with a +5-foot bonus to your movement and a +4 bonus on Constitution checks and Fortitude saving throws related to excessive movement over a long period, such as running or a forced march. The cybernaughtic leg can also be used in melee combat. Characters with the Combat Martial Arts feat are much more effective with kick attacks and benefit greatly from having a cybernaughtic leg. If you have the Combat Martial Arts feat, you can increase the damage of one of your attacks in the round by two dice classes (1d4 becomes 1d8, etc.). Characters without the Combat Martial Arts feat can make an attack with their cybernaughtic leg as a full-round action. Such attacks deal 1d6 points of bludgeoning damage, threaten a critical hit on a 20, and deal double damage on a critical hit. This is an armed attack.

Upgrade: Additional Power

This upgrade simply increases the strength of the leg.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: +1 size category
Effect: Your movement bonus from the leg is increased to +10 feet. Attacks with the leg are made at a +1 bonus to hit and +2 to damage.

Upgrade: Foot Webbing

Your foot can spread wide and stretch webbing across your elongated toes.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change
Effect: This makes you an excellent swimmer, allowing you to move at your normal movement rate on a successful Swim check. It also provides a +4 equipment bonus to Swim checks.
Special: These modifiers will stack with equipment bonuses gained from other equipment or cybernaughtic apps that are associated with another part of the body, such as cybernaughtic hand upgrades.

DERMAL/ SUBDERMAL PLATING

[**Attachment/Implant**]

Dermal plating is another common attachment amongst the military and street mercenaries. It massively increases your ability to resist damage and stand up to attacks. Even the upper classes have taken to sub-dermal implant plates with intricate ridge designs which show through under the skin. Sub-dermal plating implants are also common amongst the criminal fraternity in order to hide their unlicensed cybernaughtics.

Cost: 2
Tolerance: 2 (3 for implant)
Minimum Con: 15 (17 for implant)
Size: Huge
Effect: The basic dermal plating package provides you with damage reduction 2/–. This stacks with damage reduction gained from character class features and talents. Dermal plating ignores the normal rules for attachments being used to block blows, but the Huge size category is still used for concealment checks (see rules for concealing cybernaughtic apps above, and the "Concealing Weapons and Objects" section earlier in this chapter).

MOTOR NEURON ACCELERATORS

[Implant]

Motor neuron accelerators are artificial synapses that provide a direct link between the brain and the muscles, connecting via a microscopic Scope vent. These allow neural signals to bypass the multiple synapses required to send a single signal, thus speeding up reactions significantly.

Cost: 3
Tolerance: 3
Minimum Con: 17
Size: Fine
Effect: You gain a +2 equipment bonus to your Dexterity ability score.

Upgrade: Greater Accelerators

This upgrade simply increases the speed at which the accelerators work, providing a greater boost to Dexterity.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: No change
Effect: Your equipment bonus to Dexterity from the accelerators is increased to +4.

SCOPE JACK

[Implant]

Scope jacks are the implant of choice for the Scope riders of the Great Metropolis and other cities. Many don't trust Scope tabs, and prefer the additional control of jacking in with a Scope jack implant.

Cost: 1
Tolerance: 1/2
Minimum Con: 11
Size: Small
Effect: Scope jacks allow you to fully immerse yourself within the Scope by simply plugging into a Scope point. This is an alternative and more reliable method of immersing yourself into the Ether-

TABLE 3–20: GENERAL EQUIPMENT

Object	Acquisition DC	Size	Weight	Restriction
Bags and Boxes				
Briefcase	15	Medium	2 lb.	—
Day pack	5	Small	2 lb.	—
Gladstone bag	16	Medium	2 lb.	—
Handbag	17	Small	1 lb.	—
Patrol box	18	Medium	4 lb.	Constabulary, Street
Range pack				
Oversized	9	Medium	3 lb.	—
Standard	7	Small	2 lb.	—
Trunk				
10 lb. capacity	10	Medium	5 lb.	—
40 lb. Capacity	11	Large	10 lb.	—
75 lb. capacity	12	Large	15 lb.	—
Clothing				
Clothing outfit				
Blue collar	12	Medium	3 lb.	
Business	15	Medium	3 lb.	—
Fashion	20	Medium	2 lb.	—
Formal	25	Medium	4 lb.	
Uniform	9	Medium	4 lb.	Constabulary, Military
Coats				
Fine coat	22	Medium	2 lb.	
Jacket	13	Medium	2 lb.	—
Overcoat	13	Medium	3 lb.	—
Thick overcoat	14	Medium	3 lb.	—
Photojournalist's vest	18	Medium	1 lb.	—
Tool belt	4	Small	2 lb.	Guild, Industry
Ethertech Equipment				
Camera	27	Small	2 lb.	Constabulary, Guild, Intelligence
Film	5	Dim	—	Constabulary, Guild, Intelligence
Ethercomm device	32	Dim	—	—
Scope point				
Wall portal	32	Large	10 lb.	—
Portable	33	Medium	5 lb.	Constabulary, Intelligence, Street
Ethertech audio recorder	20	Tiny	1 lb.	Constabulary, Intelligence, Street
Surveillance Gear				
Ethercomm calling-card defeater	25	Tiny	1 lb.	Constabulary, Intelligence, Street
Ethercomm interceptor	43	Tiny	0.5 lb.	Constabulary, Intelligence
Professional Equipment				
Bolt cutter	6	Medium	5 lb.	Constabulary, Crime, Industry
Caltrops (25)	5	Small	2 lb.	—
Chemical kit	28	Medium	6 lb.	Civic, Industry
Disguise kit	24	Medium	5 lb.	Crime, High Society, Intelligence
Duct tape	3	Tiny	1 lb.	—
Ethertech tool kit				
Basic	14	Large	12 lb.	Industry
Deluxe	24	Huge	33 lb.	Industry
Evidence kit				
Basic	18	Medium	6 lb.	Constabulary
Deluxe	22	Medium	8 lb.	Constabulary, Intelligence
Fake ID	See text	Fine	—	Crime, Intelligence, Street
First aid kit	5	Small	3 lb.	—
Forgery kit	22	Small	3 lb.	Crime, High Society, Street

CONTINUED

Object	Acquisition DC	Size	Weight	Restriction
Handcuffs				
Steel	7	Tiny	1 lb.	Constabulary
Zip-tie (25)	6	Dim	0.5 lb.	—
Instrument, keyboard	32	Large	12 lb.	—
Instrument, percussion	34	Huge	50 lb.	—
Instrument, stringed	33	Large	7 lb.	—
Instrument, wind	28	Tiny	1 lb.	—
Lockpicks				
Car opening kit	16	Tiny	1 lb.	Crime, Street
Lockpick set	19	Tiny	1 lb.	Civic, Crime, Street
Lock release gun	22	Tiny	0.5 lb.	Civic, Crime
Mechanical tool kit				
Basic	14	Large	22 lb.	Industry
Deluxe	24	Huge	45 lb.	Industry
Medical kit	15	Medium	5 lb.	Civic, Military
Multipurpose tool kit	19	Tiny	0.5 lb.	Industry
Munitions kit	25	Medium	5 lb.	Crime, Military
Patterner				
Jack-attachment	22	Small	2 lb.	Civic, Intelligence, Street
Skull-net	30	Small	3 lb.	Civic, Intelligence, Street
Pharmacist kit	25	Medium	6 lb.	Civic
Search-and-rescue kit	22	Medium	7 lb.	Military
Scope tab patterns				
Domestic city	36	—	—	High Society
Other city	22	—	—	Intelligence, Street
Pleasure domains	15	—	—	High Society, Street
Knowledge upload	21	—	—	Street
Fighting technique upload	23	—	—	Street
Other skill upload	18	—	—	Street
Spike strip	23	Huge	22 lb.	Constabulary, Crime
Surgery kit	16	Medium	5 lb.	Civic, Military
Survival Gear				
Backpack	6	Medium	3 lb.	—
Binoculars				
Standard	17	Small	2 lb.	Constabulary, Military
Rangefinding	25	Small	3 lb.	Military
Ethertech	26	Small	4 lb.	Military
Chemical light sticks (5)	12	Tiny	1 lb.	—
Climbing gear	11	Large	10 lb.	Crime, Military
Compass	15	Dim	0.5 lb.	—
Flash goggles	15	Tiny	2 lb.	Industry, Military
Gas mask	13	Small	5 lb.	—
Map				
Road atlas	4	Tiny	1 lb.	—
Tactical map	23	Tiny	0.5 lb.	Military
Mesh vest	8	Medium	7 lb.	Military
Portable stove	9	Tiny	1 lb.	—
Rope (150 ft.)	5	Large	12 lb.	Crime, Industry, Military
Sleeping bag	9	Medium	4 lb.	—
Tent, Canvas				
2-person	11	Large	20 lb.	—
4-person	12	Large	38 lb.	—
8-person	13	Huge	50 lb.	—
Tent, lightweight				
2-person	21	Medium	4 lb.	—
4-person	22	Medium	7 lb.	—
8-person	23	Large	10 lb.	—

CONTINUED

scope than taking a Scope tab. (For more details on Scope immersion, see Chapter 6: The Scope.)

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are ethertech items and so have a small portal to Etherspace that enables it to interact with its ethertech components. These portals need a small electric power supply to keep open, which is, for a portable device, supplied in the form of a battery cell. Any device that requires batteries comes with them. As a general rule, ignore battery life — assume that you (and your antagonists) are smart enough to recharge or replace your batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a acquisition DC of 2 and can be changed as a move action.

EQUIPMENT TABLES

Equipment is described by a number of statistics, as shown on Table 3–20: General Equipment.

Acquisition DC: This is the DC for an acquisition check to acquire the item. This number reflects the base price and availability of the item.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, you only need one hand to use any object that is of your size category or smaller.

Weight: This column gives the item's weight.

Object	Acquisition DC	Size	Weight	Restriction
Torch				
Penlight	13	Dim	0.5 lb.	—
Standard	14	Tiny	1 lb.	—
Battery flood	16	Small	2 lb.	Constabulary, Military
Trail rations (12)	3	Tiny	1 lb.	—
Weapon Accessories				
Box magazine	14	Tiny	0.5 lb.	Crime, Military
Detonator				
Blasting cap	14	Tiny	0.5 lb.	Crime, Intelligence
Ether controlled	20	Tiny	0.5 lb.	Military
Timed	17	Tiny	0.5 lb.	Military
Wired	16	Tiny	1 lb.	Industry, Military
Holster				
Hip	5	Tiny	1 lb.	Constabulary, Military
Concealed carry	5	Tiny	0.5 lb.	Constabulary, Crime, Intelligence, Street
Illuminator	17	Tiny	0.5 lb.	Military
Laser sight	25	Tiny	0.5 lb.	Military
Scope				
Standard	21	Tiny	0.5 lb.	Crime, Military
Ethertech	28	Small	3 lb.	Intelligence, Military
Speed loader	13	Tiny	0.5 lb.	Crime, Military, Street
Suppressor				
Pistol	27	Tiny	1 lb.	Crime, Intelligence
Rifle	29	Small	4 lb.	Crime, Intelligence

Restriction: Influences required to acquire the item (if any). Characters must possess at least 1/4 rank in one of the listed influences to be able to acquire the item. When attempting to acquire the item, you add your rank in this influence to your acquisition check (round down).

Bags and Boxes

With the wide variety of equipment available to Etherscope adventurers, it's often critical to have something to store the equipment in or carry it around in.

Briefcase: A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Engineer (mechanical) DC 20; break DC 10).

Day Pack: This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Gladstone Bag: This is the classic doctor's bag, with space for a full surgery kit and diagnostic equipment as well as a large amount of paper space. The bag can hold up to 12 pounds of equipment and has a lock similar to that on the briefcase.

Handbag: Handbags provide another way to carry 2 pounds of equipment. The acquisition DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Patrol Box: Originally developed for use by police officers, this portable file cabinet has found favour with Scope riders. This hard-sided briefcase takes up the passenger seat of a car and provides easy access to files, storage for a portable Scope point, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Engineer (mechanical) DC 25; break DC 15).

Range Pack: This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols, and the larger version can hold disassembled rifles.

Trunk: A trunk is a reinforced box for carrying large amounts of clothing or equipment. Wing-style clamps keep it from opening accidentally.

Clothing

The items described here represent general clothing types, or unusual outfits that you might need to purchase. To some extent, clothing choice is based on character concept, but perhaps a bigger factor is your social status. It's generally assumed that you own a reasonable wardrobe of the sorts of clothes that fit your station and profession. Sometimes, however, you might need something out of the ordinary. When that's the case, you will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks. First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks. Clothes also help to hide firearms, body armour, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus. See the Concealed Weapons and Objects section earlier in this chapter.

Clothing Outfit: An outfit of clothing represents everything you need to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes you wear do not count against the weight limit for encumbrance.

Blue Collar: This is the standard rough clothes worn by the working classes. Made from sturdy wools and linens, they are built to last and are often repaired rather than replaced.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Fashion: Fashion clothes are those worn by the well-to-do who have money to burn on some minor luxuries. This is now the domain of the upper and middle classes as these clothes are priced far out of the range of the ordinary working class person. The styles of clothes considered fashionable change from year to year. They are always made from high-quality material and cut to elegant lines, but the physical aspects they accentuate, and the colours in which they are found, vary with the latest fashion.

Formal: From a little black dress to a fully appointed evening suit, formal clothes are appropriate for "black tie" occasions. Special creations, particularly for women, can have acquisition DCs much higher than shown on the table.

Uniform: From the delivery boy to senior Air Force officer, people on the job tend to wear uniforms — making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Coats: In addition to keeping you warm and dry, coats and jackets provide additional concealment for things you may be carrying (they often qualify as loose or bulky clothing; see "Concealed Weapons and Objects" earlier in this chapter).

Fine Coat: This is a high fashion accessory, but to all other intents and purposes functions as either a jacket or overcoat, depending upon the style of the item.

Jacket: An outer garment worn on the upper body, its length and style vary according to fashion and use.

Overcoat: This is a warm coat worn over a suit jacket or indoor clothing.

Thick Overcoat: This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather (see Chapter 4: Combat).

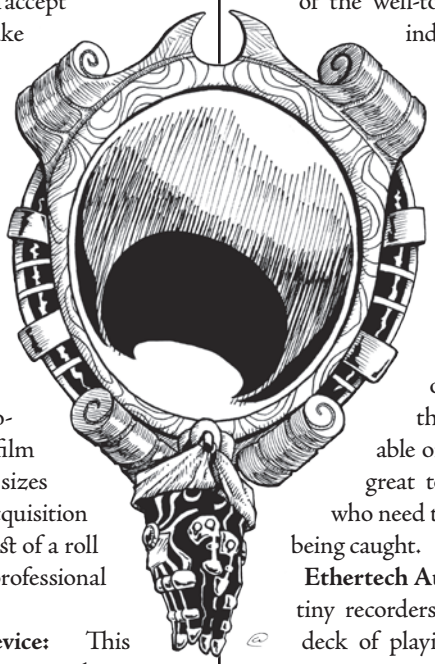
Photographer's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious — and hidden — pockets. It counts as loose and bulky clothing when used to conceal Small or smaller objects, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See "Concealed Weapons and Objects" earlier in this chapter.

Tool Belt: This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Ethertech Devices

Rules for operating Scope points appear under the Scope Use skill. Other devices are operated without requiring a specific skill use. Whilst there are some devices in the **Etherscope** world that may appear more electrical than "ethertech," these items are combined due to their similarity in the mindset of the average **Etherscope** world person. Ethertech devices themselves could not exist without electrical components, but there are no true electronics — items with circuit boards and the like; ethertech devices are the **Etherscope** alternative. (More details about ether technologies can be found in Chapter 6: The Scope.)

Camera: Still cameras let you capture a record of what you've seen. In the **Etherscope** world, photography is a profession, with few amateurs owning their own cameras. There are no cameras which simply allow "snaps" to be taken by the untrained photographer. As such, all cameras of the **Etherscope** world can accept different lenses and take the highest-quality pictures. A camera is needed to use the photography aspect of the Creative Art skill. The film used in a camera must be developed using the Engineer (chemical) skill.



Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The acquisition DC represents the cost of a roll of 24 exposures of professional quality film.

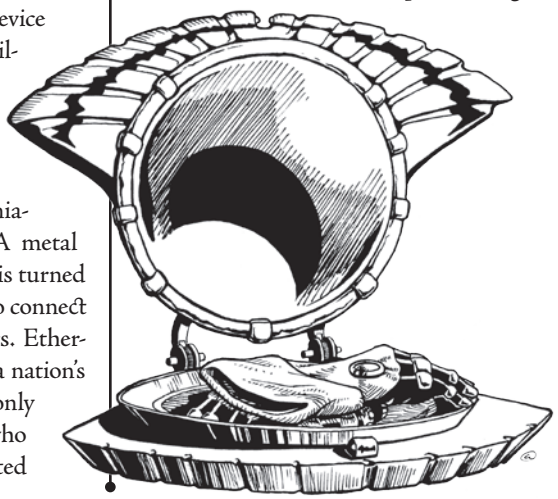
Ethercomm Device: This ethertech communications device comes as a circular hand-held device of wood and polished brass or silver plate. Ethercomm devices are designed to have a similar appearance to a pocket watch, but are usually a little larger. The main body of the device is a miniature Scope-point style portal. A metal dial surrounds the portal which is turned through combinations in order to connect to other ethercomm device users. Ethercomm devices connect through a nation's Scope system and as such can only be used to contact recipients who have ethercomm devices operated by the same nation. However, the range is weak, and they must be used within a mile of an ethercomm station, which are often signposted on street corners. Ethercomm devices open a direct portal from one area of Prime Reality space to another, hence allowing audio and visual communication. Ethercomm devices send a visual "calling card" to the recipient, which appears on the screen as the device is being called. An ethercomm device uses a battery that lasts for 24 hours before it must be recharged.

Scope Point: A Scope point is a circular glass window surrounded by electromagnets which open a portal into Etherspace. They open up to a specific Wall domain (see Chapter 6: The Scope for more details).

Wall Mounted: Bulky but powerful, these machines are common on the walls of the well-to-do and are used in industry.

Portable: Slim, lightweight, and portable, portable Scope points have most of the functions of the wall-mounted variety. These are legally available only to the police and intelligence officers. However, they have become available on the street and make great tools for Scope riders who need to move about to avoid being caught.

Ethertech Audio Recorder: These tiny recorders (about the size of a deck of playing cards) can record up to eight



hours of audio and can be connected to a Scope point to download the recording. Ethertech audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet. As with portable Scope points, these devices are restricted to police and intelligence use, but have become much sought-after contraband.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the job of the police and intelligence services in the Etherscope game. All of these devices are restricted to Constabulary and Intelligence influences, but some are widely used by criminals or have become available on the street.

Ethercomm Calling-Card Defeater: When an ethercomm call contains a caller ID defeater, ethercomm devices attempting to connect with that device show up as "anonymous" or "unavailable" on the receiving ethercomm unit. Such a call can still be traced as normal, however.

Ethercomm Interceptor: About the size of a small briefcase, an ethercomm interceptor can detect and monitor an ethercomm conversation within a 5-mile area by listening in on the ethercomm service's own transmitters. Intercepting the calls of a particular device requires an Engineer (ethertech) check (DC 35); if the user knows the identity code of the ethercomm device in question, the DC drops by 10. Obviously, the device must be in use for someone to intercept the call. An ethercomm interceptor cannot be used to intercept ground-line connections.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields. Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills take a –4 penalty. Skills and the kits they are associated with are listed in Table 3–21. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (acquisition DC 5 less than the original acquisition DC) and that some skills, by their nature, require a piece of equipment to make a given skill check.

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops: Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. You scatter caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Knowledge (medicine) check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles in Chapter 4: Combat.

Chemical Kit: A portable laboratory for use with the Engineer (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analysing acids, bases, explosives, toxic gases, and other chemical compounds.

Disguise Kit: This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape: The usefulness of duct tape is limited only by your imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. If bound with duct tape, you must make a Strength or Escape Artist check (DC 20) to free yourself. One roll provides 70 feet of tape, 2 inches wide.

Ethertech Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and power tools. It also contains a special device for remotely checking and correcting the ethertech systems that are stored in the Scope.

Basic: This small kit allows you to make repair checks with the Engineer (Ethertech) skill on ethertech devices without penalty.

Deluxe: This kit consists of a number of specialised diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on repair checks with the Engineer (ethertech) skill on ethertech devices and allows you to make any Engineer (ethertech) checks without penalty.

Evidence Kits: Law-enforcement agencies around the world use generally

the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, you take a –4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analysing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and moulds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyse a possible narcotic substance or basic chemical requires an Engineer (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

TABLE 3–21: SKILLS AND PROFESSIONAL EQUIPMENT

Skill	Associated Item
Climb	Climbing gear
Engineer (chemical)	Chemical kit
Engineer (ethertech)	Ethertech tool kit
Engineer (mechanical)	Mechanical tool kit
	Lockpick set
	Lock release gun
	Vehicle opening kit
Engineer (pharmaceutical)	Pharmacist kit
Engineer (structural)	Mechanical tool kit
Engineer (any)	Multipurpose tool kit
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Knowledge (medicine)	First aid kit
	Medical kit
	Surgery kit
Munitions	Munitions kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind

Fake ID: Purchasing a falsified identity papers from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When you purchase a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The acquisition DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit: Available at most chemists and the services' surplus stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. With a first aid kit, you can help a dazed, unconscious, or stunned character by making a Knowledge (medicine) check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Forgery Kit: This kit contains everything needed to use the Forgery skill to prepare forged items. This usually incorporates a camera, photograph development equipment, pens and paintbrushes with a range of inks and paints, typeface proofs, and chemicals to artificially age documents. Depending on the item to be forged, you might need legal documents or other items not included in the kit.

Handcuffs: Handcuffs are restraints designed to lock two limbs — normally the wrists — of a prisoner together. They fit any Medium or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require an Engineer (mechanical) check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, which are often made simply from heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Engineer (mechanical) and Escape Artist checks automatically fail).

Instrument, Keyboard: A piano or similar instrument, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion: A set of drums or similar instrument, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed: A fiddle or cello, or similar instrument, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind: A flute or clarinet, or similar instrument, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set: A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows you to make Engineer (mechanical) checks to open mechanical locks (deadbolts, tumbler locks, and so forth) without penalty.

Lock Release Gun: This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Engineer (mechanical) check necessary).

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and power tools.

Basic: This kit, which fits in a portable toolbox, allows you to make repair checks using the Engineer (mechanical) skill, for mechanical devices, without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialised hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on repair checks using the Engineer (mechanical) skill, for mechanical devices, and allows you to make all other Engineer (mechanical) or Engineer (structural) checks without penalty.

Medical Kit: About the size of a large tackle box, this is the sort of kit commonly carried by military medics. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or

poisoned character, or to stabilize a dying character (see the Knowledge (medicine) skill in Chapter 2: Traits). Skill checks made without a medical kit take a –4 penalty.

Multipurpose Tool Kit: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool kit can lessen the penalty for making any repair check, Engineer (mechanical), Engineer (ethertech), or Engineer (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Munitions Kit: This kit contains everything needed to use the Munitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Patterner: Patterners are devices that enable the user to collect a read-out of the specific brain chemistry in order to create a pattern for making Scope tabs (see the Engineer (pharmaceutical) skill in Chapter 2: Traits for full details on using these devices). A patterner is a small, usually wooden, box with a small Scope display portal on the front for displaying the results of the process. To the box is attached the "reader" that comes in one of two forms:

Jack-attach: The jack-attach reader has a two-way plug/socket at the end of the cable that connects it to the patterner box. This can be used as a socket for Scope jack plugs found on a Scope point, which are used to connect Scope jacks for Etherscope immersion, or as a plug to attach directly into a Scope jack implant (see Scope immersion in Chapter 6: The Scope, and the "Scope jack implant" in the cybernaughtics section earlier in this chapter for more information).

Skull-net: The skull-net reader, a fine web of wires and sensors, is placed over the head of the person you wish to take a reading from. As such it is more useful for creating upload tabs than Scope tabs as it cannot be used to connect to the Etherscope (see the Engineer (pharmaceutical) skill in Chapter 2: Traits for more information on engineering Scope tabs and upload tabs).

Pharmacist Kit: A portable pharmacy for use with the Engineer (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyse, and dispense medicinal drugs.

Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Scope Tab Patterns: Scope tab patterns are recipes for creating Scope tabs and upload tabs. The acquisition DC varies depending upon how difficult the particular type of pattern is to get hold of. See "Scope Tabs" in the Lifestyle Items section below for more information on different types of Scope tabs and their availability.

Spike Strip: This device is designed to help the police end wheeled-vehicle chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. You can roll it out onto the road without entering the lane of traffic. Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When you activate it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend. Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Knowledge (medicine) check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit — although vehicles equipped with puncture-resistant tires are not affected.

Surgery Kit: About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency surgery. A surgery kit is used when performing surgery (see the Knowledge (medicine) skill). Anyone who performs surgery without a surgery kit takes a –4 penalty on the Knowledge (medicine) check. This penalty is in addition to the –4 penalty that applies if you do not have the Surgery feat.

Vehicle Opening Kit: This set of odd-shaped flat metal bars can be slipped into the window seam of a vehicle door to trip the lock. The DC of an Engineer (mechanical) check to accomplish this varies with the quality of the lock; see the skill description.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack: This is a good-sized backpack, made of tough canvas. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear. A backpack gives you a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars: Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include an ethertech readout that indicates the exact distance to the object on which they are focused.

Ethertech: Ethertech binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night-vision goggles.

Chemical Light Stick: This disposable plastic stick, when activated by bending and cracking an interior barrier between two chemicals, uses the resulting chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed acquisition DC is for a pack of 5 sticks.

Climbing Gear: This encompasses all of the tools and equipment that climbing enthusiasts use to make climbing easier

and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand axe, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass: A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Flash Goggles: These eye coverings provide total protection against blinding light. Whilst developed by the steel and etherium industry, they have become widely used by the military.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The acquisition DC for one extra filter canister is 6.

Map: Whilst a compass can help you find your way through the wilderness, a map can tell you where you are going and what to expect when you get there.

Road Atlas: Road atlases are available for all British cities, and most in the USA and New Reich, showing all major roads. It is usually only possible to buy maps for the region that you are currently in.

Tactical Map: A tactical map covers a small area — usually a few miles on a side — in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be acquired from military sources.

Mesh Vest: This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and an ethercomm device, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment. A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Portable Stove: This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope: Climbing rope can support up to 1,000 pounds.

Sleeping Bag: This lightweight sleeping bag rolls up compactly. It can keep you warm even in severe weather and can also double as a stretcher in an emergency.

Tent: A tent keeps you warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather. Traditional tents are made from canvas with heavy wooden poles. Whilst most readily available tents have etherium poles to ease the weight load somewhat, they are still cumbersome and only useful to the hardiest of wilderness adventurers. More recent plastics technologies have seen the introduction of high-quality lightweight tents. These are currently widely used by the American military who developed the material, but British spies discovered the formula and sold it to the Ottomans, who now provide the British and New Reich militaries with their own lightweight tents.

Torch: Torches, also known as flashlights, come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigours of adventuring. Torches negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a hand-held spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Trail Rations: Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The acquisition DC given is for a case of 12 meals.

Weapon Accessories

As if **Etherscope** weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine: For weapons that use box magazines, you can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat. The price listed is for empty magazines.

Detonator: A detonator activates an explosive, causing it to explode. The device consists of an etherically activated blasting cap and some sort of device that delivers the etheric charge to set off the blasting cap. Connecting a detonator to an explosive requires a Munitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 5 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any ethertech device, such as a light switch or a vehicle's ignition switch, with an Engineer (ethertech) check (DC 10). When the ethertech device is activated, the detonator goes off.

Ether Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an ethertech item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by ethercomm signal, setting it off. It has a range of 500 feet.

Timed: This is an ethertech or clockwork timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Munitions check (DC 10).

Holster: Holsters are generally available for all Medium or smaller firearms.

Hip: This holster holds the weapon in an easily accessed — and easily seen — location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see the Concealed Weapons and Objects section earlier in this chapter). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against the back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator: An illuminator is a small torch (flashlight) that mounts to a firearm, freeing up one of the user's hands. It functions as a standard torch.

Laser Sight: This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope: A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope, you must spend an attack action acquiring your target. If you change targets or otherwise lose sight of the target, you must reacquire the target to gain the benefit of the scope.

Ethertech: An ethertech scope functions the same as a standard scope in normal light. In darkness, however, you see through it as if you had the darkvision ability.

Speed Loader: A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since you can insert all the bullets at once (see "Reloading Firearms" above).

Suppressor: A suppressor fits on the end of a firearm, capturing the gases travelling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire. Modifying a weapon to accept a suppressor requires an Engineer (mechanical) check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers, shotguns or v-prop weapons. A suppressor purchased for one weapon can be used for any other weapon that fires the same calibre of ammunition.

LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items, their acquisition DC, and their influence restriction (if any) are shown in Table 3–22.

Housing

Housing in Etherscope is almost entirely rented properties. The power and Wealth of the aristocracy in Europe (and even in America, where there are still a small few who own nearly all of the land) lies in their control of properties. As such, all people rent property; even the wealthiest industrialists are likely to rent their luxury houses.

Rented Accommodation: As renting is a long-term commitment, it is not appropriate to either roll a die or to take 20 on the acquisition check. Your ability to pay rents is always counted as though you were taking 10 on an acquisition check. As taking 10 does not reduce your Wealth score, this provides a sustainable level of accommodation that you can afford at each rent cheque. It is possible to stretch to a higher standard of living for a limited period of time, and characters can risk a die roll or take 20 to gain access to a house for a short period of time. Every month, however, you must make another acquisition check in order to maintain rent at the property.

Working Class Housing: Working class housing is grim, and sanitation is poor. Most share toilets with the rest of the houses or flats in the block and those lucky enough to have their own are limited to one at the end of their yard. Water supply is also often communal, with a standing pipe situated at the end of each block. Standard gas lighting is, however, widely available, but the price means that

TABLE 3–22: LIFESTYLE ITEMS

Item	Acquisition DC	Restriction
Housing		
Working class housing		
Coffin flat	12	—
Family flat	13	—
Two-up-two-down	14	—
Middle class housing		
Large house	20	—
Shop-and-flat	18	Civic
Upper class housing		
Quality address	28	—
Stately home	45	High Society
Entertainment		
Music hall ticket	2	—
Opera ticket	20	High Society
Picture house ticket	3	—
Sporting event ticket	3	—
Theatre ticket	12	—
Meals		
Exclusive restaurant	9	High Society
Public house meal	4	—
Standard restaurant	7	—
Takeaway	2	—
Transportation		
Air fare		
Continental	27	—
Intercontinental	32	—
Cab fare	8	—
Rail travel		
Local	4	—
Continental, luxury	22	High Society
Continental, second class	14	—
Sea crossing		
Continental, luxury	26	High Society
Continental, steerage	18	—
Intercontinental, luxury	31	High Society
Intercontinental, steerage	23	—
Vehicle rental		
Luxury	22	—
Service wheeled van	12	—
Steam carriage	13	—
Zepcar	14	—
Lodging		
Boarding house	13	—
Guest house	19	—
Upscale hotel	31	—
Scope Tabs		
Trip tabs		
Black Trip	13	Street
Domestic city	29	High Society
Other city	15	Intelligence, Street
Pleasure domains	2	High Society, Street
Upload tabs		
Knowledge	14	Street
Fighting technique	15	Street
Other skill	13	Street
Upload capsule		
Tailor-made	31	Intelligence, Street
Reality drama	14	High Society, Street
Scope Programs		
Base	10	Industry, Street
Components		
Complexity level 1	+1	Industry, Street
Complexity level 2	+3	Industry, Street
Complexity level 3	+7	Industry, Street
Complexity level 4	+11	Industry, Street
Complexity level 5	+17	Industry, Street

many spend longer hours in darkness to avoid building up a hefty bill. Normal use of gas lighting is included in the acquisition DC listed in Table 3–22. This DC may be reduced by 1 for every week that the occupants "economise" on heating, lighting, and other metered facilities.

Coffin Flats: The situation for the working class has recently worsened with the introduction of coffin flats, a tiny apartment with little more than room for the bed. A typical coffin flat also has a stove but nothing else. These are deemed suitable for the growing single population of the Great Metropolis, where space for building housing is precious. Tall tower blocks contain thousands of coffin flats crammed into a tiny amount of ground space.

Family Flat: The demand for ground space has also led to the tower principal being applied to family dwellings. These apartments have two or three rooms and a stove, and some also have their own water supply and even a bathroom in the more respectable working class communities.

Two-up-two-down: This traditional working class housing is gradually being phased out due to the inefficient use of land it offers. The industrial cities of Britain are full of long, terraced rows of houses, back to back and side to side. Such houses have two rooms on the ground floor and two more above them, with families sharing two rooms in a house. There is usually no water supply in the house and a fire and stove in one room. Most have a toilet in the backyard, but some may share a single toilet and standpipe between an entire row.

Middle Class Housing: The contrast between the prosperity of working and middle classes is striking. Even the poorest of the middle class employ at least one live-in servant, normally a housekeeper. The middle class houses in **Etherscope** have been gradually pushed further and further out of the centres of the cities and their absorbed satellite towns, and into pleasant but isolated suburbs. The wealthier of the middle class simply have larger houses and more servants.

Large House: Most professionals and successful tradesmen and managers can afford a large house in an attractive and safe suburb; they will also need to employ a staff of between four and ten people to successfully maintain their house. This expense is included in the acquisition DC.

Shop-and-flat: Many shopkeepers own large buildings in the high street of the main retail areas of towns and cities. These large buildings provide them with both the source of their business and their home. The shop normally takes up the ground floor, often leaving two or three other floors for the residence. Such housing obviously has its own sanitation and a decent standard of lighting throughout.

Upper Class Housing: The aristocracy have the distinct advantage when it comes to housing. Many own their own land, including a large stately home and grounds. However, there also a good number of the well-to-do who feel the need to be at the centre of society. They require luxury living in the heart of the many metropolitan centres of the world to ensure they are invited to the best parties. Such places are in high demand and are expensive for their size.

Quality Address: Wealthy industrialists and the aristocracy alike all prefer to live in the more fashionable areas so as to make the right impression and be close to all the gossip. Houses in such quality addresses are typically only a little larger than those in the suburbs, but are much more expensive. Eight to twenty staff members are required to run the house, and this expense is included in the acquisition DC. These houses are equipped with all the modern conveniences that money can buy.

Stately Home: The richest of the aristocracy have inherited their fortune over many generations. They have a title, as well as estates that generate a very comfortable income. They also probably possess a large stately home as part of their fortune, including many rooms, a library of quality books, an art collection with one or two significant works, and much more. Unlike most other housing, the acquisition DC of the stately home represents the price to buy the land rather than to rent it. As such, it can be bought, and usually is, by taking 20 on an acquisition check.

Entertainment

Acquisition DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the acquisition DC by 2.

Music Hall: The music hall is the bawdy house for drunken scallies and other ne'er-do-wells, providing the lowest form of entertainment. These halls put on cabaret shows of simple songs and simpler jokes and slapstick routines.

Opera: The opera enjoys a highly privileged position in the hierarchy of entertainments, being the exclusive domain of the upper classes. As such, it has become as much a case of going to the opera to be seen as to actually see the opera.

Picture House: With the advent of Scope tabs and the government restrictions on the types of films that can be shown in the European countries, the motion picture industry has entered a period of decline. However, there is still a place for the picture house, which shows government propaganda newsreels before the latest feature. With many of the more civilised members of the working classes, who would not disgrace themselves by going to the music hall, the picture house has become a regular Saturday night ritual.

Sporting Event Ticket: Sport in the **Etherscope** world is largely the domain of the working classes. Hordes go to watch the various different football matches on a Saturday afternoon; in Britain and throughout the Empire, there is association football (soccer), rugby football, and cricket. In America, they have their own form of football, and baseball. The Germans are also fond of association football. Horse racing is popular everywhere. Some events are also the domain of the upper and middle classes, such as cricket tests, with tickets to more exclusive seating or entry to reserved areas available for higher acquisition DCs, with some as expensive as opera tickets.

Theatre Ticket: From the days of Shakespeare, the theatre has been the one form of entertainment that all can enjoy. Whilst theatre tickets are still pricey for a regular working class out-

ing, they are popular enough to make nice treats when times are good, and are frequented by both the middle and upper classes.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the acquisition DC. These are the prices of eating out — characters are assumed to have enough money to buy their usual daily meals, but if they want the pleasure of a meal out, these are the prices they must pay.

Exclusive Restaurant: The upper echelons of society need their own places to congregate, and nothing provides a better venue than the finest restaurants in town. Different establishments go through periods of being in vogue, but there is always somewhere to go to discover the latest stirrings in society.

Public House Meal: Many public houses offer some basic food. Whilst their food may be little better in quality than that from a takeaway cart, they do provide a table and seat, and a beer to wash it down with.

Standard Restaurant: The middle classes are also fond of eating out, and many towns and cities have decent quality restaurants frequented by the professional and management classes.

Takeaway: There are many carts and stalls throughout the cities of the **Etherscope** world which supply hot snacks that you can eat in your hands as you walk away. Such offerings vary regionally; in America you might find hot dogs, whilst in London you would be greeted by pie and mash. The Great Metropolis is famous for its fish and chips, scouse (the local stew), black pudding, and black peas.

Transportation

Travel between countries is not common in the **Etherscope** world. People's movements are hindered by a lack of resources, as well as xenophobia, ethnocentrism, and governments fearful of espionage. Usually it involves either those who need to travel for business or the very wealthy, who have the funds to make global tourism a possibility. Even then, it is rare, left generally to the adventurous types who seek the hidden secrets of the world's remaining frontiers. Prices for long distance travel are listed as continental (to a place within the same continent) or intercontinental (to somewhere in a different continent). All tickets other than steerage or cab fares are considered to be round trips.

Air Fare: Air travel has not become a widely used medium of transport, as many who travel do not need or cannot afford the increased speed this mode of transport offers. Standards on most zeppelins are comfortable and luxurious, but are used more by those few industrialists who have branched out into businesses in foreign lands.

Cab Fare: The cities of **Etherscope** are filled with Hansom cabs that take their customers to any location in the city with speed, their drivers knowing the routes and traffic patterns of the city like the back of their hand.

Rail Travel: Rail remains the fastest, safest, and most reliable form of transport in the **Etherscope** world, so not surprisingly it is the mode of choice for most travellers. Rail travel is divided into two types: continental, meaning national or international travel taken within a continent; and local, meaning journeys of up to, typically, 100 miles. The land-based limitations of rail travel mean that intercontinental travel is limited to those areas where the continents touch, such as Europe to Asia (by way of either the Orient Express of the Trans-Siberian Railway).

Sea Crossing: Sea crossings are still a widely used mode of transport. The use of etherium and vast steam engines has made great speeds possible for huge ocean-going liners. Sea tickets are divided into two types: luxury, used by the upper classes to traverse the world in style; and steerage — Spartan accommodation in the ships' inner bowels — used by those of the working classes who leave behind the shores of one country to seek their fortune in another.

Vehicle Rental: The rental culture of the **Etherscope** world has also spread to the use of vehicles, with many renting their own delivery vans so that they can work for whoever has jobs going that day. Others at the high end of the middle classes may treat themselves to a luxury, chauffeur-driven vehicle for an evening at the theatre. Cab drivers also hire out their services, whether they drive steam carriages or zepcars. (See Chapter 6: The Scope for more details about zepcars.) Vehicle rental works along similar lines to housing rent described above. Taking 10 to acquire the vehicle means that you can generally afford to keep it indefinitely, but other than that, you will need to re-check every week.

Scope Tabs

Scope tabs are drugs that manipulate your mind and its relationship to Etherspace. They can boost your skills or allow your avatar to enter the Scope. Thoughts vibrate through the ether, and these tabs allow the brain to shift perception of such thought patterns, enabling it to tap into Etherspace, or pick up on stored thought patterns of knowledge.

Trip Tabs: Trip tabs take you on a Scope trip, shifting your consciousness into the Etherscope, depositing your avatar at a specified entry point. For more details on how trip tabs work, see Chapter 6: The Scope.

Black Trip: Black Trips are tabs developed by street-level tab-jammers to allow them to enter the Scope at any point. Often these find their way to the open market. Typically, they allow your character entry to one of the industrial domains, but nothing is certain. It is likely that the dealer will know where the tab is due to place the user in Etherspace. However, whether they are telling the truth or have been misinformed is another matter. The acquisition DC assumes that the purchaser is trying to find a trip to a specific domain. If you wish to simply find any Black Trip, lower the DC by 5. There is a 10% chance that a Black Trip has been sold incorrectly and takes the ingestor to a different location.

Domestic City: The latest fad amongst the decadent young adults of the aristocracy is to hold parties in the lavish surroundings of a Scope hall. As a result, tabs such as these, which provide entry to a given country's own Scope city, are much sought after.

Other City: Hard to get hold of but priceless to the spy — and much sought after by tab-jammers — are the tabs that

International Travel

In the **Etherscope** world, long-distance travel lags behind the rest of the world's technological development. Whilst there are steam carriages and locomotives that are as fast as anything around today, high-speed international travel hasn't been a necessity in the **Etherscope** world, due to the insular behaviour of many of its people. Instead, the advanced technologies have been spent on improving the luxury and space (and therefore the overall size of the vessel) available to the discerning traveller. The following information will help you calculate distances and travel times around the world.

TABLE 3–23: TYPICAL LONG-DISTANCE TRAVEL SPEEDS

Transport type	Typical Range*	Typical Speed in mph **	Miles per 24 Hours
Locomotive	4,000	80	1,600
Steam carriage	200	50	300†
Ship, cargo	6,000	25	600
Ship, liner	6,000	40	960
Zeppelin	10,000	35	840
Autogyro	400	90	600†

** Range is the number of miles the vehicle can travel before having to stop. Larger ranges can be achieved with special preparations — typically up to 50% extra range may be added.*

*** This is a typical speed over a long distance, taking into account any stops required.*

† These vehicles are rarely used for long-distance hauls, and are limited by their maximum range.

TABLE 3–24: DIRECT TRAVEL DISTANCES BETWEEN MAJOR CITIES

London*															
176	Metropolis*														
577	678	Berlin**													
897	1,072	763	Rome**												
1,309	1,326	829	1,460	St. Petersburg††											
3,321	3,470	3,975	4,298	4,291	New York City†										
3,963	3,800	4,415	4,832	4,593	719	Chicago†									
5,371	5,196	5,673	6,626	5,524	2,582	1,863	San Francisco†								
5,979	6,139	5,950	5,219	6,492	7,793	8,487	10,252	Cape Town, South Africa***							
10,562	10,586	10,005	10,140	9,262	9,935	9,235	7,408	6,861	Sydney, Australia***						
5,956	5,901	5,558	6,136	4,731	6,760	6,314	5,142	9,149	4,845	Tokyo, Japan					
5,310	5,262	4,899	5,472	4,071	6,447	6,092	5,178	8,863	5,441	665	Vladivostok††				
4,228	4,404	3,949	3,333	4,234	7,360	8,014	9,600	2,533	7,562	6,998	6,532	Nairobi, Kenya***			
6,052	6,075	5,512	5,836	4,750	8,098	7,822	6,893	7,398	4,512	1,774	1,761	5,498	Hong Kong***		
4,477	4,593	3,916	3,837	3,517	7,808	8,067	8,401	5,098	6,310	4,193	3,782	2,815	2,734	Bombay, India***	
5,708	5,741	6,161	5,664	6,986	4,784	5,276	6,629	3,762	8,447	11,507	10,973	5,521	11,019	8,300	Rio de Janeiro†

**Briain* ***New Reich* ****British* *†USA* *††Russia*

take you to the Scope city of another nation.

Pleasure Domains: These tabs take you to the pleasure domains. They are easily attained in most countries due to the secret influx of them through American agents. In America itself, they are more expensive (+10 DC), as more honest market forces dictate prices, but they are legal.

Upload Tabs: These tabs provide an upload of memory data to your short-term memory. They can provide you with new skills or enable you to speak new languages. You can learn complex martial arts with a single tab. Game systems for upload tabs are found in Chapter 6: The Scope. The prices listed are for a basic 2-rank upload. Every additional rank desired increases the acquisition DC by 1.

Knowledge: Knowledge skill uploads are being cracked down on by most governments as they represent a serious threat to security. As a result, they are harder to get hold of compared to other skill tabs.

Fighting Technique: To boost your combat prowess, you need to develop your martial arts skills. Uploads of these skills are highly in demand, particularly with Scope riders.

Other Skills: Uploads of any other skills are slightly easier to purchase.

Upload Capsules: Upload capsules provide specific "grains" of knowledge,

such as the plan of a top-security building, or specific series of real-life events. They come in a wide variety of colours and are often stamped with a logo that represents the information stored in the grains.

Tailor-made: Criminals, spies, and counter-culturalists make ready use of upload capsules for transferring secret information, such as the plans of a specific building. Such grains provide not just a map of the building but the familiarity and understanding of someone who walks the building on a daily basis. It is possible to find a tab-jammer who can create a capsule tailored to your specific needs. Such tabs contain grains of whatever information you might want, but the DC will be higher where the information is harder to get hold of, due to security levels and other restrictions.

Reality Drama: A new art form, the reality drama is a kind of play that, upon taking the tab, places you in the position of someone watching a series of events from someone else's memory. The fashion was started by high society tab experimenters, who recorded a night at the opera or theatre. The street culture is taking hold, using it initially as a medium for music recordings, but lately some more disturbing events are starting to be recorded — pornography and snuff are now coming into the domain of the upload capsule.

Scope Programs

Scope programs are crafted for the Scope user. Whether weapons or armour for a combat Scope avatar or automated documents and other work tools, Scope programs determine how you function in the Scope. Scope programs are often analogous to Prime Reality items, but designed to work in the Scope. You can pick any item from the equipment lists in this chapter and then work out the complexity level of its program. For more details on Scope program complexity level, see the description of the Scope Use skills in Chapter 2: Traits. The complexity level is a rough indicator of how difficult the individual components of the program are to create. Add the DC modifiers for each different type of component purchased in the system (similar components are easy to duplicate once one has been crafted and so no additional modifier is applied) to the base DC of 10 to calculate the final DC of the program.

For example, a Scope program suit of heavy piston armour for your avatar requires a complexity level 2 component (for the armour itself) and a complexity level 4 component for the pistons (an engine system). This has a total acquisition DC of 24.

You could also add new features to an item, integrating other mechanisms or systems by adding more program components to the item. For example, a crossbow could have an automatic reloading component added, which would be an additional level 3 component (the crossbow itself is also level 3), making the total acquisition DC for the crossbow 24. You could also make weapons or magazines that have an infinite supply of ammunition, creating it at the time of firing. This would be an additional level 1 component, and as such increase the acquisition DC by 1.

Completely new equipment items are also possible. If you can describe roughly how it should work, you will probably be able to get a program crafter to create it for you. You are limited only by your imagination.

SERVICES

The broad spectrum of services available to characters is only represented in overview here.

Medical Services: Medical insurance or the welfare state is not a common concept in the **Etherscope** world, and medical services can break the savings of many families in need. Medical services must be paid for in full regardless of whether they are successful. See the Knowledge (medicine) skill for more information on the medical services described below.

In a hospital setting, the necessary Knowledge (medicine) checks are always successful. The acquisition DC is per check.

TABLE 3–25: SERVICES

Item	Acquisition DC
Bribery	
Bouncer	6
Bureaucrat	15
Informant	7
Police constable	20
Legal services	20 + lawyer's Knowledge (civics) ranks
Medical services	
Long-term care	13
Restore hit points	14
Surgery	12
Treat poison/disease	15
Vehicle repair	
1 to 10 hp damage	14
11 to 20 hp damage	17
21 to 30 hp damage	20
30+ hp damage	23
Zepcar repair	+5
Towing	4

Long-Term Care: The acquisition DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The acquisition DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The acquisition DC represents the cost of a single surgical procedure.

Poison/Disease: The acquisition DC represents one application of treatment for a poison or disease.

Vehicle Repair: Having a vehicle repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The acquisition DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the acquisition DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. Zepcars are more complex pieces of machinery and are more expensive to fix. The acquisition check to repair a zepcar is 5 higher than normal.

CHAPTER IV: COMBAT

This chapter provides you with the rules for combat in the ***Etherscope*** *game.* ***Etherscope*** *embodies action and adventure, and these rules enable you to describe and play out the battles and other encounters in which your characters take part. The following rules describe the different systems that are used to describe and control combat situations.*

COMBAT ROUND—THE BASICS

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each participant starts the battle flat-footed. Once a participant acts, he is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the participants are aware of their opponents, a surprise round happens before regular rounds begin. The participants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), participants who started the battle aware of their opponents each take one move or attack action. Participants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Participants who have not yet rolled initiative do so. All participants are now ready to begin their first regular round.
4. Participants act in initiative order.
5. When everyone has had a turn, the participant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

This section summarizes the fundamental combat statistics.

Attack Roll

An attack roll represents your attempts to strike an opponent on your turn in a round. When you make an attack roll, you roll 1d20 and adds your attack bonus. If the result equals or beats the target's Defence, you hit and deal damage. Many modifiers can affect the attack roll. A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat: a possible critical hit. If you are not proficient in the weapon you are attacking with (you don't have the appropriate Weapon Proficiency feat), you take a –4 penalty on the attack roll.

Attack Bonus

The attack bonus is the number that you add to the d20 roll when checking to see if you have hit the opponent you're attacking. Your attack bonus is made up from your total base attack bonus, size modifier, an ability score bonus (usually Strength for melee attacks and Dexterity for ranged attacks), and any additional bonuses from feats, talents, other character abilities, or equipment. Ranged attacks also suffer penalties for attacking over long distances.

Base Attack Bonus: Your character class provides you with your base attack bonus. The total base attack score from all your levels are added together to provide your final base attack bonus. A character with three levels of combatant and three levels of savant has a base attack bonus of +4 (a 3rd-level combatant has +3 base attack bonus, whereas a 3rd-level 3 has a +1 base attack bonus; adding the two together provides a total of +4 Base Attack Bonus).

Size Modifier: Creature size categories are defined differently from the size categories for weapons and other objects. Apply this size modifier to all attack rolls and to Defence. (Since this size modifier applies to Defence against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are.) Creature sizes are compatible with vehicle sizes. In the **Etherscope** game, most player characters will be Medium; only the gamma human strain is of Small size. However, they may encounter creatures or vehicles of a wide variety of sizes.

TABLE 4–I: SIZE MODIFIERS

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	–8
Gargantuan (grey whale [40 ft. long])	–4
Huge (elephant)	–2
Large (lion)	–I
Medium (human)	+0
Small (German shepherd)	+I
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Strength Modifier: Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

Dexterity Modifier: Dexterity measures coordination and steadiness, so your Dexterity modifier applies when you attack with a ranged weapon.

Range Penalty: The range penalty for a ranged weapon depends on what weapon you are using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Table 3–8: Ranged Weapons, and Table 3–13: Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can be effectively aimed up to ten increments. Many weapons may technically have a much longer range than this would suggest, but they are too difficult to aim at this range without special training, represented by the Far Shot feat.

In summary:
Melee attack = Base attack bonus + Strength modifier + size modifier

Ranged attack = Base attack bonus + Dexterity modifier + range penalty + size modifier

Damage

When you hit with a weapon, you deal damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. Damage is deducted from the target's current hit points.

Minimum Weapon Damage: If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee weapon or thrown weapon, add your Strength modifier to the damage.

- *Off-Hand Weapon:* When you deal damage with a weapon in your off hand, only add half of your Strength bonus.
- *Wielding a Weapon Two-Handed:* When you deal damage with a weapon that you are wielding two-handed, add 1.5 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon two-handed; in such a case, only your normal Strength bonus applies to the damage roll.

Multiplying Damage: Sometimes damage is multiplied by some factor, such as a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. This includes extra damage dice from feats, such as Burst Fire, certain ammunition types or occult effects. Do not multiply bonus damage dice when asked to multiply damage.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of the target's Defence, and you have scored a threat of a critical hit. This represents a hit against a weak spot, vulnerable area, or vital component/organ of the target.

To find out if it is actually a critical hit, you immediately make another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defence, the attack is a critical hit. The second roll just needs to hit to confirm a critical hit; you don't need to roll a second 20. If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2, although it is possible for some weapons to have higher multipliers, doing more damage on a critical hit. Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table 3–8: Ranged Weapons and Table 3–13: Melee Weapons indicates the threat range for each weapon on the tables. Bonus damage represented as extra dice is not multiplied when a character scores a critical hit. Objects (including vehicles) and some types of creatures are immune to critical hits. A 20 is always a successful hit, but deals no extra damage against these targets.

Defence

Your Defence represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. The average, unarmoured civilian has a Defence of 10. Your Defence is calculated by adding your Dexterity modifier, class bonus, and size modifier, along with any equipment bonuses due to armour worn.

In summary:
Defence = 10 + Dexterity modifier + class bonus + size modifier + equipment bonus

Dexterity Modifier: If your Dexterity is high, you are particularly adept at dodging blows or gunfire. If your Dexterity is low, you are particularly inept at it. You apply your Dexterity modifier to Defence. Sometimes you can't use your Dexterity bonus. If you can't react to a blow — you are flat-footed, for example — you can't add your Dexterity bonus to Defence.

Class Bonus: Your character class and level grant you an innate bonus to Defence, representing the natural defensive ability acquired through the activities undertaken and training provided by the class. This bonus applies in all situations, even when you are flat-footed or when you would lose your Dexterity bonus for some other reason.

Size Modifier: The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table 4–1: Size Modifiers.

Equipment Bonus: If you wear armour, it provides a bonus to your Defence. This bonus represents the armour's ability to protect you from blows. Armour provides a minimum bonus to anyone who wears it, but if you are proficient in the use of a certain type of armour, you receive a larger bonus to Defence. Sometimes you can't add your armour's equipment bonus to Defence. If an attack will cause damage just by touching you, you can't add your equipment bonus to Defence (see Touch Attacks, below).

Other Modifiers: Other factors can add to your Defence.

Feats: Some feats give a bonus to your Defence.

Natural Armour: Some creatures have natural armour, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defence bonuses represent actively avoiding

blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you your dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Occult Effects: Some occult effects offer enhancement bonuses to armour (making it more effective) or deflection bonuses that ward off attacks.

Touch Attacks

Some attacks disregard armour. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his attack roll as normal, but the target's Defence does not include any equipment bonus, armour, or natural armour bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

Hit Points

Your hit points tell you how much punishment you can take before dropping. Hit points are based on your class and level, and your Constitution modifier applies. When your hit point total drops to 0, you are disabled or unconscious. You must then make Fortitude saves to avoid death with each further damaging blow you take (see "Death, Dying, and Healing" below). Some damage you take might be nonlethal damage. This damage does not cause hit point loss.

Scope Hit Points: Your Scope avatar has a different number of hit points, representing the amount of damage the avatar can take before crashing and forcing you to jack out. You do not take real damage from losing Scope hit points. See Chapter 6: The Scope.

Speed

Your speed tells you how far you can move in a move action. Player characters normally move 30 feet, but some creatures move faster or slower. Wearing armour or carrying a heavy load can slow you down. You normally move as a move action, leaving an attack action to attack. You can, however, use your attack action as a second move action. This could let you move again, for a total movement of up to double your speed. Another option is to run all out (a full-round action). This lets you move up to four times your normal speed, but you can only run all out in a straight line, and doing so affects your Defence (see Run, below).

In the Scope, your movement may be limited by the type of domain you're in (see Chapter 6: The Scope).

INITIATIVE

Every round, each participant gets to do something. The participants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each participant makes a single initiative check. An initiative check is a Dexterity check. Each participant applies his Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM determines in what order participants are acting, counting down from highest result to lowest, and each participant acts in turn. On all following rounds, the participants act in the same order (unless a participant takes an action that results in his initiative changing; see "Special Initiative Actions" below). If two or more participants have the same initiative check result, the participants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before a participant has had a chance to act (specifically, before the participants first turn in the initiative order), he is flat-footed. A participant can't use his Dexterity bonus to Defence or make attacks of opportunity whilst flat-footed.

Joining a Battle: If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his enemies and they were aware of him, that participant is surprised. Likewise, a character can surprise his enemies if the character knows about them before they're aware of the character.

The Surprise Round: If some but not all of the participants are aware of their opponents, a surprise round happens before regular rounds begin. The participants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), participants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see "Action Types," below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants: Participants who are unaware at the start of battle do not get to act in the surprise round. Unaware participants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defence.

ACTIONS IN COMBAT

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialised options are touched on in Table 4–2: Actions in Combat, and covered in more detail in "Special Initiative Actions" and "Special Attacks" below.

THE COMBAT ROUND

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1

round. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions (for exceptions, see "Attacks of Opportunity" and "Special Initiative Actions" below). For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION TYPES

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, you can perform a single attack action and a single move action (or two move actions; you can always take a move action in place of an attack action), or you can perform a full-round action. You can also perform as many free actions as the GM allows. In some situations (such as in the surprise round), you may be limited to only taking a single attack or move action.

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can take an attack action and a move action. You can take a move action before or after performing an attack action.

Move Action

A move action allows you to move your speed or perform an action that takes a similar amount of time. You can move your speed, climb one-quarter of your speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table 4–2: Actions in Combat). You can take a move action in the place of an attack action. If you move no actual distance in a round, you can take one 5-foot step before, during, or after the action.

Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow you to take a 5-foot step. You can also perform free actions (see below) as the GM allows.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. You can perform one or more free actions whilst taking another action normally. However, the GM puts reasonable limits on what you can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on an occult ability are all free actions.

ATTACK ACTIONS

Most common attack actions are described below. More specialized attack actions are mentioned in Table 4–2: Actions in Combat, and covered in "Special Attacks."

Melee Attacks

With a normal melee weapon, you can strike any enemy within your reach distance. All player character races have a standard reach of 5 feet (enemies within 5 feet are considered adjacent to the character). Other creatures may have a reach smaller or greater than this and so can make melee attacks within their reach range. A character capable of making more than one melee attack per round must use the full attack action (see "Full-Round Actions" below) in order to make more than one attack.

TABLE 4–2: ACTIONS IN COMBAT

Attack Actions	Attack of Opportunity*
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	Yes
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe**
Total defence	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Move Actions	**Attack of Opportunity***
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon†	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Full-Round Actions	**Attack of Opportunity***
Bull rush (charge)	Yes
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes
Free Actions	**Attack of Opportunity***
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	**Attack of Opportunity***
Disarm‡	Yes
Grapple‡	Yes
Load a weapon	Yes
Trip an opponent‡	No (Yes if unarmed)
Use a feat (the description of a feat defines its effect)	Varies
No Action	**Attack of Opportunity***
Delay	No
5-foot step	No

** Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.*

*** If the object is being held, carried, or worn by a creature, yes. If not, no.*

† If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

‡ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Fighting Defensively: You can choose to fight defensively whilst making a melee attack. If you do so, you take a –4 penalty on your attack in a round to gain a +2 dodge bonus to Defence in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

"Armed" Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offence and defence – not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if he makes an unarmed attack against it. The Combat Martial Arts feat makes your unarmed attacks count as armed.

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage. Gamma human characters, who are Small, only deal 1d2 damage. You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on the attack roll because you have to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between you and the target. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can be effectively aimed up to ten increments. Many weapons may technically have a much longer range than this would suggest, but they are too difficult to aim at this range without special training, represented by the Far Shot feat. A character capable of making more than one ranged attack per round must use the full attack action (see "Full-Round Actions," below) in order to make more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you take a –4 penalty on your attack roll because you have to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are within reach of one another. An unconscious or otherwise immobilised character is not considered engaged unless he is actually being attacked. If the target is so big that part of it is 10 feet or farther from the nearest ally, you can avoid the –4 penalty, even if it's engaged in melee with an ally. Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Fighting Defensively: You can choose to fight defensively whilst making a ranged attack. If you do so, you take a –4 penalty on your attack in a round to gain a +2 dodge bonus to Defence in the same round.

Total Defence

Instead of attacking, you can use your attack action simply to defend. This is called a total defence action. You don't get to attack or perform any other activity, but do get a +4 dodge bonus to your Defence for 1 round. Your Defence improves at the start of this action, so it helps against any attacks of opportunity you are subject to whilst performing your move action.

Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets you start undertaking a full-round action (such as those listed on Table 4-2: Actions in Combat) at the end of your turn, or complete a full-round action by using an attack action at the beginning of your turn in the round following the round when you started the full-round action. If you start a full-round action at the end of your turn, the next action that you take must be to complete the full-round action. Start/complete full-round action cannot be used with a full attack, charge, run, or withdraw action.

MOVE ACTIONS

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving your speed. If you take this kind of move action during your turn, you cannot also take a 5-foot step. Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter your speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door. If you have a base attack bonus of +1 or higher, you can draw a weapon whilst making a normal move action.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten you.

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, you can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows you to move more than your speed and attack during the action. However, there are tight restrictions on how and when you can charge.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet and may move up to twice your speed. All movement must be in a straight line, with no backing up allowed. You must stop as soon as you are within striking range of your target (you can't run past the target and attack from another direction). You can't take a 5-foot step during the same round as a full charge. During the surprise round (or any other time you are limited to taking no more than a single attack action on your turn), you can still use the charge action, but you are only allowed to move up to your speed (instead of up to twice your speed).

Attacking After a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll. You also take a –2 penalty to your Defence for 1 round (until the beginning of your turn in the following round). Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack after a charge. Instead of attacking the target, you can attempt to push the target back (see "Bull Rush" below).

Full Attack

If you get more than one attack per action because your base attack bonus is high enough, because you fight with two weapons, because you are using a double weapon, or for some special reason, you must use the full attack action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. Full attack is a full-round action. Because of this, the only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between the attacks. If you get multiple attacks based on your attack bonus, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Committing to a Full Attack Action: You don't have to commit to a full attack until after the first attack has been made. You can then decide whether to make your remaining attacks or to take a move action. Of course, if you have already taken a 5-foot step, you can't use your move action to move any distance, but you could still draw or put away a weapon, for instance (see "Move Actions" above).

Fighting Defensively: You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defence in the same round.

Attacking with Two Weapons: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very difficult, however — you take a –6 penalty on the regular attack or attacks with your primary hand and a –10 penalty on the attack with your off hand. You can reduce these penalties in two ways:

- If the off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 4–3: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

TABLE 4–3: TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

Double Weapons: You can use a double weapon to make an extra attack as if you were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Run

You can run all out as a full-round action. When you run, you can move up to four times your speed in a straight line (you do not get a 5-foot step). You lose any Dexterity bonus to Defence since you can't avoid attacks. However, you get a +2 bonus to Defence against ranged attacks whilst running. You can run for a number of rounds equal to your Constitution score, but after that you must succeed at a Constitution check (DC 10) to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you make. When you fail this check, you must stop running. When you have run to your limit you must rest for 1 minute (10 rounds) before running again. During a rest period, you can move normally, but can't run. A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to twice your speed (you don't also get a 5-foot step). The square you start from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against you when you move from that square. If whilst withdrawing, you move through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal. Some forms of movement (such as climbing and swimming) require skill

checks from most creatures. You may not withdraw using a form of movement for which you must make a skill check.

MISCELLANEOUS ACTIONS

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill, or Talent

Certain feats let you take special actions in combat. Other feats are not actions in themselves, but they give you a bonus when attempting something you can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them. Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

ATTACKS OF OPPORTUNITY

The melee combat rules assume that participants in a combat are actively avoiding attacks. A player doesn't have to declare anything special for his character to be on the defensive. Sometimes, however, a participant in a combat lets his guard down, and doesn't maintain a defensive posture as usual. In this case, participants near him or her can take advantage of this lapse in defence to attack for free. These attacks are called attacks of opportunity.

TABLE 4–4: DEFENCE MODIFIERS

Circumstance	Melee	Ranged
Defender sitting or kneeling	–2	+2*
Defender prone	–4	+4*
Defender stunned or cowering	–2**	–2**
Defender climbing	–2**	–2**
Defender flat-footed	+0**	+0**
Defender running	+0**	+2**
Defender grappling (attacker not)	+0**	+0
Defender pinned	–4†	+0†
Defender helpless (such as paralysed, sleeping, or bound)	+0**	+0**
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	

** Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defence granted by cover. See "Cover" below.*
*** The defender loses any Dexterity bonus to Defence.*
† Treat the defender's Dexterity as 0 (–5 modifier).

Weapon Type

You can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see "Provoking an Attack of Opportunity" below). In addition, you can make attacks of opportunity with unarmed attacks if your unarmed attacks count as armed (see "'Armed' Unarmed Attacks" above).

Threatened Squares

You threaten the squares into which you can make a melee attack, even when it is not your action. Generally, that's all squares adjacent to your position. An enemy that takes certain actions whilst in a threatened square provokes an attack of opportunity from you. You can only make attacks of opportunity with melee weapons, never with ranged weapons, unless a feat, talent, or special ability allows you to do so.

Provoking an Attack of Opportunity

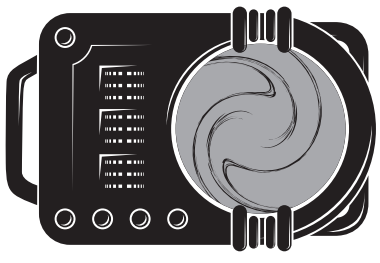
Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets your guard down.

Moving Out of a Threatened Square: When you move out of a threatened square, you generally provoke an attack of opportunity. There are two important exceptions, however. You don't provoke an attack of opportunity if all you move is a 5-foot step, or if you withdraw (see above). If you don't start in a threatened square, but move into one, you have to stop there, or else provoke an attack of opportunity as you leave that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make you divert your attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table 4–2: Actions in Combat notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You do not have to make an attack of opportunity if you do not want to. As you become experienced, you get additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus — even if you have already attacked in this round.



Standard Scale

One inch (or one square) = 5 feet

"Next to" or "adjacent" = 1 inch (5 feet) away (or in adjacent square), assuming a 5-foot reach.

30mm figure = A human-size creature
A human-size creature occupies an area 1 inch (5 feet) across (or one square).

One round = 6 seconds

MOVEMENT AND POSITION

In the **Etherscope** game, combat is best played out using a grid drawn over a map of the encounter location and using small figures to represent your character and their enemies. When using a grid to represent movement, the standard scale equates 1 inch (or a 1-inch square) to 5 feet in the game world.

TACTICAL MOVEMENT

Where you can move, how long it takes to get there, and whether you are vulnerable to attacks of opportunity whilst moving are key questions in combat.

Movement Rates

Humans normally move 30 feet, although armour can reduce this. Some creatures move faster or slower. Your speed when unarmoured is called base speed.

Scope Movement: Movement in the Scope is a different than in the physical world. The ability of the avatar to move through Etherspace is dictated by the type of domain they are in, rather than the speed in which they can physically move their body. However, some characters can break this rule, providing them with superhuman speed in the Scope (see Chapter 6: The Scope).

Encumbrance: A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal (see "Encumbrance" in Chapter 3: Equipment).

Movement in Combat: Generally, you can move your speed as a move action. If you use your attack action as a move action, you can move again (for a total movement of up to twice your normal speed). If you spend the entire round to run all out, you can move up to four times your normal speed. If you do something that requires a full round, you can only take a 5-foot step.

Movement in Darkness: If you move when you can't see, such as in total darkness, your speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes you can pass through an area occupied by another character or creature.

Friendly Character: You can move through a square occupied by a friendly character. This attracts attacks of opportunity as usual if the area is threatened.

Unfriendly Character: There are two ways to move through a square occupied by a resisting enemy. You can attempt an overrun. Or you can attempt to tumble through a square occupied by an enemy (if you have ranks in the Tumble skill; see the skill description in Chapter 3: Traits). You can move through a square occupied by an unfriendly character who doesn't resist as if he was friendly.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If you are making a melee attack against an opponent, and an ally directly opposite you is threatening the opponent, you and your ally flank the opponent. You gain a +2 bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you and your ally. You don't gain a bonus for flanking when making a ranged attack.

COMBAT MODIFIERS

There are a number of different circumstances and positions that you might find yourself in that could convey an advantage or penalty in combat. This section covers offensive and defensive modifiers provided by position.

FAVOURABLE AND UNFAVOURABLE CONDITIONS

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, whilst any situational modifier created by the defender's position, state, or tactics applies to the defender's Defence. The GM judges what bonuses and penalties apply, deciding whether multiple conditions should be cumulative or only the highest apply as appropriate, using Table 4–4: Defence Modifiers and Table 4–5: Attack Roll Modifiers as guides.

TABLE 4–5: ATTACK ROLL MODIFIERS

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	–
Attacker on higher ground	+1	+0
Attacker prone**	–4	–2
Attacker invisible	+2†	+2†

** A character flanks a defender when he has an ally threatening the defender on the opposite side of the defender.*

*** Some ranged weapons, such as bows or thrown weapons, can't be used whilst the attacker is prone.*

† The defender loses any Dexterity bonus to Defence.

TABLE 4–6: COVER

Degree of Cover (Example)	Cover Bonus to	
	Defence	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4*
Total (on the other side of a solid wall)	–	–

** Half damage if save is failed; no damage if successful.*

COVER

Firing through a window or around a corner grants you the benefit from cover. Cover bonuses represent another object/being preventing an enemy from being able to attack a fully exposed target. Cover provides a bonus to Defence. The more cover you have, the bigger the bonus. In melee, if you have cover against an opponent, that opponent probably has cover against you, too. With ranged weapons, however, it's easy to have better cover than the opponent. The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because you gain more value from covering the parts of your body that are more likely to be struck. If the bottom half of your body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of your body is covered, you get one-half cover.

Cover Defence Bonus

Table 4–6: Cover gives the Defence bonuses for different degrees of cover. Add the relevant number to the character's Defence.

Cover Reflex Save Bonus

Table 4–6: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, then the object used for cover was struck. This can be particularly important to know in cases when you use another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defence of the covering character, the covering character takes the damage intended for the target. If the covering character has a Dexterity bonus to Defence or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to Defence and/or his dodge bonus, if he so desires. Note that characters engaged together in melee do not count as providing cover for each other as actively fighting characters are assumed to be in motion and moving around the space they occupy.

CONCEALMENT

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table 4–7: Concealment. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Actually, it doesn't

TABLE 4–7: CONCEALMENT

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50%*

** Character must also guess the target's location.*

matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

HELPLESS DEFENDERS

A helpless foe — one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy — is an easy target. You can sometimes approach a target who is unaware of your presence, get adjacent to the target, and treat him as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his Dexterity bonus to Defence, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defence of 5 + his size modifier. If you are attacking with a ranged weapon and are not adjacent to the target, you can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If you are attacking with a melee weapon, or with a ranged weapon from an adjacent square, you can use a full-round action to deliver a coup de grace.

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless foe. You can also use a ranged weapon, provided you are adjacent to the target. You automatically hit and score a critical hit. Even if this would not normally be enough to reduce the defender to 0 hit points or to beat their massive damage threshold, the defender must still make a dying saving throw (see "Damage" below). Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. You can't deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full-round action, you can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. You can also use a melee weapon that deals lethal damage, but you take the usual –4 penalty on any attempt to deal nonlethal damage with the weapon (see "Nonlethal Damage" below). The target has an effective Defence of 5 + his size modifier. If your attack hits, you automatically score a critical hit. Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. You can't deliver a knockout blow against a creature that is immune to critical hits.

SPECIAL INITIATIVE ACTIONS

Usually, you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

DELAY

By choosing to delay, you take no action and then act normally at whatever point in the initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You cannot interrupt anyone's action with a delayed action (as you can with a readied action; see below).

Delaying Limits

The longest you can delay before taking an action is until after everyone else has acted in the round. At that point, you must act or else forfeit any action in that round. If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round. If you lose an action due to delaying, you may act on any count on the next turn. Again, you cannot interrupt an action.

READY

The ready action lets you prepare to take an action later, to interrupt another character. Essentially, you split your action, taking the move action on your initiative count and the attack action at a later point. On your turn, you prepare to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, you take your action, acting before the triggering action. Readying does not provoke an attack of opportunity, although your move action, and the attack action you ready, may both provoke attacks of opportunity normally.

Readying an Action

You can ready an attack action or a move action. To do so, you specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character

continues his actions once the readied action is completed.

Your initiative count changes. For the rest of the encounter, it is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered the readied action. You can take a 5-foot step as part of your readied action, but only if you didn't otherwise move any distance during the round. If you come to your next action and have not yet performed the readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

For example, a character on initiative 13 aims his pistol at a door and readies an action to shoot at the first person who comes through the door. No one enters for the remainder of that round, but on initiative 18 of the next round, an enemy enters through the door. The character acts on initiative 18 of the round in which the target appears in the doorway and before the enemy gets to act. From this point onwards, the character's initiative is 18 and he does not get to act again on initiative 13 of the round during which the target came through the door and the character fired.

SPECIAL ATTACKS

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

AID ANOTHER

In combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you are in position to make a melee attack against an opponent with which a friend of yours is engaged in melee combat, you can attempt to aid the friend as an attack action. You make an attack roll against Defence 10. If you succeed, you don't actually damage the opponent – but grant your friend either a +2 circumstance bonus on attack rolls against that opponent or a +2 circumstance bonus to Defence against that opponent (your choice) on the friend's next turn.

FIREARMS

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Basics

The Personal Firearms Proficiency feat allows you to make a ranged attack without penalty. If you aren't proficient in personal firearms, you take a –4 penalty on attacks with firearms. A number of other feats allow you to deal extra damage when you fire more than one bullet as part of a single attack at a single target. If you don't have those feats, you can still fire more than one bullet, but the extra bullets don't have any effect, and are just wasted ammunition. As with all forms of ranged weapons, attacking with a firearm whilst within a threatened square provokes an attack of opportunity. Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, you may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. You target a 10-foot-by-10-foot area and make an attack roll; the targeted area has an effective Defence of 10 (if you do not have the Advanced Firearms Proficiency feat, you take a –4 penalty on the attack roll). If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. If the attack roll fails, you are deemed to have not been able to control the recoil of the weapon and the bullets are distributed harmlessly into the general area without causing any significant damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it. Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If you fire a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack which, if successful, deals only normal damage — all the extra ammunition you fired is wasted. Some firearms, particularly autoguns, only have autofire settings and can't normally fire single shots.

GRENADES AND EXPLOSIVES

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. You can target a square occupied by a creature. Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

If the target square is more than one range increment away, make an attack roll. The square has an effective Defence of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to. If the character misses the target, the

explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments away (11 to 30 feet), roll 1d8 and refer to Table 4–9: Scatter Direction — 2–4 Range Increments

For ranges of up to five range increments (31 to 50 feet), roll 1d12 and refer to Table 4–10: Scatter Direction — 5+ Range Increments

After determining where the explosive lands, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage. If you have a remote detonator, you can ready an action to set off the explosive when a character enters the square in which it has been left.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the –4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target. You can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if you target a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature. If you miss the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

Attack an Object

Sometimes you need to attack or break an object, such as attempting to break down a door, for example.

TABLE 4–8: SCATTER DIRECTION — 1 RANGE INCREMENT

Roll on d4	Corner of targeted square
1	Upper left
2	Upper right
3	Lower right
4	Lower left

TABLE 4–9: SCATTER DIRECTION — 2–4 RANGE INCREMENTS

Roll on d8	Location Struck
1	Upper right corner, one square beyond target
2	Upper right corner, one square right of target
3	Lower right corner, one square right of target
4	Lower right corner, one square short of target
5	Lower left corner, one square short of target
6	Lower left corner, one square left of target
7	Upper left corner, one square left of target
8	Upper left corner, one square beyond target

TABLE 4–10: SCATTER DIRECTION — 5+ RANGE INCREMENTS

Roll on d12	Location Struck
1	Upper right corner, two squares beyond target
2	Upper right corner, one square beyond and right of target
3	Upper right corner, two squares right of target
4	Lower right corner, two squares right of target
5	Lower right corner, one square short and right of target
6	Lower right corner, two squares short of target
7	Lower left corner, two squares short of target
8	Lower left corner, one square short and left of target
9	Lower left corner, two squares left of target
10	Upper left corner, two squares left of target
11	Upper left corner, one square beyond and left of target
12	Upper left corner, two squares beyond target

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defence and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defence of objects is shown on Table 4–11: Size and Defence of Objects.

If you use a full-round action to make an attack against an inanimate, immobile object, you get an automatic hit with a melee weapon, or a +5 bonus on your attack roll with a ranged weapon.

Striking a Carried Object

An object being held, carried, or worn has a Defence equal to the above figure + 5, plus the opponent's Dexterity modifier and class bonus to Defence. Striking a held, carried, or worn object provokes an attack of opportunity from the character that holds it. This system allows you to account for any held, nonthreatening object, and does not allow you to strike a melee weapon, which, due to this threatening nature, requires a very different set of rules.

Grabbing Objects

You can also attempt to snatch away an object worn by a target. Doing this works the same as an attempt to strike a carried object (see above), except for the following:

Attack of Opportunity: If the target's attack of opportunity deals any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target (including being held in two hands), the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Damaging Objects

Objects are damaged in a similar way to characters in **Etherscope**. They have a number of hit points which are lost when a strike successfully hits. However, unlike most characters, objects have a hardness rating which reduces this damage.

Hardness

Each object has hardness — a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table 4–12: Substance Hardness and Hit Points, and Table 4-13: Object Hardness and Hit Points).

Hit Points

An object's hit point total depends on what it is made of or how big it is (see Tables 4-12 and 4–13).

TABLE 4–11: SIZE AND DEFENCE OF OBJECTS

Size (Example)	Defence
Colossal (zeppelin)	–3
Gargantuan (steam wagon)	1
Huge (service van)	3
Large (steam carriage)	4
Medium-size (human being)	5
Small (chair)	6
Tiny (cybernaughtic hand)	7
Diminutive (paperback book)	9
Fine (pencil)	13

TABLE 4–12: SUBSTANCE HARDNESS AND HIT POINTS

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminium	6	10/inch of thickness
Concrete	8	15/inch of thickness
Iron	10	25/inch of thickness
Steel	12	30/inch of thickness
Etherium	15	35/inch of thickness

Energy Attacks: Acid and sonic/concussive/etheric attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects, such as trying to break down a wall with a bow and arrow.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When you try to break something with sudden force rather than by dealing damage, use a Strength check to see whether you succeed. The DC depends more on the construction of the object than on the material. DCs to break an object are found in Table 4–13. If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. Without the tools, you take a –4 penalty on your Engineer check. At the end of the hour, make an Engineer check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

BULL RUSH

You can attempt a bull rush as an attack action made during your move action, or as part of a charge. In general, you can't make an attack action during a move action; this is an exception. In either case, you don't get a 5-foot step before, during, or after the bull rush attempt. When you bull rush, you attempt to push an opponent straight

back instead of attacking the opponent. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush

Firstly, you move into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens you, probably including the target (although these can be negated by the Improved Bull Rush feat). Then you and the target make opposed Strength checks. If you and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. You gain a +2 bonus if you are charging. The target gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If you beat the target's Strength check, you push the opponent back 5 feet. You can push the target back an additional 5 feet for every 5 points by which you exceeded the target's check result, provided you move with the target. You can't, however, exceed your normal movement for that action. The target provokes attacks of opportunity if successfully moved as if they were moving under their own free will. So do you, if you move with the target. The target and you do not provoke attacks of opportunity from each other as a result of this movement. If you fail to beat the target's Strength check, you move 5 feet straight back to where you were before you moved into the opponent's square. If that square is occupied, you fall prone in the square.

OVERRUN

You can attempt an overrun as an attack action made during your move action, or as part of a charge. In general, you cannot make an attack action during a move action; this is an exception. In either case, you get a 5-foot step before, during, or after the overrun attempt. With an overrun, you attempt to move through an opponent's area, going past or over the opponent. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can only make one overrun attempt per action.

TABLE 4–13: OBJECT HARDNESS AND HIT POINTS

Object	Hardness	Hit Points	Break DC
Doors			
Simple wooden	5	10	13
Strong wooden	5	20	23
Steel	12	120	35
Chain	10	5	26
Cinderblock wall	8	90	35
Firearm, Medium	5	7	17
General manufactured objects*			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Handcuffs	10	10	30
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Metal bars	10	15	30
Rope	0	2	23

** Figures for manufactured objects are minimum values. The GM may adjust these upwards to account for objects with more strength and durability.*

Performing an Overrun

You must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally). Then the target chooses either to avoid you or to block you. If the opponent avoids you, you keep moving. (You can always move through a square occupied by someone who lets you by.) If the opponent blocks you, make a trip attack against the opponent (see "Trip" below). If you succeed in tripping your opponent, you can continue your movement as normal. If you fail and are tripped in turn, you fall prone in the target's square. If you fail but are not tripped, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in the square.

TRIP

You can try to trip an opponent, or otherwise knock him down, as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

To attempt a trip you must first make an unarmed melee touch attack against the target. Some weapons have special features that allow you to make a trip attempt (see below for further details). Attempting a Trip attack provokes an attack of opportunity from the target as normal for unarmed attacks (although this is negated by the Improved Trip feat).

Resolving the Trip

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If you and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his check if he has more than two legs or is otherwise exceptionally stable. If you win, you trip the target. If you lose, the target may immediately react and make a Strength check opposed by your Dexterity check or Strength check to try to trip you.

Being Tripped (Prone)

A tripped character is prone (see Table 4–4: Defence Modifiers). Standing up from a prone position is a move action that provokes attacks of opportunity.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. You don't incur an attack of opportunity when doing so. If you are tripped during your trip attempt, you can drop the weapon to avoid being tripped.

GRAPPLE

The following system is used when you wish to grapple or wrestle opponents.

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier.

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action.

If you succeed, you and the target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you.

In case of a tie, the character with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, begin at Step 1.

Grappling Consequences

Whilst grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You do not threaten any squares whilst grappling.

No Dexterity Bonus: You lose your Dexterity bonus to Defence (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally whilst grappling. You may, however, make an opposed grapple check (see below) to move whilst grappling.

Whilst Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Attack Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks.

You can't attack with two weapons whilst grappling, even if both are light weapons.

Damage Opponent: Whilst grappling, you can deal damage to an opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for an unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a –4 penalty on your grapple check.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if desired, but this requires a standard action. If more than one opponent is grappling you, your check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you can finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your speed

(bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin Your Opponent: You can hold an opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The other character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack the opponent. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a –4 penalty (doing this doesn't require another action).

You gain possession of the weapon by performing this action.

If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well-secured object worn by a pinned opponent, but the target gets a +4 bonus on his roll to resist the attempt (see Disarm, below).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, pin another character, or break another's pin whilst you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. Whilst pinned, you take a –4 penalty to Defence against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of this grapple check if you want, but this requires a standard action. If you win, you escape the pin, but are still grappling.

Joining a Grapple

If a target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, pick one to make the opposed grapple check against.

Multiple Grapplers

Several characters can be in a single grapple. Up to four characters can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you must choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

BIND

A bind is a kind of limited grappling that only involves melee weapons (or one hand and a melee weapon). Instead of a standard attack, you may attempt to bind a melee weapon that your opponent is carrying in one or both hands. When an item is bound, the opponent may not use it until it is broken free. The characters involved in the bind may not move into any squares other than those adjacent to each other.

Instigating a Bind

To bind an opponent's weapon, you make an attack roll against the target weapon, as with grabbing or striking an item (the item's Defence = 10 + target's class Defence bonus + target's Dexterity modifier).

If you are attempting to perform a bind unarmed, you receive a –4 penalty to hit. This penalty is negated if your unarmed attacks count as armed, such as through the Combat Martial Arts feat.

A character without the Improved Bind feat provokes an attack of opportunity for the attempt. If the attack of opportunity deals damage, the bind attempt automatically fails.

If you succeed in striking the target weapon or item, you do not deal any damage; instead an item carried in one or both of the target's hands is bound. Any weapon you are using to perform the bind is also bound by performing this action. On a successful bind, you can immediately choose to perform one action from the list of Binder Actions below and make the opposed bind check as described. Whilst in a bind, neither of the bound weapons may be used.

Remember that ranged weapons do not typically threaten, and so the rules for striking and grabbing weapons described above should be used instead. If the weapon threatens an attack of opportunity, then use these rules.

Bind Checks

Bind checks are similar to grapple checks. It is an opposed check based

on your base attack and other appropriate modifiers.

Your bind modifier is calculated by adding together your base attack bonus and any attack bonuses that apply to the use of the weapon. This includes bonuses from your Strength modifier, feats, class abilities, and talents. Your size modifier does not apply to bind checks. Instead, a bonus or penalty based on the size of your weapon is applied. This size modifier is based on the *special size modifier* used for grapple checks (see "Special Size Modifier" in the Grapple section, above).

For example, Dieter's foil is bound: He has a base attack of +7 and the Weapon Finesse feat (and a Dexterity modifier of +3). Dieter's total bind bonus is +6 (+7 from his base attack bonus, +3 from his Dexterity bonus due to his Weapon Finesse feat, and –4 as the foil is a Small weapon). Dieter also has the Improved Disarm feat. If he was trying to disarm his opponent, he could apply this feat's +4 bonus to bind checks when attempting a disarm.

If your bound weapon is held in your off hand, you can only add half your Strength modifier (rounded down) to the bind check. This penalty is negated if you have the Two-Weapon Fighting feat. If you have the Weapon Finesse feat, you may add your entire Dexterity modifier, in place of Strength, regardless of the hand your bound weapon is held in, provided Weapon Finesse applies to that weapon.

Actions Whilst Bound

Similar to grapple situations, each character makes a bind check on their action each round to try to perform an action. If successful, they may choose an action depending upon their position in the bind. One character is the binder and the other is the bound. However, unlike a grapple situation, the character is not obliged to take this action and can take other actions according to the restrictions on movement and use of the bound item as mentioned above. An attempt to perform one of these special bind actions is considered an attack, unless otherwise stated, and so can be used as part of a full-round action or single attack action as the character chooses.

Binder Actions

On a successful bind check, the binder may perform any of the following actions:

Disarm: If you succeed at the opposed bind check, your opponent's weapon is dropped (if you were binding with a melee weapon) or captured (if you were binding with your hands). The weapon falls in the square the bound character occupies.

Break Weapon: With a successful bind check, you can either cause damage to attempt to break the weapon in the usual manner or attempt a Strength check to break it (see Damaging Objects, above). If you have the Sunder feat, any damage you deal is doubled.

Hold: You may instigate a grapple as if you have successfully performed the grab attack.

Leave Bind: This is a special action as you do not need to succeed at a bind check to perform this action, and it counts as a free action. If, on your turn, you wish to leave the bind, you may do so without issue and retain all your usual actions for the round.

Bound Character Actions

The bound character can choose from the following options:

Break Bind: With a successful bind check, you can choose to break free from the bind.

Drop Item: This is a special action as you do not need to succeed at a bind check to perform this action, and it counts as a free action. This action frees you from the bind by dropping the bound weapon. This leaves the weapon on the ground, but it does potentially free you up for an additional unarmed attack and allows you to move as normal. If, on your turn, you wish to drop your weapon, you may do so without issue (other than losing the item) and retain all your usual actions for the round.

Reverse Bind: If you are bound, you may attempt to gain the upper hand in the bind by reversing the bind. On a successful bind check, the roles are reversed, with you now becoming the binder and your opponent becomes bound.

CHARACTER STATUS

One area of rules very closely related to combat, but applicable at any time in the game, is the current physical and mental state of your character. Rules are needed to track the different affects your character is suffering from. You could be held under the sway of occult effects, or suffering from injuries. This section looks at how such things are represented in the game.

CONDITIONS

A number of adverse conditions can affect the way you operate. If more than one condition affects you, apply both if possible. If not possible, only apply the most severe condition.

Ability Damaged

You have lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per 8 hours of rest for each affected ability. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it goes away.

Ability Drained

You have lost 1 or more ability score points. This loss, unlike ability damage, is permanent.

Blinded

You can't see at all when blinded, and thus everything has total concealment to you. You have a 50% chance to miss in combat. Furthermore, you have an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. You can't make Spot checks or perform any other activity (such as reading) that requires vision. PCs who are blind

long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion). This condition is more important to represent those who have been recently blinded, such as by a bright flash or occult attack.

Cowering

If cowered, you are frozen in fear: You lose your Dexterity bonus to Defence and can take no actions. In addition, you take a –2 penalty to your Defence. This condition typically lasts 10 rounds.

Dazed

If dazed, you can take no actions, but still get the benefit of your normal Defence. This condition typically lasts 1 round.

Dead

You die when you fail your dying saving throw by 10 or more (see below), or when your Constitution drops to 0.

Deafened

Whilst deafened, you can't hear and take a –4 penalty on initiative checks. You can't make Listen checks. PCs who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion). This condition is more important to represent those who have been recently deafened, such as by a loud bang or occult attack.

Disabled

When you have 0 hit points and passed your dying saving throw, you are disabled. You can only take a single move action or attack action and may require another dying saving throw depending upon the nature of the activity undertaken, see below.

Dying

You are near death at this status and unconscious, having failed your dying saving throw by less than 10. You can take no actions, and each round you must make a dying saving throw at the start of every round until you die or become stable.

Entangled

When entangled, you takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, you can't move. Otherwise, you can move at half speed, but can't run or charge.

Exhausted

When exhausted, you move at half speed and cannot run or charge. Furthermore, you take a –6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, you become fatigued.

Fatigued

When fatigued, you can't run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, you are no longer fatigued.

Flat-Footed

If you have not yet acted during a combat, you are flat-footed, not reacting normally to the situation. You lose your Dexterity bonus to Defence and cannot make attacks of opportunity.

Grappled

When grappled, you can't undertake any action other than those listed in the grapple section, above. You lose your Dexterity bonus to Defence, except on attacks from characters with whom you are grappling.

Helpless

When paralysed, sleeping, or unconscious, you are helpless. You have an effective Defence of 5 + size modifier. An attacker can attempt a coup de grace against you (see above).

Nauseated

When nauseated, you are unable to attack or do anything else requiring attention or concentration. The only action you can take is a single move action per turn.

Panicked

If panicked, you flee as fast as possible and cower (see above) if unable to get away. You defend normally but cannot attack.

Paralysed

If you are paralysed, you fall to the ground, unable to move (you have an effective, but not actual, Dexterity and Strength of 0). You are helpless.

Pinned

You are held immobile (but not helpless) whilst pinned in a grapple. You take a –4 penalty to Defence against melee attacks and lose your Dexterity bonus to Defence.

Prone

When you are prone (lying on the ground), you take a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. You gain a +4 bonus to Defence against ranged attacks, but take a –4 penalty to Defence against melee attacks.

Shaken

Whilst shaken, you take a –2 penalty on attack rolls, saving throws, and skill checks.

Stable

Whilst stable, you are no longer dying, but are still unconscious.

Stunned

When you become stunned, you lose your Dexterity bonus, drop what you are holding, and can take no attack or move actions. In addition, you take a –2 penalty to Defence. The condition typically lasts 1 round.

Unconscious

Whilst unconscious, you are unable to defend yourself. You are helpless and typically fall prone.

DEATH, DYING, AND HEALING

Perhaps the most important rules for your character are those for knowing whether you are dead or not after suffering severe injury. The following rules show how this is handled in **Etherscope**.

INJURY AND DEATH

Hit points measure how hard you are to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. All lethal damage causes hit point loss, whereas nonlethal damage does not cause hit point loss.

Massive Damage

Any time you take damage from a single hit that exceeds your massive damage threshold, that damage is considered massive damage. Your massive damage threshold is equal to your current Constitution score; it can be increased by taking the Improved Damage Threshold feat. When you take massive damage that doesn't reduce your hit points to 0, you must make a Fortitude save at a DC equal to 10 plus half the damage caused. If you fail the save, your hit point total is immediately reduced to 0 and you must immediately make a dying save (see below). If the save succeeds, you suffer no ill effect beyond the loss of hit points. Creatures immune to critical hits are also immune to the effects of massive damage.

Nonlethal Damage

Nonlethal damage is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal nonlethal damage, but the attacker takes a –4 penalty on attack rolls for trying to deal nonlethal damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal nonlethal damage (unless it is used as an improvised melee weapon). Nonlethal damage does not affect the target's hit points. Instead, compare the amount of nonlethal damage from an attack to the target's massive damage threshold. If the amount is less than the target's massive damage threshold, the target is unaffected by the attack. If the damage equals or exceeds the target's massive damage threshold, the target must make a Fortitude save (DC equal to the damage caused). If the target succeeds on the save, she is dazed for 1 round. If the target fails, she is knocked unconscious for 1d4+1 rounds.

HEALING

After taking damage, you can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster) or by occult means. In any case, you can't regain hit points past your full normal total.

Natural Healing

You recovers 1 hit point per character level per 8 hours of sleep. You recover 2 hit points per character level if undergoing complete bed rest (doing nothing for an entire 24 hours).

Healing Ability Damage

Ability damage returns at the rate of 1 point per 8 hours of sleep. Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give you temporary hit points. When you gain temporary hit points, make a note of your current hit points before adding the temporary hit points. When the temporary hit points go away, your hit points drop to that score. If your hit points are already below that score at that time, all the temporary hit points have already been lost, and your hit point total does not drop. When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or other methods.

Increases in Constitution Score and Current Hit Points

An increase in your Constitution score, even a temporary one, can give you more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When your Constitution drops back down to its previous score after a temporary increase, your full normal hit points go down accordingly.

THE DYING SAVING THROW

When you fail a massive damage saving throw or take lethal damage in excess of your current hit points, your current hit points drop to 0. No matter how much damage you have taken, you cannot go below 0 hp. You must make a dying saving throw. This is a Fortitude save at a DC 10 plus half the damage caused by the blow. If this saving throw succeeds, you are disabled — creatures or GM characters that are "supporting" characters are unconscious and completely unable to act (for more information on supporting characters, see "Major and Supporting Antagonists" in Chapter 8: Gamesmatering). If the save fails, you are dying. If you fail this saving throw by more than 10, you die.

Disabled

Whilst disabled, you are not unconscious, but are close to it. You can only take a single move or attack action each turn (but not both, nor can you take full-round actions). You can take nonstrenuous move actions without further injuring yourself, but if you attack or perform any other action the GM deems as strenuous, you must make a Fortitude save after completing the action (DC 10). On a successful saving throw, you remain disabled; if you fail the saving throw, then your status drops to dying. Healing that raises you above 0 hit points makes you fully functional again, just as though you had never been reduced to 0 hit points. You can also become disabled when

recovering from dying. In this case, it's a step up along the road to recovery.

Dying

When you fail your dying saving throw, you are dying. A dying character immediately falls unconscious and can take no actions. You must make a dying save at the start of every round. The DC for this save is 15, but increases by 1 for each additional round you have remained dying. If you succeed at this saving throw, you become stable but remain unconscious. If you fail the saving throw by less than 10, you are still dying and must make a new dying saving throw each round. Failing this saving throw by 10 or more means you are dead.

Dead

Whenever you fail a dying save by 10 or more, you are dead; failure by less than 10 means you remains at dying status, as described above. You can also die if your Constitution is reduced to 0.

Stable

When stable, you remain unconscious and at 0 hit points, but are not dying and do not need to make a dying save each round. However, if you have stabilised but take additional hit point damage, you must immediately make the dying save as normal.

RECOVERY

The following section covers rules for recovering hit points. Characters can recover naturally with bed rest or by receiving medical treatment (see the Knowledge (medicine) skill description in Chapter 3: Traits).

Recovery whilst Stable

If you are stable (see above) but no one tends to you, you remain unconscious for 1 hour, after which you make a Fortitude save (DC 20). If the save succeeds, you regain consciousness, becoming disabled (see above). Your current hit point total remains at 0. If the save fails, you remain unconscious until you can receive medical attention (see below). A stable character not receiving medical attention doesn't heal normally. Instead, each day you make a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, you remain on 0 hit points. If you fail this saving throw by more than 10, you revert to dying status and must make a new dying saving throw each round, as described above. Once you start recovering hit points naturally, you are no longer in danger of losing additional hit points.

Recovering with Help

A dying character can be made stable by the use of the Knowledge (medicine) skill (DC 15). One hour after being tended, you becomes stable. Make a Fortitude save (DC 20) to regain consciousness. If successful, you become disabled (see above). If you remain unconscious, you make the same Fortitude save every hour until you become conscious. Even whilst unconscious, you recover hit points naturally, and you can return to normal activity when your hit points rise to 1 or higher.

ABILITY SCORE DAMAGE

The consequences of taking damage or drain to your ability scores is another factor that may affect you in combat, particularly if you are facing a nasty Etherspace demon that can drain your life or sanity. Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability. When an ability score changes, the modifier associated with that score may also change.

Unlisted Ability Scores: It is possible for a creature to have a score of "none." A score of "none" is not the same as a score of 0. A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. A character reduced to 0 Strength cannot move and lies helpless on the ground.

Unlisted: A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity. As with those that have 0 Strength, a character with 0 Dexterity cannot move. However, a character with no Dexterity stands rigid, unable to move, and helpless.

Unlisted: A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks. The creature also has a –5 penalty to its Defence score.

Constitution

If your Constitution changes enough to alter your Constitution modifier, your hit points also increase or decrease accordingly at the same time. Any living creature has at least 1 point of Constitution. Characters who are reduced to 0 Constitution are dead.

Unlisted: A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, critical hits, and massive damage, and always fails Constitution checks.

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with 0 Intelligence falls into an unconscious stupor, and is helpless.

Unlisted: A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects and automatically fails Intelligence checks.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. A character reduced to 0 Wisdom withdraws into a deep sleep and is helpless.

Unlisted: Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. A character with 0 Charisma withdraws into a catatonic state and is helpless.

Unlisted: Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.

ENVIRONMENT AND HAZARDS

There are a number of environmental hazards and conditions that can affect your character, whether inside or outside of combat.

DARKNESS AND LIGHT

It's a rare adventure that doesn't end up in the dark somewhere, and characters need a way to see. See Table 4-14: Light Sources for the radius that a light source illuminates and how long it lasts.

TABLE 4–14: LIGHT SOURCES

Light Source (examples)	Light
Tiny (candle, match, reading lamp, penlight*)	5 feet
Small (torch*, standard lamp)	20 feet
Normal (house lamp, battery floodlight torch*)	40 feet
Large (streetlight, floodlights*)	60 feet

** These objects have a directional beam and only illuminate in cone shape. The width of the cone at the wide end is typically a quarter of the length of the beam.*

HEAT AND COLD

Heat and cold deal damage that cannot be recovered until you counteract or escape the inclement temperature. For humans, inclement temperatures are approximately any environment with temperatures above 90 degrees Fahrenheit or below 40 degrees Fahrenheit. As soon as you take any damage from environmental heat or cold, you are considered fatigued. If you are not properly equipped to counteract the heat or cold, you must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that you lose 1d4 hit points. Heavy clothing or armour provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. If you succeed at a Survival check (DC 15), you gain a +4 competence bonus on the save (see the Survival skill in Chapter 2: Traits).

Extreme Conditions: Searing heat or bitter cold (desert or arctic conditions) forces you to make a Fortitude save every 10 minutes. Failure means that you lose 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

CATCHING ON FIRE

Characters exposed to open flames might find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If your clothes or hair catch fire, you take 1d6 points of damage immediately. In each subsequent round, you must make another DC 15 Reflex save. Failure means you take another 1d6 points of damage that round. Success means that the fire has gone out (that is, once you succeed at the saving throw, you are no longer on fire). When on fire, you may automatically extinguish the flames by jumping into enough water to douse yourself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like, as a full-round action, permits you another save with a +4 bonus.

STARVATION AND THIRST

Sometimes you may find yourself without food and water. In normal climates, you need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of thirst and starvation. In very hot climates, you need two or three times as much water to avoid dehydration.

Dehydration: You can go without water for one day plus a number of hours equal to your Constitution score. After this, you must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. Damage from dehydration cannot be recovered until you drink some water. Even occult effects that restore hit points cannot heal this damage.

Starvation: You can go without food for three days, in growing discomfort. After this, you must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of damage. Damage from starvation cannot be recovered until you eat. Even occult effects that restore hit points cannot heal this damage.

SUFFOCATION AND DROWNING

In an airless environment (underwater, vacuum), you can hold your breath for a number of rounds equal to your Constitution score; halve this time, rounded down, if you are fighting or engaged in strenuous activity whilst exposed to the

airless environment. After this period of time, you must make a Constitution check (DC 10) every round to continue holding your breath. Each round, the DC of the Constitution check increases by 1. When you fail one of these Constitution checks, you begin to suffocate or drown. In the next round, you fall unconscious with 0 hit points. In the following round, you drop to dying and must make dying checks each round to avoid death.

Smoke

When breathing heavy smoke or similar toxic gases, you must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing, losing your Dexterity bonus to Defence and being able to only perform a move or standard action each round. If you choke for 2 consecutive rounds, take 1d6 points of damage. Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

You can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity. To begin the choke, you must grab their opponent and succeed at an opposed grapple check (if you are already grappling your opponent, you must simply succeed at the grapple check; see grappling rules above). If the grapple succeeds, you can choose to deal normal unarmed damage as well as choke the target. The target can hold her breath for a number of rounds equal to her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning, above). If at any time the target breaks free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use her attack action to strangle her attacker.

TABLE 4–15: DAMAGE FROM FALLING OBJECTS

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

FALLING

You take 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If you succeed on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. You can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table 4-15: Damage from Falling Objects. Objects deal the initial damage shown in Table 4–15 if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen. A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC. If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off himself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

POISON

When you take damage from an attack with a poisoned weapon, touch an item smeared with contact poison, consume a poisonous substance, inhale a poisonous gas, or is otherwise poisoned, you must make a Fortitude saving throw. If you fail, you take the poison's initial damage (usually ability damage). Even if you succeed, you typically face secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid. Poisons are detailed in the Craft (chemical) skill description. Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

You have a 5% chance (roll of 1 on 1d20) to expose yourself to a poison whenever you apply it to a weapon or otherwise ready it for use. Additionally, if you roll a 1 on an attack roll with a poisoned weapon, you must succeed at a Reflex saving throw (DC 15) or accidentally poison yourself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Certain kinds of creatures are immune to poison, as detailed in their descriptions, although it is conceivable that a special poison could be synthesized specifically to harm them.

DISEASE

When you are exposed to a treatable disease, you must make an immediate Fortitude saving throw. You must make this roll when you come into contact with an infectious carrier, touch an item smeared with diseased matter, consume food or drink tainted with a disease, or suffer damage from a contaminated attack. If you succeed, the disease has no effect on you — your immune system fights off the infection. If you fail the save, you take damage after an incubation period; once per day thereafter, you must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that you have fought off the disease and recovered, taking no more damage. The characteristics of some treatable diseases are summarised on Table 4–16: Diseases.

Type: The disease's method of delivery — ingested, inhaled, or via an injury — and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

TABLE 4–16: DISEASES

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing fasciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

** If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).*

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible Scope demons possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll — mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A character takes the following penalties for each negative level she has gained.

- –1 on all skill checks and ability checks.
- –1 on attack rolls and saving throws.
- –5 hit points.
- –1 effective level (whenever the character's level is used in a die roll or calculation, reduce it by one for each negative level).

Negative levels remain for 24 hours. After 24 hours, the drained character must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the character. The afflicted character makes a separate saving throw for each negative level she has gained. If the save fails, the negative level goes away, but the character's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. The draining creature gains 5 temporary hit points for each negative level it bestows.

ACID

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength: Mild acids deal 1d6 points of damage per round from a splash and 1d10 points of damage per round of total immersion. Potent acids deal double this and concentrated acids deal triple.

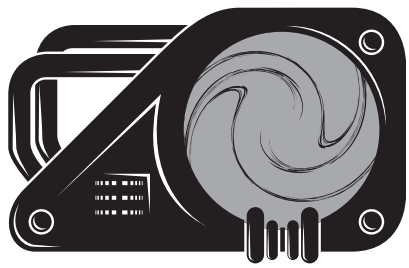
The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

ELECTRICITY

Electrical hazards are rare in the **Etherscope** world but not unknown. Table 4–17: Electricity Damage gives damage values for various electrical hazards based on relative voltage. You can make a Fortitude saving throw to reduce the damage by half. This damage is per round of contact. If you are not grounded or somehow insulated from the current, a successful save indicates that you take no damage.

TABLE 4–17: ELECTRICITY DAMAGE

Type	Damage	Fort DC
Jolt	1d3	10
Low voltage	2d6	15
Medium voltage	4d6	15
High voltage	8d6	20



VEHICLE MOVEMENT AND COMBAT

For simply travelling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles – steam wagons, steam trucks, and light military vehicles. The rules can be modified for boats, heavier armoured vehicles, and aircraft.

CHARACTERS IN VEHICLES

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Pilot: The pilot of the vehicle controls its movement. Most vehicles only have one position from where the vehicle can be piloted, so the person seated there is the pilot. Piloting a vehicle is, at a minimum, a move action, which means that the pilot may be able to do something else with his attack action. There can only be one pilot in a vehicle at one time.

Co-pilot: A co-pilot can help the pilot by taking an aid another action. The co-pilot must be seated in a location where he can see the road and advise the pilot. In a steam carriage, this generally means the front passenger seat. Aiding the pilot is a move action, leaving the co-pilot with an attack action each round to do something else. A vehicle can only have one co-pilot at a time. A co-pilot can also pilot the vehicle if the pilot cannot or chooses not to, provided there is a second set of controls at the co-pilot's seat (usually true in aircraft, but not ground vehicles).

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the pilot's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

SCALE

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene only involves vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description (see Chapter 3: Equipment). When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square towards which it is turning. When firing weapons, count squares from the location of the weapon. In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: In chase scale, each square of the grid represents 50 feet. In chase scale, most commonly encountered vehicles only occupy one square. Some especially large vehicles, such as dreadnaughts or zeppelins, might occupy more than one square. More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

VEHICLE SIZES

Vehicles use the same size categories as characters and creatures, as shown in Table 4–18: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, manoeuvre modifier, and Defence. (The size modifier is already included in the vehicle statistics; see Chapter 3: Equipment.)

TABLE 4–18: VEHICLE SIZES

Vehicle Size	Size Modifier	Examples
Colossal	–8	Zeppelin, locomotive engine
Gargantuan	–4	Steam tank, service van
Huge	–2	Zepcar
Large	–1	Power armour, steam charger
Medium	+0	Steam bike

FACING AND FIRING ARCS

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction in which it's pointing) is important. Facing indicates the direction in which the vehicle is travelling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target. A weapon built into a vehicle can by mounted to fire in one of four directions – forward, aft (rear), right, or left – or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), whilst a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire will be given in the vehicle's description.

GETTING STARTED

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

INITIATIVE

There are two options for determining initiative in vehicle combat. In the first, individual initiative is determined just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for pilots to perform manoeuvres. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is partic-

ularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

VEHICLE SPEED

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table 4–19: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Declaring Speed

At the beginning of his action, a pilot must declare his speed category for the round. The pilot can choose to go one category faster or slower than what the vehicle's speed category was at the end of the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.

Alley Speed: This speed is used for safely manoeuvring a vehicle in tight spaces, such as alleys or industrial loading areas. It tops out at about the speed a typical person can run.

Street Speed: The vehicle is travelling at a moderate speed, up to about 35 miles per hour.

Highway Speed: The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

All-Out: The vehicle is travelling extremely fast, more than 80 miles per hour.

MOVING

On his action, the pilot moves the vehicle a number of squares that falls within the vehicle's speed category. Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (unless its pilot changes to a higher speed category). Every vehicle has a top speed, included in its statistics on Table 3–15: Vehicle Statistics in Chapter 3: Equipment. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed. Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs 2 squares' worth of movement.

TABLE 4–19: VEHICLE SPEEDS AND MODIFIERS

Speed Category	Character Scale		Chase Scale		Defence Modifier	Check/Roll Modifier
	Movement*	Turn Number**	Movement*	Turn Number**		
Stationary†	0	–	0	–	+0	–
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

** The number of squares a vehicle can move at this speed.*
*** The number of squares a vehicle must move at this speed before making a turn.*
† A stationary vehicle cannot move or manoeuvre.

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one — but it's also harder to control and to attack from. As shown on Table 4–19: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defence. However, that speed brings along with it a penalty on all skill checks — including Pilot checks to control the vehicle — and attack rolls made by characters aboard it.

Piloting a Vehicle

Piloting a vehicle is a move action, taken by the vehicle's pilot. During his move action, the pilot moves the vehicle a number of squares that falls within its speed category. The pilot can attempt manoeuvres to change the vehicle's course or speed. These manoeuvres can be attempted at any point along the vehicle's route. The pilot can choose to use his attack action to attempt additional manoeuvres. The two kinds of vehicle movement are simple manoeuvres and stunts.

Simple Manoeuvres: A simple manoeuvre, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the pilot likes whilst he moves the vehicle. However, simple manoeuvres do cost movement — so a vehicle that makes a lot of simple manoeuvres will not get as far as one going in a straight line. Simple manoeuvres do not require the pilot to make skill checks.

Stunts: Stunts are difficult and sometimes daring manoeuvres that enable a pilot to change his vehicle's speed or heading more radically than a simple manoeuvre allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the pilot's attack action. Stunts always require Pilot checks.

PILOT OPTIONS

The options available to a vehicle pilot in a single round are listed below, in the order in which they must be taken:

Compulsory Pilot Checks: Pilots must make any forced Pilot checks before starting the round. These are most likely necessitated by a collision caused by another pilot.

Change the Vehicle's Speed: The pilot may increase or decrease his vehicle's speed category by one (or keep it the same).

Optional Attack Action: If the pilot wants, he can use his attack action before moving the vehicle. If the pilot does so, however, he will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple manoeuvres (only limited by their movement cost). The pilot may also attempt a single stunt as part of the movement (or two, if the pilot didn't take his attack action before moving).

Optional Attack Action: If the pilot did not take an attack action before moving, and performed one or fewer stunts, the pilot has an attack action left.

Simple Manoeuvres

During a vehicle's movement, the pilot can perform any one of the following manoeuvres.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table 4–19: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a pilot does not have to perform a manoeuvre to ram another vehicle — he only needs to pilot his vehicle into the other vehicle's square, and a collision occurs (see "Collisions and Ramming" below). At chase scale, however, more than one vehicle can occupy the same square and not collide — so ramming another vehicle requires a simple manoeuvre. The pilot moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the pilot of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A pilot might wish to move to the side without changing the vehicle's facing — for instance, to change lanes. This simple manoeuvre, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are manoeuvres that require a Pilot check to perform successfully. Unsuccessful stunts often result in the vehicle ending up somewhere other than where the pilot intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table 4–19: Vehicle Speeds and Modifiers affects all Pilot checks made by the pilot and attack rolls made by any occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the pilot must succeed on a Pilot check to avoid the hazard and continue moving. Structures simply cannot be avoided. Also, if a pilot cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs. The DC to avoid a hazard varies with the nature of the hazard (see Table 4–20: Hazards and Avoidance DCs). On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make a touch attack against the vehicle. If the attack succeeds, the vehicle goes into a spin. An oil slick forces the pilot to make a Pilot check (DC 15) to retain control of the vehicle (see "Losing Control"). Failing to avoid an object results in a collision with the object (see "Collisions and Ramming").

Bootleg Turn: By making a bootleg turn, a pilot can radically change direction without turning in a circle. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed. The DC for a bootleg turn depends on the change in facing (see Table 4–21). On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Pilot check to retain control against a DC equal to the DC for the bootleg turn attempted (see "Losing Control").

Dash: With a dash stunt, a pilot can increase the vehicle's speed by one category. This increase is in addition to any speed change made at the beginning of the pilot's action; if the pilot increased speed at that time, he can accelerate a total of two categories in the same round. The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. The squares it has already moved before attempting the dash count against this total. The DC for a dash is 15. The pilot can only succeed at one dash per round. On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a pilot can reduce the vehicle's speed by up to two categories. This is in addition to any speed change made at the beginning of his action; if the pilot reduced speed at that time, he can drop a total of three categories in the same round. The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. If it has already moved that far before attempting the hard brake, it ends its movement immediately. The DC for a hard brake is 15. The pilot can only succeed at one hard break per round. On a failed check, the vehicle does not change speed categories, and the pilot must make a Pilot check (DC 15) to retain control (see "Losing Control").

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree-turn simple manoeuvre, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down). The DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Pilot check (DC 15) to retain control (see "Losing Control").

Jump: A pilot can attempt to jump his vehicle across a gap in his path. To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn. The DC for a jump depends on the width of the gap, modified by the vehicle's speed category (see Tables

TABLE 4–20: HAZARDS AND AVOIDANCE DCS

Hazard	DC
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

TABLE 4–21: BOOTLEG TURN DCS

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

4–22 and 4–23). On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see "Collisions and Ramming").

Collisions from a Failed Jump: A shallow gap (1 to 3 feet deep) is equivalent to a Medium object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see "Avoid Hazard" above). A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only pilot out of the gap if the walls are not too steep. A deeper gap (11 feet or deeper) is equivalent to a Colossal object. If the gap is filled with water, the vehicle only takes half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a pilot can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another pilot to lose control of his vehicle. At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement. At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost. If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see "Collisions and Ramming"), except that the collision multiplier is 1/4, and the target (or pilot of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another vehicle, the pilot must succeed at a Pilot check (DC 15) at the beginning of his next action or lose control of the vehicle. The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other pilot does not need to make a check to retain control.

COLLISIONS AND RAMMING

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to the Collision Tables: 4–25 and 4–26.

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table 4–27: Collision Direction for a multiplier. Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its speed category.

The pilot of the vehicle that caused the collision must immediately make a Pilot check (DC 15) or lose control of the vehicle (see "Losing Control"). The pilot of the other vehicle must succeed on a Pilot check (DC 15) at the beginning of his next action or lose control of his vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle, as determined by the GM (see Table 4–28: Damage to Vehicle Occu-

TABLE 4–22: VEHICLE JUMP DCS

Gap Width	DC
1–3 ft. (ditch)	20
4–8 ft. (culvert)	25
8–15 ft. (creek, small ravine)	30
16–25 ft. (narrow road, small pond)	40
26–40 ft. (wide road, small river)	50

TABLE 4–23: VEHICLE SPEED JUMP MODIFIERS

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

TABLE 4–24: SIDESWIPE DC MODIFIERS

Target Condition	DC Modifier
Each size category larger	–5
Each size category smaller	+5
Each speed category of difference	–2

TABLE 4–25: COLLISION DAMAGE – DIE TYPE

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

TABLE 4–26: COLLISION DAMAGE – NUMBER OF DICE

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

TABLE 4–27: COLLISION DIRECTION

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

pants). Each of the occupants may make a Reflex save (DC 15) to take half damage.

TABLE 4–28: DAMAGE TO VEHICLE OCCUPANTS

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

LOSING CONTROL

A collision or a failed stunt can cause a pilot to lose control of his vehicle. In these cases, the pilot must make a Pilot check to retain control of the vehicle. If this check is successful, the pilot maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table 4–19: Vehicle Speeds and Modifiers applies to all Pilot checks. An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see "Collisions and Ramming" above).

Spin: The vehicle skids, spinning wildly. At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly. At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage. At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly). At chase scale, the vehicle rolls one square before stopping and reorienting. At either scale, a vehicle takes damage equal to 2d6 x the character-scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to 2d4 x the character-scale turn number for its speed but can make DC 15 Reflex saves for half damage.

HIDE AND SEEK

When being pursued, a pilot can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

Hide Checks

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the pilot is hiding amongst other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

Bluff Checks

A pilot can use Bluff to make a pursuer think he is going a different direction from what the pilot intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the pilot is successful, the pursuer takes a –5 penalty on any Pilot check needed to make the turn to follow the pilot. If the other pilot can make the turn only using simple manoeuvres and does not have to make a Pilot check, the Bluff attempt has no effect.

FIGHTING FROM VEHICLES

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, such as moving across an empty double seat, he can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and pilots and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the pilot must use a move action to control the vehicle, he can't take a full-round action unless he starts it in one round and completes it on his next turn (see "Start/Complete Full-Round Action").

Crew Quality

Many large vehicles require a crew of NPCs to operate successfully. A large battleship for example, may have hundreds of crew, working in the engines, gunnery platforms and many other positions essential to the running of the vehicle. Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems. Table 4-29: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Pilot and Repair checks). Use the attack bonus for all attack rolls performed by the crew. The crew requirements for vehicles are given in Chapter 3: Equipment. This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using abilities

when they pilot or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the controls.

TABLE 4–29: VEHICLE CREW QUALITY

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Attack Options

Firing a vehicle's weapon requires an attack action and uses the pilot's or gunner's ranged attack modifier. A pilot with 5 or more ranks in the Pilot skill gains a +2 synergy bonus on attack rolls when firing vehicle-mounted weapons whilst piloting. Some military vehicles are equipped with fire-control systems. These grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply; these will be referenced under a vehicle's description (see future supplements).

Piloting Defensively: Just as in melee combat, one can fight defensively whilst piloting a vehicle, which grants a +2 dodge bonus to the vehicle's Defence and applies a –4 penalty on attack rolls made by occupants of the vehicle.

Total Defence: A pilot can choose the total defence action, which grants a +4 dodge bonus to Defence but does not allow the pilot to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the pilot's next round of actions.

Full Attack Action: A pilot cannot normally make a full attack, since controlling the vehicle requires a move action. Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is only useful if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon. A gunner can make multiple attacks with one or more weapons controlled from his position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defence, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defence from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

DAMAGING VEHICLES

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt. When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. If a vehicle is disabled whilst moving, it drops one speed category each round until it comes to a stop. The pilot cannot attempt any manoeuvres except a 45-degree turn. Unlike characters, vehicles don't "die." They don't have to make saving throws to avoid death and dying. A vehicle is finally destroyed when it takes damage equal to twice its usual hit points.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Repairs without the tool kit incur a –4 penalty on the Engineer check.) At the end of the hour, make an appropriate Engineer (usually mechanical) check (DC 20). Success restores 2d6 hit points. If damage remains, you may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

CHAPTER V: THE WORLD OF ETHERSCOPE

This chapter provides you with a broad overview of the ***Etherscope*** *game world, providing details on the setting's different places, organisations, and science and technology.*

GEOGRAPHY

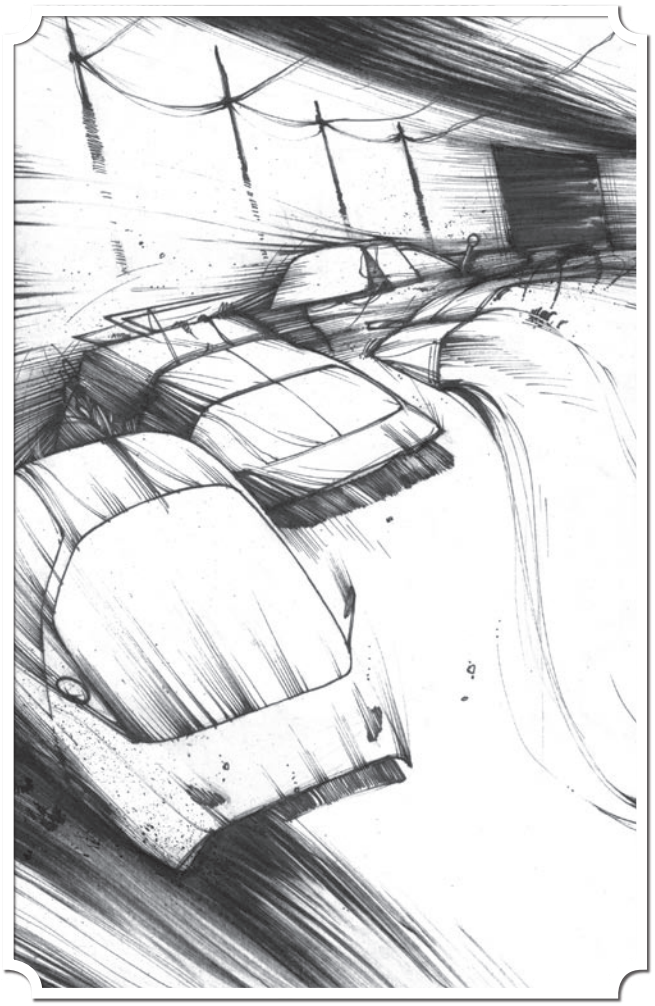
The section below considers the different places within the world and their prominence, society, and political structure.

THE GREAT METROPOLIS

The Great Metropolis is the largest and grittiest city in the **Etherscope** world. This massive conurbation covers the areas occupied by Manchester and Liverpool and their surrounding regions. The city holds approximately one hundred million people — although estimates vary — and has all the elements of a super-city. The Great Metropolis is built on solid Victorian principles of architecture and technology. It is powered by steam rather than electricity or gasoline and built of brick rather than glass and steel. Although its brick buildings are not modern Manhattan's towering spires and skyscrapers, they are still their equals in size, with massive floor spaces that only the wealth of empire can afford.

The Great Metropolis's wealth stems from trade within the British Empire. Whilst the Royal Navy rules the waves, its merchant sister is fatter and richer. Liverpool has always been the British Empire's main port, but the sprawl out from Manchester has created a city where wealth is generated faster than anywhere on Earth. However, this wealth has come at a great cost. The workforce is overworked and underpaid, and safety in the workplace has yet to become a priority. The workers are demoralised. Only the epsilons and deltas, bred to work, seem happy. Countercultural influences are strong. Punk and Mod music thrive in the slums and blocks of coffin-flats. Illegal Scope jacks and tabs sell for a premium, as people look for any chance to break out from the despair of their lives. Even the rich and powerful resent the high taxes they must pay to London to fuel the decadence of Westminster and Buckingham Palace and the Admiralty's power. Amongst this stirring unrest is the American Central Intelligence Agency, supporting the Northumbrian Republic revolutionaries who would bring independence to the region and rob the Empire of its workhorse. The Americans pay a heavy price in lost agents when faced with the ruthless efficiency of MI5 — British counter-intelligence. The British secret service works hard to thwart the work of the CIA, but struggles to understand the complex issues of class and poverty that cause the unrest. Thus the Crown's agents use their formidable skills without restraint, making the Great Metropolis one of the most active and dangerous places in the Great Game.

The Great Metropolis has become a haven for immigrants from around the Empire. Many former African slaves who have taken to a sailor's life end up in Liverpool's docks, whilst many Indian professionals are attracted by the money they can make from the rich industrialists of this sprawling city. The city has



Zepcar traffic in The Great Metropolis

the largest Chinese community outside China situated near the Liverpool central zone. Chinese culture has influenced the street punks and scallies of the Great Metropolis, with many seeking to learn the secrets of their martial arts in one of the few places outside of China itself such esoteric knowledge is available. The Manchester side of the city, in the east, has a large Jewish community, originating from the times of the pogroms in Eastern Europe. Irish immigrants are common throughout the city, with many being brought over as Navvies — low-paid unskilled labourers — hired to build the many roads and buildings that fed the city's appetite for growth. The constant flow of traffic created by the transportation of merchandise from the Metropolis's docks to its storage and production centres creates congestion and pollution on a grand scale. Whole sectors of the city are periodically blanketed by a fog of steam from vehicle fumes. Many of the immigrant communities within the Great Metropolis are poor and disenfranchised by the state. As a result, their communities tend towards the insular. Small shops only serve their own community. British laws are ignored, as the communities police themselves, based on their own systems. As such, organised crime has become rife in the Great Metropolis. Triads and Jewish and Irish mafia rule the streets, and gang wars are common.

THE BRITISH EMPIRE

The British Empire is the superpower of the Etherscope world. Its strength derives from its naval power and plundered colonial wealth.

Great Britain

The British heartland has grown rich, and many of its gentry live lives of great luxury and privilege. However, Britain is a divided country.

London stands majestic and proud at the Empire's centre. Its citizens are freed from manual labours. A burgeoning service industry allows even its working classes — still not true citizens for they have no vote and so no political representation — a degree of comfort and wealth. The rural regions are the wealthy's playground, with many retiring to country estates for weekends. British agriculture is all but dead, with the citizens fed by colonial meats and vegetables shipped in and distributed throughout the country. Only the truly wealthy have the income to purchase this green and pleasant land. The cities have absorbed all of the rural peasantry, leaving vast acres of beautiful countryside for those with the wealth to enjoy it, a situation the aristocracy and gentry have created and maintain for their own pleasure, and they guard it jealously against trespass. Only the roving canal clans retain the lore and traditions of Britain's rural past, and they walk a fine line between independence and annihilation by the authorities.

The British Empire is led from its seat of power in London. Elizabeth II is the queen, and enjoys great popularity amongst her subjects, but she has little say in the running of her country or empire. The British government, made up of the two Houses of Parliament — the Commons and the Lords — dictate policy across the Empire. The Prime Minister and his Secretaries govern from their offices in Whitehall: Number 10 Downing Street, The Admiralty, and the other seats of government. However, the true power of the British Empire lies in its bureaucracy. It is the civil servants who ensure the policy is implemented efficiently, or not. The civil service, like the higher echelons of the British military, is a power club dominated by the upper classes, guaranteeing the rigid class system's continued hold on British life.

The unwashed masses of the working class pack into the industrial cities of the midlands and the north and south coasts, ordinary humans living alongside gammas, deltas, and epsilons. The great export technologies — ships and steam engines — are built in these cities and sold around the world, helping to build the Empire's power. Yet unrest looms. American agents attempt to subvert the northern cities, building support for the Northumbrian Republican Movement, but they routinely come up against the finest secret service in the world. The people of these northern cities are much more aggrieved than their south coast and midlands counterparts, who build primarily for the British military. As such, cities like Coventry, Birmingham, Portsmouth, and Bristol benefit from significant tax breaks not afforded to the exporters of the northern cities. Concepts of Scottish, Welsh, and Irish independence have long since vanished, subsumed into the all-encompassing ideology of Empire and the changes to the landscape and society it has wrought. Only in the Scope can true freedom be found, but Scope access and use is rigorously controlled and restricted by the government and the elite. It is of little surprise that criminal, radical, countercultural, and espionage groups all engage in covert Scope activity and fight many battles for information and power in the virtual world.

Colonial Holdings

The British Empire controls much of the world. Most of Africa is under British dominion, particularly since the British captured many French colonies during the Pan-European War. A similar situation exists in southeast Asia, where the British have also captured former French and Japanese holdings. The more temperate lands — Canada, Australasia, and southern Africa — provide the Empire with most of its food supplies and have grown rich on the trade. India remains the Crown's imperial jewel, with varied industries and a large indigenous population to staff the new factories that spring up every week. India is on a fast track to become a mirror of the British homeland, with cities growing to vast megalopolises as rural communities close down.

The vast and successful farming of Canada, Africa, Australia, and New Zealand has allowed the British homeland to become an industrial giant, and agriculture is slowly beginning to reap similar rewards for the Indian subcontinent. Southeast Asia provides the Empire with specialist agriculture: teas, spices, latex, and hardwoods. The

British and Colonial Indian industries import these raw products to be processed into goods. Similar products are also bought from Dutch-controlled markets in their East Indian colonies. China remains technically independent, but the British control all her coasts and all her trade. As such, China has become a mysterious black hole to the rest of the world, with few knowing what goes on behind the British blockades. Rumours of monsters walking the lands find their way to the cities under British control, but are largely discounted as superstition. No one knows the real truth. The Royal Navy's super dreadnoughts serve as reminders to all of the price of defying Britain, and any who would use the seas for trade must pay their dues to the Empire.

NORTH AMERICA

North America contains two main powers: the United States and the Dominion of Canada.

The United States of America

On the surface, the United States of America is an almost utopian world of glass and chrome. The Americans have grown rich on gold and other metals found in their Latin American territories. Imperialist power mongering is the way of the Etherscope world, and the USA is no exception. It has captured and plundered the lands to their south. The Treaty of Taiwan, signed at the end of the Pacific War, is a significant factor in ensuring US freedom to impose its imperialist ideas upon South America. This treaty has enabled the US to gain control over significant natural resources, including some unavailable to Britain. Most significant are the massive gold reserves they have built up, providing them with the weight of capital that has transformed them into an economic force powerful enough to rival the New Reich.

However, it was during a period of peace and cooperation between Britain and the USA leading up to the Pacific War that America's current power and prosperity was developed. Few had believed the US could stand up to a strong British offensive. The Canadian-American border was peacefully and happily negotiated between the two powers in the nineteenth century, and has been a fine example of how two imperial powers can cooperate to produce mutually beneficial results. However, recent tensions have led to a build-up of forces on both sides of the border.

The American populace grew suspicious of the British Empire following the Pan-European War. The manner in which Britain blatantly broke its own treaties in order to take over the French colonial holdings left a sour taste in the mouths of many. However, it was the Americans who brought things to a head when they interceded on Japan's behalf to end the Pacific War. Tension has been rising between Britain and America over the last five years, creating a cold war. The constant British naval presence in the western Atlantic and the increase of troops and ordnance garrisoned at the USA-Canada border are visible signs of this growing unease.

Despite America's apparent organisation, the USA is far from unified. The pet politicians of corporate masters are often in control of the individual states. Federal control is weak, as the vested interests of business thwart the powers of Congress and the Senate. In many ways, corporations are the nation's military power, creating and controlling the weapons the military avariciously acquires. Further, counterculture is vibrant in America, and the vast landscape harbours many groups opposed to the dominance of the corporate military machine. Only the threat from the Great Powers — Britain and the New Reich — prevents corporate warfare and allows the implementation of a coherent, corporate-backed foreign policy.

American mercantile power benefits many foreign businessmen and so grants the USA much influence as it seeks to grow into the dominant world power. The Americans play a dangerous game, treading the tightrope between showing weakness and angering the British or Germans.

Canada

Canada is a military stronghold of the British Empire. Its industrial cities supply some of the finest weaponry and military equipment in the world and its fighting men are renowned for their expertise and discipline. However, Canada's true wealth originates with its immense agricultural industry, supplying the Empire's billions with all the grain they can eat. The influx of British troops on the Canadian side of the border provides many Canadians with a source of pride in the Empire's strength. Yet a similar number feel intruded upon by these foreign soldiers and desire a more amicable relationship with their southern neighbours.

For the Americans, Canada is a source of great envy and fear. It only takes a short look over the border to see that the British are *the* superpower. America sees the Empire's wealth and prominence, and dreams of one day challenging that power.

EUROPE AND WESTERN ASIA

The New Reich is the dominant force in Europe, controlling the vast majority of the continent. A number of ancient empires retain their sovereignty in Berlin's shadow.

The New Reich

The Berlin Empire stretches from the Pyrenees to the Caspian Sea and even encompasses parts of Africa. Although theoretically a democracy, the constitutional monarch — Kaiser Franz Joseph II — enjoys more direct power than his British cousin Elizabeth II. The Reich's military might is massive but contained within the confines of the continent, landlocked by British naval power. The British fear the Reich's military force, as it sits so close to their industrial heartland, but their maritime dominance keeps the Reich contained. Besides, the close relationship between the monarchies, due to generations of intermarriage, has kept relations civil and profitable.

The New Reich has grown twitchy of late, as it feels it needs to further expand its regime. However, it has to be cautious, as the British will no doubt resent any attacks that infringe on their holdings in Africa or Asia. Such a war would likely involve a push into Spain or Scandinavia, or take further land from the Soviets.

Ottoman Empire

The only significant power in the region other than the New Reich is the Ottoman Empire, which holds sway over the Middle East and Greece. The Ottoman Empire is largely a propped-up, decadent, and decaying power, acting as a buffer between British India and Africa and Berlin-controlled Europe. Although both sides covet the Ottoman territories, neither is willing to risk war. However, new plastic technologies have brought about an era of prosperity for the Ottomans, and they grow rich from their natural oil reserves. This wealth, though, is reserved for the Sultan and the ruling classes, and the humble peasantry remain in medieval conditions.

Holland

The Dutch have significant colonial holdings in the southern Pacific and are a key ally of the British. The marriage of the British heir, Prince Charles, to Princess Beatrice of Holland has further united this bond of kinship and political convenience. The Dutch mainland remains a small, insignificant region surrounded by the Reich and its occupied territories. Rotterdam, however, is the world's busiest port and generates prosperity for the Dutch nation. As such, it is a gateway into the Reich for colonial goods from the Dutch East Indies and the British Empire. It is a centre for free trade, ensuring its survival in the shadow of the world's two greatest military superpowers through its mercantile importance and skilful political manoeuvrings.

Other European States

Switzerland remains an island of neutrality surrounded by New Reich territory. Spain and Portugal are weak and poor, struggling to keep up with the rest of the world. Their colonies are nearly all gone, and any wealth they may have had has long dried up. Spain and Portugal look back at their role in history and dream of recapturing their greatness.

Italy and France are New Reich holdings. The support the Pope gives to the New Reich makes life hard for the few remaining resistance fighters as they struggle against the flow of public opinion. In the early days of occupation, the French and Italian resistance fighters were heroes of the people. Today many consider their cause lost, and the new generation considers them little more than out-of-date troublemakers.

THE PACIFIC

Five powers control the Pacific Rim. The Soviets control the north, whilst the Americans control the east, the British the west, and the Dutch have the south. The fifth power is Japan, isolated in the middle, but enjoying peace and prosperity through trade with their former enemies. (The British and American influences on the region are discussed above.)

Japan

The Pacific War cost Japan much of its empire. Now Japan is a broken power, with only Hokkaido and Korea under its imperial yoke. The country has become the workhorse of low-cost industry. Its workers are poorly paid and expected to work long hours in atrocious conditions for love of their emperor. They sell their ultra-cheap wares around the globe, buying plastics from America and cloth from Britain and selling toys and off-the-peg clothing for the masses. Japan is riddled with slums, and many resort to Scope tabs and other recreational drugs to dull the pain of living. As such, the Yakuza enjoys great wealth and power and is a problem for the Japanese government, as the crime rate spirals out of control to feed the nation's addictions.

Soviet Union

The Soviet Union has prospered since the Pacific War. Whilst the traditional capital of St. Petersburg, sitting on the Baltic Sea far to the west, remains the official home of government, the northern Pacific Rim is the centre of the nation's real power. Its holdings in Vladivostok, Kamchatka, and Alaska have become industrial powerhouses, specialising in high-tech and pharmaceutical industries. These regions are the world's leading providers of cybernaughtic and Scope technologies. This specialisation in high-profit, skilled labour-based technologies affords the Russian people a high standard of living. Under Communist rule, the wealth is shared equally with the manual labourers, making Soviet Russia a prosperous nation with a contented populace. In many ways, the socialist dream has become a reality for the Russians. The Communist Party's policies ensure that all benefit from this prosperity. However, the three major world powers are fearful that this news may spread to their own deprived workers, and they fight a constant media battle to expose flaws in the Soviet system. The average German, Briton, and American sees Russia as a land of secret police and enforced equality, where everyone must eat the same food and live in identical housing, with all leisure activities dictated by the state. There may be an element of truth to these claims, but it is difficult to say, as all governments apply tight control as to what information reaches their people and their information sources, especially the Scope.

The Dutch East Indies

The Dutch East Indies occupies the islands of Java, Sumatra, and the chain of smaller islands that stretches east as far as New Guinea. This region is largely a commercial operation, with trade being the colonial masters' primary concern. The Dutch maintain control of the region's economy, leaving the people to run their own lives as they please. However, the Dutch plunder the riches of trade and leave the native population trapped in poverty. Traditionally, this

area supplied rare and exotic spices to a Europe hungry for potions and remedies made from nutmeg, cloves, and the like. In the last two centuries, the West's desire for such products has declined. As a result, the Dutch have resorted to other means. Now the East Indies act as a trade centre for wares coming north from British territories in Australia and south from China, Japan, and the Soviets. The British sponsor this endeavour, in return for preferable rates on the duties, which allows them to buy Soviet and Japanese goods for cheap prices and distribute them throughout the Empire.

SOUTH AMERICA

The USA's colonial activities in South America took an unusual course. Following the Monroe Doctrine of 1823, the USA has shown strong support for emerging independent nations, helping them throw off the yokes of their colonial rulers. In the last century, this support has taken a more imperialistic step. The Americans have adopted British gunship diplomacy tactics to establish their control over regions with desirable natural resources. Once the ports open, American companies establish industries to tap these natural resources. The American military then beats the local population into submission and forces them to work in new American factories and mines.

This situation has played out numerous times, and initially causes resentment among the native populace. However, as the new industries thrive and rebellious instincts settle down, the people realise that they are better off under American rule. The great capitalist machine provides them with health insurance, hospitals, and shops. They soon feel American, and petition for membership in the Union. So far, Chile, Brazil, Argentina, Columbia, Honduras, Panama, and Peru have all become full states, swelling the USA to fifty-six states.

With advanced communication and transport having civilised the North American heartland, the Wild West has found a new home in the frontier territories of South America, which has become known colloquially as the Savage South. Bolivia and Paraguay remain resistant to American imperialism, but are gradually being absorbed into American culture by the flow of criminals, gunfighters, and prospectors seeking new lives and fortunes in their forgotten backwaters.

UNEXPLORED REGIONS

Many regions of the world remain to be fully explored and charted. The African jungles remain largely untouched, and mysteries lurk deep in the Himalayas and Andes. The lost civilisation of Lemuria lies buried somewhere at the bottom of the Indian Ocean, and perhaps the greatest mystery of all lies within China's hidden and isolated heart. Brave explorers and adventurers travel the world, seeking to be the first to find hidden treasures and knowledge. Scholars believe that many ancient civilisations discovered and mastered the Etherscope's strange occult properties. Rare artefacts wait to be found — artefacts that could provide insight into new technologies and the horrors that lurk beyond the Scope. These explorers rise from the wealthy classes. Aristocrats and rich industrialists seek adventure and riches in the world's wildest corners.

Lemuria

The ancient continent of Lemuria is believed to have been destroyed many thousands of years ago. The theory was first developed in order to understand the distribution of a number of different mammalian species. The first species considered was the lemur (hence "Lemuria"), but soon similar patterns of geographical distribution emerged with other species. Most interestingly, the dissemination of homo sapiens fossils also shows a Lemurian pattern. Fossil evidence from the Indian and African continents indicates the arrival of man on these continents at the same time, suggesting he arrived from another origin point between the two continents, possibly the continent of Lemuria. Lemuria was believed to have existed somewhere in the Indian Ocean, but its influence was felt throughout the world. Some researchers believe the Lemurians mastered great technologies and magical powers. The growing accepted body of evidence suggests that an ancient civilisation did exist, that a Lemurian continent was its most likely home, and that its people possessed unusual technologies that appear to be Etherspace technologies. However, Lemuria is a subject of great controversy, and many scientists and academics refuse to accept its existence.

SOCIETY

This section considers the **Etherscope** world's different organisations and subcultures and the impact they have on the world's society.

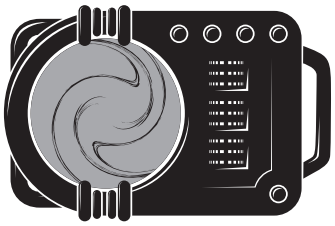
ESPIONAGE: THE GREAT GAME

Three great superpowers control the world: Britain, America, and the New Reich. These three powers are locked in a cold war where none moves against the others for fear of war. As such, espionage is a primary pur-

suit of all three powers. This is what Rudyard Kippling referred to as "the Great Game": rival agents plotting to thwart each other's plans and working to degrade their enemy governments' influence.

Nowhere can the Great Game be better seen than on the Great Metropolitan streets. The CIA works to support rebel groups, such as the Northumbrian Republican Movement (NRM), in order to destabilise the region and reduce the British Empire's economic power. MI5, Britain's counter-intelligence service, parries these threats and drums up support for the queen and government. Both organisations have agents under cover, working within the city, making contacts and seeking out their counterparts. The CIA possesses excellent resources, intelligence, and a message that appeals to the disenfranchised, and the agency has made significant progress in limited areas. However, Britain's difficulties here have not reflected elsewhere in the world. MI6, the British foreign intelligence service, has successfully neutralised many Reich spies, who often operate out of Catholic missions, in the Empire's African colonies. Regardless, MI5 and MI6 have successfully guarded the British Empire for over 150 years, and CIA losses make some wonder if a truly worthwhile outcome to the campaign will ever come.

In the rest of the globe, the situation is hotly contested. British and Reich agents have significant influence within the American media and create regular turmoil, revealing scandal after scandal to the American voters. MI6 has also successfully kept the American presence out of the Caribbean, forcing them away from British-controlled colonies whilst intensifying the Empire's interest in Latin American territories. New Reich and American agents spar in South America, as the Reich looks for new colonial targets away from the British.



THE EUGENICS LEAGUE

Eugenic science has grown from a Victorian humanist principle of bettering mankind through science, and eugenicists scoff at ridiculous notions such as the inherent genetic superiority of any race. Rather, they seek to unlock the potential inherent in all mankind, and a quickened scientific development has bolstered their quest and generated great wealth for the League. The League long ago dismissed "negative eugenics" — the desire to remove undesirable characteristics from the gene pool — as inaccurate, socially damaging, and scientifically ludicrous. All living creatures hold two copies of every gene. Most undesirable genetic traits, such as sickle cell anaemia and cystic fibrosis, are only harmful when both copies of the gene are present. When one copy of the harmful gene and one good copy of the gene are present at the same time this is known as the heterozygous state, and someone with such a genetic make-up is often referred to as a "carrier." It is understood that all such genes that survive within the population must possess an evolutionary advantage in this state, and as such the best genetic position to be in is that of the carrier.

At the beginning of the twentieth century, a number of independent lobby groups, which had formed to fund further research into genetics for the betterment of the human race, merged together to become the Eugenics League. This multi-national society grew into a powerful political force that influences the world's governments. Only within the Soviet Union are the League's political advances feared.

The Eugenics League promotes positive eugenics: directed breeding to produce increasingly "better" humans over generations. It accelerates this practice with genetic vector technologies, which allow the splicing of genes from other creatures into the human genome. This technique allowed eugenicists to create four new species from human stock. The alphas represent ideal superhumans, physically and mentally enhanced above human norms. The gammas, deltas, and epsilons represent purpose-bred worker species, designed to allow the alphas and the betas (the League's name for ordinary humans) to remove themselves from mundane manual tasks. In these ways, the League hopes to create a utopian society. Despite their popularity and influence, the League still faces some criticism and opposition from religious and guild organisations. However, its wealth, influence, propaganda, and proven results have rendered such opposition to its agenda ineffectual.

RELIGION

Within Britain, the Anglican Church is a powerful political force. Every man, woman, and child is expected to attend services on Sundays, and the upper and middle classes see the Church as a tool for instilling social responsibility and morality into the working classes. The Archbishop of Canterbury is a powerful figure in British politics who can sway the opinion of the masses towards government policy.

The Catholic Church occupies a similar position within the New Reich. Despite the Protestantism of the Berlin government, the Pope validated the Italian and French occupation, claiming that Wilhelm III was the lawful heir to the Holy Roman crown. This support created a strange state of affairs in the New Reich, where the Protestant ruling classes must pay at least token homage to the Catholic Pope. This situation, however, has greater political implications. With the papal endorsement, the largely Catholic populations of Italy and France are much happier than they would have been otherwise. The Catholic Church is also heavily involved with missionary work in Africa and South America, bringing it into regular conflict with British and American colonial authorities. This situation leads many New Reich spies to use the Catholic Church for subversive tactics and for cover whilst travelling and operating in colonial territories.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The Northumbrian Republican Movement (NRM) is a popular independence movement in England's northern cities. The policies of the London government leave these industrial powerhouses feeling ignored. The NRM's popularity grows daily, as more and more people are drawn to the cause. Covertly supported by the CIA, the NRM is rapidly becoming a paramilitary operation. The shadow of the Metropolis riots of 1937 and their bloody suppression looms large over the people of these cities, who fear a similar level of reprisal. However, this does not quell their desire for freedom; rather, it only adds urgency to their cause. Hence, the people of the Great Metropolis and other northern cities arm themselves to be ready for a war of independence. With the people's full support, the NRM believes they can free the north from oppression and form a new country to lead the way in the world. They constantly contend with government propaganda that claims that they are the Americans' pawns. Their goal is for Northumbria to become a new country where their economic prosperity can be shared, not bled to prop up London extravagance and colonial might.

COUNTERCULTURE

The **Etherscope** world may appear stuffy and formal, steeped in Victorian values. However, there is a strong countercultural element running through the game, and it is important to gain a better understanding of how such subcultures work and interact with the rest of society.

Underground Music

Whilst the acceptable face of music is found in the music halls, opera houses, and concert halls, the underground music culture is strong. However, travel and communication are limited, and music styles do not travel far or influence other musicians across the world. As such, music styles vary widely across the different nations and cities. Live music in illegal underground venues are popular counterculture events.

In recent years, ethertech has advanced the spread of underground music. Strong connections with tab-jammers and Scope riders have enabled bands to reach wider, even global audiences, through upload capsules and immersed concerts held in the secret Scope rider city, Haven.

Revolutionaries

Etherscope has a strong revolutionary aspect, balancing against the oppression of much of the world. For many, this hope of a better world is the only force that keeps them going. Revolutionaries are most common in Britain, where the NRM is a popular cause, and the occupied territories of the New Reich, where many seek to overthrow their imperial masters. Further, the general oppression of the world, and the shining society that the Soviets have fostered ideas of communist revolt among many people. However, revolutionaries are notoriously fractious and few groups are able to organise into a coherent force to be feared by the governments.

Scope Riding

The Etherscope is a varied and vibrant world. Not only can you explore the many predesigned domains, but you can also create your own. Each domain is accessed by Scope points somewhere, whether a fully operational corporate system or a simple pocket calculator; all exist as locations in a domain in the Scope. Etherscope access is highly restricted and controlled. All three superpowers are concerned about the freedom of ideas that a universally available system would allow. They fear its effect upon the stratified societies of the world. However, whether for knowledge, profit, pleasure or freedom, exploration of Etherspace is possible for those who know its secrets. You can jump over people's walls and explore the private domains they don't want you to see; you can journey into deepest Etherspace, where many say monsters lurk. This is the realm of the Scope riders, a new breed of hero (and villain). These skilled individuals master Etherspace and can jump from the lanes to search out the evil and corrupt. The Scope riders are a burgeoning international subculture. They all boast mysterious personae with imaginative pseudonyms and magnificent Scope avatars.

Aside from the system guards and operators who patrol and monitor the Scope, Scope riders discover many dangers as they explore Etherspace's deepest reaches. Monsters lurk in the darkness — powerful, alien beings that desire only destruction. One rumour speaks of entities called agents, who hunt Scope riders. Thought to be humanoid creatures, but not actually other jacked-in humans, the System agents are a new mystery for the Scope riders to unravel. No one is sure where they come from. Some say they are a new secret form of security protection, others believe they are government law-enforcement programs, whilst others think they are entities of the Scope itself, akin to the creatures that lurk between shadows. All governments refuse to acknowledge the existence of any creature in the Scope, leaving such irrational fears to the Scope riders' rumour mill.

Tab-jamming

Tab-jamming is a strong countercultural element, but one that often gets inaccurately connected with the Scope riders. Tab-jamming and Scope riding can be exclusive activities. Many Scope riders use tabs to jack in, and many tab-jammers are keen to explore the Scope. However, you will also find Scope riders who consider Scope tabs dangerous or inferior, and tab-jammers who prefer the trip of an upload capsule to a Scope immersion. The main difference between these two entwined subcultures is the perspective each has on the Etherscope. Scope riders focus on revolutionary or criminal activities within the Scope, seeing it as a new frontier to be explored and exploited. Tab-jammers focus on the experience of the trip, seeking thrills and psychedelic experiences.

GAMMA SEWER KINGDOMS

The ability to survive the most putrid disease-ridden conditions was the goal of the gamma breeding programme. The Eugenics League bred these early prototypes before discovering ways to reduce mankind's natural desire for personal freedom. Many gammas fell into the usual kinds of trouble and ended up on the streets. Many find that this life suits them better than working for a pittance while the wealthy industrialists get fat off their labours. These gammas are at home in the sewers, and as their numbers grew they developed their own "kingdoms," isolated from the world above. Many large cities have such kingdoms, not only the Great Metropolis. Even smaller cities have clans of gammas living in their sewer systems.

The ways in which these kingdoms govern themselves vary. They are often primitive systems, such as dictatorships or feudal monarchies. American gammas tend to have some sort of rudimentary voting system, but the most powerful often hijack the democratic process. Such "kings" become effective despots despite the ballot box.

CRIMINAL ORGANISATIONS

Crime is rife. The cruel imperial governments, industrialists, and corporate leaders set a standard for morality that makes it easy for society to decline into crime. The crime wave grows with the poverty and despair many in the big cities feel. A few organisations rise above the chaos and have established themselves as powerful players in the criminal underground. The Mafias of Southern Italy and American cities, the Yakuza in Japan, the warring Triads and Irish Mafia in The Great Metropolis all have a common interest in crime. The most compelling reason for the growth of crime as an industry is the prevalence of drugs throughout the lowest echelons of society. Opium dens have long been an institution, and the Americans make as much use of their Columbian cocaine resources in subverting their enemies as the British did with opium during the Opium Wars. Scope tabs have become the drug of choice, but the criminal organisations have taken to spiking these tabs with opiates and nicotine to make them addictive and hook the new generation on their latest wares.

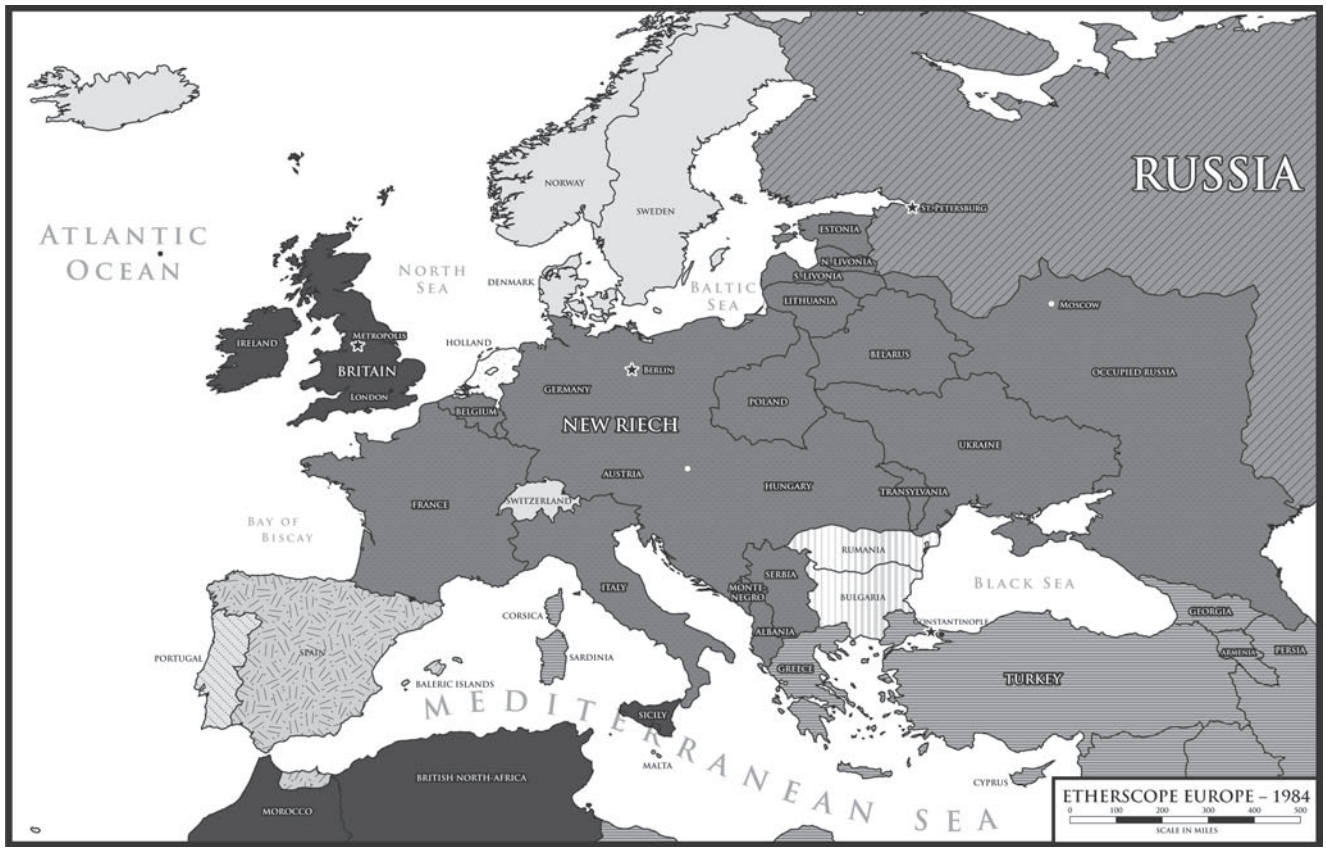
CRAFTSMAN GUILDS

Following the 1937 revolution, some small measure of recognition was granted to workers. A number of craftsmen's guilds have been founded ostensibly to provide a means of quality control within their different areas of skills. However, these guilds do have a certain level of power within the imperial economic system. Employers seeking to develop products that require skilled labour look to workers with a charter mark from a respected guild. This enables the guilds to bargain for greater pay and working conditions for their members. The guilds are also influential within the working class communities, as parents seek to apprentice their children to the best guilds. However, the guilds have created a division within the working classes, as all the available prosperity becomes shared only amongst the skilled labourers.

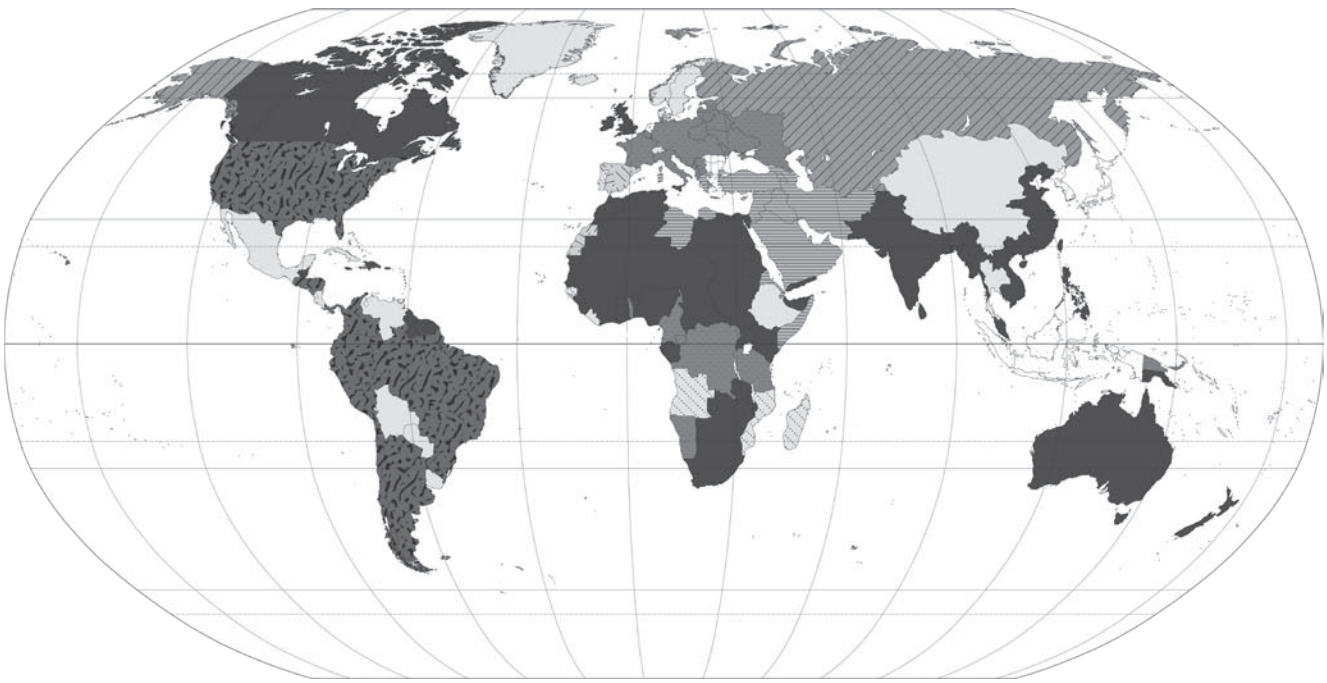
OCCULT SOCIETIES

Spiritualism, psychic phenomena, and occult science are all recognised as real. Ether science as explained many aspects of the supernatural and quantified phenomena that were once considered myth and superstition by scientists and rational minded people. However, many questions regarding the nature and capabilities of occult phenomena remain. Among the poor and the wealthy alike a fascination exists in regard to the supernatural. Many occult societies have flourished throughout the world, each purporting to offer an understanding and access to occult phenomena. These groups range from bogus charlatans hoping to exploit the gullible, to professional scientific investigative organisations, to gatherings of followers of various esoteric belief systems, to sinister gatherings of cultists who draw upon dark powers for their own benefit.

Europe Political Map



World Political Map



Key: *(applies to both maps.)*

- BRITISH EMPIRE
- BULGARIA
- DUTCH TERRITORIES
- INDEPENDENT TERRITORIES
- JAPANESE TERRITORIES
- NEW RIECH TERRITORIES
- OTTOMAN EMPIRE
- PORTUGUESE TERRITORIES
- RUSSIAN TERRITORIES
- SPANISH TERRITORIES
- USA

CHAPTER VI: THE SCOPE

This chapter provides you with a broad overview of the 'Etherscope' itself, providing details on the 'geography of Etherspace', the 'scientific and technological implications, and all the 'game' rules to allow your characters to explore 'the' Scope'.

SCIENCE AND TECHNOLOGY

The following section considers the core theories behind the Science of the **Etherscope** world. It reveals what makes Scope riding, zepcars, and cybernaughtics a reality.

A BRIEF HISTORY OF ETHER SCIENCE

Around the mid-nineteenth century, three key theories existed that all played a role in the formation of ether science. The first of these theories was the laws of thermodynamics, in particular the second law, also known as the entropy law. These theories were first developed by Carnot early in the century, and completed by Thompson and Clausius in the 1840s. Secondly, and perhaps most importantly, were Michael Faraday's 1845 theories on electromagnetism. Finally, Charles Darwin's *On the Origin of Species* was published in 1859. However, it was Herbert Spencer's work that led to the important theories and discoveries of ether science. Spencer's *A System of Synthetic Philosophy* integrated ideas from all three earlier theories, along with some concepts from other contemporary science and philosophy. He drew upon three key concepts, described below.

Entropy Law

There are two laws of thermodynamics. The first states that energy is never used up, merely changed from one form to another, one of the ideas used by Spencer in his *Synthetic Philosophy*. The second law states that the amount of energy available for use in a given system has a tendency to decline. This is entropy, the desire for everything in nature to return to a uniform, decayed state.

The Ether

The word "Ether" was used by Faraday, but was in actuality a classical reference to the ideas of Plato. Plato, an ancient Greek figure, theorised that the five "true" (now known as Platonic) shapes were those of Fire, Earth, Air and Water, of which the Greeks believed all matter was comprised. Plato therefore needed a fifth element, which he did not fully understand, but which he called "Ether," the stuff of the cosmos.

Electromagnetism

Faraday could show that electromagnetic force was a wave, and as such there must be a medium through which it travels, such as how sound waves travel through the air and cannot pass through a vacuum. Faraday did not know the nature of this medium, but he named it "Ether" after Plato's concept of a cosmic element as he knew that, whatever this substance was, it must be present in the vacuum of outer space.

Spencer's Synthetic Philosophy

Herbert Spencer was a philosopher and writer of great influence on the Victorian world. Before publishing his A System of Synthetic Philosophy, he had written on a wide variety of topics, such as sociology, psychology, and biology. He was deeply affected by Darwin's work and even coined the term "Survival of the Fittest." Spencer's Synthetic Philosophy, historically only published for private subscribers, brought together his own ideas of sociology, psychology, and natural philosophy in a great work published in nine volumes over thirty-one years. Whilst it may be impossible to paraphrase such a work in one or two sentences, the basic premise is that all of nature, whether it be energy, species of life, human societies, or individuals, has a tendency to evolve from the general to the specific. Simple examples can be readily seen in each of these areas: Human civilisations evolve from small communities where everyone shares in all tasks, to towns with specialist farmers, blacksmiths, merchants and the like. In biology, we can see how an embryo seems to evolve from a tadpole-like creature into a somewhat reptilian and finally a recognisable human form. In thermodynamics, we can see how the processes of interaction transform energy. However, this theory falters when faced with the Entropy Law, which states a desire for all nature to return to a largely disorganised state.

The Etheric State

Spencer developed a theory in his early volumes that his peers felt was so groundbreaking they urged him to publish his work for the whole scientific community to debate. Spencer took his same line of thinking on a general evolutionary theory and added Entropy into his concepts. He started from Plato's original shapes and, in combination with Faraday's ideas, speculated that the shapes did not represent the four elements as observed by the Greek philosophers, but instead referred to the different states of matter and energy. He claimed that ideas about Air relate to a gaseous state, Water a liquid state and Earth a solid. Energy was the equivalent of Plato's Fire element, whilst Ether was Entropy. He theorised that, as energy is interchangeable with entropy and the three

Etherscope Terms

Domain: An area of Etherspace that has been sectioned off from wild Etherspace and made suitable for human immersion, often holding cities for Scope users to explore or the processing systems of industry and the military.

Ether: The substance of entropy, which can react in a number of different volatile ways when it comes into contact with *Prime Reality*.

Ethertech: Technology whose operation involves a connection to Etherspace.

Ether Balloon: An ether bubble created by a special type of portal, used in place of the gas balloons of zeppelins.

Ether Flue: A series of portals through Etherspace that are used to purify coal gas.

Ether Veil: A thin layer of ether that covers all matter and energy in the universe. The human brain causes ripples in this veil, creating the source of thought.

Ether Guns: Long-range cannons with *ethertech* guidance systems.

Etheric State: A theoretical understanding of entropy as a state of the universe. It is one of the fundamental states defined by Herbert Spencer: Solid, Liquid, Gas, and Energy, the etheric state.

Etherium: An iron-cobalt alloy forged in Etherspace. It is exceptionally light and strong.

Ether Jet: A propulsion system developed from *vent portals* used most often in aircraft.

Etherscope: The areas of Etherspace that have been modified by human technologies, created from a collection of domains and *Scope cities*.

Etherspace: A parallel universe made up of ether.

Immersed Scope Use: To transfer one's consciousness into Etherspace, thus experiencing the Etherscope as a new universe.

Personal Domain: A small domain usually the size of a desk or small office for use by an individual private owner.

Pleasure Domain: A domain that has been created for *Scope users'* leisure activities.

Prime Reality: The "real world" of matter and energy.

Program Crafter: A Scope user who specialises in creating materials from Etherspace.

Remote Scope Use: To use the Scope from a *Scope Point*, thus viewing the Etherscope through a portal.

Scope City: A large domain within the Etherscope developed to appear like a city in Prime Reality. It is often found at the centre of a cluster of domains belonging to an individual nation. Scope cities are usually surrounded by a *Wall* of personal Scope domains.

Scope Jack: A cybernaughtic attachment that allows the user to connect directly to a Scope point, allowing him to immerse himself into the Scope.

Scope Point: An Etherspace portal protected by a glass window that allows the user to manipulate Etherspace either via a pair of remote hands or through "jacking in" if he has a Scope jack. Scope points always open to a set location in Etherspace, usually a personal domain within the Wall of a Scope City, but the user can move away from that point once inside.

Scope Processor: Processing systems held within the Etherscope allow for high levels of miniaturisation. Such processors take up no space in Prime Reality other than the portal used to display the results.

Scope Rider: A user of the Scope who has become involved with hacking activities, usually associated with a countercultural movement.

Scope Tab: A drug taken in tablet form which transfers the taker's consciousness into Etherspace at a specific location, often a pleasure domain within the Etherscope.

Scope User: One who enters the Scope. Such a user is either immersed or remote.

The Wall: An area surrounding a Scope city that holds all of the personal domains for that city.

Upload Capsule: A drug similar to a Scope tab that provides very specific knowledge, such as the layout of a building.

Upload Tab: A drug similar to a Scope tab that provides general knowledge and skill bonuses, such as Scope-fu training.

Vent Portal: A portal to Etherspace that leaks volatile ether into Prime Reality. As the ether leaks out, it converts matter to energy, providing an efficient source of energy.

Zepcar: A personal zeppelin about the size of a typical street car. They have a special ethertech control system that lets the user "drive" in vertical lanes in areas of the city with special control pylons.

states of matter are interchangeable, that energy and matter must be interchangeable, also. Entropy thus became known as "the etheric state," a fifth state alongside solid, liquid, gas, and energy. This led to a rush of "believers" trying to provide evidence that matter could be made interchangeable with energy.

The Discovery of Etherspace

Many scientists were fascinated by Spencer's theories and a race began to extract or identify the etheric state. However, the discovery of Etherspace came as a shock to everyone, including the man who discovered it.

Harold Wallace was a poor and struggling professional scientist, making a living from teaching and using his earnings to submit papers to the Royal Society, many of which were rejected. Wallace was not even trying to discover ether when his experiment first opened a gateway to Etherspace. Like many great discoveries of Science, the uncovering of Etherspace was purely accidental. Wallace was experimenting with magnetic fields and using powerful electromagnets. He discovered that at certain specific frequencies, a ring of electromagnets positioned in accurately measured positions opened a portal into a mysterious, other realm. This was Etherspace, a strange parallel dimension, different in many ways from our normal understanding of the laws of physics. After a century of research into the etheric state, scientists discovered that, as Faraday theorised, ether is prevalent throughout the universe: a small veil of entropic substance encapsulates all. Etherspace, however, is a universe made entirely of ether, and there is a constant of ebb and flow of material passing back and forth between the two universes. It has also been discovered that ether is the medium through which thought waves ripple. Scientists and philosophers had long argued over the possibility of a materialist understanding of thought, with many arguing that the simple electrobiology of the brain could not possibly hold all the answers to the human soul. It appears that the human brain has a less discernable quality, as it generates waves in the ether veil, and these waves have been proven to be the source of thought and consciousness. This discovery has provided a number of interesting technological applications, such as Scope jacks and tabs, which allow the transference of human consciousness into Etherspace, but as yet little is properly understood about the nature of thought and its implications on technologies and their use.

The Impact of Ether Science

Spencer's work had an impact throughout all aspects of society. Most notable was the effect on philosophy and politics.

There was an almost-instantaneous Plato fad amongst the thinking classes. Plato's Republic became the talk of the educated classes, and many became proponents of an intellectual elite ruling their countries. This made a crucial difference in the political arena, where the Second Reform Bill of 1867 was crucially altered — instead of securing voting rights for working class men, it provided for weighted voting power for those who had "proved themselves successful." This was supposed to apply to successful industrialists and engineers, but a financial prerequisite led to an increase in power for the landed aristocracy as well as the bourgeoisie.

Cultural Impact of the Scope

The Etherscope itself, understandably, has also had a massive cultural impact. There are those within the guilds who are concerned about its effect on the lives of working folk, worried that it means less skilled jobs and more potential for exploitation. Whilst the guilds are not the political force for organised labour that the unions were, there are some members who are more proactive, seeking to destroy what they can within the Scope. These people learn the skills of the Scope user to fight the perceived threat to their livelihoods.

Perhaps those with the biggest interest in the Scope are the Scope riders and tab-jammers. These counter-culturalists have made the Scope their homes. They are revolutionaries, rebels, and free thinkers, seeking to break the power of the ruling classes through the knowledge that can be obtained through the Scope. Whilst the Scope provides them with a great resource and an ability to strike successfully against their masters, the drug culture associated with the movement leads to addiction and other social problems. The young idle rich have found that the Scope allows them a great new way to explore their desires and throw wild parties — it has become the primary means of hedonism in the modern world. Finally, there are Scope temperance movements, largely stemming from the establishment churches. The Anglican Church in Britain is particularly opposed to the widening use of the Scope, especially the drug culture of the tab-jammers. Vicars and ministers demonise the use of Scope tabs from the pulpits most Sundays.

TECHNOLOGY

This section considers the different technological applications of ether science. It is this technological application of the science that makes **Etherscope**.

Applications of Ether Science

Etherspace is different in many ways from the previous understanding of space. In the early days of Etherspace research, people rushed to experiment with portals and to discover new ways in which they could manipulate and control this resource. It was quickly discovered that most material is degraded or destroyed upon entering Etherspace; only magnetically active materials seem to have the ability to survive. It is also difficult to take ether from Etherspace, as matter has a tendency to degrade when brought into contact with pure ether. Pure ether is an unstable substance with a range of properties depending upon the type of portal that is opened. Ether often reacts with both matter and energy when it leaks from Etherspace and can convert energy and matter from one form to another, or even between types of the same form. The exact properties of ether as it comes into contact with Prime Reality appear to be based on the location within Etherspace the portal opens upon. Turbulent regions of Etherspace tend to consume matter, turning much of it into raw energy, whilst tranquil regions absorb all energy, causing an instant freeze effect.

Vent portals were perhaps the first technological application of Etherspace, providing a powerful and readily controllable source of energy. Vent portals open onto a turbulent region of Etherspace. As ether leaks from the portal and touches the air and other matter, it converts them into pure energy. This was quickly developed as a heat source for furnaces and steam engines, providing a more efficient source of energy. However, gas remained the primary source of domestic heating and lighting as the flow of vent portal energy is to intense for such purposes and the process for controlling it precisely too expensive for any but the elite of society. Later, people discovered how to forge etherium, an iron-cobalt alloy, within Etherspace, as well as the means to move this substance through an open vent portal. Etherium is much stronger and lighter than any other material, and has allowed many technological breakthroughs.

Not only is it possible to pass magnetic materials into the ether, but research has shown that they can also be used to control the substance of Etherspace itself. This has enabled the forging materials and objects of pure ether. Whilst these objects cannot be removed from Etherspace, their applications within are unlimited. It is through such manipulation of Etherspace that the Etherscope has been created. Domains have been isolated from the ebb and flow of Etherspace. These are the building blocks of the Etherscope, holding whole cities and vast processing systems.

One final important development is Damian Knighton's ether flue. Knighton created a tunnel of portals within Etherspace that had an entry and an exit. Etherspace destroys complex molecular structures, hence removing impurities from simple gases and liquids passed through the flue. This allowed for an ultra-pure coal gas to be filtered through Etherspace, thus enabling gas lighting systems to become a much more viable technology. With heavy investment from British and Reich governments, the ether flue resurrected the coal mining industry. Coal had been replaced as a fuel source following the development of vent portals, but purified coal gas provided economic stability for the two superpowers' coal-based economies through the mass marketing of gas to the lower rungs of society.

Steam-Tech Vehicles and Engines

Steam-powered vehicles and motors have become the mainstay of the world. Etherium boilers and vent portal furnaces have allowed engineers to greatly increase the reliability and power of steam engines, thus preventing the rise of oil-based fuels and the internal combustion engine. The essential technology of an engine remains the same: Pistons work

in alternation to turn a crankshaft, and a gearing system converts this force into revolutions of the drive wheels at varying torques. Thus all ships, cars, and flying machines are powered by steam engines. This prevalence makes the atmosphere and smell of the cities unique. There is a distinct odour to a steam engine — a mixture of steam, oil, and smoke. It is perhaps a stronger and dirtier smell than the exhaust fumes of a gasoline engine, but it does not have the same damaging effect on the environment. Indeed, it provides the busiest cities with a rush-hour sauna-like effect as the atmosphere becomes dank with steam.

Zeppelin-Tech and Zepcars

Powered flight has also taken a unique direction, thanks to a number of factors.

Militarily, there is little need for air power. The massive power of ether guns has increased the tactical range of battleship weaponry to hundreds of miles. With the advanced targeting systems allowed by Etherscope technologies, ether guns have grown to become the most devastating and cost-effective way to wage war.

Dieter Keinann developed ether jet engine technology in 1897. With this breakthrough came quick and manoeuvrable zeppelins that can carry vast amounts of armour and heavy weapons. The New Reich's air dreadnoughts of the Pan-European War were the result — flying fortresses capable of waging war in any terrain. Even these behemoths, however, cannot match the armour and weapons mountable on naval superdreadnoughts of the British Empire. The Empire guards its superdreadnought military advantage with ruthless determination, even though no other nation has the wealth and political will needed to create these ships. The power of the Reich's air dreadnoughts and the devastation they caused during the Pan-European War has led to the German word zeppelin replacing "airship" or "dirigible" in common usage. Now people across the world refer to any dirigible as a zeppelin.

Early experimentations with using vent portals for direct propulsion proved problematic. As vent portals convert matter into energy, there was an unfortunate tendency for such portals attached to vehicles to suck in the vehicle's workings structure. The principle of an ether jet is to feed the vent portal with air rather than parts of the vehicle it is designed to propel. As such, a turbine blows onto a ring-shaped vent. This air is then converted into energy to provide thrust. The main reason for the development of lighter-than-air aircraft, however, has been the application of ultra-thin etherium to increase the toughness and reduce the weight of gondolas, and, perhaps more importantly, the invention of ether balloons.

A special portal has been developed which can create a bubble of Etherspace with energetic lift properties within Prime Reality — an invulnerable and controllable balloon for all aircraft. The ether balloon itself is completely invulnerable. If a bullet, or indeed any other material, hits the bubble, the object immediately vaporises. In the aftermath of a battle, it is not an uncommon sight to see the burnt-out shells of destroyed zeppelins still floating immobile above the battlefield.

Civilian applications widely use zeppelin technologies. With the massive growth of city populations, and requirements for longer-distance travel, the **Etherscope** world's cities have become massively congested. That private transportation remains a privilege of the upper and middle classes makes this advance in transportation technology even more remarkable. However, a new social class of skilled workers has evolved: the enginaughts. These pilots of commerce and public transportation vehicles have flooded the city streets.

Another application of zeppelin technologies, the zepcar, provided a temporary solution to congestion problems. These vehicles are small zeppelins, of a similar size to an ordinary town car. Within areas of heavy congestion, pylons run alongside the road, allowing transmission of traffic flow data for vertical lanes. Thus the zepcars "drive" at a given altitude, dictated by the pylons. If the pilot wants to move up or down a lane, an on-board Scope processor determines when there is a safe opening and shuffles the zepcar up or down a lane. As a result, driving a zepcar remains a largely two-dimensional experience in terms of manual piloting operations. The introduction of the zepcar had a massive immediate impact on congestion. However, in the fifteen years since, traffic levels have increased further and now even the zepcar lanes are clogged with traffic. Some more aggressive drivers have developed ways to fool the lane processors and effectively fly their zepcar freely. This is illegal everywhere, and many crashes have resulted from the use of such devices, although it can certainly cut down the time you spend in traffic.

Scope Microtechnologies

The use of "ethertech" has enabled miniaturisation on a grand scale. By manipulation of magnetic frequencies within Etherspace itself, ether can be moulded into a number of pseudo-forms. This sequencing of magnetic frequencies to create forms is called program crafting. Although these forms do not survive outside Etherspace, program crafters can build a wide variety of structures within its confines. These creations can be programmed to respond to specific circumstances. Thus the program crafters have been able to create processing systems to solve a variety of information problems. This has enabled the creation of a number of technologies: small processing systems to handle all domestic and commercial appliances, large data processors of industry, targeting systems for ether guns, and communication devices allowing transmission broadcasts of audio and visual imagery through Etherspace — radio waves are literally transmitted through the ether almost instantaneously.

Scope Points

Scope points are access and control systems for the Etherscope. Each is a portal which connects to a specified processor stored somewhere in Etherspace. Typical user interfaces are handled by generating an Etherscope environment that can be interacted with. Most commonly a desk analogy is used. When the user's Scope point is activated, the portal opens onto the image of a desk, visually representing their various different applications and data files as objects on the desk. These objects act not only as the processing system of the Scope point, but also as storage: An individual document contains all the rules that dictate its behaviour and interaction with the rest of the Ether-

scope, as well as the data stored within its contents. Ether processors involve interactions between programmed ether objects. Data is stored by creating new objects, and systems involve the objects effectively "talking" to each other. For example, a search program will "talk" to each data file program it encounters as its object form moves through the area of its search and encounters the object forms of data files.

It is important, however, to point out that the portal opens a three-dimensional domain within Etherspace, and as such, interfacing with that domain is more complicated than simpler two-dimensional output devices. The most common way of interacting with your Scope environment is through a pair of Scope gloves that transmit your movements into a similar pair of hands within your Scope environment, thus allowing you to readily manipulate your objects. Older, simpler interfaces included a mechanical arm, whose movements were mirrored in the Scope alongside a keyboard for text input. Scope point processors use magnetic switches within Etherspace to allow you to interpret, input, control output, and store and process data.

The Etherscope

As Etherspace is one large continuum; all "computers" are effectively "online." All the data and processing technology is held within Etherspace. As such, tight security walls and systems must be built up to protect systems from invasion by hackers, known as Scope riders. A Scope user can choose to access the Etherscope remotely or immersed. Remote access is described above, typically involving the use of Scope gloves. The user can travel the Scope, viewing the different domains and systems she visits on the other side of the glass of her Scope point. Interestingly, Etherspace appears to be able to be manipulated to a small degree by thought. This has led to the development of technologies that allow people to transfer their consciousness into the Scope.

Immersed Scope use, as this method is called, requires either Scope tabs or a Scope jack to transfer the user's consciousness. A Scope jack is a cybernaughtic attachment that can plug the user's brain directly into a Scope point. As such, it transfers the user's consciousness to the same domain that the Scope point is plugged into. Scope tabs transfer the consciousness to a specific place, usually a recreational domain in the Scope. The type of tab you buy will take you on a specific trip. When immersed, you take on an avatar, a Scope persona. This stems from your subconscious or psyche, and will invariably look like you, although the avatar is often a stylised or idealised form. Avatars can interact with the domains of the Etherscope as if they were Prime Reality. However, some have found ways to bend the physical laws of these domains, being able to move vast distances with a single thought and act much quicker than the domain would normally allow.

Tabs can also provide the Scope rider with a short-term boost to skills or knowledge. These "uploads" can allow you to access Scope programs that boost your avatar's abilities and draw from data banks within the Scope. These tabs provide boosts to skills, but only last for a short time. The information conveyed can only occupy short-term memory. The implications of technology that would manipulate the long-term memory and the ethical use of such technologies are under debate.

Drones and Gremlins

Amongst the most frequently encountered Scope programs are drones. These small animated programs perform specific tasks. They are often shaped like a creature or some bizarre automaton, but some of the best look just like men or women. Drones are, though, nothing more complicated than a Scope program and only able to act in specified situations according to specific rules of operation. They are quite limited and so are often only used to help bolster security (acting in response to a hacker) or to perform simple filing-type tasks.

Gremlins, on the other hand, are brilliantly sophisticated programs, able to think for themselves, and possess personalities of their own. Scope hackers originally created the gremlins, designing them to cause havoc within a system. More recently, any program crafter with enough ability has made use of gremlins. Seeding a drone with a part of the program crafter's personality creates gremlins. Whilst this does weaken the program crafter in the Scope, it seems not to affect their ability to function outside of the Scope. However, gremlins are rare, as only the greatest program crafters are able to create them.

Military Technology Applications

The military uses technology on many different levels. There are the massive land and air dreadnaughts of the New Reich — huge mobile bases the size of small towns. Bigger still are the superdreadnaughts of the sea that afford military dominance to the British Empire. Powerful cannons on these battleships, which patrol all the seas of the world, are used to assert British control of the oceans and ports. Infantry in steam-powered heavy armour fight most land combat. Handguns, rifles, and autoguns are common, but powered armour allows for much heavier weaponry to be carried by the infantry. Zeppelins are used for reconnaissance flights, but the big accurate guns of the battleships and dreadnaughts are used for tactical bombings and other more traditional aircraft duties. Small, one-man steam-powered tanks thunder across the battlefields in lightning shock attacks, and small-scale air dreadnaughts fill out similar roles in supporting infantry offensives. Many soldiers are enhanced with cybernaughtic attachments, including weapon systems, targeting devices, and built-in armour, creating "perfect" soldiers. The deltas are also widely used by the military forces of the world. Their keen sense of smell and dogged nature makes them the ultimate soldier and scout.

Cybernaughtics

Combining the technologies of eugenics and ether science has allowed the integration of machinery into the human body. Industry and the military have leapt upon this process in their never-ending quest to create the ultimate worker or soldier. From cybernaughtic limbs that dramatically increase strength, to internal processors that enhance neural responses, cybernaughtics have found many applications in the Etherscope world. As with the Etherscope, access to these technologies is

carefully controlled, becoming as much an indication of status and class as anything else. Systems range from clunking heavy collections of pistons and gears given to labourers as new limbs, to sleek servo-geared chrome constructs sported by the elite. A lack of safety regulations in many factories has led to a high level of industrial accidents, impacting efficiency. For the unscrupulous industrialist, the cheap industry-level cybernaughtic attachments have become a way to ensure the assembly lines continue to run. Like most technologies in the **Etherscope** world, it has found its way to criminals and adventurers alike. A thriving black market exists, with a good number of chop-shops hiding in the shadows of all the great industrial cities. Such locations are discrete, as discovery can lead to a jail sentence. Cybernaughtics are a popular fad amongst the upper classes, where fashion designers have manoeuvred into the world of cybernaughtics and provide sophisticated and artistic attachments that become the talk of society.

Stephenson-Brunell Spires

Two key figures of Victorian engineering have led to the greatest engineering achievement of the modern age. Lawrence Isambard Stephenson-Brunell is the inheritor of the engineering greatness of his great-great-grandfathers, George Stephenson and Isambard Kingdom Brunell. Stephenson-Brunell, following in their footsteps, developed a new form of engineering, completely altering the face of the planet as a result. Ironically, Britain has not been the greatest beneficiary of his work. His greatest achievement, if not the greatest engineering feat of the century, is the spire complex — an entire city encapsulated within a single structure. The spire is a mighty structure of glass and etherium, built to contain its populace within a smog-free environment, where every amenity is close at hand. The first spire city, Bristol, was built to help purify the air of industrial pollutants, and maintain a higher level of cleanliness, reducing the spread of disease. After forty years, Bristol has outgrown its two-million-plus population and is in a poor state of repair due to the lack of investment by the British government. However, in America the newer, modular dome-and-spires structure allows cities to grow. Stephenson-Brunell is the most noteworthy defector in the modern age, leaving Britain for America, where his spires are commissioned in every city and which has become rich on the fruits of his genius. Spire cities are found throughout the United States; the five boroughs of New York each have their own impressive dome-and-spire structure, whilst Chicago remains the tallest and largest single structure in the world, encasing hundreds of square miles under a single roof.

GEOGRAPHY OF THE SCOPE

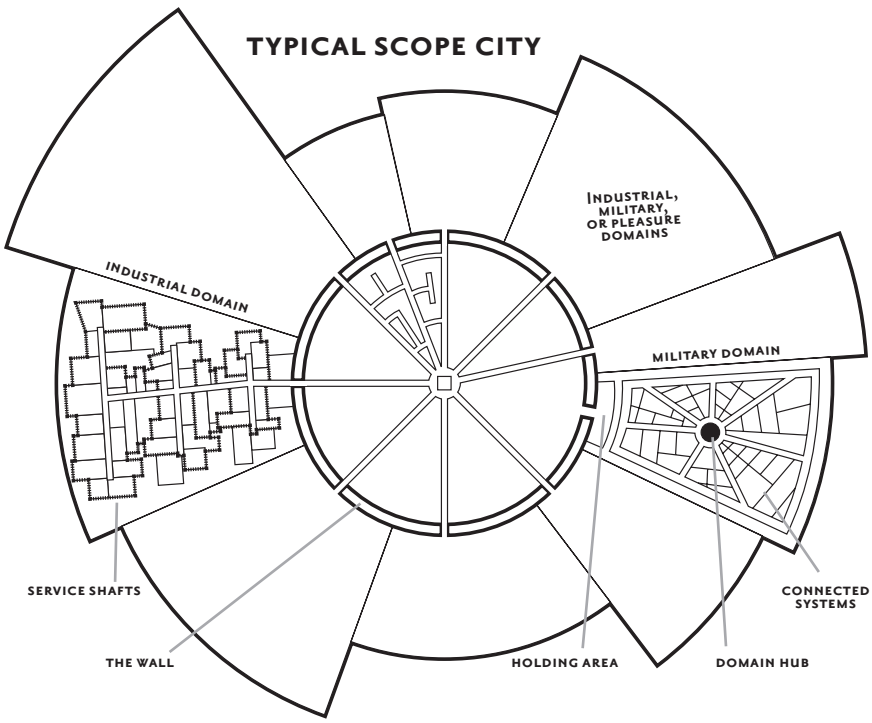
Etherspace is an infinite swirling sea of etheric current. The Etherscope has been crafted out of this sea, creating domains that appear as encapsulated bubbles within the ocean of Etherspace. The creators of these domains can set the rules by which people's Scope avatars can move and interact. They can craft physical structures, from great skyscrapers to tunnel complexes. There are a number of domains created within Etherspace that now make up the Scope. Each nation has its own main domain — a Scope city in which people can meet, host conferences, socialise, or conduct research. Each city is isolated from the others, as the imperialistic times mean that the nations guard their national security fervently and do not want information to pass to other nations through the domains. However, some Scope riders and spies have learnt to jump the rails and break out of these domains and travel to the cities of other nations. The Scope riders even have their own city domain: Haven.

A TYPICAL SCOPE CITY

Each Scope city is built around a similar set of principles. The city itself contains many structures, each designed for multiple purposes. There are libraries and museums, recreational centres, debating halls, and conference centres. See the illustration for the layout of a typical Scope city.

The Central Administration Tower

Each city is characterised by a Central Administration Tower, through which the civil servants of the nation can watch and govern the city domain. This is usually represented as a tall skyscraper that touches the roof of the domain. Inside the tower is a closed domain in its own



right. It is much larger than it appears from the outside. It is not a tower on the inside, more a series of looping floors, with the top floor having stairs and elevators that lead up to the lobby.

The Wall

Bordering each city is the Wall. This is a collection of small domains, owned by the personal Scope users. These domains are where each user will store their own documents and personal programs, and they provide the users with quick and easy access to the City. Access to these personal domains, and hence the city, is carefully controlled by most nations, being retained as a privilege for the elite and middle classes.

Industrial and Military Domains

Surrounding the cities, beyond the Wall, are the industrial and military domains. These are a number of larger isolated domains. Although physically attached to the city, the skin of the domains isolates them from one another. City-going Scope users need to break through this skin to access these domains. Large processing equipment is stored within. These domains contain the communications and gun-targeting systems of the military and the vast data-crunching systems of industry. They are targets for the Scope riders and have additional security measures in place to defend against such attacks. Drones, programmed to attack who that try to invade their system, guard these domains. Some of the best industrial program crafters have also mastered the ability to make gremlins, finding them much more efficient defenders.

NEW LONDON

This is the British Scope domain. It is characterised by its squat and ornate architecture. New London is by far the most attractive of the Scope domains. New London is renowned for its fine museums. The industrial domains attached to New London are the largest in the world, whereas the city itself is one of the smallest. The British are most restrictive in whom they let use the Scope, and so have little use for a city that can hold more than one million. Interestingly, the British government has a completely separate military domain, not located in the vicinity of their city. Whether this distance between the military and the city it protects is a security advantage or disadvantage is a hotly debated issue in Parliament.

CENTROPOLIS

The American city Centropolis is the largest of the Scope cities. The Americans are the least restrictive in whom they allow access to their domains, and have created a domain with an impressive social dynamic. However, the city has begun to get somewhat out of the government's control, with red light districts and gambling dens springing up in its darkest reaches. As a result, Centropolis is often visited by Scope riders for the nightlife it offers.

SCHOPHEIM

Schopheim (pronounced 'Scope Hime') is the New Reich's Scope city, famous for its fine concert halls and opera and ballet houses. Schopheim is the cultural centre of Etherspace and is often visited by the more sophisticated Scope Riders. It has also become a Roman Catholic shrine, with many coming to the great Cathedral of St. Mark as pilgrims. For the devout, the Scope has opened up new ways in which one can profess his faith.

HAVEN

The Scope riders have their own city, hidden away in a dark corner of Etherspace. This city is tiny by comparison to other cities, but as the Scope rider subculture grows internationally, it is becoming increasingly overcrowded. This city has no Wall or Central Administration Tower, providing an anarchist utopia. However, as it grows in population and the subculture attracts more and more self-interested parties, the dream will surely end, unless the Scope riders start to manage Haven as a proper city.

THE PLEASURE DOMES

The Pleasure Domes are another independent domain. Largely sanctioned by the American government, this is the target domain of most commercially available Scope tabs. The corporations that own these domains produce pleasure tabs, for those in need of entertainment, adventure, or seedier distractions. This city is a collection of themed domains connected by a central domain. This central domain has a tunnel that connects it to Centropolis, but strict border controls are in place to ensure this does not become an entry point for spies and others who would disrupt Centropolis. However, Scope riders can find ways past this security and often use the tunnel for quick access elsewhere after a tab trip has brought them to the Pleasure Domes.

OTHER CITIES

The Dutch, Japanese, Ottomans, and Soviets also have their own city domains. Leningrad, the Soviet city, is the most open, hosting conferences for industrialists from around the world. It is also open to all in their society as a reflection of the communist principle. Kabuki, the Japanese city, and Aetherdam, the Dutch city, are similar, nondescript cities, simply modelling Centropolis, New London, and Schopheim on a smaller scale. Xanadu, the Ottoman domain, is smaller still, being little more than a playground for the Sultan and his closest friends.

SCOPE RIDING

Scope riding is the term used to describe the experience of characters that are able to immerse their consciousness within the Scope and control an avatar.

Governments try to restrict the technology used to achieve Scope immersion and free access to the Scope, particularly to the lower classes. Hence Scope riding has become a hobby of the elite and a tool of rebellion for the counterculture.

Whether through the technological interface at a Scope point or the chemical consciousness alteration of Scope tabs, immersed Scope users leave their bodies behind and enter an alternative world where their essence takes the form of an avatar, the character's body within the Scope. What a Scope rider encounters depends upon where he travels. Etherspace is a formless void where time and space are mutable and the rules of physical reality have little relevance. Imposed upon this vastness are the domains, where physical laws that apply in the ordinary world are no longer binding. Populating the domains are the avatars of immersed Scope users, the programs of remote users, and the drones and gremlins, physical representations of quasi-autonomous programmes.

Many dangers face Scope riders. Governments and corporations do not welcome unauthorised visitors to their domains. To access these domains, Scope riders must overcome passive and active security, as well as avoid the system administrators and their watchdog gremlins. Within the free domains, outside of government or corporate control, battles and conflicts mirror those of the physical world as gangs, criminals, and freedom fighters vie for power and control. Lurking in the shadows of the domains and in the realms of pure ether are creatures of nightmare and legend whose strength and interest in those who enter Etherspace grows exponentially as humanity increases its journeys into that realm. Likewise, the System agents, master-less programs that seem bent on controlling Etherspace according to their own laws, often come into conflict with Scope riders.

Like the risks, the rewards of Scope riding are many. Pleasure domains offer escape from the tedium of life for the masses. Service to country or corporation as programmers, engineers, system operators, spies, or saboteurs earns many a good living and status within the rigid hierarchies of society. The secrets and technologies of the world's great powers can be found within the Scope and this draws many to seek them, whether their motivation is moral or monetary, for secrets and technologies are valuable commodities.

Calculating Avatar Traits

The information in this sidebar is included for those who wish to alter the relative power and ability of avatars.

Table 6–3 uses the following calculations:

To calculate the base attack bonus of a Scope avatar, take the number of ranks that the character has in Scope Use (immersed) and subtract 2. Then multiply the result by 3/4, and round down any fractions to find the base attack bonus of the character's Scope avatar.

Saving throws are calculated by simply dividing the number of ranks by 2 and rounding any fractions up.

The Defence bonus is calculated in a similar manner to the base attack bonus, by first subtracting 2 from the number of ranks. Then divide the result by 2 and round down.

Scope Avatars

Anyone entering the Etherscope creates an avatar — their essence, consciousness, or soul, some would say, given form within the ether. Your Scope avatar is your physical presence in the Scope when you jack or tab in. Most characters have a set avatar in the Scope, which will take on their features, maybe with an idealised physique, stylised clothes, and a fine general appearance. An avatar's appearance is not restricted by finances and acts as a great equaliser of class. Within the Scope, all are dressed like the elite, be it of high society or street culture. The Scope avatar is effectively a separate character that you control when immersed in the Scope. However, the traits of this character are determined by your own abilities.

Avatar Ability Scores

A Scope avatar has ability scores based on your ability scores. As your intellect and personality remain intact, Intelligence, Wisdom, and Charisma ability scores are unchanged for the avatar. However, the physical body has been left behind, thus the physical ability scores are replaced with Scope equivalents based upon your mental attributes.

As Intelligence represents the power of your mind, it becomes the avatar's Strength score. Wisdom represents your mental flexibility, perception, and speed of thought, and as such becomes Dexterity. Charisma represents your strength of spirit and personality; it embodies the physical resilience of the avatar, and thus becomes Constitution. This is summarised in Table 6–1: Avatar Ability Scores.

Avatar Traits

Your Scope avatar has the same traits — base attack bonus, saving throws, skills, feats, and the like — as a character in Prime Reality. Whilst your Will save is applicable in the Scope, your avatar's physical traits, such as base attack bonus and Fortitude and Reflex saves, change in the Scope, much as your physical ability scores do. These traits are based upon your ability to interact with Etherspace through your Scope skills. The three core Scope riding skills represent your familiarity at guiding your Scope avatar, and therefore are the source of its traits.

TABLE 6–1: AVATAR ABILITY SCORES

Avatar Ability Score	Core Character Ability Score Used
Strength	Intelligence
Dexterity	Wisdom
Constitution	Charisma
Intelligence	Intelligence
Wisdom	Wisdom
Charisma	Charisma

TABLE 6–2: AVATAR BASE TRAITS

Avatar Base Trait	Core Character Skill Ranks Used
Base Attack Bonus	Scope Use (immersed)
Defence Bonus	Scope Awareness
Fortitude Save	Scope Resilience
Reflex Save	Scope Awareness
Will Save	Will Save
Initiative Bonus	Wisdom modifier + applicable feats

Your ranks in Scope Use (immersed) determine your avatar's base attack bonus. Scope Resilience is an indication of how good you are at remaining in the Scope when your avatar is under physical pressure. As such, your ranks in Scope Resilience determine your avatar's base Fortitude save bonus. Scope Awareness,

TABLE 6–3: AVATAR TRAIT VALUES BY SKILL RANKS

Ranks in Skill	Base Attack Bonus	Base Saving Throw Bonus	Defence Bonus
1–2	+0	+1	+0
3	+0	+2	+0
4	+1	+2	+1
5	+2	+3	+1
6	+3	+3	+2
7	+3	+4	+2
8	+4	+4	+3
9	+5	+5	+3
10	+6/+1	+5	+4
11	+6/+1	+6	+4
12	+7+/2	+6	+5
13	+8/+3	+7	+5
14	+9/+4	+7	+6
15	+9/+4	+8	+6
16	+10/+5	+8	=7
17	+11/+6/+1	+9	+7
18	+12/+7/+2	+9	+8
19	+12/+7/+2	+10	+8
20	+13/+8/+3	+10	+9
21	+14/+9/+4	+11	+9
22	+15/+10/+5	+11	+10
23	+15/+10/+5	+12	+10
24	+16/+11/+6/+1	+12	+11
25	+17/+12/+7/+2	+13	+11
26	+18/+13/+8/+3	+13	+12
27	+18/+13/+8/+3	+14	+12

finally, represents your awareness of the Scope and how natural your avatar feels. As such, use your ranks in Scope Awareness to determine your avatar's bonus to Defence (replacing Defence bonuses gained from your character classes) and Reflex saves. Your Wisdom provides your avatar with a bonus on initiative checks (since your Wisdom score becomes your avatar's Dexterity score). Any feats or other abilities that give you bonuses on initiative checks, such as Improved Initiative, likewise affect your avatar. These bonuses are in addition to those gained from your avatar's ability scores (see above), which apply as normal to the relevant characteristics; for example, your avatar's Dexterity modifier, your Wisdom modifier, is added to its Defence score.

These effects are summarised in Table 6–2: Avatar Base Traits.

The skill ranks used do not directly replace their equivalent trait. Table 6–3 shows the values of your avatar's traits according to the number of ranks in the relevant skill.

Scope Hit Points

Scope avatars have a number of hit points in the same manner as any character (see Chapter 1: Character). Some classes have talents or class features that increase the base hit dice for Scope hit points. When your avatar reaches 0 hit points, you are expelled from the Scope and must make a Will save (DC 15) or be knocked unconscious for 1d6 rounds; if you succeed, you are stunned for 1 round. You can immediately jack in again with your avatar at full hit points, but you will have to find your way back to the same place if you wish to rejoin the fight. Scope avatars are never considered to be dying and never need to stabilise. While immersed, you remain conscious and aware but must focus fully on maintaining your avatar. If your body is knocked unconscious or otherwise unable to maintain a conscious stream of thought — if you react to a threat against you outside the Scope, for example — your Scope avatar dissipates. An avatar is vulnerable to the same effects and conditions as a normal character.

Avatar Skills

Whilst many skills remain usable in the Scope, any skill with a physical component in the Scope requires the character to use an alternative skill, as the physical laws of the material world are irrelevant there and characters must rely upon an understanding of the Scope. All Strength-based skill checks are replaced with Scope Use (immersed) checks, whilst Dexterity-based skills use Scope Awareness and Constitution-based skill checks use Scope Resilience. Some mental skills normally involve an interaction with the physical world and therefore also use Scope-based skill checks in their stead. Listen, Spot, and Search checks involve your eyesight and hearing, neither of which directly translates to your avatar. A Scope Awareness skill check is made in their stead. Likewise, using Knowledge (medicine) to heal a Scope avatar is not appropriate; Scope Use (immersed) is used instead. The Surgery feat does not negate the penalty to surgery checks in the Scope, as a Scope avatar does not have an anatomy. Surgery checks still benefit avatars, though, and the avatar is ready to act immediately following the operation (no recovery time). Finally, Disguise requires you to physically alter your appearance. As such, Scope Resilience replaces the Disguise skill for your avatar. Your avatar uses all other Intelligence-, Wisdom-, and Charisma-based skills normally.

Table 6–4: Avatar Skills summarises these substitutions.

TABLE 6–4: AVATAR SKILLS

Avatar Skill Check	Core Character Skill Used
Str-based skills	Scope Use (immersed)
Dex-based skills	Scope Awareness
Con-based skills	Scope Resilience
Knowledge (medicine)	Scope Use (immersed)
Other Int-based skills	Usual skill
Listen, Spot, Search	Scope Awareness
Other Wis-based skills	Usual skill
Disguise	Scope Resilience
Other Cha-based skills	Usual skill

AVATARS AND EQUIPMENT

Your character's equipment is not carried over into the Etherscope when you jack in. You will be clothed but have little else beside. Scope programs are used as equipment for your avatar. The easy way of developing these programs is to choose a piece of real-world equipment, then engi-

neering or buying a Scope analogue of it. However, with a bit of imagination, you can have a much wider range of equipment available to your Scope avatar.

Using equipment follows the usual rules, but your avatar will have to use any replacement skills as shown in Table 6–4. Feats that affect your ability to use equipment (particularly weaponry) work the same inside or outside of the Scope.

Your access to these programs depends largely on how you jack in (see below for more details). When you use a Scope jack to access any Scope point, you can attach the programs you require to your avatar at the point of jacking in. Otherwise, you will have to have a stash of your programs held somewhere so that you can access them before travelling to your target domain.

Cybernaughtics do not function in the Scope and your avatar regains any replaced body parts. Bonuses gained for physical enhancements from cybernaughtics have no effect on your avatar. However, a cybernaughtic bonus that affected your mental processes would similarly affect your avatar.

MOVEMENT IN THE SCOPE

The rate at which your avatar can move throughout the Scope, and the speed at which data can be accessed by Scope Use (remote), is determined by the Scope domain in which you are travelling. A domain is an area of imposed programmed reality within Etherspace. Large domains can possess numerous subdomains operating under different laws for different purposes.

Different domains have different speeds of movement. Some allow the character to teleport instantly to anywhere within line of sight, whilst others feel slow and cumbersome, as if the avatar is walking under water. There are six classes of Scope movement, designated A to F. Each domain has its own class of movement, as well as a base speed that applies to all avatars within it. Domains are listed with a class and a number; for example; a domain listed as C50 allows class C movement with a 50-foot base speed. The movement class provides your character with additional actions and attacks based upon how fast they allow you to move.

Class A

Class A movement allows instantaneous teleportation to anywhere within the domain that is within your line of sight. You can perform this movement as a free action once per round. Thus you can get to any openly accessible location within a given class A domain without taking any actions or time. Additionally, you can fly at a rate of double the base movement for the domain. The laws of gravity are easily manipulated in class A domains; you may treat any surface as if it were the ground and are thus able to walk, stand, and fight on walls and ceilings. When in a class A domain, you can take one move action and two attack actions (or one attack action and one full-round action) each round. It takes a move action to leave the domain through an exit portal.

Example Domains: Most personal Scope domains, whilst small, count as Class A.

Special: Domains listed as class A do not have a listed movement score as movement is unrestricted.

Class B

Class B domains are almost as fast as class A domains, with very few restrictions placed upon your manoeuvrability within the domain. In a class B domain, you can fly at a rate of double the base movement for the domain and walk and run normally. When in a class B domain, you can take one move action and two attack actions (or one attack action and one full-round action) each round. The laws of gravity are easily manipulated in class B domains; you may treat any surface as if it were the ground and are thus able to walk, stand, and fight on walls and ceilings.

Example Domains: There are no officially developed class B domains, but some Scope riders have found regions of Etherspace that are class B.

Class C

Class C domains are similar to class B domains except that they include pseudo-gravity. When in a class C domain, you can take one move action and two attack actions (or one attack action and one full-round action) each round. You cannot teleport or fly; you must run and walk as normal. As with class B domains, you can manipulate the plane of gravity and walk on any surface as if were the ground.

Example Domains: Class C domains are rare. The Scope riders' secret domains, such as Haven, are class C.

Class D

Class D Domains allow a more limited degree of gravity control. You are able to walk on walls of up to ninety degrees without falling off, provided you move at least 10 feet in a round. If you take a full-round action to attack, you gain one additional attack at your highest base attack bonus. You cannot, however, take a full attack action and a move action in the same round.

Example Domains: The city domain of each nation is typically a class D domain, with sidewalks traversing the sides of buildings to enable access to the multiple levels of the city skyscrapers.

Class E

Class E domains are the mainstay of the Etherscope, allowing standard, Earth-like movement and action speed.

Example Domains: Class E domains are the default domain for most of the Scope, providing the casual Scope user with a familiar environment to explore.

Class F

Class F domains are the slow and cumbersome domains used by business and industry to store vast quantities of data. Whilst slow to access, programs have been crafted that can quickly retrieve files. The advantage for the business user for this type of domain is security: Any hacking attempts are quickly spotted by monitor programs as the hackers are slowed by the domain. When in a class F domain, all avatars are only allowed a single attack or move action each round.

Example Domains: Any industrial domain.

REMOTE USERS

If you choose not to send your consciousness into Etherspace, you can still interact and navigate the Scope with relative ease. Scope Use (remote) is the skill used for every action you make. Remote users appear in the Scope as circular windows, floating through the air. The window is two-way, with characters inside the Scope able to see through the window into the remote user's room, as well as enabling the remote user to view the domain. Moving around the Scope is a simple activity, but does require a Scope Use (remote) check to direct your viewpoint (see Table 2–44: Remote Movement DCs for more details).

Remote Users in Combat

As a remote user, you can act in combat, but are at a severe disadvantage. You have no ability to use the strength of your personality to maintain your Scope presence, and as such they are easily crashed out from a domain or system. When remote, you only have 1 Scope hit point, and your Defence score is equal to 10 plus your Wisdom modifier (which is lost if you are flat-footed). As such, one simple hit is likely to crash you out, from which point you will need to jack back in, entering the Scope at your usual home domain. If you want to rejoin your companions, you must work your way back to the system from scratch.

You can attack remotely, being able to manipulate weaponry programs with your Scope hands. However, you do not receive a base attack bonus with your Scope Use ranks and cannot use feats in the Scope. Therefore, you suffer the –4 nonproficient penalty with any weapon and cannot make use of defensive feats, such as Combat Expertise. Many remote users make the wise choice of avoiding combat by moving out of range and using the total defence action (see Chapter 4: Combat) whenever they find themselves in a combat situation.

ENTERING THE SCOPE

There are two ways to enter the Scope. With a Scope jack, you can plug into any Scope point and transfer your consciousness to that domain. Scope tabs can also be used. A short while after you take (or "drop," in common parlance) a tab, your consciousness is transferred to a set location. This location is determined by the tab; known chemical combinations are used to determine specific states of consciousness that harmonise with patterns within the Scope programming of a domain that represents a location. Whilst the different methods of entering the Scope provide different options with regards to exiting, the abilities of your Scope avatar are unaffected by your choice of entry. Whatever method you used, you can perform all the usual actions available to your Scope avatar.

Jacking In

To jack in, you must have a Scope jack implant, a special cybernaughtic implant that enables you to transfer your consciousness directly into the Etherscope. This is, for many, the preferable method for transferring one's consciousness into the Scope as it is quicker and has none of the drawbacks of Scope tabs. A Scope jack also allows you to leave the Scope at will, a major advantage when faced with the many dangers of the Scope and the often-needed option of a quick getaway. Scopers commonly become experts at breaking into secure buildings and then jacking in directly to an industrial system. The jack-in method allows you to enter the Scope at any location where you can find a Scope point. Given the controlled access to the Scope most nations desire, Scope points are usually found in the hands of the wealthy, industrialists, scientists, bureaucrats, and government and military officials and are often well guarded. Most personal users of the Scope will have their own tiny domain in the Wall of their nation's city domain, which is their standard point of entry — each Scope point acts as a "doorway" to a specific point within a domain. From an entry point,

you can quickly enter the city and hence travel to the domains beyond. Due to the tight controls on Etherspace, legal use of Scope jacks is highly restricted, following the same limitations as Scope points, and many Scope riders display their implants as a badge of defiance against authority.

Tab Trip

Scope tabs take the user on a trip. Scope tabs are paper wafers, usually 1/12th of an inch square, impregnated with chemicals and decorated with colours and symbols to designate the domain they lead into. Scope tabs are illegal throughout the civilised world, yet this has not stopped their proliferation and popularity. Indeed, the black market flourishes on supplying tab trips to the masses. Covert agencies, resistance movements, and crime organisations create more specific tabs for their own purposes, and corporations and governments face a growing problem with tab-based Scope raiders. You take a tab by placing it under your tongue and allowing the chemicals they contain to enter your system.

Usually, a tab trip involves some seedy, off-track "entertainment" domain. Once in, you might be expected to partake in the offerings of the domain, but there is nothing to stop you from jumping the rails and exploring other domains once you are in.

Taking a trip tab requires you to make a DC 10 Fortitude save. If this save fails, you do not enter the Scope and are violently sick for 5 minutes, becoming nauseated, after which time you may try again, if you have another tab available. If the save succeeds, it takes 1 minute for the Scope tab to take effect, followed by a 30-second delay as your awareness gradually slips into the Scope. During the adjustment period, you are aware both of the Scope and the real world, but take a –4 penalty on attack rolls, skill checks, and saving throws in both. You also find that you perform the same actions in both worlds, so if you try to move, you may find a wall in one world hinders you from moving to a free space in the other. During this period, any domain is considered a class F domain. Most tabs, however, ease you into a nice, comfortable environment, such as a bed or a seat on a train. Thus you can wait to come round until your perception is fully transferred into the Scope.

When in the Scope on a tab trip, the world does not have the same sheen as it does through a clean cybernaughtic connection. The world generally looks a bit darker and dirtier. You must make a DC 10 Will save when you enter the Scope with a tab or take a –1 morale penalty to all Charisma-based skill checks and ability checks. This effect can be negated by spending an Excellence point.

Jacking out from a tab trip is much harder than with a Scope jack. You can exit in one of three ways.

Firstly, the tab can wear off. Scope tabs typically last approximately 2 hours, and GMs should feel free to manipulate this to suit the drama of the situation. As the tab wears off, you have 2d4 rounds where you experience the same effects as when you entered the Scope, finding your perception gradually shift from the Scope and back to Prime Reality.

Second, you may attempt to leave voluntarily. One method is through the many exit points set up in a typical tab domain. Simply by passing through the exit, you awake back in your body with no ill effects, just as if you had unplugged from a Scope jack.

You can also try to make your own exit points. An exit point is a complexity level 2 program to craft (see the Scope Use skill in Chapter 2: Traits). If you are adjacent to an exit point, you can pass through it with a move action.

Finally, if you have a hardy constitution, you can attempt to jack out by sheer force of will. This is a standard action. Make a DC 25 Scope Resilience skill. If successful, you awake in your body immediately, but are shaken for 1d4 rounds.

Bad Trips

Sometimes you might receive a bad Scope tab, mixed with too many impurities or badly crafted. Scope tabs require complex chemical components and chemical engineering to create properly. It is up to the GM to decide when a player finds a bad tab. The GM may wish to roll the Engineer (pharmaceutical) or acquisition check for the tabs in secret; if the check fails by 5 or more, the player could have found a bad trip instead. The GM may also want to use bad trips for dramatic situations where it benefits the story.

When you're on a bad trip, the world looks even more dark and dirty. The DC for the Fortitude saving throw on entering the Scope is 15 and the penalty to Charisma-based checks is –2. In addition, bad trips make your mind more vulnerable; characters on a bad trip take a –4 penalty on Will saves against mind-affecting attacks.

UPLOAD TABS

Popular with street mercenaries, Scope riders, rebels, gang bangers, spies, soldiers, and criminals, upload tabs flood your synapses with brief knowledge, granting you temporary ranks in a skill. They're based on the same technology used by Scope tabs, although their sophistication means their creation is beyond common means and a bad tab would be lethal to the user. Given the nature of upload tabs' primary users, trying to pass off bad tabs usually results in a death sentence for the vendor. Street mercenaries, Scope riders, rebels, and gang bangers in particular do not take kindly to such activities and police their communities with direct, and often lethal, actions.

Upload tabs are slightly larger than Scope tabs and have their own colour and symbol coding system. Upload tabs work by subjecting your consciousness to an assault of information. Thousands of images and verbal information flash though your consciousness, too fast for you to absorb anything consciously. However, the information lodges itself into your short-term memory, allowing you to almost subconsciously retrieve it. However, short-term memory is fleeting, so the inclusion of a short-term-memory–enhancing drug in the tab is necessary for it to be of practical use.

Dropping an Upload Tab

Taking an upload tab requires you to make a DC 10 Fortitude save. If you fail, you are violently sick for the next 5 minutes, becoming nauseated, after which time you may try again, if you have another tab. If the save succeeds, it takes 1 minute for the upload tab to take effect. When the tab kicks in, the assault on your senses

leaves you shaken for 30 seconds. After this period, you gain the ranks in the new skill that the tab supplies.

Uploads and Skill Ranks

Each tab is defined as a skill and a number of ranks in that skill. You gain these ranks for a number of hours equal to your Constitution modifier plus 1d4, for a minimum of 1 hour. Ranks uploaded, however, do not stack with your existing ranks in the skill.

You can drop any number of upload tabs, but your maximum number of uploaded skill ranks cannot exceed the following limits:

- You cannot upload ranks for more than two different skills at a time. If you drop a third upload tab, the ranks it provides replace those of the first.
- You cannot upload more skill ranks in a single skill than your maximum ranks in a cross-class skill. For example, a 2nd-level character can upload a maximum of 2 ranks in any given skill.
- You cannot upload more total skill ranks at any one time greater than your maximum ranks in a class skill. For example, the same 2nd-level character can upload up to 5 skill ranks total.

A number of feats modify these limitations: Improved Upload Learning, Advanced Upload Learning, Upload Savant, and Greater Upload Savant. See Chapter 2: Traits.

UPLOAD CAPSULES

Similar in purpose and use to upload tabs, upload capsules are hollow pills built to contain "grains" — small particles of human-upload data. These capsules are about1/4-inch long with a diameter of 1/6 inch and are colour and symbol coded according to their purpose, number of grains, and potency. These grains can be likened to tiny upload tabs. The purpose of an upload capsule is to impart a specific set of information contained in the individual grains. This is typically done to pass on particular details or parcels of information. The knowledge gained does not provide skill ranks, but rather imparts the knowledge ingrained in the capsule. Because the information carried in upload capsules is so specific, it is not uncommon for a single capsule to contain several pieces, or "grains," of information.

Taking an Upload Capsule

Taking an upload capsule requires you to make a Fortitude save (DC 10 +2 per grain beyond the first). If you fail this save, the information is lost, and you are violently sick for the next 5 minutes, becoming nauseated, after which time you may try again, if you have another capsule. If the save succeeds, it takes 1 minute for the upload capsule to take effect. When the capsule kicks in, the assault on your mind leaves you shaken for 1d4 rounds per grain. After this period, you gain the knowledge.

Uploaded Knowledge

Upload capsules work mnemonically, creating memories and implanting related sounds, images, and other sensations directly into your short-term memory. Information about the location of a place or object, for instance, allows you to find your way there with relative ease. It does not, however, necessarily allow you to point out your location on a map (unless, of course, the engineer of the capsule ingrained the image of a map). It is up to the GM to adjudicate the nature of this knowledge, but the most common description of the effect of an upload capsule is a feeling of familiarity. The knowledge remains for a number of hours equal to your Constitution modifier +1d4, for a minimum of 1 hour. You cannot gain the benefits of more than one upload capsule at a time.

Upload Capsules and Skill Bonuses

Upload capsules typically provide two different types of bonus.

Automatic Success: The first type of bonus allows you to automatically succeed at skill checks pertaining to the subject contained in the grain. This is most often a Knowledge check, or possibly another Intelligence-based skill, but it can be another if the GM sees fit. The automatic success is regardless of whether the character has the required modifier to even achieve the DC on a roll of a 20; however, it is specific. The GM should determine what information is available, but that information should be coherent. For example, an upload capsule that includes the layout of a specific building allows you to automatically succeed at any Navigation checks relating to that building, but nothing else. Each grain of an upload capsule contains one specific piece of information.

Skill Bonus: The second advantage imparted by an upload capsule is a skill bonus in certain situations. A capsule can provide familiarity with a number of subjects. Such subjects may include certain ethertech devices, a geographical region, esoteric occult books, or many other areas. In cases where such knowledge or familiarity would be beneficial to the use of a skill, the character receives a +2 or +5 competence bonus (GM's discretion) to that skill as applied to the subject for the duration of the upload. For example, a capsule that imparted knowledge from a number of occult books could provide you with a +2 bonus on Knowledge (mystical philosophy) and Hex Lore skill checks for the duration of the capsule's effects. Which skill or skills are affected is at the GM's discretion, based on the information included in the capsule, but a good indicator is that each grain should not affect more than one skill check.

Residual Effects: Recall

Owing to the specific nature of capsule-uploaded knowledge, there is a chance that you will be able to remember bits of information even after the capsule has worn off. This effect is referred to as "recall." If you wish to recall information obtained from an upload capsule, you may attempt an Intelligence check. The DC is 15, +1 per hour since the tab lost its effect. Again, it is up to the GM to determine how the knowledge manifests.

"I Know Scope Fu"

Upload tabs are particularly effective when used in conjunction with the Fighting Technique skills. These allow you to gain feats and special manoeuvres through an upload, hence instantly becoming a master of a given martial art. In fact, Scope fu did not originally exist in any true form and has only been created through the programming of upload tabs.

CHAPTER VII: THE ADVANCING CHARACTER

This chapter considers the advancing character. As you play ***Etherscope****, your character grows and develops through your experiences. The character becomes more skilled and competent as the challenges that you face shape you. As your character progresses, you gains levels, providing you more points to spend on skills and influences, an increase in your combat statistics and saving throws, and new feats to develop your prowess. This chapter also provides you with a new option to develop your character: advanced classes. These classes are refined, specific character classes that allow you to specialise your character concept into a given area of expertise.*

EXPERIENCE AND CHARACTER ADVANCEMENT

Experience points, often referred to as XP, are a measure of a character's growth in personal power. Characters earn XP by achieving their goals and overcoming the obstacles and enemies who oppose them through the course of adventures. Gamesmasters assign XP to the characters at the end of each adventure, dependent upon what has been accomplished. Characters accumulate experience from adventure to adventure and obtain new levels when they achieve the indicated amount of experience (see Table 7–1: Experience Level and Table 7–2: Character-Level Dependent Benefits).

CHARACTER-LEVEL DEPENDENT BENEFITS

As you advance, you go up in both character and class level. Choose a class for each character level advanced and gain the benefits of a level in that class. In addition to attack bonuses, saving throw bonuses, and class features indicated on the class/level charts (see "Basic Classes" in Chapter 1: Characters and "Advanced Classes" later in this chapter), you gain other benefits for advancing in level. The following summarises the categories on Table 7–2: Character-Level Dependent Abilities.

Class Skill Max Ranks: The maximum number of class skill ranks a character of the stated level may possess.

Template Influence Max Ranks: The maximum number of template influence ranks a character of the stated level may possess.

Cross-Class Skill Max Ranks: The maximum number of cross-class skill ranks a character of the stated level may possess.

TABLE 7–1: EXPERIENCE LEVEL

Level	XP Required	Level	XP Required
1	0	11	5,500
2	100	12	6,600
3	300	13	7,800
4	600	14	9,100
5	1,000	15	10,500
6	1,500	16	12,000
7	2,100	17	13,600
8	2,800	18	15,300
9	3,600	19	17,100
10	4,500	20	19,000

Cross-Template Influence Max Ranks: The maximum number of cross-template influence ranks a character of the stated level may possess.

Extra Influence Max Ranks: The maximum number of extra influence ranks a character of the stated level may possess.

Feats: This column indicates at which levels the character gains new feats. Unlike the bonus feats provided by a character class, characters can take any feat for which they meet the requirements.

Ability Increases: This column indicates the levels at which a character may increase one ability score of his choice by 1 point. This can represent maturity, training, education, or simply the benefit of life experience. Players should discuss why they are increasing a specific attribute from a roleplaying point of view with the GM.

Excellence Points: This column indicates the levels at which a character gains excellence points and how many are gained.

ADVANCING A LEVEL

Attaining a new level grants characters several immediate benefits (see below). A character can only advance one level at a time. If a character gains enough XP to advance two or more levels at once, he instead gains one level and enough XP to leave him 1 experience point short of the next level. For example, a 1st-level character earns 350 experience points on his first adventure. This would be enough experience to increase him to 3rd level. Instead the character receives 299, 1 experi-

TABLE 7–2: CHARACTER-LEVEL DEPENDENT ABILITIES

Level	Maximum Influence/Skill Ranks by Level			Bonus Feats	Excellence Points	Ability Score Increases
	Class Skill or Template Influence	Cross Class Skill or Cross-Template Influence	Extra Influence			
1	4	2	1	1st, 2nd*	1st, 2nd**, 3rd**	–
2	5	2 1/2	1 1/4	–	–	–
3	6	3	1 1/2	3rd	4th	–
4	7	3 1/2	1 3/4	–	–	1st
5	8	4	2	–	5th	–
6	9	4 1/2	2 1/4	4th	–	–
7	10	5	2 1/2	–	6th	–
8	11	5 1/2	2 3/4	–	–	2nd
9	12	6	3	5th	7th	–
10	13	6 1/2	3 1/4	–	–	–
11	14	7	3 1/2	–	8th	–
12	15	7 1/2	3 3/4	6th	–	3rd
13	16	8	4	–	9th	–
14	17	8 1/2	4 1/4	–	–	–
15	18	9	4 1/2	7th	10th	–
16	19	9 1/2	4 3/4	–	–	4th
17	20	10	5	–	11th	–
18	21	10 1/2	5 1/4	8th	–	–
19	22	11	5 1/2	–	12th	–
20	23	11 1/2	5 3/4	–	–	5th

** This bonus feat is only available to human characters.*
*** These bonus excellence points are not available to transgenic human characters.*

ence point below the amount required for 3rd level, and advances to 2nd level. In **Etherscope**, characters should not progress beyond 20th level — this is considered the pinnacle of achievement. Some GMs and players may want to continue advancing their characters beyond 20th level. Although this is certainly possible within the scope of these rules (no pun intended), we would strongly recommend that characters are retired at this level.

LEVEL ADVANCEMENT

The following section takes you through the step required to "level up" a character. Both basic and advanced class descriptions include tables that show how the class features and statistics increase as a member of that class advances in level. When your character advances to a new level, make these changes.

Step 1: Choose Class

When a character attains a new level, decide between taking that level in an existing class or in a new class. Every time you advance a character level you may choose any class (although advanced classes have requirements that you must meet before you can take any levels in the class). Thus characters can have different class levels and character levels. A combatant 3/broker 2 has a character level of 5 (3 levels of combatant plus 2 levels of broker), whereas their class level is 3 for combatant and 2 for broker. Once you have chosen which class you want to take at your current character level, you must find the table for that class and find the level of that class you can take. If you are a level 1 combatant and you want to take another level in combatant, then you should look at the second row of the combatant table, whereas if you are a level 3 scoundrel and want to take another level in scoundrel, you need to look at the fourth row of the scoundrel table.

Step 2: Base Attack Bonus

If your character's base attack bonus increases, record the new value on your character sheet. Do not forget to recalculate your melee and ranged attack bonuses based upon this new figure. The bonus listed at a new character level is not cumulative with the previously listed bonus but instead represents the new total base attack bonus. However, base attack bonuses from different classes are cumulative.

Character Level and Class Level

There is an important difference to note between class level and character level. When your character gains a level, your character level increases by 1 and you receive all the associated benefits found on Table 7–1: Experience Level. You must also choose a character class in which to advance which also increases by one level. This choice does not mean that a class is at the same level as your character level. Characters can multiclass (see below) and gain levels in many different classes. As a result, you might be character level 5, but be level 3 in one class and level 2 in another. When you gain a level in a class, you increase the level in that class by one and look up that level on the class chart to find the benefits you gain. If you have just gone up to character level 6 and have selected your 4th level of combatant, you look at the row for level 4 on the combatant chart, not level 6. Conversely, you look at level 6 on Table 7–2: Character-Level Dependent Abilities to determine your character level-based increases, not level 4.

Step 3: Base Save Bonus

See if any base saving throw bonuses increase at your new character level. If so, recalculate your new saving throw bonuses based upon these new numbers. The bonus listed at a new character level is not cumulative with the previously listed bonus but instead represents the new total base save bonus. However, base save bonuses from different classes are cumulative.

Step 4: Class Features

Check the table for new capabilities, or extensions of existing ones, you may receive. You gain a variety of class features as you advance in levels. Sometimes these may involve selecting a talent or bonus feat from a list. If this is the case, make sure you have all requirements for the feat or

talent that you are selecting; if not, you'll have to develop your character further to meet those requirements before you can take that talent or feat.

Step 5: Defence Bonus

If your Defence bonus increases, record the new value on the character sheet. The bonus listed at a new character level is not cumulative with the previously listed bonus but instead represents the new total Defence bonus. However, Defence bonuses from different classes are cumulative.

Step 6: Ability Score Increase

If your character has just attained 4th, 8th, 12th, 16th, or 20th level, raise one of your ability scores by 1 point. If your Constitution modifier increases by 1 point, retroactively increase your hit point total by +1 for every character level lower than the one just obtained. Likewise, if your Charisma modifier increases by 1 point, retroactively increase your Scope hit point total by +1 for every character level lower than the one just obtained. Increases to Intelligence, however, only gain you additional skill points for your current and subsequent levels. If the increase to your ability score improves its modifier, you need to update the skills section and any effects it might have on your attack rolls, melee damage, saving throws, Defence, and initiative.

Step 7: Hit Points

Roll the appropriate Hit Dice for the class just obtained, add your Constitution modifier, if any, and add the total to your hit points. You always gain at least 1 hit point at each new level, even if a Constitution penalty would produce a result of 0 or lower on the hit point roll.

Step 8: Scope Hit Points

Roll the appropriate Scope Hit Dice for the class just obtained, add your Charisma modifier and add the total to your Scope hit points. You always gain at least 1 Scope hit point at each new level, even if a Charisma penalty would produce a result of 0 or lower on the hit point roll.

Step 9: Skill Points

At each new level, a character gains skill points to spend on skills, as detailed in the particular class description. For class skills, 1 skill rank costs 1 skill point. Your maximum rank in a class skill is your character level + 3. For cross-class skills, one skill point buys 1/2 rank. Your maximum rank in a cross-class skill is one half that of a class skill (do not round up or down). Remember, you buy skills based upon the class you have advanced in, so only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you have levels in.

Step 10: Influences

At each level, the character receives the stated number of Influence points to be spent upon increasing existing or purchasing new influences. Remember, template influences cost 1 influence per rank, cross template inluences cost 1 point per 1/2 rank, and extra influences cost 1 point per 1/4 rank. Maximum ranks in template, cross-template, and extra influences are summarised in Table 7–2: Character-Level Dependent Abilities.

Step 11: Feats

Upon reaching your 3rd character level and every third level thereafter (6th, 9th, 12th, 15th, and 18th), you gain one feat of your choice (see "Feats" in Chapter 2: Traits). The feat selected can be any feat, provided that you meet the listed prerequisites.

Step 12: Excellence Points

In addition to beginning with three excellence points, you gain additional excellence points based upon your character level. At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level, you gain an additional excellence point to spend as you wish.

MULTICLASS CHARACTERS

You may add new classes as you progress in levels, becoming a multiclass character. The class abilities of all your classes combine to determine your overall abilities. Generally, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

Level

"Character level" is your total number of levels. It determines when feats, ability score increases and excellence points are gained, as per Table 7–1: Experience Level. "Class level" is your level in a particular class. Characters who have all their levels in one class have the same character level and class level.

Hit Points

You gain hit points from each of your classes as your class levels increase, adding the new hit points to the previous total.

Scope Points

You gain Scope hit points from each of your classes as your class levels increase, adding the new Scope points to the previous total.

Base Attack Bonus

Add the base attack bonuses for each class to get your base attack bonus. A resulting total of +6 or higher provides you with multiple attacks (see Table 7–3: Additional Attacks). To use multiple attacks in the same round, you must use a full attack, which is a full-round action (see Attack Actions in Chapter 4: Combat).

Saving Throws

Add the base save bonuses for each class together.

Defence Bonus

Add the base Defence bonuses for each class together.

TABLE 7–3: ADDITIONAL ATTACKS

Base Attack Bonus	Additional Attacks
+0 to +5	None
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

Skills

If you are a multiclass character, use your character level to determine the maximum ranks you can have in a skill. If a skill is a class skill for any of your classes, you use your character level to determine a skill's maximum rank (the maximum rank for a class skill is 3 + character level). When multiclass characters gain a level in a class, basic or advanced, you spend that level's skill points as a member of that class. Only that class' class skills may be purchased as class skills. All other skills, including skills for another class you have levels in, are considered cross-class skills when purchasing ranks in those skills at this level.

Influences

If you are a multiclass character, use your character level to determine the maximum ranks you can have in an influence. Influences are determined by your social template, regardless of individual class levels. Some classes provide class abilities that alter the availability of specific influences. These class features apply to your social template, not to a specific class, and thus the changes in influence availability apply to all your classes (not just the class that provided the feature). Quarter and half ranks in influences have no game effect until they become full ranks except to allow access to items with purchase restrictions (see "Influences" in Chapter 2: Traits).

Class Features

You get all class features (talents, bonus feats, or other abilities) of all classes for the levels you posses. Sometimes two different classes provide similar features that have a numerical modifier which apples to the same check or effect. Such abilities likely stack unless they are listed as the same type of bonus (as like bonuses do not stack), or the text otherwise mentions that they do not stack. However, competence and dodge bonuses always stack with each other, so class feature bonuses listed as such stack.

Feats

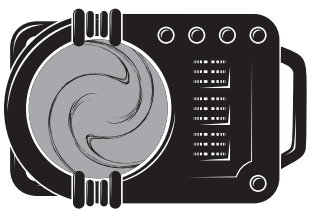
A multiclass character receives a new feat every three character levels, regardless of individual class levels (see Table 7–2: Character-Level Dependent Abilities). Taking one level in a new class does not entitle you to receive the two feats that a beginning 1st-level character gets. Bonus feats are often available as class features. If you already have a feat that is being offered by the class level, you will not normally be able to select that feat, unless the class allows you to select an alternative option for the feat, such as Military Vehicle Operation, making it, effectively, a different feat.

Ability Increases

A multiclass character increases an ability score by +1 every four character levels, regardless of individual class level (see Table 7–1).

Excellence Points

At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th character level, you gain an additional excellence point to spend each adventure. Taking one level in a new class does not entitle you to receive the three excellence points that a beginning 1st-level character gets.



ADVANCED CLASSES

Advanced classes allow you to refine the focus of your character This section provides twelve advanced character classes. Further advanced classes, specific to different settings and themes, will be included in future supplements.

Advanced classes in **Etherscope** have seven levels. Even taking all the levels of a basic class and an advanced class leaves room for you to further explore and define your character through levels in other advanced classes.

Unless otherwise stated, all advanced class features are extraordinary abilities that can be used at will.

It is important to note you cannot meet the prerequisites for an advanced class due to character level and select that advanced class at the same level.

OVERVIEW

All **Etherscope** advanced classes expand upon the themes of one given base class, but are not available exclusively to characters with levels in those classes. The twelve classes presented in this section are as follows:

Connector: An advanced class that specialises in developing social contacts and spinning webs of intrigue. This class can also be useful for detectives and street criminals.

Cybernaught: An advanced class specialising in improving tolerance and developing the body with cybernaughtics. Most commonly, cybernaughts are seen among the working classes in industrial cities, but can be found in the stylish upper classes where the cybernaughtics fad has become an addiction. The class is also common in the military.

Explorer: A class dedicated to roaming the untamed wilds of the world in search of adventure and new discoveries. This class is often found amongst the upper classes, but professionals and those with military backgrounds can also be found in this role.

Industrialist: This class is the embodiment of industrial power in the Etherscope world. This is a dedicated middle-class advanced class that personifies the entrepreneurial spirit of Victorian industrialism.

Occult Investigator: A class that mixes detective skills with occult lore and magic ability. This class seeks to uncover the mysteries of the occult and battle those who use its secrets in dangerous ways.

Program Crafter: A class that specialises in crafting programs for the Scope. This class makes a good second choice for other Scope specialist characters to round out their Scope abilities.

Scope Rider: This class embodies those who jump the rails of the Etherscope. Scope riders are the true masters of immersive Scope use and pursue a broad range of agendas. This class can also add some Scope skill to any character.

Scope Warrior: Within this class are the martial artists and gunslingers of the Scope. They are a new warrior for a new era, and can be found in all walks of life.

Spy: These masters of intrigue and espionage rely on their resources and power rather than fighting skills and gadgets. This class is most often found amongst the upper classes, but exceptional individuals of any background can rise to prominence with this class.

Street Mercenary: An advanced class specialising in cybernaughtics-enhanced combat. Whilst common at street levels, many soldiers and big game hunters may also possess levels in this class.

Tab-Jammer: Tab-jammers are the hardened users of Scope tabs, better able to cope with their ill effects. This advanced class is, like the Scope rider, a good way to add a little Scope ability to any character.

Thief: The master gentleman thief or smash-and-grab streetscally, these scoundrels are found in every city and town.

CONNECTOR

This class represents those characters of all strata of society who build up a web of contacts, becoming fixers and information brokers. They are often found in the midst of complicated webs of intrigue, playing their enemies against each other. They are in the know and find that many pay handsomely, either with favours or cold hard cash, for their privileged information. The connector class develops your influences, wealth, and social skills, but is not renowned for its combat abilities.

Game Rule Information

The rules for playing a connector are described below.

Requirements:

To qualify for the connector advanced class, a character must meet the following requirements,

Influences:	Any one, 5 ranks
	Any one, 2 1/2 ranks
Skills:	Bluff 5 ranks
	Diplomacy 5 ranks
	Sense Motive 5 ranks

Hit Dice

Connectors gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Connectors gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The connector has the following class skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, industry, linguistics, tactics) (Int), Listen (Wis), Perform (Cha), Research (Int), Resolve (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The connector receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the connector class.

Influence Focus: The connector attaining this ability chooses one influence template or cross-template influence, he now receives a +2 bonus to all checks made using that influence. This ability is gained at 1st and 4th level, each time applying to a different influence.

Negotiator: Levels of this class stack with levels of broker when determining the effects of the following talents: charm, coordinate, favour, greater inspiration, inspiration, and web of intrigue.

Bonus Feat: At 2nd and 5th level, the connector gains a bonus feat from the following list (all usual requirements must be met):
Attentive, Bureaucrat, Deceptive, Frightful Presence, Influential, Iron Will, Meticulous, Persuasive.

Bonus Influence: At 3rd and 6th level, the character chooses an influence with which he possess at least one full rank in and is not currently a template influence. If that influence was a cross-template influence, it now becomes a template influence; if it was an extra influence, it now becomes a cross-template influence.

Expert Negotiator: The connector is a master of one-to-one dealings and personal interaction. Whilst different characters have different styles in which they approach such situations, all are masters of interpersonal dealings. Choose two skills

TABLE 7–4: THE CONNECTOR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Influence focus, Negotiator
2	+1	+0	+0	+3	+0	Bonus feat
3	+1	+1	+1	+3	+1	Bonus influence
4	+2	+1	+1	+4	+1	Expert negotiator, influence focus
5	+2	+1	+1	+4	+1	Bonus feat
6	+3	+2	+2	+5	+2	Bonus influence, winning smile
7	+3	+2	+2	+5	+2	Sow distrust

from the following list: Bluff, Diplomacy, Intimidate, Resolve, and Sense Motive. The connector receives a +2 competence bonus to any uses of these skills where he is dealing with a single individual.

Winning Smile: At 6th level, the connector develops such a force of personal magnetism that he can convince a single target to regard him as a trusted friend. Convincing someone in this manner is a full-round action. However, if the target is currently being threatened or attacked by the connector or his allies, this ability doesn't work.

The target makes a Will saving throw to avoid being persuaded by the connector's words and actions. The DC is 10 + connector's class level + connector's Charisma bonus. If the save fails, the target is affected. This ability doesn't enable the connector to control the target, but the target perceives the connector's words and actions in the most favourable way. The connector can try to give the target orders, but he must win an opposed Diplomacy against Resolve check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the connector or his allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per connector level. After the duration expires, the GM determines the reaction and attitude of the target based on what the connector compelled the target to do. This is a language-dependent, mind-affecting ability.

Sow Distrust: A connector of 7th level can turn one character against another. The connector must spend a full-round action and know the name of the character he is attempting to persuade, as well as the name of the character towards which the target's distrust will be directed. The target must be able to hear and understand the connector and cannot be threatened or under attack from the connector.

The target makes a Will save. The DC is equal to 10 + connector's class level + connector's Charisma bonus. If the target fails the save, his attitude toward the designated character worsens by one step: Helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill in Chapter 2: Traits).

The target makes a Will save whenever the connector uses this talent against him. As long as the target continues to fail the Will save, the connector can continue taking full-round actions to worsen the target's attitude towards a designated character. When the target's attitude drops to hostile, he attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the connector to sow distrust. The connector can't use this talent on his allies. This is a language-dependent, mind-affecting ability.

CYBERNAUGHT

Cybernaughts are the most extensive users of cybernaughtic technology. From the hulking industrial labourers of the Great Metropolis's docks to the sleek cyber-jaegers of the New Reich, many find the sacrifice of flesh for iron and steam augmentation a worthwhile exchange. Whatever their focus and enhancements, all cybernaughts represent the extremes of cybernaughtic technology and its impact upon the world. Whether for good or ill is a matter many still debate.

Game Rule Information

The rules for playing a cybernaught are described below.

Requirements:

To qualify for the cybernaught advanced class, a character must meet the following requirements:

Skills: Knowledge (industry) 5 ranks
Engineer (ethertech) 5 ranks
Engineer (mechanical) 5 ranks
Feat: Major Cybernaughtic App
Talent: Improved Tolerance

Hit Dice

Cybernaughts gain 1d12 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Cybernaughts gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The cybernaught has the following class skills: Engineer (ethertech, mechanical, structural) (Int), Knowledge (current events, industry) (Int), Munitions (Int), Navigate (Int), Pilot (civilian, military) (Dex), Resolve (Cha), Scope Use (remote) (Int), and Survival (Wis).

Skill Points at each level: 3 + Int modifier.

Influences

Your social template determines the influences available to your character. The cybernaught receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the cybernaught class.

Greater Improved Tolerance: The cybernaught employs powerful cybernaughtic systems and his body learns to accept these intrusive augmentations. This class feature functions identically the enginaught talent of the same name. If the character already possesses the enginaught class talent, he gains no further bonus.

Bonus Feat: At 2nd and 5th level, the cybernaught gains a bonus feat from the following list (all usual requirements must be met):

Brawl, Civilian Vehicle Operation, Endurance, Great Fortitude, Major Cybernaugh-

TABLE 7–5: THE CYBERNAUGHT

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+2	+0	+0	+1	Greater improved tolerance
2	+1	+3	+0	+0	+2	Bonus feat
3	+2	+3	+1	+1	+2	Body repairs
4	+3	+4	+1	+1	+3	Supreme tolerance
5	+3	+4	+1	+1	+4	Bonus feat
6	+4	+5	+2	+2	+4	Enhance cybernaughtics
7	+5	+5	+2	+2	+5	Body of iron

tic Appliance, Master Engineer, Military Vehicle Operation, Minor Cybernaughtic Appliance, Spirited, Toughness (body), Vehicle Operation.

Body Repairs: So integral are the cybernaught's augmentations that they are as important to his survival as his flesh and blood. As a result, all cybernaughts learn to ensure they are familiar as possible with the functioning of their cybernaughtics. At 3rd level, the character adds +4 to all Engineer (ethertech) and Engineer (mechanical) checks to diagnose malfunctions in his cybernaughtics and repair damage to his own cybernaughtic applications.

Supreme Tolerance: As they integrate increasing amounts of applications into their bodies, cybernaughts develop a natural harmony between their physical and mechanical parts. At 4th level, cybernaughts apply the Constitution bonus effect from Greater Improved Tolerance to all cybernaughtic-related tolerance calculations, total tolerance, healing rates, and minimum Constitution, not just the minimum Constitution needed for an application.

Enhance Cybernaughtics: Such is a cybernaught's knowledge of his applications that he can temporarily boost his effectiveness, albeit at the risk of damaging the applications and needing time to repair them. By spending 1 hour and making a Engineer (ethertech) or Engineer (mechanical) check (as appropriate) a 6th-level cybernaught can make the stated adjustments to his applications at the DC listed on the table below.

Characters may not take a 10 or a 20 on this check. If the check succeeds, the effect lasts for a number of minutes equal to the character's cybernaught level, beginning when he chooses to activate the enhancement, which can be any time after the modification is made. However, a cybernaughtic app may only have one enhancement at a time. After the duration of the enhancement ends, the application returns to its normal state, and the cybernaught must make a repair percentile roll. The result of the role indicates whether the application requires repairs before it can be used again. Should the cybernaughtic app require repair use the standard rules for repair under the Engineer (mechanical) skill in Chapter 2: Traits.

Body of Iron: Cybernaughts are the truest expression of the synergy that can exist between man and machine, their cybernaughtic components becoming as natural to them as flesh and bone. At 7th level, a cybernaught's Constitution score is considered to be an additional 4 points higher (a total of +8 including the bonuses to Constitution from Improved Tolerance, Greater Improved Tolerance and Supreme Tolerance) when calculating all tolerance-related effects of cybernaughtics, including total tolerance, healing rates, and minimum Constitution.

TABLE 7–6: CYBERNAUGHTIC ENHANCEMENT ENGINEER DCS

Enhancement	Engineer DC	Repair Chance
Weapon Systems		
+1 to attack or damage	15	01–25
+2 to attack or damage	20	01–50
+3 to attack or damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Cybernaughtic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Cybernaughtic Augmentation		
+1 attribute bonus	25	01–50
+2 attribute bonus	30	01–75

EXPLORER

Despite Etherspace's status as the new frontier in exploration, the wonders of nature still draw many, as the instinct to challenge nature and advance civilisation and understanding remains strong in humanity. From bold adventures facing the barriers, natural and unnatural, of China's lands to the frontiersmen of the Savage South, explorers exemplify a desire to learn from the natural world and reveal its secrets or its hidden wealth.

Game Rule Information

The rules for playing an explorer are described below.

Requirements:

To qualify for the explorer advanced class, a character must meet the following requirements:

Skills: Knowledge (linguistics) 5 ranks
Navigate 5 ranks
Resolve 5 ranks
Feat: Guide

Hit Dice

Explorers gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Explorers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The explorer has the following class skills: Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (art, current events, history, linguistics, mystical philosophy, natural philosophy) (Int), Listen (Wis), Navigate (Int), Research (Int), Resolve (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The explorer receives the fol-

lowing number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the explorer class.

Wilderness Instincts: Such is their natural attunement to the world and environment around them that explorers possess a formidable ability to orient themselves. Beginning at 1st level, characters add a bonus equal to their explorer class level on all Survival checks to avoid getting lost and to avoid obstacles.

Bonus Feat: At 2nd and 5th level, the explorer gains a bonus feat from the following list (all usual requirements must be met):

Academic, Animal Affinity, Alertness, Endurance, Field Medic, Iron Will, Personal Firearms Proficiency, Toughness (body), Track.

Wilderness Knowledge: To survive in any environment, an understanding of the patterns of survival and the flora and fauna that can be lived off is essential. This class feature functions identically to the pursuer talent of the same name. If the character already possesses this talent, he instead gains a bonus to all Survival checks to get along in the wild (see the Survival skill in Chapter 2: Traits) equal to his explorer level, or vice versa if he first gains this class feature and then the pursuer talent of the same name.

Improvised Equipment: To achieve their goals, explorers must often improvise. At 4th level, an explorer gains the ability to improvise solutions using natural or common objects and his practical survivalist knowledge. By spending 1 minute and combining natural/common objects, the explorer can build a tool or device to deal with a situation. To create the object, he makes a Survival check (DC 5 + the acquisition DC of the object that closely matches the desired function). For example, use the acquisition DC of a small tent to calculate the DC of the Survival check to build a shelter out of leaves. Only objects that can normally be used more than once can be improvised. For example, an explorer cannot build a grenade, as it is only usable once. You cannot improvise ethertech or complex mechanical devices using this class feature. Once put into use, the object created lasts for a number of rounds equal to the explorer's class level, or until the end of an encounter (GM's discretion), as appropriate, at which point the object becomes unusable. Objects created through this feature cannot be repaired.

Urban Survival:, Even in the heart of the greatest city, man unknowingly follows nature's laws. An experienced explorer can put his skills and senses to good use in civilised settings, although some might question the propriety of the character's natural way of doing things. At 6th level, the character can use his Survival skill in an urban environment to follow tracks, find (or lose) individuals in the urban maze, find safe refuges, and avoid hazards particular to city environments, such as industrial waste sites, using the DCs of equivalent wilderness tasks as listed under the Survival skill (see the Skills section in Chapter 2: Traits).

Lay of the Land: Explorers are experts at using natural and environmental clues to understand and predict information. After spending 1 minute studying an area, a 7th-level explorer can attempt a DC 15 Survival check to determine any two of the following pieces of information: the location of the nearest river or stream; the time of day, within 15 minutes; any one compass point; any trails or roads within 3 miles; the temperature, within 5 degrees; the present latitude, within 5 degrees; or the weather for the next 8 hours.

TABLE 7–7: THE EXPLORER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+1	+1	+1	Wilderness Instincts
2	+1	+2	+2	+2	+1	Bonus feat
3	+2	+2	+2	+2	+2	Wilderness knowledge
4	+3	+2	+2	+2	+2	Improvised equipment
5	+3	+3	+3	+3	+3	Bonus feat
6	+4	+3	+3	+3	+3	Urban survival
7	+5	+4	+4	+4	+4	Lay of the land

INDUSTRIALIST

It is industry and commerce that drive Empires, and industrialists understand this is a route to social progression. From Northumbrian industrial barons to American corporate executives, hands on or hands off, industrialists bring innovation and profit to their business interests and so garner influence for themselves. Business can be cutthroat and many industrialists fall prey to avarice, yet some strive to better the workforce. All are pragmatic when it comes to business, embracing new technology and its application to business.

Game Rule Information

The rules for playing an industrialist are described below.

Requirements:

To qualify for the industrialist advanced class, a character must meet the following requirements:

Influence: Industrial 5 ranks
Skills: Knowledge civics 5 ranks
Knowledge industry 5 ranks
Wealth Bonus: +12

Hit Dice

Industrialists gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Industrialists gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The industrialist has the following class skills: Bluff (Cha), Diplomacy (Cha), Engineer (chemical, ethertech, mechanical, pharmaceutical, structural), (Int), Intimidate (Cha), Knowledge (civics, current events, industry) (Int), Listen (Wis), Research (Int), Resolve (Cha), Sense Motive (Wis), and Scope Use (remote) (Int).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The industrialist receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the industrialist class.

Business Resources: Industrialists can draw upon the wealth and prestige generated by their business to acquire goods more easily. The character adds a bonus equal to half his industrialist class level, rounded up, to any acquisition checks made to purchase items or services with the Industrial influence restriction.

Bonus Feat: At 2nd and 5th level, the industrialist gains a bonus feat from the following list (all usual requirements must be met):
Academic, Bureaucrat, Improved Upload Learning, Influential, Master Engineer, Persuasive, Upload Savant, Windfall.

Muck 'n' Brass: "Where there's muck, there's brass," the saying goes, and most industrialists know wealth doesn't come easy — sometimes you have to get dirty, one way or another. However, at 3rd level, the character's actions pay off and he gains a +3 wealth bonus.

Shrewd Businessman: You don't do well in business unless you know a good deal from a bad one, or how to change one into the other. At 4th level onwards, the character adds a bonus equal to half his industrialist class level, rounded up, to any contested checks made using his Industrial influence.

Wealth and Status: In the Etheric Age, new money has carved a niche for itself and looks for room to grow. Industrialists represent the dynamic force of industry and are well regarded in certain circles. At 6th level onwards, the character adds a bonus equal to half his industrialist class level, rounded up, to any standing checks (see Table 2–74) made using his Industrial influence.

Business and Society: As time has gone on, business and society have become more interlinked, through corporations and the rise of the business classes. Throughout the industrialised world, prominent industrialists can make their reputation and power work for them at many levels of society. A 7th-level industrialist may attempt to use his Industrial influence as any other type of influence when making any influence check. The industrialist takes a –4 penalty on this roll and may not use this ability more than a number of times per week equal to his Intelligence modifier. In addition, the character cannot use his industrialist class features (shrewd businessman and wealth and status) to modify his roll.

TABLE 7–8: THE INDUSTRIALIST

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Business resources
2	+1	+0	+0	+3	+1	Bonus feat
3	+1	+1	+1	+3	+1	Muck 'n' brass
4	+2	+1	+1	+4	+1	Shrewd businessman
5	+2	+1	+1	+4	+2	Bonus feat
6	+3	+2	+2	+5	+2	Wealth and status
7	+3	+2	+2	+5	+2	Business and society

OCCULT INVESTIGATOR

The world of **Etherscope** is full of unexplained occurrences and mysterious forces. Etherspace is known to be the source of a number of psychic and occult phenomena, such as object reading and telepathy. Some think that Etherspace is inhabited by demons or alien entities beyond human comprehension. The occult investigator combines the skills of the detective with a greater understanding of the dark forces to solve the unexplained and unexplainable.

Game Rule Information

The rules for playing an occult investigator are described below.

Requirements:

To qualify for the occult investigator advanced class, a character must

meet the following requirements:

Influence: Occult 1 rank
Skills: Investigate 5 ranks
Knowledge (mystical philosophy) 5 ranks
Resolve 5 ranks
Feat: Attentive

Hit Dice

Occult investigators gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Occult investigators gain 1d6 Scope hit points at each level, adding their Constitution modifier to the die roll.

Class Skills

The occult investigator has the following class skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (art, civics, current events, history, linguistics, mystical philosophy) (Int), Listen (Wis), Research (Int), Resolve (Cha), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to your character. The occult investigator receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the occult investigator class.

Occultist: Many occult investigators are skilled occult practitioners. Any Occult, Psychic, or Spirit Medium skills which the character has as class skills, through purchase of the appropriate talents from a basic class, are considered class skills of the occult investigator.

Paranormal Deduction: The character is an expert in investigating real or false occult phenomenon. He can make a Knowledge (mystical philosophy) check to determine the occult significance of any clues in a given investigation. The DC for this check depends upon how obvious the occult significance of the clue is. Obvious clues, such as spellbooks, are DC 10. Unclear clues, such as occult symbols jotted down on a notepad, are DC 15. Obscure clues, such as a short passage of text in Latin, are DC 20, and cryptic clues, such a hidden reference to a secret society in a newspaper article, are DC 25. The crime scene modifiers that usually apply to the Investigate skill apply to this skill check.

Bonus Feat: At 2nd and 5th level, the occult investigator gains a bonus feat from the following list (all usual requirements must be met): *Academic, Alertness, Archaic Weapons Proficiency, Deceptive, Iron Will, Literate, Meticulous, Personal Firearms Proficiency, Spirited.*

Occult Resistance: The occult investigator is often exposed to occult energies, and becomes resistant to their effects. At 3rd level, he gains a +2 bonus on saving throws required due to the results of an Occult, Psychic or Spirit Medium skill check. At 6th level, this bonus increases to +4.

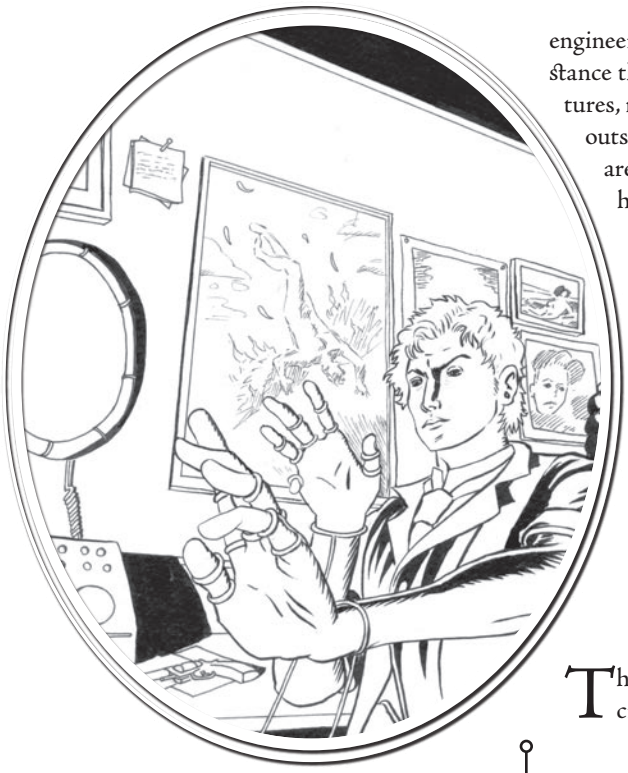
Occult Connections: Through his respected investigations and noteworthy research into the occult, the character has gained a great deal of respect amongst the occult community. From 4th level, the character's access to the Occult influence improves by one grade. If Occult influence is an extra influence, it is now a cross-template influence; if it is a cross-template influence, it now counts as a template influence. If it was already a template influence, the character gains a +2 bonus to any checks made with his Occult influence.

Sixth Sense: Whether due to their great skill, or an effect of his dealings with the supernatural, the character gains a sixth sense for determining the secrets involved in any investigation. An occult investigator of 6th level can instantly identify the perpetrator of a given crime he is investigating upon meeting them, but not any of the details or proof required to take further steps. The character activates this power by spending an excellence point and making a DC 15 Sense Motive check. If successful, the occult investigator knows that the character he is facing has committed the crime. If the perpetrator of the crime is in the employ of another character, the occult investigator becomes aware of this and can then make a sixth sense check when he comes into contact with the mastermind. In order to maintain the mystery on a failed check, the GM should make the die rolls for the character in secret and simply tell the character when his sixth sense kicks in.

Disrupt Power: At 7th level, the occult investigator is able to spot an occult power as it is being used and attack the opponent to disrupt the power. The character makes a Spot check at DC 20 to detect the power

TABLE 7–9: THE OCCULT INVESTIGATOR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Occultist, paranormal deduction
2	+1	+0	+0	+3	+0	Bonus feat
3	+2	+1	+1	+3	+1	Occult resistance +2
4	+3	+1	+1	+4	+1	Occult connections
5	+3	+1	+1	+4	+1	Bonus feat
6	+4	+2	+2	+5	+2	Sixth sense, occult resistance +4
7	+5	+2	+2	+5	+2	Disrupt power



use. He may then, as an attack of opportunity, attack the character attempting to use the occult power. Remember that only melee attacks can be attacks of opportunity (see "Attacks of Opportunity" in Chapter 4: Combat). If this attack hits, it forces the target to make a Concentration check at a DC equal to 15 plus the damage dealt or the target is unable to manifest the power. Any cost of the power, such as an excellence point cost, is still paid by the character attempting to use the power.

PROGRAM CRAFTER

The Etherscope is a vast realm forged out of pure Etherspace. It contains many structures more fantastic than their earthly counterparts — all built by the program crafters. For architects and engineers of all varieties, ether is a substance that enables the creation of structures, machines, and devices impossible outside the Scope. Program crafters are the characters who have learnt how to craft the essence of Etherspace and build the domains of the Scope. Unlike their Scope-riding contemporaries, a program crafter is not necessarily an immersed user of the Scope. Whilst more time consuming for the uninitiated, crafting a program remotely is no more challenging than performing the activity whilst immersed.

Game Rule Information

The rules for playing a program crafter are described below.

Requirements:

To qualify for the program crafter advanced class, a character must meet the following requirements:

Skills: Scope Use (either) 5 ranks
Engineer (ethertech) 5 ranks
Feats: Scope Raider or Tinkerer

Hit Dice

Program crafters gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Program crafters gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The program crafter has the following class skills: Engineer (ethertech, mechanical, structural) (Int), Knowledge (civics, current events, industry, natural philosophy) (Int), Munitions (Int), Research (Int), and Scope Use (immersed, remote) (Int).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The program crafter receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the program crafter class.

Greater Program: The program crafter is capable of crafting Scope programs of much greater complexity than other characters. The levels in this class are added to the maximum complexity level the character can craft, which is normally based on his Intelligence modifier. See the Scope Use skill in Chapter 2: Traits for more details on program complexity levels.

Bonus Feat: At 2nd and 5th level, the program crafter gains a bonus feat from the following list (all usual requirements must be met):
Academic, Bureaucrat, Improved Upload Learning, Iron Will, Literate, Master Engineer, Meticulous, Military Scientist, Scope Raider.

Scope Use Master: At 3rd level, the program crafter receives a +2 bonus on Scope Use (immersed) checks.

Optimise Device: At 3rd level, the program crafter becomes a master of the simple programming used in controlling ethertech devices. He becomes able to optimise the pathways of the device's control systems and maximise its efficiency and effectiveness. However, this is often done at the expense of long-term wear.

The program crafter may spend one excellence point and make an Engineer (ethertech) check to improve an ethertech device. DCs for this check are detailed in Table 7–11: Optimise Device Check DCs. The character cannot take 10 or 20 on this check. After modifications, the device provides the listed equipment bonus on all checks made with it.

Only devices that have ethertech components can be affected; those which are simply mechanical cannot be altered. Each improvement requires 10 minutes to com-

TABLE 7–10: THE PROGRAM CRAFTER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Greater program
2	+1	+0	+0	+3	+0	Bonus feat
3	+1	+1	+1	+3	+1	Scope use master, optimise device
4	+2	+1	+1	+4	+1	Scope gremlin
5	+2	+1	+1	+4	+1	Bonus feat
6	+3	+2	+2	+5	+2	Enhanced transfer, Scope mastercraft
7	+3	+2	+2	+5	+2	Spontaneous crafting

plete and the effects last for a number of minutes equal to the character's program crafter level, beginning when he activates the enhancement, which can be any time after the modification is made. After the duration expires, the GM makes a percentage check based on the Repair Chance listed in Table 7–11. If the result shows that repair is required, the device is useless until it can be repaired with an Engineer (ethertech) check at the standard Repair DC (see the Skills section in Chapter 2: Traits) before it can be used again. Otherwise, the device returns to normal.

For example, a program crafter could enhance the Scope point he intends to use to enter the Scope to give him a bonus to his Scope Use (remote) checks whilst accessing the Scope from that Scope point for the ability's duration.

TABLE 7–11: OPTIMISE DEVICE CHECK DCS

Improvement	Engineer (ethertech) DC	Repair Chance
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75

Scope Gremlin: A 4th-level program crafter can create an autonomous program construct, known as a gremlin. This is a similar process to making a drone, but the gremlin created is capable of independent action and thought. There are three steps to creating a gremlin.

Firstly, the character must create the basic drone form using Scope Use (immersed or remote), although the drone does not require a task component (see Chapter 2: Traits).

The second step is to seed the drone with some of the creator's own personality or essence, turning it into a gremlin. This is a dangerous process that invariably weakens the character's Scope avatar, as the essence used for the gremlin is unavailable to form the avatar. The character's Scope avatar takes a penalty to its Constitution (but not Charisma). This penalty remains until the gremlin is destroyed or it rejoins the program crafter. The size, Hit Dice, and effectiveness of the gremlin are set with the creation of the drone in the first step, but the size of the Constitution penalty determines the mental ability scores of the creature. The gremlin's Intelligence, Wisdom, and Charisma scores are equal to twice the avatar's Constitution penalty, plus the creator's Intelligence modifier. Thus, a program crafter with an Intelligence of 16 (+3 modifier) who takes a –3 penalty to his avatar's Constitution creates a gremlin with an Intelligence, Wisdom, and Charisma of 9. None of the gremlin's mental ability scores can be above the ability score of the program crafter. For example, if the program crafter in the above example had a Wisdom score of 8, the gremlin's Wisdom score would be 8, but its Intelligence and Charisma would be 9.

Once created, a Scope gremlin can be programmed with ability score bonuses, skills, feats, and class abilities to improve its effectiveness. The maximum potential of Scope gremlins is shown in Table 7–12: Gremlin Statistics. Each individual skill, feat, talent, or class ability installed into the gremlin, or each increase of a physical ability score, requires a different Scope Use skill check. Its Intelligence, Wisdom, and Charisma scores are determined by the seeding process described above and cannot be further increased.

The DCs for programming ability score bonuses, skills, feats, and class abilities depend upon what the character is attempting to program into the gremlin.

A gremlin starts with Strength, Dexterity, and Constitution scores based on its size, but the program crafter can increase these scores. To increase the gremlin's ability scores requires a DC of 20 for +2 and DC 25 for +4. Each ability score is increased individually and cannot be increased by more than +4.

To program a skill into the gremlin, the Scope Use DC is 5, +5 per skill rank. Feats and basic class talents are DC 20 each, but the gremlin must meet all prerequisites as normal. Thus, to program the gremlin with Cleave, the gremlin must have a Strength score of 13 or higher and already possess the Power Attack feat.

To install the class feature of an advanced class, the DC is equal to 20 plus the level at which the class gains the feature. To install a prestige class feature, the DC is 25 plus the level at which the class gains the feature.

The creator does not need to have the feats, special abilities, talents, or class features that they are programming in, nor do they need to have any ranks in a skill they wish to program into the gremlin.

Table 7–12: Gremlin Statistics indicates the maximum numbers of skill ranks that a Scope gremlin can possess, based on its size, its maximum ability scores, and its maximum number of feats, talents, and class features (combined). For example, a Medium Scope gremlin with 12 Intelligence can have the Power Attack and Cleave feats, the enhanced transfer I class feature (from the program crafter class), and the evasion talent (from the scoundrel class), but cannot have any more feats, talents, or class features. It can have up to 6 ranks in any one skill and a total of 18 ranks across its skills.

As an extension of the character's consciousness in the Scope, the gremlin cannot go rogue and disobey its creator or operate beyond its programming. Upon dismissal of the gremlin, a free action, the program crafter's avatar's Constitution penalty dissipates. If the gremlin is destroyed, the penalty lessens at the rate of one point per minute.

Enhanced Transfer: The program crafter is used to finding his way through the Scope, whether immersed or remote. At 6th level, the program crafter can treat the domain class of a Scope domain he is accessing as being one class better. For example, he would treat a class C domain is treated as a class B domain for determining his movement rates. This enhancement stacks with similar abilities gained in other advanced classes. However,

TABLE 7–12: GREMLIN STATISTICS

Gremlin Size	Skills		Max Feats*/Talents/Class Features	Max Str/Con	Max Dex
	Max Ranks (1 skill)	Max Ranks (total)**			
Diminutive	4	8 + 4x Int mod	2	9	21
Tiny	4	8 + 4x Int mod	3	11	19
Small	5	10 + 5x Int mod	4	13	17
Medium	6	12 + 6x Int mod	5	15	15
Large	7	14 + 7x Int mod	6	19	13

** Not including Improve Initiative or Toughness (avatar), which can be programmed into the base drone.*
*** These are in addition to the ranks the base drone gets in the three Scope skills.*

no domain can be treated as more than three levels higher — from E to B, for example. Levels of enhanced transfer in excess of three instead grant the character a movement bonus of +5 feet per additional level within the domain.

Scope Mastercraft: At 6th level, the program crafter is a master in his field. He may choose to make any program he crafts a mastercraft program. The DC to attempts to degrade a mastercraft program increases by +5. Mastercraft drones have +2 maximum Scope skill ranks (see the Skills section of Chapter 2: Traits). Creating a mastercraft program increases its complexity level by 1.

Spontaneous Crafting: At 7th level, the character becomes a master of crafting programs, whether inside or outside of the Scope. The character chooses immersed or remote. Crafting a program using the chosen Scope Use (immersed or remote) skill is now an attack action (see the Scope Use skill in Chapter 2: Traits).

SCOPE RIDER

Scope riders are the heroes and villains of the Scope. They are adept at breaking off the rails imposed by government controllers and exploring the great unknown wilderness of Etherspace. Many are the scourge of industry and government alike, uncovering methods to hack into the secrets of protected domains and distributing them for the greater good. Others enter the domains of enemy nations and act as spies and saboteurs. Some such Scope riders act out of simple patriotic zeal. Some are professionals playing their own role in the Great Game, whilst others sell their abilities for cold hard cash. The Scope holds many secrets, and Scope riders balance risk against reward every time they enter a forbidden domain, which is often. Whatever their purpose Scope riders have become a permanent fixture in the world and are the high-tech rogues of the Etheric Age.

Game Rule Information

The rules for playing a Scope rider are described below.

Requirements:

To qualify for the Scope rider advanced class, a character must meet the following requirements:

Skills: Scope Awareness 5 ranks
Scope Resilience 5 ranks
Scope Use (immersed) 5 ranks
Feat: Scope Raider

Hit Dice

Scope riders gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scope riders gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Scope rider has the following class skills: Bluff (Cha), Disguise (Cha), Engineer (ethertech) (Int), Escape Artist (Dex), Hide (Dex), Knowledge (current events, industry) (Int), Move Silently (Dex), Scope Awareness, Scope Resilience, Scope Use (immersed) (Int), Search (Int), and Sense Motive (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The Scope rider receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the Scope rider class.

Enhanced Scope Movement: The Scope rider is able to move his avatar much quicker through Etherspace. His base movement increases by 5 feet for every 20 feet of base movement of the domain class, rounded down. For example, in a domain where the base speed for all users is 40 feet, the Scope rider's base movement is 50 feet (see Chapter 6: The Scope).

Ride the Currents: This specialist ability enables the character to travel the open Etherspace between cities and leave the confines of the domains in which all Etherscope exploration is normally bound. Normally, when you are in empty Etherspace, a grey/black formless void where physical direction and orientation are meaningless, you must locate your target destination. This requires a Scope Awareness skill check at the usual DC (30). See "Locate Domain" under the Scope Awareness skill in Chapter 2: Traits for full details. Once the target is located, you can ride the currents of Etherspace to it. If you wish to take others with you between domains, you must make a Scope Use (immersed) skill check at a DC equal to 15 plus the number of companions.

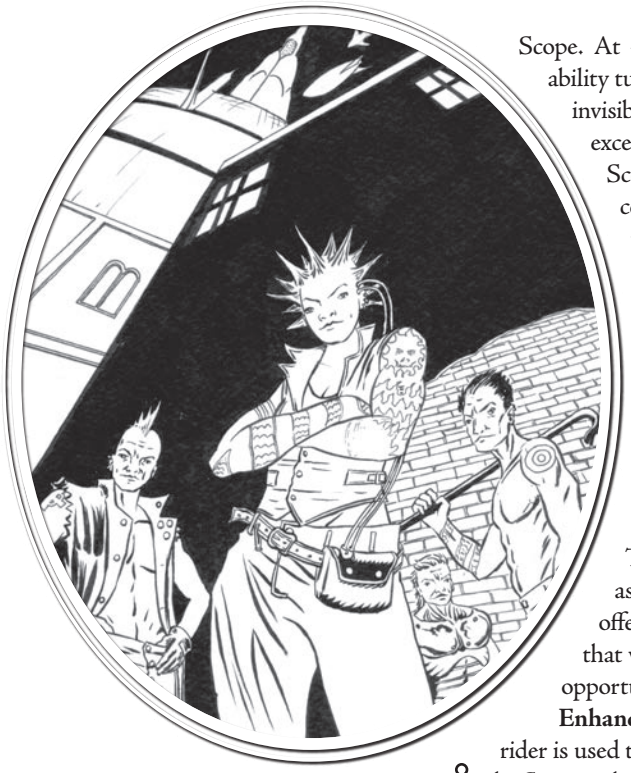
The time taken to travel depends upon the Etherspace distances, measured in minutes, between locations (see Table 7–14 for distances between the different cities of Etherspace). To enter the domain at a specified point requires a further Scope Awareness check at the standard DC (35) to target the location and then another minute to travel to it before opening the portal (see "Locate Domain" under the Scope Awareness skill in Chapter 2: Traits for full details).

Bonus Feat: At 2nd and 5th level, the Scope rider gains a bonus feat from the following list (all usual requirements must be met):
Armour Proficiency (light), Deceptive, Dodge, Improved Initiative, Improved Upload Learning, Lightning Reflexes, Minor Cybernaughtic App, Personal Firearms Proficiency, Upload Savant.

Expert Hacker: The character with this ability is expert at defeating security. At 3rd level, he receives a +4 bonus to any

TABLE 7–13: THE SCOPE RIDER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+1	+1	+1	Enhanced Scope movement, ride the currents
2	+1	+0	+2	+2	+2	Bonus feat
3	+1	+1	+2	+2	+2	Expert hacker, Scope master
4	+2	+1	+3	+3	+3	Stealthy avatar, enhanced transfer I
5	+2	+1	+3	+3	+4	Bonus feat
6	+3	+2	+3	+3	+4	Enhanced transfer II
7	+3	+2	+4	+4	+5	Degrading touch



Scope Use (immersed) skill checks made to defeat security.

Scope Master: The Scope rider is the master of the Etherscope. Choose two of the following skills: Scope Awareness, Scope Resilience, or Scope Use (immersed). You receive an additional +2 virtual ranks to the chosen skills that can increase these skills beyond their normal maximum ranks. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes.

Stealthy Avatar: The Scope rider is a master of escaping enemies within the Scope. At 4th level, he develops the ability turn his Scope avatar almost invisible. To do so, he spends an excellence point makes a DC 25 Scope Resilience check. If successful his avatar becomes transparent — blurred and faint almost to the point of invisibility. The Scope rider gains a +10 bonus on any Scope Awareness checks to avoid being seen and can move at the base movement rate and suffers no penalty to hiding and moving silently. This ability lasts as long as the character takes no offensive action or any action that would provoke an attack of opportunity.

Enhanced Transfer: The Scope rider is used to finding his way through the Scope, whether immersed or remote. Beginning at 4th level, he can treat a domain's class as being one class better for determining his movement rates. (He treats a class D domain as a class C domain, for example.) At 6th level, he can treat the domain class as being two classes better. (He treats a class D domain as a class B domain.) This enhancement stacks with similar abilities gained in other advanced classes. However, no domain can be treated as more than three levels higher — from E to B, for example. Levels of enhanced transfer in excess of three instead grant the character a movement bonus of +5 feet per additional level within the domain.

Degrading Touch: This ability is the pinnacle of the Scope rider's hacking skills, allowing him to make a defeat security or degrade programming Scope Use (immersed) check as an attack action. He can also use this ability to attack another character's avatar, a gremlin, or a drone. Doing so requires a touch attack and deals 1d3 points of Constitution damage to the target. This does not affect a target avatar's controller's Constitution or Charisma scores and does not affect an avatar's Charisma. If an avatar is reduced to 0 Constitution by this attack, its controller is ejected from the Scope and takes 1d3 points of Charisma damage.

SCOPE WARRIOR

Whilst others may be better able to bypass defences or alter the fabric of the Scope, none surpass the virtual combat skills of the Scope warrior. These new warriors seem to mingle with the fabric of the Scope, surpassing the limitations imposed by programs and the structuring of Etherspace. Weaker than other combat specialists in Prime Reality, Scope warriors are the premier fighting force in the ether reality. From heroic raiders seeking to free the masses, to loyal virtual soldiers in the wars between the great powers, Scope warriors can be found at the Etheric Age's front lines,

TABLE 7–14: RIDE THE CURRENTS DISTANCES BETWEEN SCOPE CITIES (IN MINUTES)

New London (Britain)								
9	Royal Barracks (Britain)							
10	17	Aetherdam (Holland)						
23	32	19	Xanadu (Ottoman Empire)					
36	38	30	14	The Pleasure Domes (Independent)				
37	39	35	24	15	Centropolis (USA)			
34	42	27	18	23	32	Schopheim		
47	53	39	25	10	19	18	Haven (Scope riders)	
64	66	65	38	32	16	59	27	Kabuki (Japan)

waging wars on battlefields unimaginable to the warriors of the past.

Game Rule Information

The rules for playing a Scope warrior are described below.

Requirements:

To qualify for the Scope warrior advanced class, a character must meet the following requirements:

Base Attack Bonus: +2
Skills: Scope Awareness 5 ranks
Feat: Improved Upload Learning

Hit Dice

Scope warriors gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scope warriors gain 1d10 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Scope warrior has the following class skills: Bluff (Cha), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Munitions (Int), Navigate (Int), Pilot (military) (Dex), Scope Awareness (Int), Scope Resilience (Int), Scope Use (immersed) (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at each level: 5 + Int modifier.

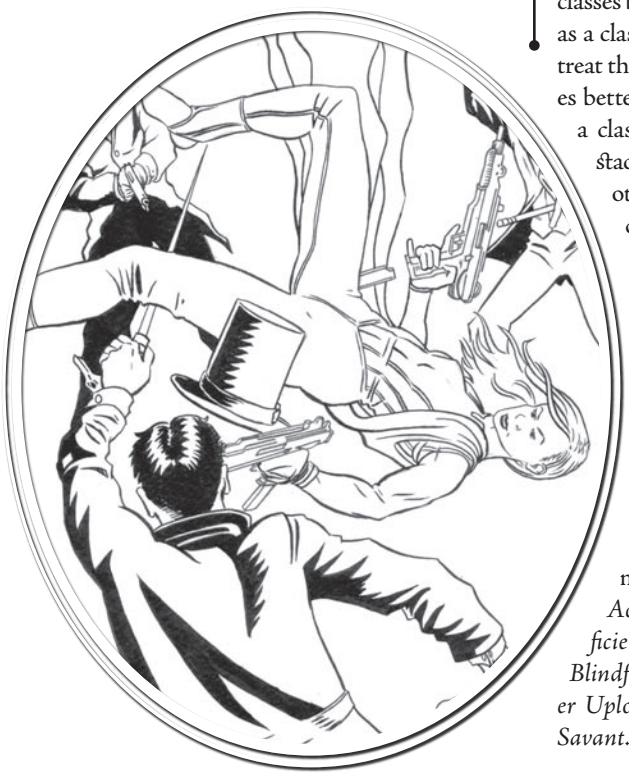


TABLE 7–15: THE SCOPE WARRIOR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+1	+0	+1	Enhanced transfer I
2	+1	+2	+2	+0	+1	Bonus feat
3	+2	+2	+2	+1	+2	Scope combatant +2
4	+3	+2	+2	+1	+2	Enhanced transfer II
5	+3	+3	+3	+1	+3	Bonus feat
6	+4	+3	+3	+2	+3	Combat upload, Scope combatant +4
7	+5	+4	+4	+2	+4	Enhanced transfer III

Influences

Your social template determines the influences available to your character. The Scope warrior receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the Scope warrior class.

Enhanced Transfer: The Scope warrior harmonises with the flow of Etherspace more than any other Scope user. She can treat a domain's class as being one class better for determining her movement rates. (She treats a class D domain as a class C domain, for example.) At 4th level, she can treat the domain class as being two classes better. (She treats a class D domain as a class B domain.) At 7th level, she can treat the domain class as being three classes better. (She treats a class D domain as a class A domain.) This enhancement stacks with similar abilities gained in other advanced classes. However, no domain can be treated as more than three levels higher — from E to B, for example. Levels of enhanced transfer in excess of three instead grant the character a movement bonus of +5 feet per additional level within the domain.

Bonus Feat: At 2nd and 5th level, the Scope warrior gains a bonus feat from the following list (all usual requirements must be met):

Acrobatic, Advanced Firearms Proficiency, Advanced Upload Learning, Blindfight, Combat Martial Arts, Greater Upload Savant, Scope Raider, Upload Savant.

Scope Combatant: Due to her immersion into the flow of Etherspace, a Scope warrior becomes superior in her avatar form, effectively drawing upon the power of Etherspace to empower her avatar when fighting in the Scope. At 3rd level, the character treats her Scope Use (immersed) as 2 ranks higher when calculating her avatar's base attack bonus and her Scope Awareness as 2 ranks higher when calculating her avatar's Defence bonus. At 6th level, these bonuses increase to +4. These bonuses stack with similar bonuses from other classes.

Combat Upload: Scope warriors excel at synchronising combat programs to the Scope environment around them, another benefit of their harmony with Etherspace. A 7th-level Scope warrior adds +4 to the maximum number of ranks she can upload in a fighting technique. These ranks stack with limits granted by feats such as Improved Upload Learning and can take her over the normal rank limit on skills for a character of her level. For example, an 8th-level character with fighting techniques as a class skill and Improved Upload Learning would normally be able to increase her fighting technique ranks up to a maximum of 11. With combat upload, she can increase her fighting technique ranks to a maximum of 15.

SPY

Knowledge is power, and in the **Etherscope** world many parties are interested in power. Groups, nations, and individuals can all make use of spies and need to counter infiltration by the spies of their rivals. From the stealthy and efficient corporate intelligence of the USA to lone frontiersmen organising native intelligence on enemy interests, spies are the professional players in the intel-

ligence business. Suave to ruthless, loyal agents or freelancers, all spies share the skills and motivation that make them a specialised group whose services are crucial to the success of many enterprises.

Game Rule Information

The rules for playing a spy are described below.

Requirements:

To qualify for the spy advanced class, a character must meet the following requirements:

Influence: Intelligence 1 rank
Skills: Knowledge (civics) 5 ranks
Knowledge (current events) 5 ranks
Sense Motive 5 ranks

Hit Dice

Spies gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Spies gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The spy class has the following class skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (civics, current events, industry, linguistics, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (civilian) (Dex), Research (Int), Resolve (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Scope Use (remote) (Int), and Survival (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The spy receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the spy class.

The Great Game: By the very nature of his work, a spy becomes embroiled in the global espionage community and its machinations. His Intelligence influence increases in its availability for purchase. If currently an extra influence, it becomes a cross-template influence; if a cross-template influence, it becomes a template influence; and if a template influence, the character gains a permanent +2 bonus to all Intelligence influence checks.

Bonus Feat: At 2nd and 5th level, the spy gains a bonus feat from the following list (all usual requirements must be met): *Alertness, Attentive, Combat Martial Arts, Deceptive, Defensive Martial Arts, Meticulous, Persuasive, Stealthy.*

Hidden Motives: Since their lives often depend upon knowing the truth without revealing it, spies are experts on deception. At 3rd level, the spy gains a competence bonus equal to his spy level when making any Bluff check, except feinting in combat. In addition, he gains the same bonus when making Sense Motive checks to oppose Bluff attempts, except feints.

Intelligence Network: People are resources and the spy cultivates many associations in order to gain the information he needs. Beginning at 4th level, the spy adds a +4 circumstance bonus to all Gather Information checks using his influences.

Skill Mastery: The life of a spy is full of risk, but to succeed he knows he must control his nerves and be able to rely upon his skills in any circumstance. At 6th level, he selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Loyal Unto Death: It is the spy's resistance to revealing his true cause that makes him so valuable, and feared, by those who control knowledge and power. A 7th-level spy gains a +2 bonus on Will saving throws and a +4 bonus on Resolve skill checks and attribute checks made to resist revealing his true allegiance or information relevant to his mission (GM's discretion applies).

TABLE 7–16: THE SPY

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+1	+1	The Great Game
2	+1	+2	+0	+2	+1	Bonus feat
3	+2	+2	+1	+2	+2	Hidden motives
4	+3	+2	+1	+2	+2	Intelligence network
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+3	Skill mastery
7	+5	+4	+2	+4	+4	Loyal unto death

STREET MERCENARY

Street mercenaries are the warriors of the **Etherscope** world who learn to integrate their cybernaughtics with combat prowess. They are capable of utilising equipment to the best of its ability and

to maximise the effectiveness of attacks. Often employed at street level, hence the moniker, street mercenaries can be found working for crime bosses or whoever can pay them a living wage. Often they are discharged soldiers who have little to offer society other than a proficiency for violence. Others are found in higher classes: daring military officers who have seen battle and required cybernaughtics to recover from injury. Such people, however, rarely refer to themselves as "street mercenaries." Hunters, whether professional or upper class hobbyists, can gain an advantage from integrating cybernaughtics with their hunting techniques.

Game Rule Information

The rules for playing a street mercenary are described below.

Requirements:

To qualify for the street mercenary advanced class, a character must meet the following requirements:

Base Attack Bonus: +2

Feat: Personal Firearms Proficiency

Cybernaughtics: At least one app that improves the character's combat effectiveness, such as targeting systems or integrated weapons (GM discretion)

Hit Dice

Street mercenaries gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

TABLE 7–17: THE STREET MERCENARY

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+1	+1	+0	+0	+1	Contacts
2	+2	+2	+0	+0	+1	Bonus feat
3	+3	+2	+1	+1	+2	Weapon focus
4	+4	+3	+1	+1	+2	Improved tolerance
5	+5	+3	+1	+1	+3	Bonus feat
6	+6	+3	+2	+2	+3	Field repair
7	+7	+4	+2	+2	+4	Weapon specialisation

Scope Points

Street mercenaries gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The street mercenary has the following class skills: Bluff (Cha), Climb (Str), Engineer (ethertech, mechanical) (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics), Move Silently (Dex), Munitions (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str),and Tumble (Dex).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The street mercenary receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the street mercenary class.

Contacts: It is important for a soldier of fortune to build up a network of potential clients and fixers who can set him up with business. This provides him with a ready source of people to share information with. As a result, he gains an increased level of contacts. The character gains a +4 bonus to any Gather Information influence checks.

Bonus Feat: At 2nd and 5th level, the street mercenary gains a bonus feat from the following list (all usual requirements must be met): *Advanced Firearms Proficiency, Brawl, Burst Fire, Cleave, Double Tap, Exotic Firearms Proficiency, Improved Initiative, Major Cybernaughtic App, Point Blank Shot, Power Attack, Precise Shot, Strafe, Streetfighting, Sunder.*

Weapon Focus: The street mercenary is a skilled fighter. At 3rd level, he gains a +1 bonus to hit with a selected weapon. He may choose to select a cybernaughtic attachment as his weapon focus for this feature.

Improved Tolerance: With this ability, gained at 4th level, the street mercenary is able to handle the grafting of bigger, more invasive cybernaughtic implants. His Constitution score is considered 2 points higher when determining the maximum individual tolerance of a cybernaughtic app, provided that that app has a deliberate combat use (GM's discretion). This does not affect the total tolerance maximum. See Chapter 3: Equipment for more details on cybernaughtic apps.

Field Repair: The street mercenary often has to rely on his own skill when maintaining his equipment. As a result, he becomes very familiar with the nuances and bugs of his own equipment and can fix them a lot quicker than normal. At 6th level, the character can attempt a jury rig repair without having to make an acquisition check, and the attempt only takes 1 round for every minute it would normally take.

Weapon Specialisation: The street mercenary's level of combat proficiency improves with experience. At 7th level, he gets a +2 bonus on damage rolls with the weapon he selected for his weapon focus feature at 3rd level.

TAB-JAMMER

Tab-jammers are the drug-using counterparts of the Scope riders. Scope tabs are commonly, although ille-

gally, available across society and their ability to allow anyone access to the Scope has made them a hot commodity. Whether to escape the tedium of life, fight oppression, or make money, many turn to Scope tabs. Tab-jammers are veterans of Scope tab use whose minds and bodies have become accustomed to the process of being a living Scope point. Like the Scope riders, tab-jammers have created a new role in society. Whether this role will do more harm than good remains to be seen.

Game Rule Information

The rules for playing a tab-jammer are described below.

Requirements:

To qualify for the tab-jammer basic class a character must meet the following requirements:

Skills: Engineer (pharmaceutical) 5 ranks
Scope Resilience 5 ranks
Resolve 2 ranks
Feats: Spirited

Hit Dice

Tab-jammers gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Tab-jammers gain 1d12 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The tab-jammer has the following class skills: Bluff (Cha), Concentration (Con), Engineer (ethertech, pharmaceutical) (Int), Intimidate (Cha), Knowledge (current events, mystical philosophy), Resolve (Cha), Scope Resilience, Scope Awareness, Scope Use (immersed), Sense Motive (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The tab-jammer receives the following number of points to spend on influences:

Influence Points at each level: 2.

TABLE 7–18: THE TAB-JAMMER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+1	+1	Improved recovery, resilient avatar
2	+1	+2	+0	+2	+1	Bonus feat
3	+2	+2	+1	+2	+2	Avatar biofeedback
4	+3	+3	+1	+3	+2	Enhanced transfer, tough avatar I
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+3	Craft Scope tab
7	+5	+4	+2	+4	+4	Tough avatar II

Class Features

All of the following are class features of the tab-jammer class.

Improved Recovery: Tab-jammers become used to dropping out of a Scope tab trip simply by force of will. The Scope Resilience check DC for doing so is reduced to 20 and the character is shaken for only 1 round (see "Tab Trip" in Chapter 6: The Scope for more details).

Resilient Avatar: Tab-jammers' avatars are used to taking a lot more punishment than other characters' avatars due to the physiological effects of Scope tabs and its effect on the human spirit. A tab-jammer receives an additional +2 virtual ranks in Scope Resilience that can increase the skill beyond its normal maximum. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. This ability stacks with similar abilities gained from other classes.

Bonus Feat: At 2nd and 5th level, the tab-jammer gains a bonus feat from the following list (all usual requirements must be met):

Armour Proficiency (light), Armour Proficiency (tactical), Brawl, Great Fortitude, Improved Upload Learning, Iron Will, Master Engineer, Scope Raider, Toughness (avatar), Upload Savant.

Avatar Biofeedback: Through the use of Scope tabs, a tab-jammer's natural toughness increases to cope with the demands the drugs place upon his essence — those who don't toughen simply become burnouts, not tab-jammers. As a reflection of the tab-jammers essence, this toughness feeds back to his avatar, making the tab-jammer as tough in the Scope as out of it. At 3rd level, the avatar of a tab-jammer determines its Constitution score based on the character's Constitution or Charisma, whichever is highest. This only works if the character has entered the Scope on a Scope tab trip.

Enhanced Transfer: The tab-jammer is used to finding his way through the Scope. He can treat a domain's class as being one class better for determining his movement rates. (He treats a class D domain as a class C domain, for example.) This only works if the character has entered the Scope on a Scope tab trip. This enhancement stacks with similar abilities gained in other advanced classes. However, no domain can be treated as more than three levels higher — from E to B, for example. Levels of enhanced transfer in excess of three instead grant the character a movement bonus of +5 feet per additional level within the domain.

Tough Avatar: Boosted by his continuous drug use, a tab-jammer has a tougher than normal avatar as the essence-avatar connection continues to be altered by the effect of Scope tab trips on the tab-jammer's essence. His avatar gains damage reduction 2/– at 4th level and 4/– at 7th level.

Craft Scope Tab: At 7th level, the tab-jammer is familiar enough with the science of Scope tabs to create a tab that enters the Scope at whatever point he wishes. The character must locate the target entry point using the locate domain ability (see the Scope Awareness skill in Chapter 2: Traits). This process follows the normal rules for creating Scope tabs (see the Engineer (pharmaceutical) skill in Chapter 2: Traits).

THIEF

In any time and place, there is crime. In the Etheric Age, poverty, inequality, corporate warfare, international espionage, genetic creation, the Scope, and corrupt political power have all given crime a place to grow. From com-

mon thieves on The Great Metropolis's cobbled streets to the elegant gentlemen jewel thieves of Europe, many talents are put to use in the arts of theft. Numerous people and organisations are interested in acquiring "things" for cash. Others live for the adrenaline surge a successful theft brings. Whatever their motivation, skilled thieves can find many opportunities, although all have their risks.

Game Rule Information

The rules for playing a thief are described below.

Requirements:

To qualify for the thief advanced class, a character must meet the following requirements:

Skills:	Search 5 ranks
	Sleight of Hand 5 ranks
Feat:	Stealthy

Hit Dice

Thieves gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Thieves gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The thief has the following class skills: Balance (Dex), Diplomacy (Cha), Climb (Str), Engineer (mechanical, structural) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (art, civics, current events, industry, history, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The thief receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the thief class.

Sweep: All thieves share a common need to absorb information quickly, a skill crucial in any type of theft. This ability provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet in every direction. The thief can use this bonus at the start of an encounter as a free action to look for obvious enemies, alarms and surveillance devices, traps, escape routes, and any valuable/venerable objects he could steal. Anything can be spotted with a successful DC 10 check, if it is not concealed. The DC for concealed and/or less obvious threats is equal to their Hide results. This ability does not stack with the scan talent of the pursuer class, as each awareness is developed and focused in a different way.

Bonus Feat: At 2nd and 5th level, the thief gains a bonus feat from the following list (all usual requirements must be met): *Acrobatic, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Nimble.*

Cool Under Pressure: No thief can afford to loose their calm under pressure when using the skills their profession relies upon. When making a skill check using Listen, Search, or Spot, a 3rd-level thief may take 10 even if stress and distractions would normally prevent him from doing so.

No Trace: A true professional leaves no trace of his passing except the loss of something valuable. Any attempts to track a thief of 4th level or above treat any surface as hard ground for the purposes of setting the Track DC (see Track in the Feats section of Chapter 2: Traits). In addition, any Investigate skill checks made against the thief have their DCs increased by +4.

Efficient: Time is always a factor, but the professional thief knows a job must be done properly. Select two skills from among the following: Balance, Climb, Engineer (mechanical), Engineer (structural), Hide, Jump, Listen, Move Silently, Search, Sleight of Hand, and Spot. A 6th-level thief may halve the time necessary to take 10 or 20 on checks using the selected skills.

Improved Sweep: Master thieves are constantly aware of their surroundings and situations, alert for potential problems and dangers, an instinct that's part of the reason for their success in a dangerous profession. By 7th level, a sweep not only reveals potential problems and traps but also the relative strength of such dangers. On a successful check, the danger's strength, relative to the thief, is relayed as follows: stronger (higher level or CR), on par (same level or CR), or weaker (lower level or CR).

TABLE 7–19: THE THIEF

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+2	+1	+1	Sweep
2	+1	+0	+3	+2	+1	Bonus feat
3	+1	+1	+3	+2	+2	Cool under pressure
4	+2	+1	+4	+2	+2	No trace
5	+2	+1	+4	+3	+3	Bonus feat
6	+3	+2	+5	+3	+3	Efficient
7	+3	+2	+5	+4	+4	Improved sweep

CHAPTER VIII: GAMESMASTERING

This chapter provides the Gamesmaster with hints and tips on how to create an ***Etherscope*** *game. It provides a selection of antagonists for the PCs to encounter and notes on understanding the Victorian mindset so that you can immerse yourself in the world. There is a detailed section considering the styles of game that you can run with* ***Etherscope****. This looks at how you might structure the adventures or stories in which your players' characters play the lead roles and provides a few adventure seeds to help inspire you to build your own* ***Etherscope*** *games. Reading this chapter should prepare you well for running your own* ***Etherscope*** *game.*

ENCOUNTERS

The section below looks at creating encounters for your group's PCs and the different types of creature or people the characters may face: ordinaries, the nonheroic people of the world; Scope drones and the mysterious System agents that the characters may encounter if they hack into Scope domains; and the demons that lurk in untamed Etherspace.

DESIGNING ENCOUNTERS

Encounters are an important part of the **Etherscope** game. As the PCs progress through an adventure, they must overcome challenges, perhaps fighting off servants of the main villain or strange creatures of the Scope. An encounter acts as an obstacle that prevents characters achieving specific goals important to the adventure. An obstacle can be overcome through good roleplaying, combat, skill use, or any combination of these elements. Characters receive experience points for overcoming these obstacles. Weighing the strength of encounters in comparison to the characters' skill requires a fair amount of judgement, which becomes simpler as you become familiar with players and characters alike. You should also feel free to adjust experience awards based upon on how easily characters achieved their goals. The following rules and notes will help you plan out the encounters for your adventures.

Encounter Levels

Each encounter has an Encounter Level (EL) indicating the expected difficulty the encounter will provide. Generally, an encounter with an EL equal to the average character level of the party is a moderate encounter, difficult but not overly life threatening unless the characters are careless. An EL two or three higher than the party's average character level is a dangerous encounter, a major conflict for the party. Conversely, minor encounters during the adventure might possess ELs two or three lower than the party's average character level, making these largely inconsequential. These encounters are used as much for dramatic flavour and pacing as to challenge the party. Over the course of an adventure, encounters of many different ELs take place, ranging from simple to extremely difficult obstacles for the characters to overcome.

Determining Encounter Levels

The process of determining encounter level involves four steps: determining the Challenge Ratings (CRs) of individual opponents or hazards that make up the encounter; calculating the overall Challenge Rating from those individual CRs; considering the threat level of the encounter; and considering the encounter circumstances. As a rule of thumb, four heroes of a level equal to a creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it, but situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

Individual Challenge Ratings

The first step to determine the EL of an encounter is to calculate the Challenge Rating (CR) for each opponent or hazard involved. This process assumes that in encounters with multiple opponents/hazards, all are encountered as part of the same event. If the opponents/hazards aren't encountered at the same time, they should be considered separate encounters. Only count individual opponents/hazards that are important to the encounter. Extras to a scene do not count towards EL; only those who will be directly involved with the characters should be added into the EL calculation.

For a single creature: Use the CR listed for the creature. If it has any class levels, add its character levels to the CR. If it has ordinary class levels (see Ordinaries, in the Creatures and Characters section below), add these levels and subtract 1.

For a single character: A 1st-level ordinary character (see "Creatures and Characters" below for more details on ordinaries) has a CR of 1/2. For an ordinary of 2nd level or higher, the character's CR is equal to his character level minus 1. Characters generated using the same classes that the player characters have

access to — normally only the major villains of the adventure — have a challenge rating equal to their effective character level.

For a hazard: Hazard applies to various types of obstacles. A hazard could be a bomb, a storm, or a natural obstacle. A hazard's CR depends on the total damage it can deal, as noted on Table 8–1. Characters must face a real threat of taking this damage, but the encounter does not have to mandate it. The personal equipment of opponents does not count as a hazard. Two damage listings are shown on Table 8–1. The first is for hazards that deal damage at one time, the second is for hazards that deal damage over a period of time. The second listing assumes that characters are potentially exposed to the hazard for at least two of the time intervals listed; otherwise, use the listing for one-time damage. Hazards that deal less than 1d6 points of damage per minute probably shouldn't be treated as hazards, but simply environmental conditions. If a hazard doesn't allow for a saving throw, increase its CR by +1. Also, if occult in nature, such as a powerful curse created using the Hex Lore skill, a hazard's CR likewise increases by +1.

TABLE 8–1: HAZARD CRS

One-Time Damage	Ongoing Damage	CR
1d6	1d6/minute	1
2d6	1d6/5 rounds	2
3d6	1d6/2 rounds	3
4d6	1d6/round	4
5d6	2d6/round	5
6d6	3d6/round	6
Each additional d6	Each additional d6/round	+1

For critical skill checks: Likewise, situations that involve skills, such as picking a lock or gaining information from a GM character can be treated as hazards. Generally, these types of hazards should have their CR based on the difficulty of skill checks involved; see Table 8–2. Note that only challenges where failure will penalise the characters or where roleplaying is emphasised should use these CRs, not all skill checks should be considered part of a challenge. For example, a Scope Use check made to hack into a restricted industrial domain could well be critical to the characters, as failure will likely mean that the system sends protection, such as drones, to attack them. Alternatively, using an Engineer skill to create an item that could have been just as easily bought is not a critical skill use.

TABLE 8–2: CRS FOR SKILL CHECKS

Check DC	CR
Less than 15	0
15–19	1
20–24	2
25–29	3
30–34	4
35–39	5
40+	6

Calculate an Overall Encounter Level

Calculate the total EL as follows:

If all obstacles have the same CR: Start with the base CR of one of the obstacles in the encounter and then add the number of additional obstacles after the first. For example, an encounter involving three CR 4 creatures has a total EL of 7, adding the number of obstacles to the base CR. The maximum adjustment to EL from multiple threats is +6; any more than six additional obstacles does not further adjust the EL of the encounter. For obstacles where the CR is 1 or below, add half of this value for every additional obstacle. As with larger CR creatures, any more than six additional obstacles does not further increase the total EL. For example, a horde of ten CR 1/2 creatures would provide a total EL of 2. This is calculated by taking the individual challenge rating and adding 1/4 (half of 1/2) six times (the maximum bonus for multiple obstacles is x6) — one half plus six quarters is two.

If the obstacles have a different CR: This situation works a similar manner to where all the obstacles are of the same CR. Use the average CR of all obstacles in the encounter (rounding down) and then add the number of obstacles to this, provided there is more than one obstacle, up to a maximum of +6. For obstacles where the average CR is 1 or below, add half of this value for every additional obstacle. As with larger CR creatures, any more than six additional obstacles does not further increase the total EL. For example, a horde of ten CR 1/2 creatures would provide a total EL of 2. This is calculated by taking the individual challenge rating and adding 1/4 (half of 1/2) six times (the maximum bonus for multiple obstacles is x6) — one half plus six quarters is two.

Consider Threat Level

Next, consider the nature of the expected interaction between the characters and the obstacles, and adjust the encounter's EL accordingly. An encounters where the characters have to overcome a high-challenge-rating GM character by force is far more challenging than one where they only need to get that GM character to answer a few questions. As Gamesmaster, you need to reduce the EL as appropriate to the level of danger the characters face in the encounter. Using the guidelines below, decide what level of threat you consider the encounter to be. Then use the CR adjustment to modify the encounter's EL.

High threat: High threat encounters put characters in real danger. This can mean anything from fire fights to bypassing ancient traps to talking the cultists out of throwing the PCs to their pet Scope demon.

Low threat: This type of encounter puts the characters in danger, but violence is likely to be avoided. Using wits and skill rather than brute force is the key to these types of encounters. If it is reasonable to assume the characters can avoid the encounter without violence, it should be considered low risk. Characters trying to get some information out of a street gang about a mutual enemy

TABLE 8–3: ENCOUNTER THREAT LEVELS AND EL ADJUSTMENT

Encounter Threat Level	EL Adjustment
High Threat (where danger is expected or dictated)	None
Low Threat (where danger is threatened but can be avoided)	x 1/2
No Threat (where danger is unlikely)	x 1/4

TABLE 8–4: EXPERIENCE POINT AWARDS

Average Character Level	Encounter Level									
	1	2	3	4	5	6	7	8	9	10
1–3	45	65	90	127	180	255	360	510	720	1,020
4	42	60	85	120	170	240	340	480	680	960
5	37	52	75	105	150	210	300	420	600	840
6	37	45	62	90	12 5	180	250	360	500	720
7	27	37	52	75	105	150	210	300	420	600
8	22	30	42	60	85	120	170	240	340	480
9	–	25	35	47	67	95	135	190	270	380
10	–	–	27	37	52	75	105	150	210	300
11	–	–	–	30	42	60	82	117	165	235
12	–	–	–	–	32	45	65	90	127	180
13	–	–	–	–	–	35	50	70	97	137
14	–	–	–	–	–	–	37	52	75	105
15	–	–	–	–	–	–	–	40	55	80
16	–	–	–	–	–	–	–	–	42	60
17	–	–	–	–	–	–	–	–	–	45
18	–	–	–	–	–	–	–	–	–	–
19	–	–	–	–	–	–	–	–	–	–
20	–	–	–	–	–	–	–	–	–	–

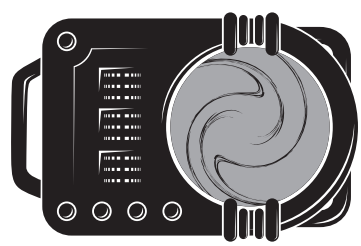
Average Character Level	Encounter Level									
	11	12	13	14	15	16	17	18	19	20
1–3	–	–	–	–	–	–	–	–	–	–
4	1,360	–	–	–	–	–	–	–	–	–
5	1,200	1,680	–	–	–	–	–	–	–	–
6	1,000	1,440	2,000	–	–	–	–	–	–	–
7	840	1,200	1,680	2,400	–	–	–	–	–	–
8	680	960	1,360	1,920	2,720	–	–	–	–	–
9	540	760	1,080	1,520	2,160	3,040	–	–	–	–
10	420	600	840	1,200	1,680	2,400	3,360	–	–	–
11	330	470	660	940	1,320	1,880	2,640	3,760	–	–
12	255	360	510	720	1,020	1,440	2,040	2,880	4,080	–
13	195	275	390	550	780	1,100	1,560	2,200	3,120	4,400
14	150	210	300	420	600	840	1,200	1,680	2,400	3,360
15	112	160	225	320	450	640	900	1,280	1,800	2,560
16	85	120	170	240	340	280	680	960	1,360	1,920
17	65	90	127	180	255	360	510	720	1,020	1,440
18	47	67	95	135	190	270	380	540	760	1,080
19	–	50	70	100	142	200	285	400	570	800
20	–	–	52	75	105	150	210	300	420	600

might make some unfortunate faux pas and antagonise the gang, but most likely they will be able to persuade the gang to tell them what they want to know.

No threat: This encounter presents no threat to life, only that encounter goals will not be met. Often failure at these types of encounters leads to larger problems for the characters at a later time. Do not take the EL of later accountability into this encounter's EL, however. For example, failing to uncover the crucial secret from the late professor's diaries that could lead the characters to the villain, or failing to sense the location of New London with a Scope Awareness check, are no-threat encounters.

Encounter Circumstances

Once the encounter has been run in the game, you should have a better understanding of how difficult the players found the encounter. It is important to recognise that this system does not always provide an accurate assessment of the challenge each encounter will provide to every group of characters — different parties of PCs will experience a different level of challenge from different encounters. As such, it is important for you, as GM, to adjust the EL depending upon how complicated or easy the encounter was to play out. This is a completely subjective decision, but as a rough guide you should only adjust Encounter Levels up or down by one or two.



AWARDING EXPERIENCE POINTS

Rewards exist within the game for successfully fighting enemies, gathering crucial information, or accomplishing any other challenge as described above. This reward comes in the form of experience points. Players use experience points to improve and develop their characters. The results of gaining experience are discussed in Chapter 7: The Advancing Character. After determining the final EL for an encounter, you reference this with the average character level of all PCs involved in the encounter to find the number of experience points they gain, using Table 8–4. The experience award from the table is split equally between all characters who took part in the encounter. If a PC was missing from the encounter due to the party having split up or being otherwise incapacitated, they do not gain any experience points.

CREATURES AND CHARACTERS

This following section looks at designing creatures or other characters for your party to encounter. These may be friends, enemies, or indifferent creatures, depending upon how you want to use them in your adventures. A selection of example characters and creatures is also included, ready for use in your adventures.

MAJOR AND SUPPORTING ANTAGONISTS

In the **Etherscope** game, the Death and Dying system (see "Death, Dying, and Healing" in Chapter 4: Combat) gives the PCs an edge by enabling them to make last-gasp actions in combat. In order to build stories that have both major villains who challenge the characters and minor henchmen who drop a little easier, **Etherscope** makes a simple differentiation between *Major* and *Supporting* characters. The PCs are Major characters, as are the main villains that they encounter during an adventure. Henchmen and others who play a less crucial role in the development of the storyline are the Supporting characters. This is a completely arbitrary decision you must make for every character or creature that your PCs face. It is likely that the characters or creatures that provide the largest challenges are Major, but this is not necessarily the case. In game terms, the only difference between Major and Supporting characters is whether they continue fighting after they have been dropped to 0 hp.

CREATING A CREATURE OR CHARACTER

To create a creature or character, you need to first decide what type of creature or charter it is. All creatures or characters in the Etherscope game are defined as belonging to one of four broad groups: Animals, Constructs, Humanoids, or Outsiders.

Animals: The animals category represents any nonhumanoid animal life on the planet, from blue whales to earthworms.

Constructs: This category represents automated creatures that have been created by humankind. These can be robotic automatons or sophisticated Scope gremlins.

Humanoids: Humanoids are any humanlike creature found in Prime Reality. This includes normal humans, the transgenics, and fey. Humanoid creatures are almost always also characters, having levels in character classes. Characters can either be ordinary (your average man in the street) or exceptional (heroes or villains, like the player characters).

"The Bugger Won't Die!"

The classification of Major and Supporting characters was introduced as a result of playtesting experience, where it was found that a freak string of high dice rolls can keep a villain alive at 0 hit points for a long time. Whilst the playtesters enjoyed the dramatic effect that this has on combat — most notably in keeping their own player characters alive longer — the situation arose a couple of occasions during minor encounters.

We did consider making a distinction between PCs and GM characters, so that all villains would fall unconscious at 0 hit points, but we thought that the drama of the game would be better served by allowing the main villains of an adventure to have the same staying power as a PC.

It is important to note that although such hard-to-kill villains do add to the drama, even they could become a bit tiresome after a long string of passed saving throws. Fortunately, most of you will never encounter this situation as GMs. However, should it occur, be mindful that your players may get frustrated and be willing to fudge a failed roll so that they can finish the villain off in a dramatically appropriate amount of time.

Outsiders: This category covers all creatures from outside Prime Reality. In game terms, this means Scope demons and other creatures native to Etherspace.

When you construct creatures or characters, you need to consider their relative size and skill level, as this determines their Hit Dice (creatures) or level (characters). You can then begin to work out what statistics they must have from their size, and the number of Hit Dice or levels they possess.

Creature and Character Types

As discussed above, creatures are divided into four categories. These categories are referred to as creature types. A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Men-

TABLE 8–5: CREATURE SAVES AND BASE ATTACK BONUSES

Creature's Hit Dice	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)
1 or less	+2	+0	+1	+0
2	+3	+0	+2	+1
3	+3	+1	+3	+2
4	+4	+1	+4	+3
5	+4	+1	+5	+3
6	+5	+2	+6/+1	+4
7	+5	+2	+7/+2	+5
8	+6	+2	+8/+3	+6/+1
9	+6	+3	+9/+4	+6/+1
10	+7	+3	+10/+5	+7/+2
11	+7	+3	+11/+6/+1	+8/+3
12	+8	+4	+12/+7/+2	+9/+4
13	+8	+4	+13/+8/+3	+9/+4
14	+9	+4	+14/+9/+4	+10/+5
15	+9	+5	+15/+10/+5	+11/+6/+1
16	+10	+5	+16/+11/+6/+1	+12/+7/+2
17	+10	+5	+17/+12/+7/+2	+12/+7/+2
18	+11	+6	+18/+13/+8/+3	+13/+8/+3
19	+11	+6	+19/+14/+9/+4	+14/+9/+4
20	+12	+6	+20/+15/+10/+5	+15/+10/+5

tal ability scores (Intelligence, Wisdom, and Charisma) can vary widely amongst creatures of a type; unless a type description specifies a particular score for one of these abilities, assign values as you deem appropriate. A single creature cannot have more than one type.

Any type of creature can technically also be a character, provided it has a score of at least 3 in each of its mental ability scores (Intelligence, Wisdom, and Charisma). A creature becomes a character by adding levels in a character class. Many creatures only have one Hit Die, representing something of similar size, toughness, and expertise as an average human. When such creatures become characters, they replace their one Hit Die with one or more levels in their chosen class or classes.

Table 8–5: Creature Saves and Base Attack Bonuses provides the modifiers to a creature's saving throws and attack rolls based on its type and Hit Dice. Following this table are descriptions of each creature type, detailing which of the base attack and saving throw options the creature uses.

Creature Type Descriptions

This following section details each of the four creature types. It uses the following headings:

Hit Dice: This is the class of dice you roll for each of the creature's Hit Dice.

Base Attack Bonus: This shows how the creature's base attack bonus improves with its Hit Dice.

Good Saving Throws: This section lists the saving throws for which the "good" progression applies (see Table 8–5). Any saving throws not listed use the "poor" progression.

Skill Points: This section lists the skill points that the creature can spend. This might be a set amount or an amount listed per Hit Dice. Unless that creature has a character class, all skills are cross-class skills and so one skill point buys half a rank in a skill.

Feats: This lists the rate at which the creature type gains bonus feats.

Following this entry, each creature type has a list of shared traits — special qualities that apply to most creatures of that type. Each creature type section also includes a table that shows typical statistics based on the size of the creature. These tables use the following headings:

Size: The size category of the creature.

Str/Dex/Con: The recommended range for the physical ability scores.

Minimum HD: The minimum Hit Dice that a creature of this size should possess.

Slam: The minimum damage that the creature should deal with a slam attack. Slam attacks are a natural attack representing the use of blunt areas of the body, such as flailing limbs or a body-block attack.

Bite: The minimum damage a bite attack should deal from this size of creature.

Claw: The minimum damage a claw attack should deal from this size of creature.

Gore: The minimum damage a gore attack should deal from this size of creature. Gore attacks involve using horns, antlers, or other natural weapons protruding from the head.

Animals

An animal is a nonhumanoid creature of Prime Reality, usually with no innate capacity for language or culture. See Table 8–6: Animals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (use the Base Attack Bonus (B) column in Table 8–5).

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Feats: None.

Animal Traits

Animals share the following additional traits.

Weapon and Armour Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armour.

Ability Scores: Animals typically have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). Animals with an Intelligence score of 3 or more are sentient creatures, not animals.

Low-Light Vision: Most animals have low-light vision and are able to see double the usual distance provided by a light source.

Constructs

A construct is an animated, artificially constructed creature, wheth-

TABLE 8–6: ANIMALS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	–	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d8	–	1	–	1

TABLE 8–7: CONSTRUCTS

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	120	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28–31	6–7	—	8d10	40	2d6	1d6	2d4	2d6
Large	20–23	8–9	—	2d10	20	1d8	1d4	1d6	1d8
Medium	12–15	10–11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18–19	—	1/16 d10	—	1	—	—	1

er it lives within the Scope or in Prime Reality. See Table 8–7: Constructs for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (use the Base Attack Bonus (B) column in Table 8–5).

Good Saving Throws: None.

Skill Points: None. Scope gremlins, however, can be programmed with skill ranks (see the program crafter advanced class in Chapter 7: The Advancing Character for more details on creating Scope gremlins).

Feats: None.

Construct Traits

Constructs share the following additional traits.

Weapon and Armour Proficiency: Constructs are proficient with their natural weapons only. They are not proficient with armour.

Ability Scores: Constructs have no Constitution score and usually no Intelligence score.

Extra Hit Points: Constructs gain extra hit points according to size, as shown on Table 8–7: Constructs.

Darkvision: Most constructs have darkvision with a range of 60 feet. Darkvision enables the creature to see, up to the listed range, within any natural conditions. It does not allow them to see through supernatural darkness.

Immunities: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, or the effects of massive damage.

Repairable: Constructs cannot heal damage on their own but can be repaired using the Engineer (mechanical) skill (for mechanical constructs), the Engineer (ethertech) skill (for ethertech prime reality constructs), or the Scope Use skill (for Etherspace constructs). A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired. They do not make dying saving throws.

Humanoid

The only known humanoids are humans (alphas, normal humans, and transgenic humans) and fey. However, other larger or smaller humans may exist within the dark forests of the world, or have been created by genetic experiments. See Table 8–9: Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8. (Note that the majority of humanoids encountered in **Etherscope** will have character classes and levels instead of Hit Dice, but should you wish to throw your party against some primitive humanoid species, such as a cloned Neanderthal, you might want to create those creature's statistics using Hit Dice rather than class levels.)

Base Attack Bonus: 3/4 of total Hit Dice (use the Base Attack Bonus (B) column in Table 8–5).

Good Saving Throws: Choose one (usually Reflex).

Skill Points: 6 + Int modifier, plus 1 point per Hit Die beyond 1.

Feats: One, plus one feat per 4 Hit Die beyond 1.

Humanoid Traits

Humanoids share the following additional traits.

Weapon and Armour Proficiency: Humanoids with more than 1 Hit Die receive one bonus feat selected from

Armour Proficiency (light) or Simple Weapons Proficiency.

Racial Subtype: The creature's race is listed as a collection of subtypes (see below). All human creatures have the human subtype, whereas fey have their own subtype (fey). Any genetically modified creature that has genes spliced from other creatures has the transgenic subtype, and each individual breed has its own subtype. The types and subtypes of the player character races are shown in Table 8–8: Racial Subtypes. Whilst these subtypes have no game effect other than the listed racial adjustments in Chapter 1: Character, certain game effects work differently based on subtype.

TABLE 8–8: RACIAL SUBTYPES

Player Race	Type and Subtypes
Normal human	Humanoid (human)
Alpha human	Humanoid (alpha, human)
Gamma human	Humanoid (gamma, human, transgenic)
Delta human	Humanoid (delta, human, transgenic)
Epsilon human	Humanoid (epsilon, human, transgenic)
Fey	Humanoid (fey)

Outsiders

Outsiders are those creatures that live outside Prime Reality. However, some can exist within Prime Reality, and indeed seek ways to enter and taste the flesh of humankind. See Table 8–10: Outsiders for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (use the Base Attack Bonus (A) column in Table 8–5).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Dice.

Feats: One, plus one feat per 4 Hit Dice beyond 1.

Outsider Traits

Outsiders share the following additional traits.

Weapon and Armour Proficiency: Outsiders receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Outsiders noted for wearing armour gain the bonus feat Armour Proficiency with whatever type of armour that their entry mentions (light, archaic, tactical), as well as all lighter types.

Darkvision: Most outsiders have darkvision with a range of 60 feet. Darkvision enables the creature to see, up to the listed range, within any natural conditions. It does not allow them to see through supernatural darkness.

CREATURE SUBTYPES

In addition to their main type, creatures can also have subtypes. Subtypes can have shared traits, as do the main creature types. Certain game effects work differently depending on subtype. For example, a eugenic scientist may have created a virus that affects only fey; as such, it could be used to target any creature with the fey subtype. Subtypes are not restricted to a given type and a creature can have many subtypes.

One special subtype is described below: the etheric subtype. This subtype represents all creatures that live primarily within Etherspace. The etheric subtype allows delineating between Etherspace and Prime Reality constructs and also applies to most outsiders.

TABLE 8–9: HUMANOIDS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	28–31	32d8	2d6	2d8	2d8	4d6
Gargantuan	38–39	6–7	24–27	16d8	1d8	2d6	2d6	2d8
Huge	30–31	6–7	20–23	8d8	1d6	1d8	2d4	2d6
Large	22–23	8–9	16–19	2d8	1d4	1d6	1d6	1d8
Medium	10–15	10–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–11	12–15	8–9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2–7	14–17	8–9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	16–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	18–21	8–9	1/16 d8	—	—	—	1

TABLE 8–10: OUTSIDERS

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–39	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–31	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–23	8–9	16–17	2d8	1d8	1d8	1d6	1d4
Medium	12–15	10–11	12–13	1d8	1d6	1d6	1d4	1d3
Small	8–11	12–13	10–11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4–7	14–15	10–11	1/4 d8	1d3	1d3	1d2	1
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	1d2	1	–
Fine	2–3	18–19	10–11	1/16 d8	1	1	–	–

Etheric Subtype

Etheric creatures act within normally within Etherspace, but if they are encountered in Prime Reality, they share a number of traits that describe the unstable and aberrant nature of their existence.

Instability: Etherspace creatures cannot survive for long in Prime Reality. Every hour, they must make a DC 20 Charisma check or take 1d3 points of Constitution damage.

Fear: Etherspace creatures are so unnatural for the human mind to comprehend that they can cause an uncontrollable fear in any who encounter them in Prime Reality. All creatures of 4 HD or less within 60 feet of the creature must make a Will save (DC equal to 10 plus the creature's HD) or be shaken for as long as they remain within 60 feet. If this save is passé,d they are not affected by this creature until it is encountered on a completely separate occasion.

Avatar Strength: Many etheric creatures have limited or animalistic intelligence. All action in Etherspace is determined by the use of the Scope avatar rules provided in Chapter 6: The Scope. Using these rules to create a Scope avatar for a creature natural to Etherspace would give them a weak avatar. Etheric creatures often have varied Strength scores depending upon their size and other factors. When crafting your own Etherspace creature, rather than directly converting the creature's Intelligence score to determine its avatar's Strength, use the guidelines given for the size of the creature under the heading for its main type.

EXCEPTIONAL CHARACTERS

Heroic allies and villainous enemies for the PCs to encounter are built the same way as heroic player characters. To create an exceptional character, you simply need to follow the rules provided in Chapter 1: Characters and Chapter 7: The Advancing Character, which enable you to create an exceptional character of any level. The following notes are provided to help you build such characters.

Ability Scores: Exceptional characters will have at least the 25 points to spend on generating their ability scores (see "Ability Scores" in Chapter 1: Characters), but many will have more. It is recommended, though, that 45 points makes a good maximum limit for ability scores.

Challenge Rating: An exceptional character has a Challenge Rating equal to his character level.

Hit Points: Exceptional characters gain maximum hit points at 1st level, just as PCs do.

Excellence Points: Exceptional characters gain excellence points just as PCs do.

Social Templates: Exceptional characters acquire and use influences just as PCs do.

Class Features: Exceptional characters gain class features (talents and bonus feats) just as PCs do.

Advanced Classes: Exceptional characters with levels in one or more basic classes can take levels in an advanced class, provided they meet the prerequisites for that class.

ORDINARIES

"Ordinaries" are nonheroic allies, villainous henchmen, and extras. Ordinaries are built using the six basic Etherscope classes (broker, combatant, enginaught, pursuer, savant, and scoundrel) and have starting templates, influences, skills, and feats. As they gain levels, ordinaries increase their skill points, base attack bonuses, saving throw modifiers, and Defence bonuses — just as PCs do. However, ordinaries differ from heroes in several ways. An ordinary character has random starting hit points, no excellence points, and no class features, and cannot gain levels in advanced classes.

Ability Scores: Ordinary characters have a lot less points to spend on ability scores. A competent ordinary, such as a skilled worker, has 20 points, whereas less competent characters can have as low as 6 points. It is not recommended to create a character with below 6 points of ability scores.

Challenge Ratings: An ordinary character has a Challenge Rating equal to his character level –1. A 1st-level ordinary has a Challenge Rating of 1/2.

Hit Points: Unlike exceptional characters and PCs, ordinaries do not automatically receive maximum hit points at 1st level. The GM should roll an ordinary's starting hit points normally.

Excellence Points: Unlike heroes, ordinary characters do not receive excellence points. They do not gain excellence

Children

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as ordinaries (6–20 points depending upon their level of competence), but their ability scores are reduced as follows: –3 Str, –1 Dex, –3 Con, –1 Int, –1 Wis, –1 Cha. Children of nonhuman and transgenic races apply their usual ability score modifiers.

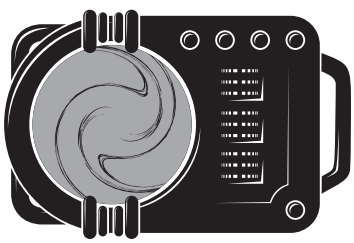
Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, excellence points, or influences, and gain no benefit from their social template until they mature. Their base attack bonus is +0, and they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores). Children have a +0 modifier to Defence and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants. When a child turns 12, he is considered a young adult and takes his first level in one of the six basic classes. At that point, the character becomes an ordinary (or hero, in some cases). Children have a Challenge Rating of 0, and heroes receive no experience points for "defeating" them.

points as they increase in level, either.

Social Templates: Ordinaries do take a social template and receive the full benefits of the template: bonus feats, skills and cheaper knowledge skills. These represent the character's basic training and education and as such are applicable to all characters.

Class Features: Ordinary characters gain none of the class features (talents or bonus feats) listed under each basic class. This includes, but is not limited to, bonus feats, talents, and the Simple Weapons Proficiency feat gained at 1st level.

Advanced Classes: Although ordinaries can multiclass freely between the six basic classes, they cannot take levels in any advanced class.



EXAMPLE CHARACTERS AND CREATURES

Below you will find a few sample creatures and characters to get you going with your own adventures. Each has a description and a number of game statistics listed so that you can integrate them into your game. These game statistics are described below:

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation.

Creature Size, Type, and Subtypes

A brief classification of the creature's size and type follows the Challenge Rating. For example, Medium humanoid (human) refers to a Medium human character (with the humanoid type and human subtype). A creature falls into one of nine size categories (see Table 4–1: Size Modifiers). Each size category includes a size modifier that applies to the creature's Defence and attack rolls; a modifier that applies to grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described here. A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. See above for more information.

Hit Dice (HD) and Hit Points (hp)

A creature's type and size determine its Hit Dice. A creature's Hit Dice is equivalent to its level for determining how various abilities affect the creature (such as whether it is susceptible to an etheric creature's fear ability), its rate of natural healing, and its maximum ranks in a skill. A creature's Hit Dice and Constitution modifier determine its hit points. A creature's entry gives the creature's average hit points.

Massive Damage Threshold (Mas)

When a creature takes damage from a single attack equal to or greater than its massive damage threshold (usually equal to its Constitution score), it must make a massive damage save (see Massive Damage in Chapter 4: Combat).

Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus.

Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armour that reduces its speed, this fact is given along with a parenthetical note indicating the armour type; the creature's base unarmoured speed follows. If the creature has other modes of movement, these are given after the main entry.

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run whilst burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened whilst climbing. The creature climbs at the given speed whilst climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action whilst climbing. The creature retains its Dexterity bonus to Defence (if any) whilst climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double

damage. Creatures can use the run action whilst flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action whilst swimming, provided they swim in a straight line.

Defence

A creature's Defence includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defence (discounting natural armour and other armour modifiers) and "flat-footed" Defence (discounting Dexterity bonus and class bonus, if any) are provided as well.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the Power Attack feat. A creature's base attack bonus is derived from its Hit Dice.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier. See the grapple modifiers for creatures of various sizes in Chapter 4: Combat, "Grapple."

Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its melee attack. The damage and primary weapon type are noted in parentheses. The attacks of humanoids are calculated in the same manner as player characters. Other creatures' primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack). Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Natural Weapons: Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20 and deal double damage on a successful critical hit. If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits. Natural weapons have types just as other weapons do. The most common types are summarised below.

- Bite: The creature attacks with its mouth, dealing piercing damage.
- Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.
- Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.
- Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.
- Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Manufactured Weapons: Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any). The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon). The remaining weapons are secondary attacks and take a –5 penalty on attack rolls. Creatures with the Multiattack feat (see Feats, below) take only a –2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage. Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by–5-foot squares. Size Modifiers in Chapter 4: Combat, gives the fighting space for creatures of any given size, although variations and exceptions are possible.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. Most Medium creatures have a reach of 5 feet. The GM may modify this by –5 feet or +5 feet for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens before he or she can attack it. This does not apply if the character takes only a 5-foot step (see "Actions in Combat" in Chapter 4: Combat). Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

Special Qualities (SQ)

Many creatures have unusual abilities. Whilst these are listed in the main stat block for the creature they are detailed in full in the description of that creature.

Values (Val)

This entry lists the creature's most likely values. Its virtue and vice are divided by a slash — its virtue comes first followed by its vice. A value of "any" means that the GM can select an appropriate value depending upon how he wishes the character or creature to behave, whereas a "—" indicates that the creature has no value, normally because it does not have a high enough Intelligence score.

Allegiances (AL)

This entry lists the creature's most likely allegiances. Their major and minor allegiances are divided by a slash — its major allegiance comes first followed by the minor one.

Saves (SV)

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any special qualities.

Excellence Points (Ex)

Only exceptional characters have excellence points; ordinaries and creatures have no excellence points. However, creatures can gain excellence points by taking levels in a heroic character class. Add together all class levels the creature has and use that as its character level for determining excellence points. This does not affect any other character-level dependent abilities.

Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). The six ability scores are described in more detail in Chapter 1: Characters. Exceptions are noted below.

Strength: Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity in Chapter 3: Equipment.

Intelligence: A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

Unlisted Abilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0 — they lack the ability altogether. The modifier for an unlisted ability is +0. The effects of unlisted abilities are described in Chapter 4: Combat.

Scope Avatar Statistics

Each character or creature described below has additional statistics presented for its Scope avatar. These scores are calculated for the creature in the same way as they are for PCs, using the rules described in Chapter 6: The Scope. Some creatures are not capable of surviving outside of the Scope and so have a reduced set of main characteristics, including only those traits that directly affect their Scope avatars. However, such creatures have a full set of traits listed for their Scope avatars. Any creature with a score of at least 3 in each of its mental ability scores (Intelligence, Wisdom, and Charisma) can have a Scope avatar. Creatures with the etheric subtype can, and must, have an avatar whether they meet these requirements or not. Technically, etheric creatures have no avatar, as they naturally exist within the Scope, but for game purposes the avatar statistics are provided to show their abilities inside the Scope. The following notes should help answer any questions you have regarding the Scope avatars for the characters and creatures presented below:

Speed: Scope avatars have no speed rating. Their movement rates are dictated by the nature of the class of the domain they are currently in.

Minimum Traits: A creature that cannot survive outside the Scope has a reduced set of traits for its main set of statistics (the set before the Scope avatar statistics). The following traits appear in such a creature's main statistics: Challenge Rating, size and class of creature, Will save, excellence points, and mental ability scores (Intelligence, Wisdom, and Charisma). These traits are the only statistics that such creatures need to survive within Etherspace that are not described in the Scope avatar section of their character description.

Template

The social template is listed for characters. This is followed by their template and cross-template (listed in italics) influences and any bonus skills or feats gained from the template. Only creatures with at least one level in a character class can have a social template.

Influences

Influences are listed in alphabetical order. Each is followed by its total modifier, including any bonuses from class features. Only creatures with a social template can have ranks in Influences.

Skills

This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All skills listed are purchased as class skills, unless the creature acquires a character class (see Advancement, below).

Automatic Languages: Some creatures read, write, or speak unique languages that heroes don't know anything about. The GM determines whether a hero is capable of learning one of these unique languages and the method by which that language can be learned.

Feats

This section lists alphabetically all the creature's feats. Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described in the sidebar).

ANIMALS

Below you will find a selection of animals that may be encountered around the world, from the big game of Africa to the domestic and urban wildlife of Britain.

Ape

Species Traits

Scent: This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Ape: CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defence 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; Val —/—, AL —/—; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Bat

Species Traits

Blindsight: Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet (see "Special Traits" in Chapter 2: Traits).

Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

Bat: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defence 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; Val —/—, AL —/—; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Skills: Listen +9, Move Silently +6, Spot +9.

Feats: None.

CREATURE FEAT: MULTIATTACK

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a –5 penalty.

Bear

Species Traits

Improved Grab: To use this ability, the bear must hit with a claw attack (see "Special Traits" in Chapter 2: Traits for full rules on improved grab).

Scent: This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Bear: CR 4; Large animal; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defence 15, touch 10, flat-footed 14 (–1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws) and +6 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; Val —/—, AL —/—; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Cat

Species Traits

Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Cat: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 30 ft.; Defence 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d2–4, claw); Full Atk +4 melee (1d2–4, 2 claws) and –1 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; Val —/—, AL none or owner/—; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse.

Crocodile

Species Traits

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab: To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skill Bonus: Crocodiles gain a +12 species bonus on Hide checks when submerged.

Medium Crocodile: CR 2; Medium animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft., swim 30 ft.; Defence 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; Val —/—, AL —/—; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.

Feats: None.

Huge Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Mas 19; Init +1; Spd 20 ft., swim 30 ft.; Defence 16, touch 9, flat-footed 15 (–2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite) or +11 melee (1d12+12, tail slap); Full +11 melee (2d8+12, bite) or +11 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light

vision; Val —/—, AL —/—; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+4 whilst submerged), Listen +5, Spot +5.

Feats: None.

Dog

Species Traits

Scent: This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: CR 1/3; Small animal; HD 1d8+2; hp 6; Mas 15; Init +3; Spd 40 ft.; Defence 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; Val —/—, AL none or owner/—; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Medium Dog: CR 1; Medium animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defence 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; Val —/—, AL none or owner/—; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Ferret

Species Traits

Attach: If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defence and has a Defence of 12.

Scent: This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Ferret: CR 1/4; Tiny animal; HD 1/4 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defence 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ attach, low-light vision, scent; Val —/—, AL —/—; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Feats: Weapon Finesse.

Hawk

Species Traits

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Hawk: CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defence 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d4–2, claw); Full Atk +5 melee (1d4–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Val —/—, AL none or owner/—; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse.

Herd Animal

Species Traits

This entry covers a range of animals, from common cattle and the vast herds of wildebeest that roam the African savannah.

Stampede: A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: CR 2; Large animal; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defence 13, touch 9, flat-footed 13 (–1 size, +4 natural); BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); Full Atk +6 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; Val —/—, AL —/—; SV Fort +7, Ref +4, Will +1; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +5.

Feats: None.

Horse

A horse cannot fight whilst carrying a rider.

Species Traits

Scent: This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Horse: CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defence 13, touch 10, flat-footed 12 (–1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; Val —/—, AL none or owner/—; SV Fort +6, Ref +4, Will +2; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Feats: None.

Monkey

Species Traits

Monkey: CR 1/6; Tiny animal; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft., climb 30 ft.; Defence 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Val —/—, AL none or owner/—; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4.

Feats: Weapon Finesse.

Owl

Species Traits

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Owl: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 10 ft., fly 40 ft. (average); Defence 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d2–2, claw); Full Atk +5 melee (1d2–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; Val —/—, AL none or owner/—; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Feats: Weapon Finesse.

Rat

Species Traits

Scent: This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defence 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision; Val —/—, AL none or owner/—; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse.

Raven

Species Traits

Raven: CR 1/4; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 10 ft., fly 40 ft. (average); Defence 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –13; Atk +4 melee (1d2–5, claw); Full Atk +4 melee (1d2–5, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Val —/—, AL none or owner/—; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Finesse.

Shark

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile (see "Special Traits" in Chapter 2: Traits).

Shark: CR 1; Medium animal; HD 3d8+3; hp 16; Mas 13; Init +2; Spd swim 60 ft.; Defence 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +6 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; Val —/—, AL —/—; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +9.

Feats: Weapon Finesse.

Snake

Species Traits

Snakes have the following traits.

Improved Grab: Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack (see "Special Traits" in Chapter 2: Traits for full rules on improved grab). If it gets a hold, it can constrict (see below).

Constrict: With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison: A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (another 1d6 Con). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent: This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see "Special Traits" in Chapter 2: Traits).

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Constrictor Snake: CR 2; Medium animal; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defence 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; Val —/—, AL —/—; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Feats: None.

Tiny Viper: CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defence 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; Val —/—, AL —/—; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse.

Tiger

Species Traits

Pounce: If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab: To use this ability, the tiger must hit with a claw or bite attack (see "Special Traits" in Chapter 2: Traits for full rules on improved grab). If it gets a hold, it can rake (see below).

Rake: A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Tiger: CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 40 ft.; Defence 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake, low-light vision; Val —/—, AL —/—; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

ORDINARIES

Below are some sample ordinaries to describe the people your party may encounter. These ordinaries have a deliberately vague character concept, so that they can be readily adapted to a number of different roles within your game.

Con Artist Ordinary

Sample characters of this archetype include salesmen, loan sharks, drug dealers, and street vendors. These ordinaries are lower class, they do whatever they can to make a quick buck, and when they are discovered they run or cower in fear. They usually owe a lot of money, or serve a dubious master. The statistics below are for a typical con artist; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-Level Con Artist (Broker 1): CR 0; Medium humanoid (human); HD 1d6+1; hp 4; Mas 11; Init +0, Spd 30 ft., Defence 10, touch 10, flat-footed 10 (+0 Dex, +0 class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +0 ranged (1d3+1, rock); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +0, Ref +1, Will +1; Ex 0; Str 12, Dex 11, Con 11, Int 8, Wis 12, Cha 16.

Scope Avatar: HD 1d6+3; hp 7; Mas 16; Init +1; Defence 11, touch 11, flat-footed 10 (+1 Dex, +0 class, +0 gear); BAB +0; Grap –1; Atk +0 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +2, Ref +1; Str 8, Dex 12, Con 16.

Template: Disenfranchised (Agricultural, Street, *Crime*) (Sleight of Hand, Survival).

Skills: Bluff +7, Diplomacy +7, Disguise +7, Knowledge (current events) +3, Sense Motive +5, Sleight of Hand +4, Survival +5.

Influences: Agricultural +4, Street +4, Crime +2, Church +1.

Feats: Brawl, Run, Toughness (body).

Possessions: Counterfeit goods, suitcase; blue collar outfit; coffin flat.

Wealth: +1.

Medium-Level Con Artist (Broker 5): CR 4; Medium humanoid (human); HD 5d6+5; hp 22; Mas 11; Init +0, Spd 30 ft., Defence 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 equipment); BAB +2; Grap +3; Atk +4 melee (1d6+1 nonlethal, unarmed strike) or +3 melee (1d4+1, knife) or +3 ranged (1d2, rock); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +1, Ref +4, Will +3; Ex 0; Str 12, Dex 12, Con 11, Int 8, Wis 12, Cha 16.

Scope Avatar: HD 1d6+3; hp 7; Mas 16; Init +1; Defence 13, touch 13, flat-footed 12 (+1 Dex, +2 class, +0 gear); BAB +0; Grap –1; Atk +0 melee (1d6–1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +2, Ref +1; Str 8, Dex 12, Con 16.

Template: Disenfranchised (Agricultural, Street, *Crime*) (Sleight of Hand, Survival)

Skills: Bluff +7, Diplomacy +9, Disguise +7, Intimidate +5, Knowledge (current events) +3, Sense Motive +5, Sleight of Hand +5, Survival +5.

Influences: Agricultural +8, Street +8, Crime +4, Church +2.

Feats: Brawl, Run, Persuasive, Toughness (body).

Possessions: Light undercover shirt, counterfeit goods, suitcase, blue collar outfit, coffin flat.

Wealth: +1.

Doctor Ordinary

Doctors are typically self-employed professional individuals who serve a limited number of customers. They are not normally available to working class persons, unless under dire circumstances – their services can break the bank of many a family. They may work and live in an estate or they may make house calls as requested. Doctors are well educated and enjoy a comfortable lifestyle from their professional fees. The statistics below are for a typical Doctor; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-Level Doctor (Savant 1): CR 1/2; Medium humanoid (human); HD 1d6; hp 3; Mas 11; Init +0; Spd 30 ft.; Defence 10, touch 10, flat-footed 10 (+0 Dex, +0 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike), or –5 melee (1d4–1, scalpel); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +0, Ref +0, Will +1; Ex 0; Str 8, Dex 11, Con 11, Int 16, Wis 12, Cha 12.

Scope Avatar: HD 1d6+1; hp 4; Mas 12; Init +1; Defence 11, touch 11, flat-footed 10 (+1 Dex, +0 class); BAB +0; Grap +3; Atk +3 melee (1d3+3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +1, Ref +1, Will +1; Str 16, Dex 12, Con 12.

Template: Professional (Civic, *Church, Parliamentary*).

Skills: Creative Art +7, Engineer (chemical) +7, Engineer (pharmaceutical) +7, Forgery +7, Investigate +7, Knowledge (art) +7, Knowledge (history) +7, Knowledge (linguistics) +7, Knowledge (medicine) +9, Knowledge (natural philosophy) +9, Navigate +7, Research +7, Scope Use (remote) +8, Spot +1.

Influences: Civic +4, Church +1, Parliamentary +1.

Feats: Academic (medicine, natural philosophy), Surgery.

Possessions: Scalpel (as knife), briefcase, medical kit, surgery kit, business

outfit, large house, steam carriage.

Wealth: +12.

Medium-Level Doctor (Savant 5): CR 4; Medium humanoid (human); HD 5d6; hp 20; Mas 11; Init +0, Spd 30 ft., Defence 12, touch 12, flat-footed 12 (+0 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3–1 nonlethal, unarmed strike) or +1 melee (1d4–1, scalpel); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +1, Ref +1, Will +3; Ex 0; Str 8, Dex 11, Con 11, Int 17, Wis 12, Cha 12.

Scope Avatar: HD 5d6+1; hp 25; Mas 12; Init +1; Defence 11, touch 11, flat-footed 10 (+1 Dex, +0 class); BAB +0; Grap +3; Atk +3 melee (1d3+3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +1, Ref +1, Will +3; Str 16, Dex 12, Con 12.

Template: Professional (Civic, *Church, Parliamentary*).

Skills: Creative Art +11, Engineer (chemical) +11, Engineer (pharmaceutical) +11, Forgery +11, Investigate +11, Knowledge (art) +11, Knowledge (history) +11, Knowledge (linguistics) +11, Knowledge (medicine) +14, Knowledge (philosophy) +11, Navigate +11, Research +11, Scope Use (remote) +12, Spot +6

Influences: Civic +8, Church +2, Parliamentary +2.

Feats: Academic (medicine, natural philosophy), Surgery, Windfall.

Possessions: Scalpel (as knife), briefcase, medical kit, surgery kit, pharmacist kit, business outfit, large house, zepcar.

Wealth: +14

Hunter Ordinary

Sample characters of this archetype include bounty hunters, private detectives, police detectives, assassins, and other paid killers. These ordinaries are working class; they have learned to make a living off the streets using their skills to find people. The statistics below are for a typical hunter; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-Level Hunter (Pursuer 1): CR 1/2; Medium humanoid (human); HD 1d8; hp 4; Mas 11; Init +0; Spd 30 ft.; Defence 14, touch 12, flat-footed 14 (+0 Dex, +2 class, +2 vest); BAB +0; Grap –1; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6, machete 19-20) or +0 ranged (1d3, rock) FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +1, Ref +0, Will +3; Ex 0; Str 11, Dex 11, Con 11, Int 12, Wis 15, Cha 12.

Scope Avatar: HD 1d6+1; hp 4; Mas 12; Init +3; Defence 16, touch 16, flat-footed 13 (+3 Dex, +0 class, +0 gear); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +1, Ref +2; Str 12, Dex 15, Con 12.

Template: Craftsman (Guilds, *Civic, Industry*) (Pilot (civilian), Scope Use (remote)).

Skills: Climb +3, Hide +4, Move Silently +4, Spot +6, Survival +6, Swim +3.

Influences: Guild +4, Civic +2.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Track.

Possessions: Machete, concealable vest, first aid kit, sleeping bag, trail rations (24), zip-tie (25), business outfit; coffin flat.

Wealth: +4.

Medium-Level Hunter (Pursuer 5): CR 4; Medium humanoid (human); HD 5d8; hp 25; Mas 11; Init +0, Spd 30 ft., Defence 16, touch 14, flat-footed 16 (+0 Dex, +4 class, +2 vest); BAB +3; Grap +2; Atk +3 melee (1d3 nonlethal, unarmed strike) or +3 melee (1d6, machete) or +3 ranged (2d8, 12-gauge shotgun) FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +3, Ref +1, Will +6; Ex 0; Str 8, Dex 11, Con 11, Int 12, Wis 16, Cha 12.

Scope Avatar: HD 5d6+5; hp 25; Mas 12; Init +3; Defence 13, touch 13, flat-footed 10 (+3 Dex, +0 class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +1, Ref +3; Str 12, Dex 16, Con 12.

Template: Craftsman (Guilds, *Civic, Industry*) (Pilot (civilian), Scope Use (remote)).

Skills: Climb +3, Hide +4, Move Silently +4, Spot +7, Survival +7, Swim +3.

Influences: Guild +8, Civic +4.

Feats: Armour Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency, Track.

Possessions: Machete, 12-gauge shotgun (40 rounds), concealable vest, first aid kit, sleeping bag, trail rations (24), zip-tie (25), business outfit, coffin flat.

Wealth: +4.

Mechanic Ordinary

Sample characters of this archetype include car mechanics, zeppelin mechanics, government engineers, contract workers, tradesmen, forest engineers, building inspectors, and all manner of persons employed to repair and service machinery. These ordinaries are working class; they literally grease the gears of society. They may be proud of their work or they may have what they feel is an important task. They are a necessary part of society, but they only maintain machines and never design or build them. The statistics below are for a typical mechanic; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-Level Mechanic (Enginaught 1): CR 1/2; Medium humanoid (human); HD 1d10+3; hp 8; Mas 16; Init +0, Spd 30 ft., Defence 12, touch 11, flat-footed 12 (+0 Dex, +1 class, +1 equipment); BAB +0; Grap +0; Atk +1 melee (1d6 nonlethal, unarmed strike) or +0 melee (1d8 bludgeoning x3, sledgehammer) or +0 ranged (1d3, wrench); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +4, Ref +0, Will +1; Ex 0; Str 11, Dex 11, Con 16, Int 12, Wis 12, Cha 8.

Scope Avatar: HD 1d6–1; hp 2; Mas 8; Init +1; Defence 12, touch 12, flat-footed 11 (+1 Dex, +1 class, +0 equipment); BAB +0; Grap +1; Atk +1 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort –1, Ref +1; Str 12, Dex 12, Con 8.

Template: Craftsman (Guilds, *Civic, Industry*) (Engineer (mechanical, structural))

Skills: Engineer (chemical) +3, Engineer (mechanical) +5*, Engineer (structural) +9*, Knowledge (current events)+5, Knowledge (industry) +5, Knowledge (munitions) +5, Pilot (civil-

ian) +4, Scope Use (remote) +5, Survival +5.

** Includes +1 from template.*

Influences: Civic +2, Industry +2.

Feats: Brawl, Master Engineer (structural, chemical), Simple Weapons Proficiency.

Possessions: Sledgehammer, leather jacket, backpack, basic mechanical tool kit, tool belt, business outfit, family flat.

Wealth: +4.

Medium-Level Mechanic (Enginaught 5): CR 4; Medium humanoid (human); HD 5d10+15; hp 42; Mas 17; Init +0; Spd 30 ft.; Defence 14, touch 13, flat-footed 14 (+0 Dex, +3 class, +1 equipment); BAB +3; Grap +3; Atk +4 melee (1d6+1 nonlethal, unarmed strike) or +3 melee (1d8 bludgeoning x3, sledgehammer) or +3 ranged (1d2, wrench); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +6, Ref +1, Will +2; Ex 0; Str, 11 Dex 11, Con 17, Int 12, Wis 12, Cha 8.

Scope Avatar: HD 5d6–5; hp 12; Mas 8; Init +1; Defence 14, touch 14, flat-footed 13 (+1 Dex, +3 class, +0 equipment); BAB +0; Grap +1; Atk +1 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort –1, Ref +1; Str 12, Dex 12, Con 8.

Template: Craftsman (Guilds, *Civic, Industry*) (Engineer (mechanical, structural))

Skills: Engineer (chemical) +7, Engineer (mechanical) +11*, Engineer (structural) +13*, Knowledge (current events)+9, Knowledge (industry) +9, Knowledge (munitions) +9, Pilot (civilian) +8, Scope Use (remote) +7, Survival +9.

** Includes +1 from template.*

Influences: Guilds +2, Civic +2, Industry +3.

Feats: Brawl, Master Engineer (structural, chemical), Simple Weapons Proficiency, Tinkerer.

Possessions: Sledgehammer, leather jacket, backpack, basic mechanical tool kit, tool belt, business outfit, family flat.

Wealth: +4.

Thief Ordinary

Sample characters of this archetype include pickpockets, gang members, petty thieves, bank robbers, spies, mercenaries, corrupt police, acrobats, and other circus performers and vigilantes. These ordinaries are working class; they gained their education on the streets. They know how to make do with the few possessions they have. They envy the rich and so rob from them or take advantage of them. The statistics below are for a typical thief; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-Level Thief (Scoundrel 1): CR 1/2; Medium humanoid (human); HD 1d6+1; hp 4; Mas 14; Init +7; Spd 30 ft., Defence 15, touch 14, flat-footed 12 (+3 Dex, +1 class, +1 jacket); BAB +0; Grap +0; Atk +1 melee (1d6–1 nonlethal, unarmed strike) or +0 melee (1d4–1, knife) or +3 ranged (1d4–1, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any, AL any/any; SV Fort +1, Ref +4, Will +0; Ex 0; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 11.

Scope Avatar: HD 1d6; hp 3; Mas 11; Init +4; Defence 11, touch 10, flat-footed 11 (+0 Dex, +0 class, +1 equipment); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +0, Ref +0; Str 12, Dex 11, Con 11.

Template: Criminal (Crime, *Constabulary, Street*) (Sleight of Hand).

Skills: Bluff +6, Disguise +2, Hide +7, Escape Artist +4, Move Silently +7, Pilot (civilian) +7, Scope Use (remote) +5, Spot +4.

Influences: Crime +4, Constabulary +2, Street +2.

Feats: Brawl, Deceptive, Improved Initiative, Simple Weapons Proficiency.

Possessions: Knife, leather jacket, Black Trip Scope tab, Scope program (leather jacket), blue collar outfit, coffin flat.

Wealth: +3.

Medium-Level Thief (Scoundrel 5): CR 4; Medium humanoid (human); HD 5d6+5; hp 23; Mas 14; Init +7; Spd 30 ft.; Defence 18, touch 16, flat-footed 15 (+3 Dex, +3 class, +2 shirt); BAB +3; Grap +3; Atk +4 melee (1d6–1 nonlethal, unarmed strike) or +3 melee (1d4–1, knife) or +6 ranged (1d4–1, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any, AL any/any; SV Fort +2, Ref +6, Will +1; Ex 0; Str 8, Dex 17, Con 12, Int 12, Wis 11, Cha 11.

Scope Avatar: HD 5d6–5; hp 15; Mas 11 Init +4; Defence 13, touch 13, flat-footed 13 (+0 Dex, +3 class, +1 equipment); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort +0, Ref +0; Str 12, Dex 11, Con 11.

Template: Criminal (Crime, *Constabulary, Street*), (Sleight of Hand)

Skills: Bluff +10, Disguise +2, Hide +11, Escape Artist +8, Move Silently +11, Pilot (civilian) +11, Scope Use (remote) +9, Spot +8.

Influences: Crime +8, Constabulary +4, Street +4.

Feats: Armour Proficiency (light), Brawl, Deceptive, Improved Initiative, Simple Weapons Proficiency.

Possessions: Knife, light undercover shirt, Black Trip Scope tab, Scope program (light undercover shirt), blue collar outfit, coffin flat.

Wealth: +3.

Warrior Ordinary

Sample characters of this archetype include military personnel, mercenaries, police constables, firefighters, bouncers, thugs, and bailiffs. These ordinaries are working class, not especially wealthy or well educated, but have some military training, possibly gained from national service training or active duty. The statistics below are for a typical warrior; the GM may adapt these statistics for other character types or professions by changing the template and influences, relocating skill points and swapping feats as needed.

Low-level Warrior (Combatant 1): CR 1/2; Medium humanoid (human); HD 1d8+1; hp 5; Mas 12; Init +5; Spd 30 ft.; Defence 13, touch 12, flat-footed 12 (+1 Dex, +1 class, +1 shirt); BAB +1; Grap +4; Atk +4 melee (1d3+3 nonlethal, unarmed strike) or +4 melee (1d4+3 knife) or +2 ranged (2d4, small pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +2, Ref +1, Will +0; Ex 0; Str 16, Dex 12, Con 12, Int 11, Wis 11, Cha 8.

Scope Avatar: HD 1d6–1; hp 2; Mas 11; Init +3; Defence 11, touch 11, flat-

footed 11 (+0 Dex, +1 class, +0 gear); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort –1, Ref +0; Str 11, Dex 11, Con 8.

Template: Enlisted (Military, *Crime, Street*) (Pilot (military), Survival).

Skills: Climb +4, Intimidate +4*, Knowledge (munitions) +4, Knowledge (tactics) +4, Spot +4.

* *Includes +1 from template.*

Influences: Military +4.

Feats: Improved Initiative, Military Vehicle Operation (land), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Knife, small pistol (40 rounds), undercover vest, backpack, first aid kit, sleeping bag, Scope tab (pleasure domain), military outfit, coffin flat.

Wealth: +2.

Medium-level Warrior (Combatant 5): CR 4; Medium humanoid (human); HD 5d8+5; hp 28; Mas 12; Init +5; Spd 30 ft.; Defence 16, touch 14, flat-footed 15 (+1 Dex, +3 class, +2 equipment); BAB +5; Grap +8; Atk +8 melee (1d3+3 nonlethal, unarmed strike) or +8 melee (1d4+3 knife) or +6 ranged (2d6, standard pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val any/any; AL any/any; SV Fort +4, Ref +3, Will +1; Ex 0; Str 17, Dex 12, Con 12, Int 11, Wis 11, Cha 8.

Scope Avatar: HD 5d6–5; hp 15; Mas 11; Init +3; Defence 10, touch 10, flat-footed 10 (+0 Dex, +3 class, +0 gear); BAB +0 Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; SV Fort –1, Ref +0; Str 11, Dex 11, Con 8.

Template: Enlisted (Military, *Crime, Street*) (Pilot (military), Survival).

Skills: Climb +8, Intimidate +8*, Knowledge (munitions) +8, Knowledge (tactics) +8, Spot +8.

* *Includes +1 from template.*

Influences: Military +8.

Feats: Armour Proficiency (light), Improved Initiative, Military Vehicle Operation (land), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Knife, standard pistol (40 rounds), light undercover shirt, backpack, first aid kit, sleeping bag, Scope tab (pleasure domain), military outfit, two-up-two-down.

Wealth: +2.

ETHERSPACE CREATURES

Below is a selection of creatures that dwell within Etherspace. You can use them to create encounters both inside the Scope and in Prime Reality.

Scope Drones and Gremlins

Scope drones are the creations of skilled program crafters — automaton helpers programmed to act in response to certain events. As such, they can appear in a wide range of shapes and sizes, taking whatever form the crafter desires. Some have humanlike forms, others appear as moving statues of humanoid form, others still are wheeled vehicles, or are insectlike with many thin jointed legs. Five simple examples of Scope drones and gremlins that the PCs can encounter are provided below. These are more likely encounters than the much deadlier Scope demons or System agents. Drones are often part of the automated security system of an industrial domain, whereas Scope riders often create gremlins to target and destroy industrial systems and domains. However, neither of such uses is exclusive to these groups — Scope riders can cause as much havoc with a carefully programmed drone, and the best program crafters often hire their services out to industrial domains, leaving a number of gremlins performing a range of industrial tasks.

Species Traits

Construct: Scope drones and gremlins are constructs and share traits common to such creatures.

Etheric subtype: Scope drones and gremlins are etheric creatures and share traits common to such creatures.

Prime Reality Inviability: Scope drones and gremlins can never survive outside of Etherspace.

Skills: Drones receive a basic number of skill ranks in all three Scope skills that affect Scope avatars. As they have no ability scores associated with these, they cannot use them to make skill checks, but they do determine the base ability scores and saving throws of the drone.

Feats: It is relatively simple to program a Scope drone with a bit of enhanced toughness or speed. Many Scope drones can be found with the Toughness (avatar) or Improved Initiative feat.

Enhanced Transfer: Some gremlins are used to finding their way through the Scope. It can treat a domain's class as being one class better for determining its movement rates. (It treats a class D domain as a class C domain, for example.) This ability is not found in drones as only gremlins have the ability to accept such programming.

Improved Enhanced Transfer: More advanced gremlins have an improved version of the Enhanced Transfer ability. A gremlin with this power can treat the domain's class as being two classes better.

Scope Glitch: CR 1/2; Diminutive construct (drone, etheric); SV Will n/a; Ex 0; Int –, Wis –, Cha –.

Scope Avatar: HD 1/2 d10+1; hp 4; Mas n/a; Init +3; Defence 17, touch 17, flat-footed 14 (+3 Dex, +4 size); BAB +0; Grap –15; Atk +1 melee (1d2–3, gore) or +4 ranged (1d2–3 thrown object); FS 6 in. by 1 ft.; Reach 0 ft.; SQ —; Val —/—; AL —/—; SV Fort n/a, Ref +4; Str 5, Dex 17, Con –.

Skills: Hide +15*, Scope Awareness +1, Scope Resilience +1, Scope Use (immersed) +1.

Feats: Toughness (avatar).

Possessions: None.

Example Scope Glitches: A disembodied hand, a 6-by-4-inch metallic insectoid, a floating 5-inch orb, a 6-inch-tall imp.

* *Scope glitches have a +12 bonus to Hide checks for size.*

Scope Firebreach: CR 1; Tiny construct (drone, etheric); SV Will n/a; Ex 0; Int –, Wis –, Cha –.

Scope Avatar: HD 1d10+1; hp 6; Mas n/a; Init +2; Defence 14, touch 14, flat-footed 12 (+2 Dex, +2 size); BAB +0; Grap –10; Atk +1 melee (1d3–2, gore) or +5 ranged (1d3–2, thrown object); FS 1 ft. by 2 ft.; Reach 0 ft.; SQ –; Val —/—; AL —/—; SV Fort n/a, Ref +3; Str 7, Dex 15, Con –.

Skills: Hide +10*, Scope Awareness +2, Scope Resilience +2, Scope Use (immersed) +2.

Feats: Toughness (avatar).

Possessions: None.

Example Scope Firebreaches: A robotic cat or weasel, a clockwork woodpecker, a floating rugby ball with claws, a 1-cubic-foot amorphous blob.

** Scope firebreaches have a +8 bonus to Hide checks for size.*

Scope Firewall: CR 2; Small construct (drone, etheric); SV Will n/a; Ex 0; Int –, Wis –, Cha –.

Scope Avatar: HD 2d10+5; hp 16; Mas n/a; Init +5; Defence 13, touch 13, flat-footed 12 (+1 Dex, +1 class, +1 size); BAB +1; Grap –4; Atk +1 melee (1d4–1, gore) or +3 ranged (1d4–1, thrown object); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ —; Val —/—; AL —/—; SV Fort n/a, Ref +3; Str 9, Dex 13, Con –.

Skills: Hide +5*, Scope Awareness +4, Scope Resilience +4, Scope Use (immersed) +4.

Feats: Improved Initiative.

Possessions: None.

Example Firewalls: A 3-foot-tall robot, a 3-foot-cube of fire, a metallic vulture, a 4-foot-long spider.

** Scope firewalls have a +4 bonus to Hide checks for size.*

Scope Etherchecker: CR 3; Medium Construct (etheric, gremlin); SV Will +1; Ex 0; Int 11, Wis 11, Cha 11.

Scope Avatar: HD 3d10+10; hp 26; Mas n/a; Init +6; Defence 18, touch 13, flat-footed 16 (+2 Dex, +1 class, +5 armour); BAB +2; Grap +2; Atk +2 melee (1d6, slam) or +4 ranged (2d8, standard rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; AL creator; SV Fort –, Ref +5; Str 11, Dex 15, Con –.

Skills: Pilot (civilian) +5, Scope Awareness +7, Scope Resilience +5, Scope Use (immersed) +7, Sense Motive +5.

Feats: Armour Proficiency (light, tactical), Personal Firearms Proficiency, Scope Raider.

Talent: Enhanced transfer.

Possessions: Programs (light duty vest, standard rifle).

Example Scope Etherchecker: A human-like android, a guard in uniform, a mannequin, a 6-foot-tall pillar of light.

Scope Hardwall: CR 4; Large construct (etheric, gremlin); SV Will +3; Ex 0; Int 15, Wis 15, Cha 15.

Scope Avatar: HD 4d10+19; hp 41; Mas n/a; Init +4; Defence 15, touch 15, flat-footed 11 (+2 Dex, +2 class, –1 size, +7 armour); BAB +3; Grap +5; Atk +5 melee (1d8+2, sledgehammer) or +3 ranged (2d12, sniper rifle); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ –; AL creator; SV Fort n/a, Ref +3; Str 15, Dex 11, Con –.

Skills: Pilot (military) +6, Munitions +8, Scope Awareness +8, Scope Resilience +8, Scope Use (immersed) +8.

Feats: Improved Initiative, Toughness (avatar), Armour Proficiency (light, tactical), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talent: Enhanced transfer, improved enhanced transfer.

Possessions: Programs (standard piston armour, sniper rifle).

Example Scope Hardwalls: Monstrous humanoids (maybe even in guard uniform), a moving wall of steel, a giant robotic insect.

** Scope hardwalls have a –4 penalty to Hide checks for size.*

Scope Demons

There are a host of Scope demons that can be found lurking in the darker reaches of the Scope. Little is known of such creatures — many refuse to even accept that they exist. Those of the fey who have not lost their Lemurian knowledge believe that Scope demons are part of Etherspace itself and are responsible for the destruction of their ancient home. Some lie dormant, asleep for centuries away from human contact. Others actively seek out other creatures in Etherspace and the Scope domains of human civilisation to attack and devour. Scope demons have also been known, in rare circumstances, to manifest in Prime Reality, causing great destruction and panic. These attacks have been most frequent in China, where etherstorms rip open portals between Etherspace and Prime Reality, from which the monsters of the Scope can spew forth.

Langscratch

Whilst you are in Etherspace, you can tell this demon is around because you get the sensation that it is

difficult to breathe — a purely psychological phenomenon as the avatar has no need to draw breath. The lungscratch is the least of the horrors discovered in Etherspace, but it's still frightening. Fortunately, the barriers that form the edges of Etherscope domains are enough to prevent these creatures entering "civilised" Etherscope.

Lungscratches are tall and gaunt, and roughly humanoid in appearance but with large hooks in place of their hands and feet. They have thin, papery-grey skin and are constantly in a crouched position. Their heads are unnaturally thin with large black eyes on the sides. They have no mouth but two large flared nostrils in the centres of their heads.

Lungscratches are obsessed with portals from Etherspace to the domains of the Scope. Although they rarely go through them, lungscratches lurk around portals that lead from borders of human domains to the wild Etherspace beyond, attacking anything that comes through that is weaker than them. They often flock around portals like vultures around a kill, awaiting unsuspecting Scope riders and fighting amongst themselves for the pickings. They attack by springing on their enemy and attacking with their hooklike claws. They appear to feed on their prey by ripping open the lungs and drawing in a defeated opponent's spirit from her escaping breath.

Species Traits

Outsider: Lungscratches are outsiders and share traits common to such creatures.

Etheric Subtype: Lungscratches are etheric creatures and share traits common to such creatures.

Prime Reality Inviability: Lungscratches can never survive outside Etherspace.

Blindsight: A lungscratch can accurately ascertain the position of all creatures and objects within 60 feet in Etherspace. This is a supernatural sense, not dependent on light, echolocation, or any other physical sense, and it can never lose this ability. For full blindsight rules, see "Special Traits" in Chapter 2: Traits.

Shorten Breath: Despite the fact that a Scope avatar does not need to breathe, closeness to a lungscratch causes avatars to feel as if their breath is shortened. At 10 feet, the effects are noticeable, but not overly uncomfortable, yet at 5 feet they become unpleasant. At 10 feet away, a character can make a DC 10 Scope Awareness check to detect the presence of a lungscratch she is otherwise unaware of. If she moves within 5 feet of the lungscratch, she must also make a DC 14 Fortitude saving throw or take a –1 penalty on all attack rolls whilst she remains within 5 feet of the creature. Effects for multiple creatures do not stack, but the character has more chances to fail a saving throw.

Lungscratch: CR 1; Medium outsider (etheric); SV Will +2; Ex 0; Int 2, Wis 10, Cha 18.

Scope Avatar: HD 1d8+4; hp 12; Mas 18; Init +0; Defence 10, touch 10, flat-footed 10 (+0 Dex, +0 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., shorten breath; Val —/—; AL —/—; SV Fort +5, Ref +1; Str 15, Dex 10, Con 18.

Skills: Resolve +8, Scope Awareness +2, Scope Resilience +2, Scope Use (immersed) –1.

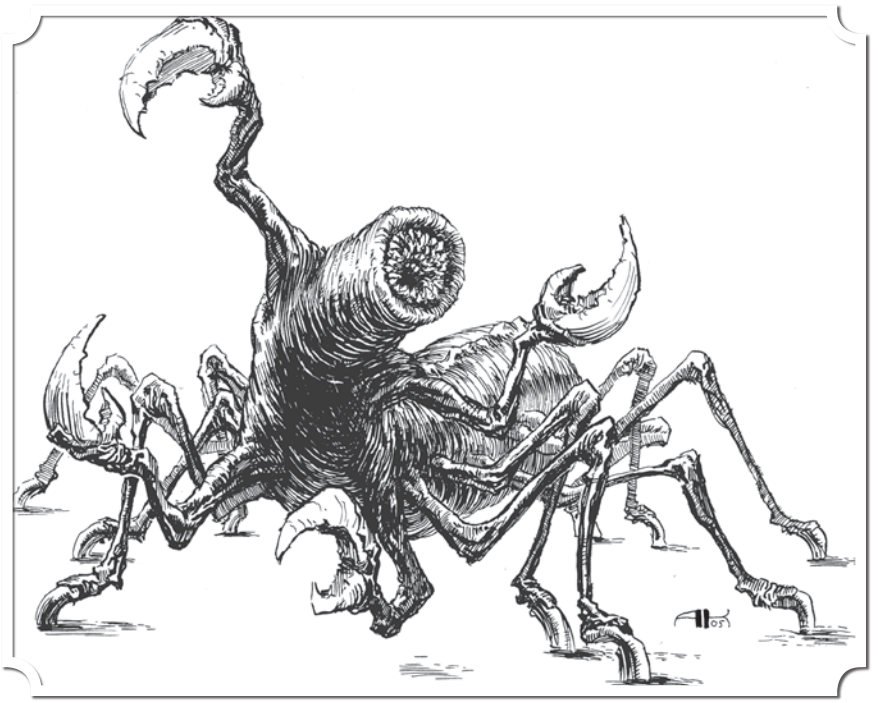
Feats: Frightful Presence.

Advancement: 2–4 HD (Medium).

Shadowclaw

The shadowclaw is a small creature of similar size to a sheep or large dog, but broader and shorter. In Prime Reality they appear to have a black oily skin which bends light and makes them hard to see. In the Scope, they appear to be made from some sort of shadow material, insubstantial and wisp-like. Their body is of similar shape to a large lizard, but segmented like an insect, with six pairs of long legs, each ending in a cloven hoof. They have no true head and no eyes, but a large circular mouth, containing a spiral of long, hooked teeth which rotate to mince anything they can pull close enough. They also have two other pairs of limbs, each armed with a razor-sharp claw as big as the creature itself.

The front of their body rears up to attack with all four claws at once, providing for a lethal opponent in combat. They make good use of their natural stealthy appearance to stalk their prey and leap out at their enemies in deadly surprise attacks. The numbers of shadowclaws that may be encountered can vary from a solitary individual to a massive swarm of hundreds. The most well-travelled Scope riders believe shadowclaws reproduce asexually when hunting is plenty, and tend to remain with their "offspring."



Species Traits

Outsider: Shadowclaws are outsiders and share traits common to such creatures.

Etheric Subtype: Shadowclaws are etheric creatures and share traits common to such creatures.

Blindsight: A shadowclaw can accurately ascertain the position of all creatures and objects within 120 feet in the Scope and within 60 feet in Prime Reality. This is a supernatural sense, not dependent on light, echolocation or any other physical sense and it can never lose this ability. For full blindsight rules, see "Special Traits" in Chapter 2: Traits.

Enhanced Transfer: The shadowclaw can treat a domain's class as being one class better for determining its movement rates. (It treats a class D domain as a class C domain, for example.)

Improved Grab: To use this ability, the shadowclaw must successfully hit an opponent with two claw attacks in one round. It automatically deals damage for two claw attacks each round that the hold is maintained. If the shadowclaw makes a successful grapple check on its action, it may attack with its bite attack. For full rules on improved grab, see "Special Traits" in Chapter 2: Traits.

Grapple Bonus: Due to its oversized claws and additional stability from its many legs, the shadowclaw gains a +8 bonus on all grapple checks.

Shadow Form: In Etherspace, the shadowclaw's wisp-like form is difficult to damage, as its body reforms around attacks. As a result, it gains damage reduction 10/–. This also provides a +4 bonus to the Dexterity score of its Scope avatar. It does not gain this advantage in Prime Reality.

Skills Bonuses: Shadowclaws have a +12 bonus on Scope Awareness checks made to reproduce the effects of the Hide and Move Silently skills and a +8 bonus on Hide checks made in Prime Reality (they are not as naturally silent in Prime Reality as they are in Etherspace).

Shadowclaw: CR 3; Small outsider (etheric); HD 3d8–3; hp 10; Mas –; Init: +3; Spd 40 ft.; Defence 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +3; Grap +7; Atk +3 melee (1d6, claw) or +7 grapple (3d6, bite); Full Atk +3 melee (1d6, 4 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 60 ft., improved grab; Val —/—; AL —/—; SV Fort +2, Ref +6, Will +5; Ex 0; Str 11, Dex 17, Con 8, Int 2, Wis 14, Cha 15.

Scope Avatar: HD 3d8+6; hp 20; Mas –; Init +4; 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +3; Grap +7; Atk +3 melee (1d6, claw) or +7 grapple (3d6, bite); Full Atk +3 melee (1d6, 4 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 120 ft., enhanced transfer, improved grab, shadow form; SV Fort +5, Ref +7; Str 10, Dex 18, Con 15.

Skills: Hide +20, Scope Awareness +8, Scope Resilience +8, Scope Use (immersed) +1.

Feats: Multiattack.

Advancement: None. As shadowclaws grow, they divide into multiple clones.

Tentacled Horror

The tentacled horror was one of the first Etherspace creatures encountered, sending an entire party of Scope riders irreversibly insane. It feeds off people's sanity and rarely kills outright, preferring to leave its victims wandering aimlessly through the Scope as lost souls.

The tentacled horror is a large bag of gelatinous liquid with a slug-like foot for motility. They are slow and heavy in Prime Reality, but move at standard rates in Etherspace. They can form many tentacles from their body to shoot out at prey that comes within range. Mostly, the tentacled horrors drift through Etherspace, feeding off anything that crosses their path, but recent reports suggest that they have started to hunt in the domains of human civilisation and hidden themselves within deep lairs where they can attack and begin to control the masses.

In combat, the tentacled horror shoots out multiple tentacles from its body to attack its prey. These tentacles have a variety of effects. Some sap the avatar's physical strength, others attack the will and sanity. They can also use their tentacles to dominate their prey and create servants to do their bidding and bring them more victims from which to feed. Their domination attack is probably their most useful attack, but is easier than to resist the drain attacks. As such, the tentacled horror uses its Strength attack to slow down its victims (particularly in Prime Reality, where it is slow and cumbersome) and its Wisdom attack to lower its victims' resistance to its domination attack. Those that have made a lair beneath a Scope city or domain use this latter attack, as they seek to feed off the avatars of the city whilst remaining safe in their lair.

Species Traits

Outsider: A tentacled horror has the traits and immunities common to outsiders.

Etheric subtype: Tentacled horrors are etheric creatures and share traits common to such creatures.

Blindsight: A tentacled horror can accurately ascertain the position of all creatures and objects within 60 feet in Etherspace or within Prime Reality. This is a supernatural sense, not dependent on light, echolocation, or other physical sense, and it can never lose this ability. For full blindsight rules, see "Special Traits" in Chapter 2: Traits.

Grapple Bonus: Due to its many tentacles and additional stability from its sack-like body form, the tentacled horror gains a +4 bonus to all grapple checks.

Tentacle Attacks: Any time a tentacled horror's tentacle attack hits, the target character is deemed to be in a grapple with that tentacle. Each tentacle counts as a small creature with the same strength and base attack bonus as the tentacled horror. This gives the tentacles a grapple bonus of +9 in Etherspace (+5 BAB, +4 Strength, –4 size, +4 species grapple bonus) or +14 in Prime Reality (Strength modifier is +9). On the creature's turn, all grappling tentacles resolve the grapple as normal and the creature can make additional attacks with other tentacles as normal. If a tentacle successfully wins a grapple on the creature's own attack, it can make one of the special draining attacks below. Characters can attempt to hit the tentacles individually. Each tentacle has a Defence 18 in Prime Reality and 25 in the Scope. Any attack targeting the tentacle that hits and successfully damages the creature causes the tentacle to retract into the body. This

damage is deducted from the creature's hit point total as normal. The creature can maintain grapples with up to eight tentacles at a time, but can only attack with one (standard attack) or two (full attack) tentacles in a given round.

Drain Sanity: This attack drains the character's Wisdom ability score and can leave them with permanent mental scarring. It deals 1d4 points of Wisdom damage if the character fails a DC 22 Fortitude save, and will also cause permanent mental damage if the character fails a second DC 14 Will save. Targets who pass the first Will save do not need to make this second Will save. This mental scarring can manifest in a wide variety of ways and should be determined by the GM. The character could become prone to blackouts, catatonic periods, or horrific nightmares that disturb his sleep. He could develop a severe mental health condition, such as bipolar disorder or multiple personalities. The psychosis is usually based on something hidden deep within the character's mind rather than something externally planted. Regardless, the effect should be detrimental to the character. Victims can ignore the detrimental effect in specific situations with a successful DC 17 Will save.

Sap Strength: This attack saps the character's strength, dealing 1d6 points of Strength damage if he fails a DC 17 Fortitude save.

Domination: This tentacle attack allows the tentacled horror to crush their victim's will. The target must make a DC 14 Will save or becomes the horror's thrall for 2d4 days. The thrall temporarily loses all previous allegiances and adopts a singular unswerving allegiance to the horror. If the horror instructs the thrall to do something blatantly self-destructive, the target can make another Will save to break the horror's control. If he succeeds, he becomes free-willed again and regains his previous allegiances.

Tentacled Horror: CR 8; Huge outsider (etheric); HD 5d8+38; hp 60; Mas –; Init –1; Spd 10 ft.; Defence 17, touch 7, flat-footed 17 (–2 size, –1 Dex, +10 natural); BAB +5; Grap +26; Atk +14 melee (1d4+9, tentacle); Full Atk +14 melee (1d4+9, 2 tentacles) and +14 grapple (special, all previously hit tentacles); FS 10 ft. by 10 ft.; Reach 15 ft.; SQ blindsight 60 ft., tentacle attacks (drain sanity, sap strength, domination); Val unknown; AL unknown; SV Fort +11, Ref +3, Will +6; Ex 0; Str 28, Dex 8, Con 24, Int 20, Wis 14, Cha 24.

Scope Avatar: HD 5d8+35; hp 57; Mas –; Init +2; Defence 23, touch 13, flat-footed 21 (–2 size, +2 Dex, +3 class, +10 natural); BAB +4; Grap +21; Atk +9 melee (1d4+5, tentacle); Full Atk +3 melee (1d4+5, 2 tentacles) and +9 grapple (special, all previously hit tentacles); FS 10 ft. by 10 ft.; Reach 15 ft.; SQ blindsight 60 ft., tentacle attacks (drain sanity, sap strength, domination); SV Fort +5, Ref +7; Str 20, Dex 14, Con 24.

Skills: Diplomacy +15, Hide +6, Intimidate +15, Scope Awareness +10, Scope Resilience +15, Scope Use (immersed) +13.

Feats: Multiattack, Toughness (body).

Advancement: 6–7 HD (Huge).

Patrician of Souls

The patrician of souls is a powerful Scope demon that can easily infiltrate human society due to its resemblance to the human form. When a patrician discovers a domain, it enters and begin to plot its reign of terror. It appears as the finest physical example of humanity one could imagine — perfect physical form, either male or female as their fancy takes them, and stunning looks — and always dress impeccably. It adapts its clothing to fit with the domain it has entered, so appearing "normal" to occupants. It hunts for souls and consumes people's essences and has often been equated with vampires. Unlike many other Scope demons, the patrician of souls prefers to bide its time in the Scope rather than invade Prime Reality.

In combat, the patrician is a formidable opponent. They are lightning quick and skilled fighters. They often fight without weapons, and will attempt to grapple in preference to physical attacks in order to use their special soul-draining "kiss." They also have powerful seductive powers, able to corrupt the minds of others and bring them close for the kiss without resorting to combat.

Species Traits

Outsider: Patricians of souls are outsiders and share traits common to such creatures.

Etheric Subtype: Patricians of souls are etheric creatures and share traits common to such creatures.

Enhanced Transfer: The patrician of souls can treat a domain's class as being two classes better for determining its movement rates. (It treats a class D domain as a class B domain, for example.)

Seductive Lies: The patrician of souls is able to seduce a target character with a special mind-affecting power. They must actively communicate with the target in a language they understand to use this ability. They may seduce only one character at a time, and must spend a move action talking to their target to use this power. The target character must make a DC 25 Will save or fall under the patrician's seductive spell. The target will then perform whatever actions the patrician requests, even taking their own life or attacking comrades. This power is mind affecting and language dependent. This effect lasts for 2d6 days, after which the character must make another Will save (DC 25 minus the duration of the previous use of this power) or suffer withdrawal, and attempt to find the patrician and listen to its lies again. After another 24 hours, the withdrawal period fades.

The Kiss of Pain: For its kiss attack, the patrician literally kisses its victim on the lips. Most often this is done by using its seductive lies ability, but can also be made as a grapple action in place of a pin. Victims of the attack must make a DC 28 Fortitude save or gain 1d4 negative levels. Characters who pass the saving throw still gain 1 negative level from the attack. See Chapter 4: Combat for more details on negative levels, including recovery.

Devourer of Knowledge: When first entering a domain, the patrician automatically begins to sense and read the thoughts of the massed souls in the domain. This allows it to "consume" knowledge from the air itself. As a result, the patrician may an Intelligence check in place of any Knowledge skill, and gains a

bonus equal to its Hit Dice on the check. Whilst the ability to devour knowledge is lost outside of Etherspace, any knowledge previously acquired is not. Where a patrician is encountered in open Etherspace, or on entering a Scope domain, it has yet to absorb the knowledge from the domain. The GM can decide to ignore this ability if the patrician is deemed not to have had sufficient exposure to human civilisation within the Scope to acquire the area's knowledge with this ability.

Occult Skills: Hex Lore is a class skill for patricians of souls.

Patrician of Souls: CR 14; Medium outsider (etheric); HD 10d8+20; hp 65; Mas –; Init +8; Spd 40 ft.; Defence 30, touch 14, flat-footed 26 (+4 Dex, +16 natural); BAB +10; Grap +15; Atk +15 melee (1d6+5, slam) or +15 grapple; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ seductive lies, the kiss of pain; Val unknown; AL unknown; SV Fort +9, Ref +11, Will +14; Ex 0; Str 20, Dex 18, Con 15, Int 27, Wis 24, Cha 31.

Scope Avatar: HD 10d8+100; hp 145; Mas –; Init +11; Defence 34, touch 22, flat-footed 27 (+7 Dex, +12 natural, +5 class); BAB +8; Grap +16; Atk +16 melee (1d6+8, slam) or +16 grapple; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ enhanced transfer, seductive lies, the kiss of pain, devourer of knowledge; SV Fort +5, Ref +7; Str 27, Dex 24, Con 31.

Skills: Bluff +25, Diplomacy +25, Disguise +25, Hex Lore +21, Hide +17, Intimidate +25, Knowledge (mystical philosophy) +21, Move Silently +17, Scope Awareness +20, Scope Resilience +23, Scope Use (immersed) +21.

Feats: Deceptive, Improved Initiative, Persuasive.

Advancement: 11–20 HD (Medium).

System Agents

System agents are a mysterious force. They appear to be self-appointed Scope Police who attack Scope riders and corrupt industrialists alike. Their origin and nature are not fully understood, and many governments blame other powers for their existence. However, System agents do not appear to be entirely human, leading many to speculate that they are the offspring of a powerful Scope drone that has learnt to reproduce.

There have been a number of agents encountered in the Scope and they appear to come in set classes of ability. The Scope riders have taken to giving these classes names of hated law-enforcement officials and organisations from around the world.

All agents appear similar. They all wear a plain and functional, yet immaculate, suit — black, of course — with neatly cropped black hair, white skin, and dark glasses so that their eyes are obscured (some speculate they have no true eyes). They are invariably male. Agents take on the faces of famous Scope riders and program crafters of history, usually with all agents of a given variety having the same face.

Species Traits

Outsider: All System agents are outsiders and share traits common to such creatures.

Etheric Subtype: System agents are etheric creatures and share traits common to such creatures.

Prime Reality Inviability: System agents can never survive outside of Etherspace.

Darkvision: System agents have darkvision of 60 feet (see "Special Traits" in Chapter 2: Traits).

Scent: System agents have the ability to hunt by following the trace of an avatar through the Scope. They receive the advantages of the scent ability (see "Special Traits" in Chapter 2: Traits).

Sequester Avatar: All System agents can try to take over an avatar with fewer Hit Dice the agent. They must spend a full-round action and make a touch attack, which provokes an attack of opportunity. If the target character fails a Will save (DC 10 + the agent's Charism modifier + 1/2 the agent's HD), the agent takes over. The agent is absorbed into the avatar and the avatar takes on the appearance of the agent. The agent can sequester an avatar for up to 5 hours and then must release him. The Scope rider can attempt a Will save (DC 10 + the agent's Intelligence modifier + 1/2 the agent's HD) every minute to jack out, leaving the agent behind in the Scope.

Below are three example varieties of agent:

Agent Alexander: CR 5; Medium outsider (agent, etheric); SV Will +3; Ex 0; Int 10, Wis 10, Cha 10.

Scope Avatar: HD 5d10; hp 28; Mas 10; Init +4; Defence 13, touch 13, flat-footed 13 (+0 Dex, +3 Class, +0 natural); BAB +4; Grap +8; Atk +8 melee (1d6+4, slam) or +4 ranged (2d6, standard pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ sequester avatar (Will DC 12), darkvision 60 ft., scent; Val unknown; AL The System/—; SV Fort +8, Ref +4, Will +3; Ex 0; Str 18, Dex 10, Con 10.

Skills: Scope Awareness +8, Scope Resilience +8, Scope Use (immersed) +8.

Feats: Improved Initiative, Iron Will.

Possessions: Standard pistol (program).

Agent Gates: CR 8; Medium outsider (agent, etheric); SV Will +6; Ex 0; Int 12, Wis 10, Cha 10.

Scope Avatar: HD 8d10+8; hp 52; Mas 12; Init +5; Defence 17, touch 15, flat-footed 16 (+1 Dex, +4 class, +2 natural); BAB +6/+1; Grap +10; Atk +10 melee (1d8+4, fist) or +7 ranged (2d6, standard pistol); Full Atk +10/+5 melee (1d8+4, slam) or +7/+2 ranged (2d6, standard pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ sequester avatar (Will DC 15), darkvision 60 ft., scent; Val unknown; AL The System/—; SV Fort +7, Ref +9; Str 18, Dex 12, Con 12.

Skills: Scope Awareness +11, Scope Resilience +11, Scope Use (immersed) +12.

Feats: Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: Standard pistol (program).

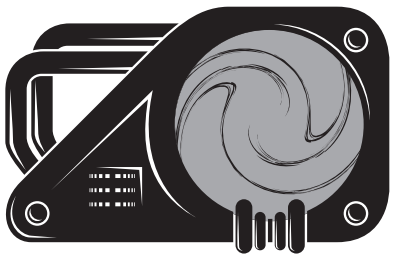
Agent Blackhawk: CR 12; Medium outsider (agent, etheric); SV Will +11; Ex 0; Int 14, Wis 12, Cha 12.

Scope Avatar: HD 12d10+36; hp 114; Mas 16; Init +5; Defence 19, touch 17, flat-footed 18 (+1 Dex, +6 class, +2 natural); BAB +9/+4; Grap +13; Atk +13 melee (1d8+4, fist) or +10 ranged (2d6, standard pistol); Full Atk +13/+8 melee (1d8+4, slam) or +10/+5 ranged (2d6, standard pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ sequester avatar (Will DC 18), darkvision 60 ft., scent; Val unknown; AL The System/—; SV Fort +13, Ref +11, Str 18, Dex 12, Con 16.

Skills: Scope Awareness +16, Scope Resilience +16, Scope Use (immersed) +17.

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Great Fortitude.

Possessions: Standard pistol (program).



RUNNING AN ETHERSCOPE GAME

There are a few things you may want to consider before you develop your own **Etherscope** game, in order to get a better grip on the themes and style of the game world. The **Etherscope** world is varied and supports a number of different styles of game play. Each different style of game allows you to explore the different themes of the **Etherscope** world to differing levels, and has a very different atmosphere. Also, there are many different factions and nations within the world which the party can belong to or struggle against. These different conflicts within the game world are also discussed below.

CLASS AND VALUES

Etherscope is a mixture of a number of different themes, but the two most prominent are Victoriana and cyberpunk. Of these, the values and structure of society in the **Etherscope** game takes most inspiration from that of a Victorian society. Before beginning a discussion on the more varied themes of **Etherscope**, it is vital to understand the underlying systems of class and values that defined Victorian society and directly shape the **Etherscope** world. The following sections consider each to enable you to get a better understanding of how the PCs and your GM characters should behave. This includes issues of class and counterculture, whereas the values of Victorian society are covered in the Personality Traits section of Chapter 2: Traits.

Social Class

Unlike the defined castes of Indian society, no real system existed in Victorian Britain. However, social class divided society and determined the lives, opportunities, and expectations that members of each class could expect. This scale ran from upper to lower with distinctive divisions based upon circumstance and heritage within each class. Movement between the classes was next to impossible, as acceptance was difficult to gain when attempting to rise, and falling was viewed as a shameful degradation. In the simplest terms, those of a lower class were expected to defer to their seniors, whilst those of a higher class felt entitled to certain levels of respect and compliance from those lower in the social order. Likewise, the positions, careers, and opportunities available to individuals became greater in accordance with their class, and ability had little influence on a person's suitability status. Behaviour, rather than wealth, was the general indicator of class, although a personal fortune could create an opportunity to acquire the behaviour and attitudes of a higher status. The social templates in **Etherscope** represent these realities, defining the careers, influences, and education a character's class allows them to access. In the rebellious world of **Etherscope**, of course, a rejection of, and struggle against, this system defines many characters. However, such individuals are still outsiders from mainstream society and must strive to flourish amongst the world's counterculture institutions and groups.

In game terms, you, as Gamesmaster, are required to create the environment in which players can work together even if they belong to different social backgrounds. However, it is vital that these relationships remain within the protocols of the class system, as this social division is essential to creating the correct atmosphere for the **Etherscope** game. It is important that players realise that their characters are limited in both the social circles that they can influence and the behaviours that others will expect of them. The roleplaying challenge of **Etherscope** is to have players accurately portray their characters' social class whilst being part of a greater whole. It is also important to emphasise within the game that each social class has its own strengths and weaknesses, and that, in game terms, any one social template is on a par with the others. Part

of your responsibility to create this social environment is to encourage your players to fully consider the roles of the PCs within the party and to ensure that any adventures provide characters of each social class with opportunities to take part and explore the specifics of their template. For example, if a party was attending an exclusive high society ball, the upper class characters would obviously attend the ball, whilst the working class characters would have the prospect of carousing with other servants, and perhaps gain access to gossip unavailable to those attending the ball.

Countercalture

Etherscope citizens share many of the values of Victorian society, as described in Chapter 2: Traits. As with any society, there are those who reject its values. Even amongst rebels, free thinkers, and counterculturalists, these values hold sway, although the interpretation of these values varies amongst groups and individuals. Likewise, the manner in which these values are implemented is frequently a reflection of belief and goals, and often justifies the actions of society's rebels and outsiders as much as it does those who seek to preserve the status quo. For example, a Scope rider with the Patriotism virtue may actively seek information that is damaging to the government, even to bring it down, as he believes this is in the best interests of the country.

THEMES

There are a number of key themes to the **Etherscope** world that you can develop to a greater or lesser extent in your own game. Each theme is described below.

Espionage

Throughout the world, nations and their agents clash and work their deadly plans against each other, often ensnaring the many simple folk of the region in their plots. Espionage provides a good backdrop to explore some of the more tense regions of the world and for the characters to play a greater part in the ensuing metaplot. Espionage can also be added into an **Etherscope** game as a minor theme, allowing players to explore the different national interests that their actions impinge upon.

Heroic Exploration

There are still many regions of unexplored mystery in the **Etherscope** world. From darkest Africa to the Siberian tundra and the tops of the Andes and Himalayas, many secrets lie hidden still. Etherspace itself is an infinite realm of potential exploration, with many of its own secrets. The exploration theme is perhaps the most traditionally heroic idea of the setting and would be well suited to higher-powered games where characters face high risks and tackle them with daring-do. You could also mix in some of the occult or horror elements to provide a darker edge. In other games, where the horror elements are emphasised, the characters might feel a hopelessness of their cause. However, a game with strong heroic themes gives the characters the opportunity to fight and win against their powerful enemies — this approach captures the heroism of this game theme.

Horror

There is a dark edge to the **Etherscope** game. The monsters that lurk in the Scope are sinister and alien. These creatures' sheer inhumanity adds horror to the game. There are also more horrific things happening in the world that are the direct cause of human action alone. The poverty of the streets can lend itself to horror, particularly when malevolent human forces try to ensnare the characters in their webs of intrigue or misery. The key characteristics of developing a horror theme to your game are to provide the characters with a feeling of fear, by making the threat so far removed from their own moral compass that it feels alien, and with a feeling of hopelessness, where their actions may achieve small victories, yet they sense they are slowly losing the war.

Imperialism

There are three major superpowers in the **Etherscope** world that between them own or otherwise control more than ninety percent of the world's surface. To build their empires, these nations have undoubtedly been involved in many nefarious, or at least dubious, actions. Imperialism is the act of imposing the will of one nation upon the rest of the world, often by use of military force. It can be considered both a horrific act of inhumanity on those weaker, or the blessing of civilisation, bringing railroads, agriculture, and industry to previously savage lands. Many consider India to have been a backward place, ruled by petty tyrants and despots before the British Raj. Now the British cite India as a glowing success story of imperial progress, where a powerful new industrial force has been born. Whether your players, fighting in the thin red line against the hordes of savages, are battling valiantly for king and empire or rapidly gaining an understanding of the horrors of war will depend on which other themes you choose to incorporate. Using this theme will often involve a military party that fights in traditional missions in the colonial holdings of one of the superpowers. You might also want to develop a war between two superpowers, or maybe even a global world war, in which your players can play a part in defeating the evil empire of their enemies. It also helps with your role as Gamesmaster if the player characters are ordered to go on clear-cut missions, as you don't have to do as much work motivating them into following the adventure leads you put in front of them.

Industrial Oppression

The world of **Etherscope** is gritty and harsh. This theme is perhaps the link between the Victoriana and cyberpunk elements of the setting. Whereas cyberpunk emphasises the oppression of the corporate machine, Victoriana has what is perhaps an even more ingrained oppression of the working classes. Any city-based **Etherscope** game is likely to have elements of this theme, even if the characters are not themselves from

the lower echelons of society. Wherever you go in a major **Etherscope** city, save perhaps for Vladivostok, you will encounter the social injustices of a Victorian society. The social class system in **Etherscope** is unbreakable – characters are locked into their resources, unable to break out of poverty. Even for the well-off, the class system can be stifling. Anyone who tries to change the system for the better is limited to small-scale charities and missions. The vast resources of an individual aristocrat can do nothing to slow the drastic pace of the industrial, imperialist machine. This hopelessness is a key theme of the **Etherscope** world, and one that must be mastered to fully capture the atmosphere of industrial oppression. Cybernaughtics can enhance an oppressive game atmosphere — whilst cybernaughtics provide advantages, the cybernaught begins to change from being human, becoming little more than a machine. Encouraging players to take cybernaughtics helps develop this theme. The gammas, deltas, and epsilons, bred to work for the industrial machine, are also useful in this regard. Suggesting to the players that they create characters from these races, or indeed limiting the campaign to such races, is another way to emphasise the oppressive mood.

Occult Mastery

Also strong in the **Etherscope** world is the occult. There are many strange occurrences that are not properly understood, and whilst science may provide an idea behind such phenomena, no true understanding exists. Etherspace is a mysterious realm with strong occult undertones. The fears and rumour of demons lurking within are another aspect of the occult nature of **Etherscope**. There are spiritualists with their disturbing séances and mysterious occult societies who explore the secrets of the Lemurians — a study which can only lead to dark revelations about the occult nature of Etherspace. Whilst you may wish to make the occult a strong theme of your game, you can use it effectively as a minor theme behind any individual campaign. It can add to the level of intrigue and horror of a game if the players suddenly become aware that some powerful demonic entity had been influencing their enemies' actions, or indeed their own actions, throughout the campaign.

Punk Rebellion

This is the key cyberpunk element of the game. How much you emphasise this theme depends upon how "cyberpunk" you want your game to be. It ties in nicely with the industrial oppression theme as the characters struggle against industrial powers to bring about their rebellious ideals. This is the classic theme for city-based games. In the Great Metropolis, the Northumbrian Republican Movement provides a good cause for rebellious tendencies. Other characters might be based in occupied lands, fighting the yoke of the occupying empire — maybe Moscow or Paris, maybe a South American city that doesn't appreciate the USA's advances. When thinking about running a punk campaign, consider the style of the game. You need to develop a good idea of the look of the architecture, clothes, fashions, and cybernaughtics. It is also important to keep an eye on what makes **Etherscope** steampunk. Never forget the steam element and make sure you always temper rebellion against a Victorian-style social oppression, which is different to that of traditional cyberpunk.

BUILDING YOUR CAMPAIGN

The following section covers the different styles of games, the conflicts of the world these explore, and the adventure styles you can use to create them. You will also find a selection of adventure seeds to help build your campaign.

GAME STYLES

Below are a number of example game styles which can be run with **Etherscope**. This section explores the different themes of the setting, and the elements needed to build a successful campaign in that style. Each game style presented covers details of the appropriate conflicts with which you can design your campaign, looks at the types of adventures you might want to run, and provides a few adventure seeds to inspire adventure creation.

Conflicts: Whenever you run **Etherscope,** it is important to set out the basic forces that will be the "good" and "evil" of your game. You need to decide who the party is working for (the good), and who the bad guys are that your party comes up against (the evil). This is even more important in the shades of grey of **Etherscope,** as the PCs need a focus for their adjusted morality in order to fully experience the **Etherscope** world.

Adventure Styles: Adventures are the individual components that make up a campaign — the individual chapters of the story. One adventure can be very different from the next, providing a range of challenges. Adventure styles can range from combat-oriented military missions and dungeon crawls to the social conniving of an intrigue game or the mystery of an investigation.

City-Based

Running a game in a city provides you with great opportunities to develop the themes of industrial oppression and punk rebellion. You can mix in elements of occult or espionage to add another level of intrigue and mystery. This game works best by having the players use the Scope to assist their operations in the real world. The Scope is a tool for the PCs in such games, not the central means of story development. Some characters in the party will be Scope-proficient, whilst others will be better outside of the Scope. Adventures of such a game need to be created with options for both character types in mind, providing ways for a Scope encounter to run alongside a Prime Reality encounter for the other players. This also works well with a large group, as the party can be easily split when appropriate. Key things to consider in the long-term with this type of campaign is the balance between steam and punk — how Victorian do you want the setting, and how much of a modern influence is there to the Punk aspects

of the game? You also want to consider what secrets lurk behind the adventures and plot them out so that the players can gradually uncover them. The PCs could be secretly working for a foreign agent, or perhaps there is an occult influence – a single unifying secret such as this helps the players develop their characters and enjoy the continuing development of the game.

Conflicts: In city games, the conflicts are mainly determined by who the players are. A game with a strong punk feel will most likely have street-level PCs, who come into conflict with either the government or the Industrial powers of the city. PCs who are from a more comfortable social class may find themselves fighting the street gangs, organised crime, or corruption within similar groups. The espionage themes of the game could also mean that a city-based campaign could involve the players as spies of a foreign power, or the enemy agents could be the PCs' main enemy. This can be easily highlighted in the Great Metropolis, where the Northumbrian Republican Movement is being supported by American operatives, whilst the British agents attempt to infiltrate the faction.

Adventure Styles: A good city-based game has a balance of most styles of adventure. The characters can investigate mysteries or crimes or complete a mission to infiltrate the base of a crime boss or an industrial compound. They might be involved in the intrigue and politics of high society or working for a different intelligence agency. You could even have a dungeon crawl through the sewers or other dark, neglected areas of the city — a disused factory complex, perhaps.

Adventure Seeds: The following ideas can be used to spark ideas for city-based adventures:

- A close friend of one of the PCs goes missing. As the PCs investigate, they discover that their friend uncovered a dark secret of one of the city's leading industrialists and has been captured.
- A powerful industrialist has had an important item confiscated by the police; he hires the PCs to retrieve it for him.
- A psychic has uncovered the identity of a brutal murderer with her powers. However, the killer knows this and is hunting the psychic down. The PCs are employed as protection but soon discover the psychic has a dark secret of her own.

Scope-Led

This type of campaign perhaps works best with a city backdrop, but could easily be run in any location. In this type of game, the characters are all Scope-proficient and the Scope becomes the major focus of all the adventures. Whilst there are some dangers for the characters outside of the Scope, these are usually fairly minor – but even a minor threat can be a real danger to a specialist character. However, it is this danger that is pushing the characters forward in the Scope adventures. As such, it is important to decide what this threat is and what the Prime Reality aspects of the game are. You could make System agents the main enemy, and have the local constabulary hunting down the PCs, secretly influenced by System agent masters, whilst the PCs desperately try to thwart the agents in the Scope. The characters could be locked in some mystery prison system where their only chance of escape is through hacking into the Scope system. Scope-led campaigns also lend themselves to espionage or exploration themes. The PCs could be spies playing out the Great Game in the cities of Etherspace, or simply exploring the vast expanse, finding strange lost domains of Lemuria or demonic artefacts of the Scope.

Conflicts: The characters are most likely to be independent, heroic Scope riders in this type of game. As a result, they will probably find themselves coming up against government and industrial interests within the Scope. Alternatively, you can choose to run a campaign where the PCs are working for a government or industrial faction, and so might come into conflict with the interests of other governments or industrialists as well as the Scope riders. The System agents are a great enemy for anyone involved in Scope adventures, but particularly for the Scope riders as the agents seek to take over Haven. In games where the emphasis is on the exploration of Etherspace rather than on the cities of the Scope, the demonic entities of the darker reaches of Etherspace make excellent enemies. The PCs could also encounter some remnants of the Lemurian Scope cities, still programmed to protect their few remaining outposts.

Adventure Styles: Adventures set in the Scope cities are very similar to those set in the real city, but perhaps with less danger. Such games can be well integrated with a typical city-based campaign, as the PCs look to enhance their Scope activities with their operations in Prime Reality; for instance, by breaking into an industrial complex, they can jack directly into the target domain. Such games perhaps present less opportunity for social intrigue, but emphasise the combat elements of the city-based adventures. The nature of the Scope allows for much more dramatic and flavoured combat than the real world, so using the Scope for the climactic combat encounters of the adventure enables your campaigns to have a more superpowered feel. More classic "dungeon crawl" adventures are easily done in the Scope. The characters could possibly enter the lair of a minor Scope demon, or uncover a Lemurian outpost, buried under the ruins of its own structures.

Adventure Seeds: The following ideas can be used to spark ideas for Scope based adventures:

- The PCs hack into an industrialist's domain and discover that the company is secretly researching Scope demons. However, they are captured as they leave by System agents and must break out of the agents' base.
- The PCs are hired by the government to discover the location of Haven. They must infiltrate Scope rider gangs and spy on their activities.
- The PCs are exploring deep Etherspace when they are attacked by a group of minor Scope demons. After defeating them, they hunt down those that flee back to their lair, which they soon discover is a ruined Lemurian outpost.

Exploring the Wilds

An exploration game involves the characters finding hidden treasures and uncovering mysteries that have been lost to history in the wilds of Africa,

South America, or China. Heroic exploration is the name of this game, with plenty of chance for dungeon delving and uncovering secrets. A good focus for such a campaign would be the involvement of the characters in expeditions to uncover the lost ruins of Lemuria and the remnants of their civilisation that remain around the Indian Ocean basin. In this type of game, the players are removed from the industrial grind of the cities, and the dark edge of Victorian lifestyle can be ignored if you so wish. However, this does not remove this type of game from the core Victoriana aspect of the game, with exploration and imperialism still very much on the agenda. This type of campaign often relies on Lemurian secrets. PCs will uncover the crucial secrets of the Lemurian civilisation and the bearing this can have on the whole world. This is a good campaign style for PCs with occult skills as they seek to unlock the secrets of their magic and develop new powers. They might also uncover a number of artefacts that could become powerful weapons or provide groundbreaking shifts in the world's understanding of the Scope and Scope-based technologies.

Conflicts: The conflicts in an exploration-style campaign are often a fairly minor aspect of the game. The characters may pick up nemeses amongst other explorers who seek the same artefacts and discoveries, or they may be working for one of the great nations, and come into conflict with other explorers and agents hired by the rival powers.

Adventure Styles: There are two types of adventure that stand out as the main building blocks of an exploration campaign. Uncovering the locations or secrets of the hidden treasures of the world requires investigation, and a dungeon crawl can recover the artefacts. Most artefacts are held in underground complexes, buried by thousands of years of decay and erosion. They might be guarded by dormant Scope demons that destroyed the location in the first place, or other guardians, such as Lemurian automatons or complex traps. These adventures are classic dungeon crawls, with the PCs fighting nearly every step of the way to the treasure at the end.

Adventure Seeds: The following ideas can be used to spark ideas for exploration adventures:

- The PCs uncover an ancient Greek text, telling of how the Colossus of Rhodes was captured from the Lemurian city that actually created it and shipped back to Rhodes. This provides them with clues to the location of the Lemurian city and the possibility of uncovering a powerful new artefact.
- The PCs follow clues to an ancient Mayan city hidden deep in the Andes to discover that it was destroyed by a demonic force that now lies dormant deep beneath the city.
- The PCs' investigations into occult secrets bring them into conflict with an ancient occult society that feels they have a right to the PCs' latest discovery.

Military Campaigns

You can also use **Etherscope** to play a more typical military campaign. Such games would see the PCs complete special ops missions, or be involved in a military campaign to conquer or liberate a given region or nation. These types of games can be used to develop the **Etherscope** setting metaplot (see below) by involving the characters in the crucial battles and actions as the world builds up to war.

In running such games, you need to understand the nature of military action in **Etherscope**. The tactics of the Victorian era are still very much the way of waging war in the **Etherscope** world: Huge sea dreadnaughts bombard from the seas, infantry units attack in formation, and the cavalry charges in to ensure victory. There are also, however, elements of the modern and the completely fictional in **Etherscope** warfare. Gargantuan air and land dreadnaughts dominate battlefields and allow swift progression of an attacking force. Steam-powered armour and chargers support the infantry and cavalry. Light zeppelins perform reconnaissance missions, and scouts can relay messages through the ether.

Military games are the best way to explore the nature of imperialism in the **Etherscope** world. The characters could be fighting in small units, slaughtering thousands of "savages" with their superior firepower. They could occupy the lands of simple peaceful farmers and turn them into railroad workers or force them to sell their goods at slave-labour prices to the Empire. Such campaigns could easily avoid the Scope and its demons, other occult influences, and even elements of espionage or industrialism. However, picking a secret that lies behind the game is a great way to add a level of mystery. You could have the players slowly become aware that their general is possessed by an occult force, or perhaps they stumble across an ancient Lemurian city with hidden secrets that set them against others in their regiment. Such horror elements can add an extra level of interest to a military campaign. You could also develop the industrialism aspects of the game, having the players receive letters from loved ones back in the Great Metropolis who are struggling to make the money sent home last. They could be sent to put down a rebellion in their home city and come face to face with their friends and even family fighting on the other side.

Conflicts: The conflicts in a military campaign are often straightforward. The PCs are members of the military for one particular nation, fighting against the military of another nation. Less standard conflicts could be integrated into your campaign by having the players fight either for or against a rebel uprising. This could mean that the players fight their own people. A military campaign with an added element of horror could also see the characters fighting unusual opponents. Perhaps an enemy unleashes a Scope demon into the real world, or the PCs go on a mission deep into the Chinese heartland. Fighting a Scope demon can add a new aspect to military conflicts as the players struggle to understand the threats posed by a different kind of enemy.

Adventure Styles: Military campaigns almost always use a mission to kick off an adventure. The PCs play a squad that is shipped into a troubled spot to perform a specific task. There is often some possibility within the mission adventure for a dungeon crawl, an amount of investigation, or even intrigue. The PCs could be sent to a remote outpost that has lost contact and investigate

why everyone seems to have mysteriously died. Intrigue can come into a military campaign where the PCs are all senior officers, with the politicians dictating their actions.

Adventure Seeds: The following ideas can be used to spark ideas for military adventures:

- The PCs are involved in one of the main conflicts covered in the metaplot section below. They might be generals deciding the tactics of the campaign or grunts fighting in each stage of the conflict.
- The PCs are sent to accompany a government-sanctioned exploration of the suspected location of a Lemurian site. Conflicts develop between the military and civilian explorers on the mission.
- A remote research outpost in the Antarctic loses contact with HQ. The PCs are sent to discover what went wrong. The outpost might have been researching manifesting Scope demons, and one got loose. Alternatively, the researchers all died from a mysterious infection that the PCs end up contracting themselves. They must discover a cure — and quickly.

Minor Game Styles

Etherscope is a complete world, as rich and diverse as any. Below are some other game styles you might want to consider that fit nicely within the breadth of the **Etherscope** world. Whilst these styles are not the main focus of **Etherscope**, they have been written into the game to capture these possible alternative themes. These types of game may also work well as a temporary shift of focus, allowing you to run an adventure with a slightly different theme to explore a different aspect of the **Etherscope** world.

The Great Game

Espionage is an important component of the **Etherscope** game, but Victorian-style espionage is a very different affair to that of twentieth-century fiction. Spies in the nineteenth century were largely privateering individuals; hidden deep in enemy territory, they would employ a number of unscrupulous tactics to gain their own power base and influence. They then simply supply information and favours to their home government, in return for some diplomatic privileges and a large amount of financial support. However, in any one place, there will be a number of such individuals working for the different world powers, and life for such agents is dangerous, as the enemies of their supporting nation attempt to thwart their every activity. Espionage games capitalise on the imperialist theme of the **Etherscope** game. Often these agents are far afield, working with simple natives. However, in the **Etherscope** world, cities and Scope domains have become equally fair game. An espionage game will work best with a small group of intelligent players who do not bother too much about the morality of their characters' actions.

It is perhaps most important when running a Great Game campaign that you have some secrets for the players to uncover. In this type of game, the PCs are going to be heavily entrenched in secrets and intrigue, so adding some darker forces that manipulates them or their enemies injects an element of horror that can really change a game such as this.

Occult Investigators

PCs can uncover hidden mysteries and demonic conspiracies. This type of campaign works well for groups of mixed social background. Upper class patrons often support small societies seeking to uncover the mysteries of the occult. The gifts of the psychic and the spirit medium are equally well distributed throughout the population, and so such characters might be supported easily by patrons of these societies, allowing them to mix with scholarly types and professional scientists interested in uncovering the secrets of the **Etherscope** world. Such games are perhaps best suited to a city campaign, but are by no means restricted to such. This type of game could make a globe-trotting campaign a nice possibility.

The Savage South

This campaign is the Wild West renamed (due to its shift in geography). The lands of South America are as wild and uncontrolled as the American west in the nineteenth century. By playing traditional gunslingers and gamblers of the old west, you can create a Wild West-style campaign with a very different feel. Cybernaughtics add an interesting new edge to gunfights whilst not detracting from the traditional themes of a Wild West campaign. The occult element can provide an interesting twist as well. Parts of Africa and Australia are also appropriate for these types of campaigns, but do not have the same prevalence of outlaws, as once you are wanted in one colony of the British Empire, you are wanted throughout the entire Empire — simply slipping over the border to freedom is not an option.

METAPLOT

A metaplot in a roleplaying game is a story arc that gradually unravels over a series of episodes. It is often world changing and can involve the characters becoming the ultimate heroes of the game world. The metaplot is designed to tie together all possible game styles. The metaplot is cataclysmic, and the PCs may end up being the only thing that can save the Earth from destruction. As the world of **Etherscope** approaches the millennium, events spiral out of control and the characters are on hand to save the day. The metaplot will be developed throughout future **Etherscope** supplements and adventures, detailing events and allowing your PCs to fully immerse themselves in the continuing story. There are many secrets about the game setting that will be revealed as the players uncover the dark horrors of the **Etherscope** world.

CHAPTER IX: ADVENTURES

INTRODUCTION

This chapter provides two introductory adventures for the ***Etherscope*** *game. Between the two they provide opportunities for GMs wanting to explore each of the four main game styles: city, Scope-based, exploration, and military. Players should not read any of the material in this chapter as it will spoil their enjoyment of the adventures contained within.*

The first adventure, "Analogue," is based in the Great Metropolis and involves a race to find some revolutionary ethertech. The characters can either search the city or the Scope, depending upon how you, the GM, wish the adventure to develop.

The second adventure, "Compound 13," provides an opportunity for military and exploration-based adventures as the characters go in search of a crashed aircraft deep in the Congo, only to discover a sinister infection has taken over the simple townsfolk and animals. This adventure can be customised to either exploration or military themes through the emphasis that is placed on the environmental or combat hazards the characters face.

The first adventure, "Analogue," is designed to be used by fairly new GMs, or those who feel they need something well laid out to help them get a handle on the **Etherscope** setting, and Scope use rules in particular.

The second adventure, "Compound 13," is designed for experienced GMs who want something that enables them to tailor the adventure better to their party's abilities and interests. It is a more loosely described scenario — a plotline within which characters can operate. This adventure provides the GM with a wealth of resources to draw upon in creating his own adventure, based on the events described in the scenario. It gives the GM everything he needs, but without restricting his freedom to tailor the adventure to suit his own needs and ideas.

ANALOGUE

An Etherscope Adventure for 1st-Level Characters

"Analogue" is designed as an introduction to the world of Etherscope for four characters of 1st level. Playing with more or fewer characters, or with characters of higher levels, requires some adjustment. Though "Analogue" starts off in a city setting, it can either continue in that way or lead characters into the Scope depending on the PCs' capabilities.

In this adventure, an ethertech scientist entreats the PCs to protect him from a pair of kidnappers whose custody he has recently escaped. When his abductors inadvertently kill him, the characters are catapulted into a race against operatives of the New Reich to find and disable a mysterious device. This race splits directions and can lead the PCs to either destroy the device in Prime Reality or disable its counterpart in Etherspace.

Background

Dr. Sullivan Bennett is an ethertech scientist who has been working on a new form of advanced ether-technology known as the Ether-Prime Analogue, which is capable of manifesting Scope programs in Prime Reality. Under contract with a mysterious benefactor, he and his partner Simon Garner have developed the technology through its infancy to the point of transferring simple objects from the Etherscope into the physical world.

Scientists in the New Reich have been working to develop similar technology, but with their sights set on military applications. Of course, no imperial force would funnel money into development when the end product can just as easily be stolen. Having learned of Dr. Bennett's success, the New Reich set covert operatives after him and his equipment.

Being Etherscope specialists, however, the operatives needed some muscle. They hired a pair of nefarious characters from the dregs of the Great Metropolis, John Skelter and Luxembourg Sweeney, to abduct Dr. Bennett and coerce the location of his hidden laboratory in Prime Reality whilst they seek out its counterpart in Etherspace.

Involving the Characters

Part One of this adventure involves the PCs in the plot by happenstance; however, as GM, you may wish to tailor their involvement to suit your players' preference or your own style of play. In particular, if you feel that the immediacy of the first encounter railroads the PCs into action, you may establish deeper motivations. Characters with Academic or Industrial influences might already be acquainted with Dr. Bennett, or know him by reputation. Likewise, PCs with Street or Crime influences might know of the reputations and exploits of the villains, Skelter and Sweeney. Such characters fully comprehend the depth of the scientist's troubles simply by their involvement.

If you do not wish to hook the PCs in by luck, ignore the parts of the "Dr. Bennett Escapes" section below that involve the zepcar crash and determine a reason that he would come to them for help. Perhaps, as stated above, he is already familiar with one or more of them. Maybe a mutual acquaintance — a

broker, for instance — has pointed him in their direction, certain that they are the right group of people to help him with his dilemma.

PART ONE: SULLIVAN BENNETT

The adventure begins shortly after Skelter and Sweeney have kidnapped the good doctor on behalf of the New Reich. Unfortunately for them, he managed to escape and has now landed on the PCs' doorstep, seeking assistance.

Dr. Bennett Escapes

Speeding through the backstreets of the Great Metropolis, Skelter and Sweeney believed they had properly intimidated and subdued Dr. Bennett. The doctor understood, though, that his captors were after his research in some way, and probably for unscrupulous purposes. Somehow he found a way to fight them from the back of the zepcar. John Skelter lost control and the vehicle ploughed to a halt on the pavement. Dr. Bennett was surprisingly unharmed, but his captors were momentarily knocked out.

If you decide to introduce Dr. Bennett to the PCs in this way, they are startled by the unexpected crash. Emerging from the wreckage and noticing them, Dr. Bennett immediately rushes to them for aid.

Whether you use this mechanism to involve the PCs or some other method, when they are first introduced to the doctor, read the following description.

A middle-aged man with striking red hair addresses you. His clothing is dishevelled and his grooming unkempt, but he otherwise has a stately and authoritative air. His suit has several rips in it and he himself has a nervous look about him. He speaks with a squeaky voice, "Please, I've been abducted by a pair of ruffians. I'm certain that they are after my research. If I can be returned safely to my laboratory, I can make sure that it, and I, are protected."

Dr. Bennett appeals to the PCs' sense of decency above all, imploring them for their help, perhaps even suggesting that it's a matter of national security. He's willing to pay them, if necessary, but he is a humble research scientist with little to offer. Most money that he sees goes directly into his work.

Once the characters have decided to help, there are several ways to get him back to his lab, but his kidnappers' pursuit makes each of these a complicated affair. Luxembourg Sweeney is an excellent pursuer, and John Skelter is incredibly resourceful. These men are beyond the capability of 1st-level PCs to defeat in a direct confrontation, and this fact becomes obvious during their first meeting.

Should you choose to introduce Dr. Bennett by way of the zepcar crash, heroic PCs may decide to take care of Skelter and Sweeney immediately by approaching the wrecked vehicle. If this occurs, the two villains awaken and try to reclaim their quarry. After a few rounds of combat, the PCs find themselves outmatched and need to flee.

If the characters do not meet at the site of the escape, or if they do so but do not confront the kidnappers immediately, the most likely method of returning the doctor to his lab is by private or public transportation. Characters with the appropriate contacts or

The Ether-Prime Analogue

This device is a work of great care for Dr. Bennett. Although he constructed it in hopes that the technology will one day aid manufacturing processes or even be used to fabricate pharmaceuticals and food, he has understood all along that there could be ignoble uses for it. He has therefore taken care to safeguard its secrets. Imagine assassins striking from Etherspace, or governments deploying powerful weapons without the need for physical delivery!

Physical security has been his greatest need for the Analogue, fearing that it could be reverse-engineered. The hidden location of its components is not the only measure, though. The very nature of the device is beneficial. True analysis of the device would require deep examination of both components — the Ether-Analogue Receptor and the Ether-Prime Manifestor — one being useless without the other. The components are symbiotic, elements of one existing in the other so that the Manifestor contains a port to Etherspace and the Receptor has material parts. Whilst it may be easy to think of them as being in two separate places (and Dr. Bennett certainly took advantage of this notion), they are, in truth, parallel. Therefore, destroying one makes the other useless as its key components are destroyed as well. This fact, indeed, is why the New Reich has sent two teams to recover the device — it is an all-or-nothing venture.

background may take to transportation through the gamma sewer kingdoms. Whatever method they choose, it is not beyond Skelter and Sweeney's ability to track them. They steal a zepcar and run the PCs off their path. On foot, they give chase. John Skelter has innumerable underworld contacts, including friends in the sewers.

Any course of action leads the PCs to the next encounter. If travelling aboveground, their pursuers may come from two directions and corner them in the alley. If they travel below ground, their enemies will try to corner them in a dead-end tunnel. A ladder may provide access to street level and the men can chase them up. Though the top of a manhole seems like a defensible position, John Skelter knows a parallel passage up which comes in just two rounds while Sweeney covers them from below boxing them into an alley. With Skelter covering them now aboveground, Sweeney moves to his friend's side to work from a unified position.

The Alleyway (EL 3)

When the PCs are corralled in the alleyway, read the following:

Your assailants have cornered you in a dead-end alleyway between a pair of tenement buildings. The brick and granite of the structures have been stained black with age and their foundations have fallen into a state of disrepair, making them seem to lean in towards one another above you. One has a railed platform with a door and a loading dock, but both entrances are sealed with heavy padlocks and likely rusted shut. Rusted and rickety fire escapes dangle precariously overhead, their ladders too high to be reached. A pair of large refuse bins flanks the buildings, but trash is scattered across the asphalt.

Enemies

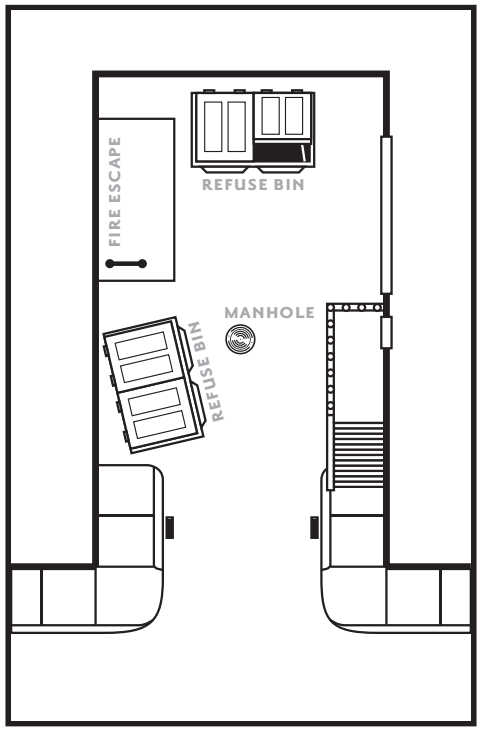
John Skelter and Luxembourg Sweeney have chased the PCs into the alleyway, and the characters have to deal with the threat directly at this time (see sidebar). Although they cannot hope to defeat the two men, they need only hold them off until unexpected help arrives (see below).

Tactics

Whether from below or behind, Skelter and Sweeney carry with them enough muscle and firepower to utterly destroy the PCs. They take caution, however, not to overdo their assault as their employer has paid them handsomely for the capture of Dr. Bennett. Instead, they fire a number of warning shots into the alley and attempt to discuss trading the PCs' lives for that of the scientist (Sweeney doesn't actually own a gun; he uses John Skelter's v-prop, without proficiency, during this fire fight). Make a Diplomacy check for John Skelter (opposed by each character's Resolve). Characters are assumed to have an unfriendly response to Skelter and Sweeney at the start of this encounter; if Skelter can sway any characters round to a friendly position, they might consider letting Dr. Bennett go. The two men carry on such diplomatic tactics for seven rounds and then begin a more blunt approach. Starting in the eighth round, they begin shooting with the intention of maiming or killing the PCs.

You can feel justified in not actually following the die rolls here.

ALLEYWAY



The purpose of this encounter is not to endanger the PCs, but to lead them deeper into the adventure. Skelter and Sweeney can easily kill them, but as long as the PCs maintain their cover, they should not be harmed.

Development

On the tenth round, the PCs can make DC 20 Listen checks to hear the sirens of the approaching constables' zepcars. Decrease the DC by 3 each round. On the twelfth round, read the following aloud:

The sound of gunfire from the front of the alley ceases suddenly and you hear a yelp of pain from behind one of the refuse bins. The body of Dr. Sullivan Bennett lies on the ground, rivulets of blood trickling from beneath him. As you approach, you can see his breathing is shallow and the expression on his face is pale. "I–I've been hit," he says. "Please, you… must beat those men to my lab." He is struggling and gasping for air. "Find Simon — my assistant — tell him he must destroy the Analogue. Please, just get there before—" His breathing stops and the calm cold of death overcomes him.

Escape

The PCs have three options for escape, but should not consider talking to the constables. Dr. Bennett's sense of urgency implies there's too little time for that and there is the possibility of arrest. If the PCs feel they can move fast enough and hide well enough, they might try walking out the front of the alley. This tactic requires Hide or Disguise checks to duck into the shadows or blend in with the crowd. They may be able to leave by way of the fire escape now that they are not under fire, as the ladders are being far from the ground, but this tactic requires DC 10 Climb checks to maintain balance on the unstable ladder, stairs, and balconies. Any-

The Villains

John Skelter and Luxembourg Sweeney are designed to be recurring villains in a campaign. You can use them directly as adversaries to the PCs, or as foils constantly on the periphery of the characters' activities. It is unlikely that beginning PCs can pose a threat to these two, but over the course of several adventures they may develop omparable abilities, perhaps even eventually defeating the pair. You may also wish to advance Skelter and Sweeney alongside the PCs, always keeping them a step or two ahead, frustrating the players' attempts to get the upper hand.

John Skelter (major character): CR 4; Medium humanoid (human) Broker 3/Scoundrel 1; HD 4d6; hp 16; Mas 11; Init +2; Spd 30 ft.; Defence 17, touch 14, flat-footed 15 (+2 Dex, +2 class, +3 equipment); BAB +1; Grap +1; Atk +2 melee (1d6 nonlethal, unarmed strike) or +3 ranged (2d8, standard rifle) or +3 ranged (2d10, v-prop pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val tenacity/detachment, AL self/Luxembourg Sweeney; SV Fort +1, Ref +5, Will +2; Ex 4; Str 10, Dex 14, Con 11, Int 12, Wis 11, Cha 17; *Template:* Criminal; *Skills:* Bluff +12, Diplomacy +11, Disguise +6, Engineer (mechanical) +2, Hide +3, Intimidate +10, Knowledge (civics) +4, Knowledge (current events) +7, Knowledge (industry) +3, Knowledge (tactics) +5, Listen +2, Pilot (civilian) +3, Resolve +8, Sense Motive +7, Sleight of Hand +4, Spot +2, Survival +3; *Influences:* Crime +7, Constabulary +2, Street +4, Military +2; *Feats:* Armour Proficiency (light), Brawl, Deceptive, Personal Firearms Proficiency, Persuasive, Point Blank Shot, Simple Weapons Proficiency; *Talents:* Ear to the Ground (Crime), Fast Talk, First Amongst Equals (Crime); *Possessions:* Blue collar outfit, backpack, undercover vest, standard rifle, v-prop pistol.

Scope Avatar: HD 4d6+12; hp 28; Mas 17, Init +0; Defence 10, touch 10, flat-footed 10; BAB +0; Grap +1; Atk +2 (1d6+1 nonlethal, unarmed attack); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; SV Fort +3, Ref +0; Str 12, Dex 11, Con 17.

John Skelter is the worst-case example of what a careless child welfare system can do. Growing up, he was one part Artful Dodger and two parts Jack the Ripper. He was forced out of school in his early teens for torturing pittances of coin out of the other boys. Sent to work in various factories, he soon had a network of thieves and extortionists working beneath him. Soon enough, he was a go-between for a number of organized crime factions, effective because of his knack for organization if not for the terror inflicted upon those who disrupted his order or compromised his business. Skelter has always been an independent criminal, always brokering the most elaborate deals and never brooking the slightest infraction of his misshapen sense of ethics. These days he works with Luxembourg Sweeney, one of very few people he trusts, and one whose merits in the fields of pursuit and enforcement uniquely complement his own organizational skills.

Luxembourg Sweeney (major character): CR 4; Medium humanoid (epsilon human) Combatant 2/Pursuer 2; HD 4d8+12; hp 33; Mas 15; Init +4; Spd 30 ft.; Defence 18, touch 18, flat-footed 14 (+4 Dex, +4 class); BAB +3; Grap +6; Atk +6 melee (1d3+3 nonlethal, unarmed strike) or +6 melee (1d4+2/19-20, straight razor*) or +3 ranged (2d10, v-prop pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val loyalty/enthusiasm; AL self/Irish mob; SV Fort +6, Ref +6, Will +3; Ex 2; Str 16, Dex 18, Con 17, Int 8, Wis 13, Cha 9; *Template:* Tradesman; *Skills:* Fighting Technique (fencing) +10, Intimidate +4, Investigate +1, Listen +2, Spot +2, Survival +2; *Influences:* Civic +3, Industry +1, Street +2; *Feats:* Combat Expertise**, Fencing Proficiency, Major Cybernaughtic App x2 (motor neuron accelerators, 1 CPP unspent), Simple Weapons Proficiency, Track, Weapon Finesse; *Talents:* Fighting Technique (fencing), Scan; *Possessions:* Business outfit, straight razor, zepcar (rented; now crashed).

Scope Avatar: HD 4d6-4; hp 10; Mas 7, Init +1; Defence 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap –1; Atk –1 melee (1d3–1, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort –1, Ref +1; Str 8, Dex 13, Con 9.

** Luxembourg uses his straight razor in a unique fighting style similar to fencing. Use the Fencing fighting style to determine his stance capabilities.*

*** He can only use this feat when in the stance for his fighting technique (fencing).*

Luxembourg Sweeney prides himself on being "the most celeritous barber in the Great Metropolis." He uses his barbershop, complete with spiral pole, as a front for his underworld activities. He began his life of crime as an enforcer for the Irish mob, striking fear into his victims by no more than the reputation of his deft-handed blade work. His sense of loyalty to the organization led him into a career as something of a crusader, seeking out enemies of the mob and putting them down. His boisterous zeal and unabashed penchant for violence eventually led the organization to distance itself from him, although they still occasionally tap him for his expertise. He now works more or less independently, yet he has forged a partnership with John Skelter that has begun making people tremble at the mention of his name once more.

one who fails this check by 5 or more brings the whole structure down; climbing PCs take 2d6 points of damage. The final option for escape is through the manhole down into the sewers.

Part Two: Meanwhile, Back at the Lab

The PCs will have taken one of three routes to avoid the constables. Escape on the ground presents a challenge within itself considering the gathering crowd. If they take to the rooftops, they will find a network of makeshift bridges between buildings, necessitating hazardous leaps from roof to roof. Travel beneath the streets presents the normal dangers of sewer life: movement between gamma duchies, avoidance of toxic regions, the chance of crocodile attacks, or worse. The following sections detail each of these situations.

Taking It to the Streets (EL 0)

If the characters attempt to exit through the crowd without drawing attention, read the passage below. Characters choosing not to hide, or who are blasé about the recent events, will invariably encounter the constables (see below).

> *As you emerge from the alleyway, the sounds of constables' sirens close in from a variety of directions. A thin crowd of people, residents of the tenements, flocks to see the excitement. As the first of the red-lit constabulary zepcars arrive, people point fingers at you and examine the scene with awe. More vehicles arrive as the crowd thickens.*

Making it through the growing crowd is a matter of blending in. To do so, a character must make a DC 15 Bluff check (to appear casual and innocuous) followed by a DC 10 Hide check (to avoid being rediscovered by anyone who had previously seen him). Failure of the Bluff check results in the PC being unable

Roleplaying Diplomacy Versus Resolve

This part of the adventure provides a good example of the Diplomacy versus Resolve skill check in action. It is an important aspect of the Etherscope game that GM characters can affect characters' actions, as this enables mysteries and betrayals to become an important part of the game, as they are in many examples of the genres that have inspired the game.

To highlight the effect of the skill check to the PCs, tell them something like "You can see Skelter's point of view." Encourage the players to roleplay such doubts. It is also important to remember to never force the character to do as someone says by the simple use of mundane skills, merely that the GM characters' efforts have changed their attitudes. A number of other factors come into play, such as values and allegiances that may affect how the character approaches a quandary.

The results of a Diplomacy versus Resolve check merely changes your character's attitude towards the GM characters, as determined by the standard attitude descriptions from the Diplomacy skill description (in Chapter 2: Traits): Helpful, Friendly, Indifferent, Unfriendly, or Hostile. You can have each of the PCs in the party make Resolve checks — some of them may find that they pass and others fail, and this can generate some excellent roleplaying opportunities as the players argue out the situation in character. Whilst some may not like their characters' attitudes being altered in this way, it is an essential part of an **Etherscope** game.

to blend in; they are immediately brought to the attention of the constables. Success buys the character 1d4 rounds to begin making his escape, after which he must succeed at the Hide check or be spotted. A spotted character must either run or surrender to the constables. The constables will arrest any characters they have to chase and are likely to do so if they surrender as well. If the PCs attempt to use Diplomacy with the constables, assume they begin with an unfriendly attitude that must be swayed to friendly or helpful to avoid arrest. In the event of an altercation with the constables, use the statistics for low-level warrior ordinaries (see "Ordinaries" in Chapter 8: Gamesmastering). Two constables arrive in the first zepcar, followed by another pair 5 rounds later.

Over the Rooftops of the World (EL 2)

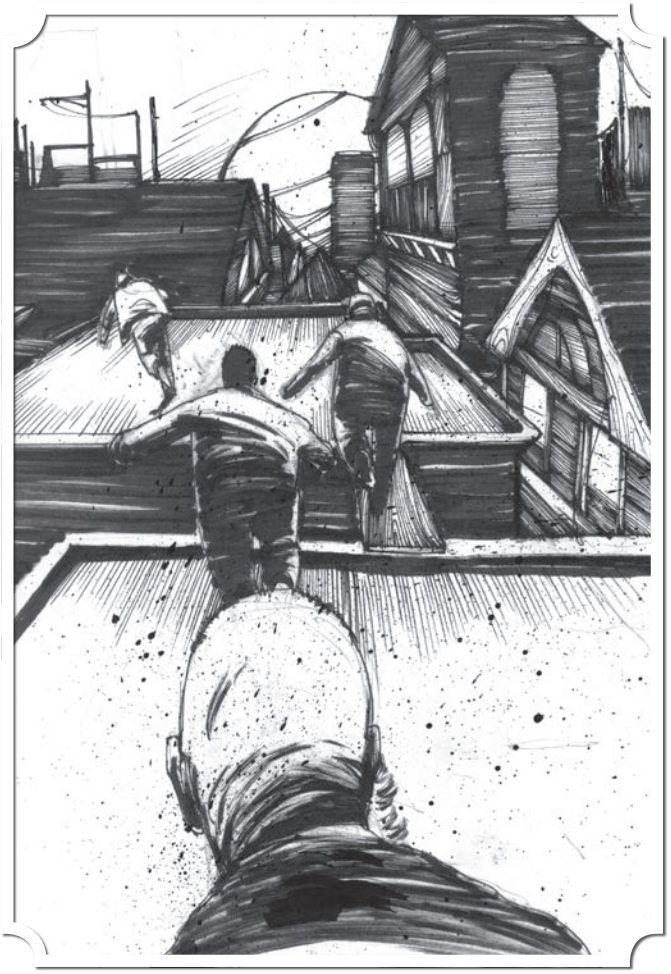
If the party tries to get away via the rooftops, read the following:

The buildings are packed together quite tightly here, and for some distance there is little difference in their height. The rooftops create a landscape reminiscent of a roiling sea or rolling hills. Navigation between the structures is a dangerous prospect. The roofs are joined by makeshift bridges that creak and wobble as you cross. Here and there are gaps not joined by bridges; some are jumpable, others are not. Each time you encounter such a dead-end, you are forced to backtrack and find a different route around the labyrinthine network of rooftops.

At various points on their path over the rooftops, the PCs must make Jump checks in order to successfully leap the gaps. The Sky Rat Clan, a gang of gammas who are proficient at making such jumps, put bridges only where the gaps were too wide. The PCs may entertain the notion of returning to the ground soon after escaping the alleyway, but unfortunately this is not an option. The fire escape up which they escaped is one of only a few sparsely placed ground access points. The Sky Rats go to great trouble to make certain that their domain is unwelcoming to ground-dwellers and any ladders or fire escapes they don't approve of are usually cut so as not to provide access. In many areas, this unusual clan of gammas has gone so far as to grease walls or plant spikes between bricks, making a plummet to the ground far below a certainty for would-be climbers.

Leaps between roofs require DC 15 Jump checks. This obstacle should present a sense of danger to the characters, but it should not be something that actually kills them. If a character fails his Jump check by a margin of 10 or less, allow him a DC 10 Reflex save to catch himself on a fire escape, taking 1d6 points of nonlethal damage from the impact. Anyone who fails by a larger margin lands heavily on a fire escape or ledge for 2d6 points of damage. The PCs must succeed at two such checks in order to reach a point where they stumble upon another ground access point.

Enterprising characters may seek to discover a better path over bridges rather than being forced to jump over rooftops. Such characters may make a DC 15 Survival check. Success means that they find a better path and have to make only one Jump check.



Read the following:

The gauntlet of acrobatic feats and maze running is over. You come at last upon a rickety ladder descending most of the fifty-foot drop to the ground. A single-storey drop from the fire escape is manageable and you catch your balance on the street in another alley.

Into the Tunnels (EL 2)

The sewer presents a challenge to the characters, but is the least troublesome of the options. If one of the PCs' background marks him as familiar with the sewer kingdoms of the Great Metropolis, they should have little trouble finding their way. If not, it is still possible to find a suitable route through the tunnels. Read the following to the players:

Descending below the ground, darkness envelopes you. Fumbling around, you find it relatively easy to feel out your surroundings and get your bearings. Blackness eventually gives way to shadowy light; the sewer corridors are dotted here and there with gas lamps and the occasional flickering torch. Darkness returns in the more malodorous areas. Nausea and dizziness increase. Tunnels crisscross and intersect at areas of stifled current and the majority of them have walkways at certain points, although you are forced to wade through scummy water and semi-liquid refuse.

The greatest danger presented by the sewers is filth. It will take the PCs some time to find street access far enough removed from the crowd as to not attract attention. During that time, they are exposed to the disease-ridden waste of the Great Metropolis. Characters who escape by this route must make a DC 15 Fortitude save or become sickened for 1d4 hours. Sickened characters take a –2 penalty on attack rolls, melee damage, saving throws, skill checks, and ability checks. Characters who succeed at this save do not need to make another check in the same 24-hour period.

Read the following:

You fumble through the blackness until vertical bars of light finally pierce it, filtering through the grates of a manhole cover. A sturdy but rusty ladder leads to the street surface.

If the PCs are hasty about their stay in the sewers and emerge too close to the scene of the shootout, they find a gathering throng of curious citizens and constables. Such PCs must play through the "Taking it to the Streets" encounter above, but do not risk becoming sickened.

DR. BENNETT'S LAB

The PCs will eventually arrive at the laboratory. The building itself is a humble one located in a warehouse district and identified by an unassuming and dull-painted sign that reads: "Bennett & Company." The front door is ajar and one of the windows, normally boarded shut, is broken in. When the PCs enter the lab, read the following description:

When Characters Step Outside the Lines

Whether you design your own adventures or use published ones such as this, you will quickly realize that your players have an uncanny ability to tackle in-game problems from angles you never imagined. This may be the most important skill of a good Gamesmaster, and one of the most difficult to develop: the ability to expect the unexpected. You'll find that roleplayers are creative people, and all the preparation that you can ever do pales in comparison to the power of the collective imagination of the gaming troupe.

What happens, for instance, if combat-oriented characters decide that the quickest way to deal with the constables is to dispatch them? What happens if they feel lucky and decide to take Skelter and Sweeney on with firepower? What if they decide that handing Dr. Bennett over is preferable to a bullet in the head?

Don't panic. A calm mind will do as much for you as a quick wit. You probably know the other players. They're your friends, or you've established at least a cursory acquaintance before playing. You probably have an idea of what they're thinking. Knowing your players will help you out of many unknown situations.

It also helps that roleplaying is a simulation of reality. Most interactions in the game can be understood by way of real-world examples. You might not expect that the characters would march into a crime boss' home and demand to know what he's up to. If they do, however, you shouldn't have to stretch your imagination too far to think of how he'd react. Although most of us haven't actually experienced something like this, we've got lifetimes of books, movies, and television to refer back to.

You will find it handy to not only know the rules very well, but to know the rulebook. Today's game products are the result of over thirty years' cumulative experience. Chances are if it can be dreamt up by the players, it's accounted for somewhere in the rules. Finding the location of a seldom-used rule quickly can keep the game from stagnating and enhance the players' experience greatly. If there's not a rule for something, or even if you can't find it, your comfort with the system behind the rules can keep things running smoothly.

If all else fails, break the rules. As GM, your word is ultimately canon. The players may not always like it and it's unwise to abuse this power, but sometimes you have to do what's best for the game.

Breaking the Rules

Remember, as GM you are the ultimate arbiter in the game. Rules judgements are your responsibility and your decision on the rules is final. Don't be afraid to use this power you wield. It's a common mistake of novice GMs to fear their players' objections to your assertiveness, and one that can be as detrimental to the flow of the game as abuse of your power.

Try to remember that the GM is a player, too — just one with a bit of a different role. You should be careful never to fall into the trap of becoming adversarial with the other players. The burden of the flow and believability of the game is on your shoulders, but don't let that overwhelm you. If the rules ever get in the way of the game, if they ever keep it from moving or if they keep anyone from having a good time, they've outlived their usefulness. It's your job to decide when this happens.

Bend the rules, break the rules, or make up new rules; just keep things going. Don't be afraid of doing something absurd — some of the best stories are obtuse departures from the ordinary. If you're stumped or stymied — and even the greatest GMs can be — call a break. It's not best to use this tactic in the middle of action, but it can sometimes be better than having your players staring at you expectantly. As long as you can keep diversions to a minimum and regroup quickly, you'll find your players very forgiving.

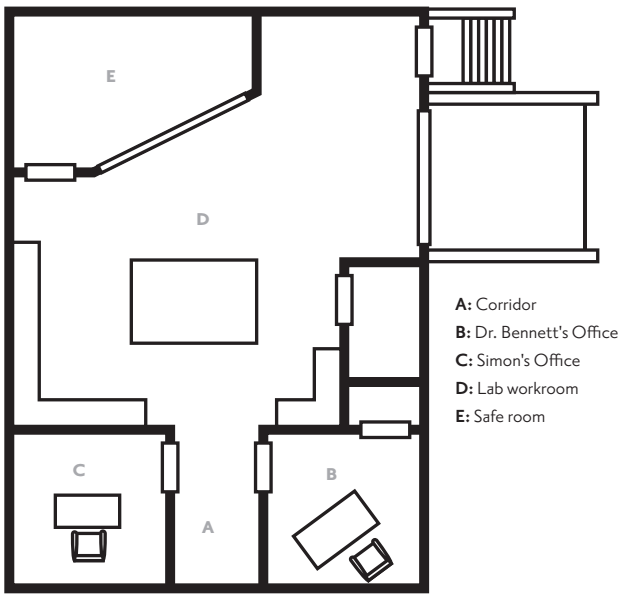
Follow-on Encounters

This section of the story can be used to include a follow-on encounter, where the same enemy is encountered twice within the same adventure. You will need to handle the encounter carefully so that the enemies are allowed to escape so that they can return to haunt the PCs at the end of the adventure.

The follow-on enemy in this encounter are the New Reich operatives that the PCs will likely battle in this scene. Your handling of this battle can have an effect on the development of future encounters within this adventure.

After this scene, you will be presenting the players with the option of pursuing a city-based or Scope-based adventure. The number of operatives remaining after the battle in Dr. Bennett's lab is significant to a Scope-based adventure. If there are too many operatives killed, the adventure will be too easy; it will be difficult if there are too few. You should estimate the abilities of your group before any battle and determine the number of operatives that might hold back or flee the scene. If the party is better suited to a Scope-based adventure, do not allow more than one or two to be killed. If you believe your players will pursue a city-based adventure, the number of operatives remaining is not so important.

DR. BENNETT'S LAB



The laboratory is in a state of utter disarray, apparently ransacked. The floor is littered with fragments of ethertech gadgetry, splintered furniture, and scattered paper. The odours of sulphur, ozone, and gunpowder hang in the air and the quaint candy-stripe wallpaper is singed and divotted in places. Portraits and bookcases are tilted and overturned. A dull, droning hum emanates from somewhere.

Operatives of the New Reich have beaten the PCs to the punch and paid Dr. Bennett's lab a visit, but just barely. The operatives, more skilled at Scope riding than Prime Reality cloak and dagger, were alarmed by the characters' approach and are hiding in the lab's offices and closet. They listen and watch where they can until they can determine the PCs' intentions. Simon Garner, Dr. Bennett's assistant, has locked himself in the laboratory's "safe room," but has taken some fire through the windows and walls and is barely clinging to life as the PCs arrive.

Facility Features

Unless otherwise noted, the features of the Bennett & Company lab have the following features:

- Walls: Hardness 7; 10 hp.
- Doors: Hardness 5; 5 hp; Open DC 15; Break DC 13.
- Boarded-Up Windows: Hardness 2; 3 hp; Break DC 10.

There are several areas of the lab for characters to explore. What follows is a detailed description of each.

Corridor

From the entry corridor, the PCs can see the light of the laboratory and the general state of carnage therein. The hall is flanked by two doors, both of which are locked. There are no obvious signs of forced entry on or around the doors, which lead into the offices.

Dr. Bennett's Office

Light: The room is completely dark when the PCs enter, but a switch near the door turns on gas lamps which provide bright illumination.

Sound: None

Reaction: The New Reich operatives inside attack the characters if they enter the room, but do not otherwise leave the room unless called upon by the other operatives.

When the PCs arrive, two of the New Reich operatives hide in this office. They have locked the door in order to discourage the characters from entering. The PCs may decide to force their way into the office, but such an action provides the operatives with a defensive advantage. In such a case, the two operatives attack, and the other two arrive in 1d3 rounds to assist their comrades. When this occurs, go to "Encountering the Operatives" below.

A stately cherry-wood desk faces the doorway at an angle in front of a cushiony leather chair. A plaque on the desk reads "Dr. Sullivan Bennett, Ph.D." Bookshelves run up the office walls, any space they fail to take up being decorated with the kind of shoddy landscape paintings one would find at an art student's first gallery showing. A tall tangle of houseplant sits potted in front of a window next to the desk. Another door, probably to a coat closet, is on the opposite wall.

The other door is indeed to a coat closet and is filled with a variety of coats, including many lab coats. The paintings on the wall are the work of Dr. Bennett's own hand and the bookshelves are filled with mundane manuals of technical reference. The desk is tidy and searching it will yield little more than bills and correspondence. A DC 17 Search check will turn up a single reference to something called an "Ether-Prime Analogue," but only if the PCs have heard a reference to an "analogue" already (otherwise, the reference doesn't stand out from the other material and is overlooked).

One of the pictures on the wall is a painting of the white cliffs of Dover. This painting conceals a fortified etherium safe. If the characters do not think to look here, a DC 15 Search check will discover it as well. It has a hardness of 15 and 100 hp. Characters can open it by making a DC 23 Engineer (mechanical) check, or Simon Garner (currently in the safe room) can give them the combination. The contents of the safe are as follows:

- 1 Red Upload Capsule: This capsule details the methods of destroying both components of the Ether-Prime Analogue. Only one component must be destroyed in order for the device to be entirely disabled.
- 1 Green Upload Capsule: The green capsule indicates the Prime Reality location of the Ether-Prime Manifestor, the physical-world component of the analogue.
- 1 Blue Upload Capsule: This capsule indicates the Etherspace domain and location of the Ether-Analogue Receptor, a program that allows Etherspace programs to be translated into Prime Reality matter via the Manifestor (above).
- 1 pepperbox revolver.

Ad Hoc Experience Rewards

If the PCs are able to determine the significance of the document relating to the Analogue, you may grant the group an ad hoc reward of 4 XP each. Likewise, if they discover the hidden safe based on Dr. Bennett's clue, reward them 4 XP each.

Simon Garner's Office

Light: A single gas lamp provides bright illumination.
Sound: None

Reaction: A New Reich operative will attack the PCs if they enter the room and shout for assistance from his comrades.

Simon's office stands in contrast to Dr. Bennett's as stark and minimal, devoid of creature comforts.

This room is obviously some type of office, but it is not much to look at. The walls are bare plaster and the floors are unfinished hardwood. A desk, probably several generations old and uneven, sits in the centre of the room facing away from the windows. One of the windows, the most ornamental trappings of the office, is busted in and shards of glass are scattered across the dull floorboards.

The desk has a single drawer with nothing but a stack of blank paper leaves inside. This is Simon's office, but he makes little use of it, sometimes as a refuge when transcribing dictation-scribblings, but little more. This is where the New Reich operatives entered the building. When the PCs arrive, an operative is inside huddled behind the desk. The door is locked, but if they peer in the window, a DC 17 Spot check will allow them to see the silhouette of someone behind it.

If the PCs enter this room before meeting Simon (see below), the operative will attack them and the others will arrive in 1d3 rounds to reinforce him. When this occurs, go to the Encountering the Operatives section below.

The Laboratory Workroom

Light: The overhead etherlamps in this room provide bright illumination.

Sound: A humming noise fills the area, coming from several wrecked devices still running in their ruined states.

Reaction: The leader of the New Reich operatives, hidden in the restroom, will initiate an attack if his refuge is compromised, or if the PCs find a way into the safe room.

Features:

- Overhead Door: Hardness 10; 15 hp; Open DC 18; Break DC 20.
- Padlock: Hardness 5; 10 hp; Open DC 15; Break DC 20.
- Deadbolt: Can be freely opened from the inside, but is not able to be opened from the outside.

This is where the magic happens. Normally this area is pristine and even majestic in its organization. Although Dr. Bennett worked with the fervour of a mad scientist, he was fanatic about order and cleanliness. Now, however, the workroom is in disarray. The operatives have turned it upside down in search of the prototype Ether-Prime Manifestor. Unfortunately for them, Dr. Bennett has hidden the prototype. Fortunately for them, Simon was working on a related experiment at the time they came calling and they managed to obtain Dr. Bennett's notebook.

Encounter Levels

One concept of **Etherscope** that may be difficult for novice GMs to wrap their heads around is that of Encounter Levels (EL) vs. Challenge Ratings (CR). CR indicates the challenge posed by an individual whereas EL represents the cumulative challenge presented by all individual enemies, and is sometimes modified by the challenges presented by the environment or other factors. See Chapter 8: Gamesmastering for full details.

If the math for deriving EL from CR seems a bit spooky or if the inclusion of variables is overwhelming, it's okay to ignore them for the time being. In a published adventure such as "Analogue," we've done much of this for you anyway, and playtested the encounters to ensure that the numbers fit.

If, however, you'd like to see how these values interact, the Bennett & Company lab presents an excellent opportunity to do so. We haven't calculated them for these encounters because there are simply too many variables involved. If the PCs take on a single operative, the EL is 1, same as its CR. Double the number of operatives, and you increase this by one to EL 2.

Adding a third operative, though, doesn't quite raise the encounter to EL 3, as that would require twice again as many CR1 operatives (four of them). Of course, if such an encounter occurred in an area that provided the operatives with no escape, forcing them to fight to the death, this might be a complicated enough circumstance to bump the encounter to EL 3.

The involvement of Jurgen Wulfsberg, their leader, complicates things as well. By himself, he's CR4 and constitutes an EL 4 encounter. Throw the operatives in with him and the encounter goes to EL 5.

The math for this is a little fuzzy, but you'll get the knack for it in time. If it still doesn't make sense to you, don't worry. Relax. Sit back and enjoy the game. These figures are really just points of reference anyway.

The low, droning hum that you heard as you approached is coming from this room somewhere. The room, obviously the laboratory proper, has taken the brunt of the damage and ransacking. The waist-high metal countertops are cluttered with the trash of what were once the tools and products of technology. The wreckage of larger devices is strewn on the floor, as well as papers, glass fragments, and overturned furniture. A door next to an angled wall leads into another room, which you can partially see through the spider-web fracturing of a large window, apparently riddled by bullets but not breached. Another door is on the opposite end of the room and in the far corner is what appears to be a loading dock.

The lab is a converted warehouse. The overhead door of the loading dock is padlocked shut, but leads to a ramp outside. Another door, deadbolted from the inside, provides access to that exit of the building. The door leading into the safe room is locked, but a character looking through the window can make out a person's body lying on floor. The final door, to the toilet/supply closet, is locked as well. Jurgen Wulfsberg, the New Reich leader, is hiding in there and if it is forced open, he will fight; the other three operatives will come out of their hiding spots and arrive in 1d3 rounds. If combat occurs, see "Encountering the Operatives" below.

The Safe Room (EL 1)

Light: The light in here is not on at first, but the light through the window from the workroom provides shadowy illumination. A light switch near the door can be flipped and the overhead etherlamps will provide bright illumination.

Sound: Characters who succeed at a DC 20 Listen check will be able to make out Simon's laboured but shallow breathing.

Reaction: Simon, lying disabled on the ground, is timid at first, but is in no position to put up a fight against the characters if he does not believe their intentions are good.

Features:

- Reinforced Walls: Hardness 15, 200 hp
- Reinforced Door: Hardness 15, 200 hp; Open DC 17; Break DC 30.
- Bullet-Proof Window: Hardness 10, 200 hp (164 remaining); Break DC 35.

This is the area where Dr. Bennett and Simon performed their more dangerous, sometimes volatile, experiments. The walls, door, and observational window are all reinforced. The glass of the window is almost bullet-proof. A barrage of close-range shots yielded a single penetration which was lucky enough to clip the barricaded Simon, who now lies incapacitated on the floor. This was only moments before the lookout operative noticed the PCs coming.

The hidden New Reich operatives want inside as well; their instructions were to leave no witnesses. Assuming they are still hidden, they will wait for the PCs to either leave the scene or determine a way into the safe room.

Finding a way inside is not a terribly difficult proposition; given time the operatives would have gotten inside and eliminated Simon. Amongst the rubble of the ransacked laboratory workroom is a small key chain with the keys to the safe room, the toilet/supply closet, and the loading dock door. Finding this key chain requires a DC 20 Search check. If the characters wish to break through the observation window, they'll find that it is nearly impenetrable.

The moment the characters break into the safe room, they are attacked by the New Reich operatives (if they have not yet been discovered); the one hidden in the toilet/supply closet bursting forth and calling orders out to his allies. When this occurs, go to the Encountering the Operatives section below.

Once the battle with the New Reich operatives is finished, or if the characters enter the safe room having defeated the operatives previously, read the following description of the safe room:

This room is naked and sterile, with etherium beams and heavy-duty bolts reinforcing the corners and weak spots on the walls. The counters and cabinetry are all made of etherium and everything in the room has a bolted-down quality to it. Lying barely conscious on the stark floor is a blond-haired man in his early thirties. His breathing is shallow and his lab coat is soaked with blood.

If the characters approach Simon, his first instinct is to panic, but a DC 10 Diplomacy check puts him at ease. Simon is disabled (0 hp) and is in need of medical attention. Before he gives any information to the PCs, they must assist him or send for help. They must also assure him of their relationship to Dr. Bennett.

Once they have managed to do so, Simon will reveal that the operatives got hold of Dr. Bennett's notebook, which contains details of the whereabouts of both components of the Ether-Prime Analogue prototype. Read:

"They want to use it as a weapon. There's no time to explain, you must stop them," Simon wheezes whilst clutching his wound. "In Dr. Bennett's office, behind a picture of the Cliffs of Dover is a safe. 93-27-14. Inside are some upload capsules that will tell you all you need to know. The notebook is not important, but you must disable the device. Our benefactor would do anything to keep this technology from them. Go now, please!"

Simon doesn't wish to speak much more; he needs the PCs to disable the Analogue. The notebook stolen by the operatives doesn't contain anything compromising about the technology, but if the New Reich can obtain both components of it, he fears they can reverse-engineer the device well enough to make their weapon. Fail-safes built into the prototype will irreversibly damage one component if the other is destroyed. If the PCs press him for information, Simon will stress that they are losing time and the constables will be arriving quickly.

Encountering the Operatives (EL 3)

Whenever the characters encounter an operative, he will alert the others and they will arrive within 1d3 rounds to reinforce.

New Reich Operatives (3): CR 1; Medium humanoid (human) Savant 2 ordinary; HD 2d6–2; hp 5; Mas 8; Init +1; Spd 30 ft.; Defence 17, touch 12, flat-footed 16 (+1 Dex, +1 class, +5 equipment); BAB +1; Grap +1; Atk +1 melee (1d6 nonlethal, sap) or +1 melee (1d4/19–20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val patriotism/progress; AL New Reich/allies; SV Fort –1, Ref +1, Will +4; Ex 0; Str 10, Dex 12, Con 8, Int 14, Wis 14, Cha 12; *Template:* Enlisted; *Skills:* Concentration +1, Engineer (ethertech) +4, Hide –1, Intimidate +3, Investigate +4, Jump –3, Knowledge (current events) +4, Knowledge (tactics) +8, Move Silently –1, Munitions +6,

Story Development

A published adventure like "Analogue" can't really account for every single possibility, at least not without being the size of an encyclopaedia. We've already discussed what happens when the PCs do things that you don't expect and how you can learn to handle those situations through improvisation.

Another thing that can happen, and something that you should always be considering, is that anything they do can have far-reaching implications. What happens if the characters slaughter the gammas who've come to apprehend them? They would certainly earn the enmity of Duke Raymond at least; not to mention the friends and families of those gammas. Maybe the duke would put a mark on them. Bounty hunters from across the Great Metropolis would come out of the woodwork trying to put knives in the PCs' backs. Perhaps the duke would seek to recoup the expense that this loss of manpower represents. The PCs could find themselves reluctantly in the employ of an underground crime lord.

These possibilities are wonderful tools for a crafty GM. While published adventures can be fun, there will come a point when you'll want something more free-form, something with your signature on it. One of the best rewards of being a Gamesmaster is seeing the machinations of your own plots grow to fruition, but nothing is more rewarding for your players than to take part in that process. If you can tie the consequences of the characters' actions into their future exploits, you'll have won them over — and you'll have some great stories to reflect back on.

Pilot (military) +2, Scope Awareness +6, Scope Resilience +3, Scope Use (immersed) +9, Scope Use (remote) +7, Survival +5, Swim –3; *Influences:* Military +5, Street +2; *Feats:* Armor Proficiency (light), Personal Firearms Proficiency, Scope Raider, Simple Weapons Proficiency; *Possessions:* Knife, light-duty vest, military outfit, Scope point (portable), smoke grenade, sap.

Scope Avatar: HD 2d6+2; hp 9; Mas 12; Init +2; Defence 14, touch 12, flat-footed 12; BAB +3; Grap +5; Atk +5 melee (1d4+2, bayonet) or +5 ranged (2d8, standard rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; SV Fort +2, Ref +3; Str 14, Dex 14, Con 12.

Jurgen Wulfsberg, New Reich Operative Leader (major character): CR 4; Medium humanoid (alpha, human) Savant 3; HD 3d6; hp 13; Mas 10; Init +2; Spd 30 ft.; Defence 18, touch 13, flat-footed 16 (+2 Dex, +1 class, +5 equipment); BAB +1; Grap +1; Atk +1 melee (1d4/19–20, knife) or +3 ranged (2d6, standard pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val patriotism/loyalty; AL New Reich/allies; SV Fort 1, Ref +3, Will +5; Ex 4; Str 11, Dex 14, Con 11, Int 14, Wis 16, Cha 16; *Template:* Officer; *Skills:* Diplomacy +5, Engineer (ethertech) +8, Hide +4, Intimidate +6, Investigate +8, Knowledge (current events) +3, Knowledge (industry) +5, Knowledge (tactics) +8, Move Silently +4, Munitions +7, Scope Awareness +8, Scope Resilience +5, Scope Use (immersed) +8, Scope Use (remote) +8, Sense Motive +6, Survival +6; *Influences:* Military +6, Intelligence +3, High Society +3; *Feats:* Armour Proficiency (light), Minor Cybernaughtic App (Scope jack), Personal Firearms Proficiency, Point Blank Shot, Scope Raider, Simple Weapons Proficiency; *Talents:* Scholar (Engineer (etherscope)), Exploit Weakness; *Possessions:* Knife, two smoke grenades, light-duty vest, military outfit, Scope point (portable), standard pistol, 50 rounds.

Scope Avatar: HD 3d6+9; hp 22; Mas 17; Init +3; Defence 15, touch 15, flat-footed 10; BAB +3; Grap +5; Atk +5 melee (1d4+2, bayonet) or +6 ranged (2d8, standard rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; SV Fort +4, Ref +5; Str 15, Dex 16, Con 16.

In the Scope, the operatives' avatars appear as traditional German soldiers in Pan-European War uniform. They wear spiked helmets and carry bolt-action rifles with bayonets.

Tactics: The operatives do not want any witnesses left behind. They will attempt to kill Simon and the PCs before Simon can relay his story. The operatives are not highly skilled combatants, however, and will immediately retreat if they feel the battle is not going their way (see the "Follow-on Encounters" sidebar earlier in this section). If forced to retreat, they throw smoke grenades and exit the building through the most convenient means possible, probably either the front door or the door next to the loading dock.

PART THREE: THE CHASE IS ON

In order to complete the task of disabling the prototype, the PCs will have to take the upload capsules provided in Dr. Bennett's safe. Because of the limitations of using upload capsules, they will have to distribute them amongst each other. From this point, the adventure can go in one of two directions: into Etherspace to disable the Receptor; or into the bowels of the city to disable the Manifestor.

The difficulty may come in that the character who takes one capsule may not be skilled in that area. For instance, if a combatant takes the blue capsule, it may prove challenging for him to instruct a Scope rider as to the Manifestor's location. To make things more difficult in this regard, the only person who knew what each capsule contained was Sullivan Bennett.

Below you will find descriptions of the knowledge imparted by the capsules and the Fortitude save DCs to avoid becoming ill (and losing the capsule; the GM may decide to lower the DC of these saves if he feels that failure would hinder or force the PCs in an inappropriate direction).

Red Capsule (DC 12): This capsule contains two grains, one detailing the disabling of the Manifestor, the other one describing how to disable the Receptor. The character who takes this tab will gain a +2 competence bonus on the Engineer (mechanical) or Engineer (ethertech) skill check required to disable the Manifestor and on the Scope Use skill check required to disable the Receptor. If this PC is not the one to actually perform the disabling, he must be in communication with the one who is. In this case, he can use the aid another action to provide a +2 competence bonus on the disabler's check.

Green Capsule (DC 10): This single-grain capsule grants its taker knowledge of the whereabouts of the Ether-Prime Manifestor. The laboratory of Dr. Bennett is, in actuality, a mere workshop. The proving ground for his device is another, hidden lab

located beneath the bowels of the Great Metropolis. Not even Simon knew the whereabouts of the lab. The unnamed company funding Dr. Bennett's research paid a hefty sum to renovate a long-buried underground station, and nearly as much to ensure its protection and secrecy. They brokered a deal with the Duchy of Raymond Faulk, perhaps the least hospitable of the gamma sewer kingdoms, to provide safe passage for Dr. Bennett and two other men (not germane to this adventure) to and from the lab. All others are at the mercy of Duke Raymond. In order to get to the Manifestor, the PCs must race through the Duchy against John Skelter and Luxembourg Sweeney (who are intimately familiar with the sewer kingdoms and on amicable terms with the Duke), avoiding capture or worse, and find the hidden lab.

Blue Capsule (DC10): The blue upload capsule contains a single grain that describes the location of the Ether-Analogue Receptor. This will provide the taker with a +5 competence bonus on any Scope Awareness checks made to identify the location of the Receptor. The Receptor is at a hidden site in an industrial domain of New London. Following the path to this site will take the characters on a primarily Scope-based adventure. The New Reich operatives encountered in Dr. Bennett's Lab will seek the Receptor as well. The characters must decide whether they will immerse themselves into the Etherscope or access it remotely. This choice will depend on the equipment available to them (a Scope jack is needed for immersion), and they will have to provide their own access to the Scope.

THE DUCHY OF RAYMOND FAULK

Characters with Street influence will have at least a cursory familiarity with the gamma sewer kingdom. Although all of these gammas are somewhat xenophobic, some are friendlier to outsiders than others. Some are of a more renegade bent and others just want to be left alone. The name Raymond Faulk will strike fear into anyone with even a single rank in the Street or Crime influences.

Faulk is more a leader of organized crime than a member of sewer "nobility." The perception of Faulk in other duchies range from outright loathing to fear of a necessary evil. More than a few gammas have rallied to his banner out of sheer survivalist instinct. To these he is a hero and visionary. To others he is a crime lord and despot. It is in his domain that Dr. Sullivan hid the Ether-Prime Manifestor.

The character who dropped the green upload capsule will know exactly where to go to get to the hidden laboratory. Travel beneath the city is dangerous; moving between kingdoms is no mean task and Faulk's kingdom is heavily guarded.

The Turnpike (EL 2)

Access to the sewers is available nearly anywhere. The PCs need only find a manhole and drop through it. The sewers have their own thoroughfares and trade routes as well. The knowledge provided by the green capsule will lead the PCs in the right direction until they end up in a wide tunnel named King George's Highway. Read the following:

A long, wide tunnel continues for some distance, punctuated here and there by gas lamps or torches. A wide river of sewer once ran here, fed by tributaries flowing from all over the metropolis, but now a small stream trickles through the middle of the slime-grown avenue. This continues on for some time until many meters ahead you see a well-lit area. As you approach, the nature of the place becomes obvious. A squad of gamma thugs stands guard before a makeshift barricade of crates, beams, and rubbish, and a single shanty-building hides behind the weak fortification: a tollbooth.

The tollbooth is operated by the militia of Drudgney, one of the less abrasive sewer kingdoms. King George's Highway is generally regarded as a neutral road, but as the kingdom of Drudgney prides itself on autonomy and does little commerce with its sister kingdoms, the king has deemed that he reserves the right to exact a toll.

Albert Finney, the toll collector, is a fat gamma with a tendency to inflate fees and embezzle the margin. When the PCs arrive at the tollbooth, he will emerge from the shanty and stand behind the guards to deal with them. Should the characters choose to pay the toll, Finney will let them pass without another word. If they refuse, the guards will immediately attack. Paying the toll will require a DC 17 acquisition check (restriction: Street) for each character.

The PCs may question Albert Finney or the guards as to whether anyone came ahead of them. John Skelter and Luxembourg Sweeney did come through prior to the characters, but were keen to pay Finney extra for his silence. If questioned, he lies, but a successful DC 15 Sense Motive check alerts the PCs to the deception. Finney cannot be bribed to provide any information; he fears Skelter and Sweeney far more than he does the PCs.

Enemies

A squad of four guards protects the turnpike. These guards will not attack unless provoked, but will act viciously if they need to. Albert Finney poses little threat to the PCs.

Gamma Turnpike Guards (4): CR 1/2; Small humanoid (gamma, human, transgenic) Combatant ordinary 1; HD 1d8+3; hp 7; Mas 15; Init +6; Spd 30 ft.; Defence 16, touch 15, flat-footed 13 (+1 size, +3 Dex, +1 class, +1 equipment); BAB +1; Grap –2; Atk +3 melee (1d2+1 nonlethal, unarmed strike) or +3 melee (1d6+2, gamma spear) or +3 melee (1d4+2/19–20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ gamma qualities; Val patriotism/loyalty, AL Drudgney/self; SV Fort +3, Ref +4, Will +1; Ex 0; Str 12, Dex 16, Con 15, Int 8, Wis 12, Cha 8; *Template:* Disenfranchised; *Skills:* Intimidate +4, Survival +3, Sense Motive +2; *Influences:* Street +3, Agriculture +1; *Feats:* Improved Initiative, Simple Weapons Proficiency, Toughness (body); *Possessions:* Knife, gamma spear*, leather jacket.

** This is a special weapon used by gammas of the sewer kingdoms. It does 1d6 piercing damage (critical x2/20). It is classed as a Medium simple weapon.*

Albert Finney: CR 1; Small humanoid (gamma, human, transgenic) Broker ordinary 2; HD 2d6+4; hp 11; Mas 12; Init +0; Spd 30 ft.; Defence 12, touch 12, flat-footed 12 (+1 size, +1 class); BAB +1; Grap –3; Atk +2 melee (1d2 nonlethal, unarmed

strike) or –2 melee (1d4/19–20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ gamma qualities; Val patriotism/bravery, AL Drudgney/self; SV Fort +1, Ref +2, Will +3; Ex 0; Str 10, Dex 10, Con 12, Int 12, Wis 12, Cha 15; *Template:* Disenfranchised; *Skills:* Bluff +7, Diplomacy +9, Disguise +5, Forgery +3, Intimidate +8, Knowledge (civics) +3, Knowledge (current events) +5, Knowledge (history) +2, Resolve +7, Sense Motive +6, Sleight of Hand +4, Survival +6; *Influences:* Street +4, Agriculture +4, Crime +2, Industry +1, Constabulary +1; *Feats:* Literate, Persuasive, Toughness (body); *Possessions:* Knife, worn-out old briefcase.

Tactics: The gammas will attack the PCs in as evenly spread a manner as possible, going one-on-one to cut off any escape. They are charged with defence of the tollgate and focusing on a single target might allow others to slip by. They are loyal to their cause and their duke, but are reluctant to die here. If two of them are killed or otherwise disabled, the others will flee. Finney will flee as soon as it looks as though the PCs will win.

Black Walls (EL 2)

After some time spent on the highway, the thoroughfare begins to break up and give way to smaller tunnels. Read the following:

The periodic lighting of the large tunnel becomes more sporadic until it is eventually nonexistent. Eventually the main artery yields to smaller, more labyrinthine tunnels. At some unrecognised point, the walls become black as pitch, blasted with paint from top to bottom. Light no longer carries well and the going becomes uncertain, as there are no discernable or distinguishing markings to suggest direction.

Characters that succeed a DC 15 Street influence check will recognise that the blackened walls indicate the border to the Duchy of Raymond Faulk. The walls continue for some time, but the characters should not become lost, thanks to the intuitive direction provided by the green capsule. The black tunnels will lead the PCs to a reservoir.

The characters have arrived in the Duchy of Raymond Faulk. Read the following:

The tunnel empties into a large chamber, round, and much taller than it is wide. Several other tunnels feed into the chamber as well. There is no walkway except a muck-caked ledge on the wall opposite, and the water here is waist deep. On that opposite wall is a set of levers and what appears to be some kind of control box.

Enemies

The reservoir is the habitat of a crocodile, especially imported by the Duke. Normally content to eat whatever carcass or other refuse floats its way; it is ready for such tasty live game as the PCs.

Crocodile: hp 22. (See Chapter 8: Gamesmastering for full statistics.)

Tactics: A patient hunter, the crocodile lies in wait beneath the surface of the water. PCs should be allowed a Spot check opposing its Hide check to see its eyes and nose sticking just above. If not spotted, it will patiently wait for a character to climb onto the ledge before attacking.

Down by the Railroad Tracks (EL 4)

The sewers have more ears and eyes than they have tunnels. Even without the noisy tussle with the crocodile, it does not take long for news of the intruders to reach Faulk and his loyalists. Near the former underground station serving as Dr. Bennett's lab, they make their move. Read the following:

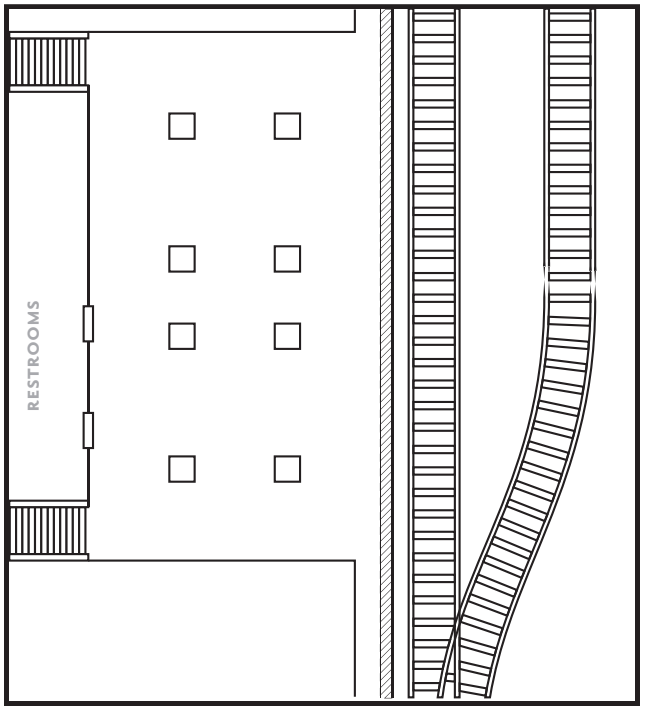
A fissure in the walls of the sewer opens into an underground rail tunnel. The rails and ties are disjointed, but regular gaslights running the length of the tunnel suggest that, although the cars no longer run here, this area is far from abandoned.

After a time, continue:

The tunnel widens and other rail lines join to flank the one along which you trod. Ahead, the lights become more frequent as you approach a platform. Rubbish litters the ground and graffiti adorns the walls. Upon the ground, scattered about by pedestrian carelessness and animal depredation, are the bones and long-decayed remains of creatures ranging from rats to dogs to humans.

A detail of gammas lies in wait, hidden behind pillars and underneath the garbage of the platform. In a restroom wait John Skelter and Luxembourg Sweeney. The two, on an errand by their employers in the New Reich, have made contact and financial arrangements with Ol' Scribbler, a representative of Raymond Faulk, for the capture of the PCs and safe passage to the secret laboratory. In the mind of Ol' Scribbler, the untimely death of Sullivan Bennett represents an annulment of the contract for protection of the place and Skelter and Sweeney were the first to purchase salvage rights.

UNDERGROUND STATION



Enemies

Eight gamma scoundrels are hidden on the platform along with their leader, Ol' Scribbler. Skelter and Sweeney are present, but hidden, and will not join the battle if one breaks out.

Gamma Thugs (4): CR 1/2; Small humanoid (gamma, human, transgenic) Scoundrel ordinary 1; HD 1d6+4; hp 7; Mas 16; Init +7; Spd 30 ft.; Defence 16, touch 15, flat-footed 13 (+1 size, +3 Dex, +1 class, +1 equipment); BAB +0; Grap –4; Atk +2 melee (1d4+1, brass knuckles) or +1 melee (1d4/19–20, knife) or +4 ranged (1d4/19–20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ gamma qualities; Val loyalty/bravery; AL Raymond Faulk/self; SV Fort +3, Ref +4, Will +0; Ex 0; Str 11, Dex 16, Con 16, Int 10, Wis 10, Cha 8; *Template:* Criminal; *Skills:* Balance +4, Bluff +2, Engineer (mechanical) +2, Hide +11, Intimidate +4, Knowledge (current events) +2, Listen +2, Move Silently +7, Sense Motive +2, Sleight of Hand +4, Spot +2, Survival +2; *Influences:* Street +4, Crime +2, Constabulary +1; *Feats:* Brawl, Improved Initiative, Simple Weapons Proficiency, Toughness (body); *Possessions:* Knife, brass knuckles, leather jacket.

Gamma Thugs (4): CR 1/2; Small humanoid (gamma, human, transgenic) Combatant ordinary 1; HD 1d8+4; hp 8; Mas 16; Init +2; Spd 30 ft.; Defence 15, touch 14, flat-footed 13 (+1 size, +2 Dex, +1 class, +1 equipment); BAB +1; Grap –2; Atk +4 melee (1d4+2, brass knuckles) or +4 melee (1d6+2, club) or +4 melee (1d4+1/19–20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ gamma qualities; Val loyalty/bravery; AL Raymond Faulk/self; SV Fort +4, Ref +3, Will +0; Ex 0; Str 13, Dex 14, Con 16, Int 10, Wis 10, Cha 8; *Template:* Criminal; *Skills:* Hide +8, Intimidate +3, Knowledge (current events) +2, Sense Motive +1, Survival +2, Spot +3; *Influences:* Street +4; *Feats:* Brawl, Power Attack, Simple Weapons Proficiency, Toughness (body); *Possessions:* Brass knuckles, club, knife, leather jacket.

Ol' Scribbler: CR 2; Small humanoid (gamma, human, transgenic) Scoundrel ordinary 1/Savant ordinary 2; HD 3d6+3; hp 13 ; Mas 12; Init +2; Spd 30 ft.; Defence 15, touch 15, flat-footed 13 (+1 size, +2 Dex, +2 class); BAB +1; Grap –3; Atk +2 melee (1d2 nonlethal, unarmed strike) or –2 melee (1d4/19–20, knife) or +4 ranged (2d6, standard revolver); FS 5 ft. by 5 ft.; Reach 5 ft; SQ gamma qualities; Val detachment/honesty; AL Raymond Faulk/self; SV Fort +1, Ref +3, Will +4; Ex 0; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 10; *Template:* Criminal; *Skills:* Bluff +8, Diplomacy +5, Disguise +3, Hide +9, Intimidate +6, Investigate +4, Knowledge (current events) +5, Move Silently +8, Pilot (civilian) +3, Sense Motive +6, Spot +6; *Influences:* Crime +8, Street +3, Constabulary +1; *Feats:* Attentive, Deceptive, Influential (Crime), Literate, Personal Firearms Proficiency, *Possessions:* Knife, standard revolver.

Tactics

The gammas have fairly primitive weapons, but their numbers should be threatening to the PCs. They are well hidden, but as the PCs approach the platform, the PCs may attempt a Spot check opposed by the gammas' Hide checks to notice them and act in the surprise round. It is not the gammas' intention to attack the PCs initially. They will instead stand on the platform menacingly and Ol' Scribbler will demand the characters surrender. If the characters refuse to do so, Ol' Scribbler may attempt an Intimidation check. The number of gammas present lend weight to his demands and he receives a +10 bonus on this check. Those PCs who fail the opposing Resolve check should be told that they don't feel they could defeat these enemies and feel cowed by the show of force.

If combat should occur, the gammas are at a distinct advantage as they are on a platform 1 1/2 meters higher than the tracks upon which the characters stand, and the uneasiness of the ground around the PCs requires a DC 12 Balance check. See the *Being Attacked Whilst Balancing rules under the Balance skill in Chapter 2: Traits*.

If, somehow, the PCs manage to defeat all the gammas (who, fearing Duke Raymond, will fight to the last — except Ol' Scribbler, who attempts a retreat when it becomes obvious that defeat is imminent), they will have to contend with Skelter and Sweeney. This will be difficult. It is possible, though unlikely, that they can defeat the two; but more probable that they will have to get past them to Dr. Bennett's Lab (see below).

Captured (EL 2)

Once the PCs are under the control of the gammas, Ol' Scribbler will bring forth Skelter and Sweeney. Read the following description:

> *An aged gamma with taut skin and sunken features approaches bearing a revolver. Behind him lurch a pair of familiar figures, the men who attacked you in the alleyway and killed Dr. Sullivan Bennett. The rogues sneer as the old gamma addresses you.*
>
> "You are charged with the crime of Trespass with Malicious Intent into the Duchy of Raymond Faulk. The charge carries a penalty of lifelong slavery or execution, at the decision of His Lordship Duke Raymond. You are hereby entrusted into my custody and will be transported to a cell to await your trial.

The PCs are once again outmatched here, particularly with the presence of Skelter and Sweeney. They have little hope at this point in winning an out-and-out row. A little diplomacy may go a long way, however. Although Ol' Scribbler is aware of the death of Sullivan Bennett, he is unaware that it was at the hands of these two men. The PCs may attempt to talk him into letting them go. In truth, he doesn't care who killed Dr. Bennett, but the circumstances do complicate things. If he is convinced of Skelter's and Sweeney's complicity in the murder, he will not be quite as certain of his lord's wishes. He will demand that the two come along to seek audience with Duke Raymond.

Skelter and Sweeney, of course, will hear nothing of the sort, and when they scoff at the suggestion, Ol' Scribbler will order their arrest. At this point, all hell breaks loose. There's no way for the PCs to win by themselves, and the resourceful Ol' Scribbler will barter for their assistance by offering to drop the charges.

Tactics: Skelter and Sweeney are tough, but they will not lay down their lives for their employers. They fight as much as they can, but once a deal is struck between the gammas and the PCs, they will run for the hills.

Faulkhurst (EL 3)

In the wake of Skelter's and Sweeney's retreat or defeat, the gammas are gracious. They will not, however, simply allow immediate access to the laboratory. Read the following:

> *"The Duchy is grateful," says the old gamma. "You shall accompany us to the court of Duke Raymond where I shall present you and your deeds. You will not be bound as prisoners, but escorted as guests of the kingdom." His voice is even and somewhat cool for all its gratitude. It is the voice of someone who will not accept "no" as an answer.*
>
> "You may call me 'Ol' Scribbler,' as others do," he says. "Please, follow me now. The duke will be anxious to know the outcome of this unusual situation." With that, he turns and leads you off into the tunnels.

A DC 10 Sense Motive check will reveal that Ol' Scribbler is not being deceptive.

He will lead the PCs through a maze of black-walled tunnels, railways, sewer lines, and burrowed passages until, after about an hour, they come to Faulkhurst, the seat of Duke Raymond's power. Read the following:

> *At long last, a burrowed-out passage leads through cement into what was once a subterranean parking garage. Now, though, a rough and makeshift town bustles with activity. People run to and fro — mostly gammas, but ambassadors of other breeds pepper the crowd. Improvised buildings appear in incongruous alignments making a series of twisting and aimless streets and alleyways.*
>
> "Faulkhurst," the old gamma indicates, "the jewel of His Lordship's domain."
>
> He leads you through the shantytown of residences, past a bazaar, an arena where a pair of dogs are locked in mortal combat; on a journey downwards into the depths of Faulkhurst until you reach a cage-lift and he motions for you to enter. The hiss of steam whispers through the shaft and you descend deeper into the bowels of the city.
>
> Departing from the lift, you enter a chamber of palatial proportions. The place is opulent. Couches, chairs, pillows, chaises, tables, even secretaries — all no doubt filched from the upper classes — are displayed all about. Odours of sweet perfumes and pungent foods tickle your nose. Serving-girls flit about with goblets of wine and trays of food; none are gamma, all are likely slaves.
>
> The old gamma leads you through to a platform at the back of the chamber. It is beset with a hardwood-and-plush chair probably centuries old. The man atop is not a gamma at all, but an Alpha — he cuts as regal a figure as ever you have seen in spite of his grungy roguishness. Ol' Scribbler bids you stay still and climbs to whisper something in the man's ear. He then gestures you approach.
>
> "Ol' Scribbler informs me," says the duke, "that you have assisted in the protection of my kingdom. For this, your crime of Trespass is forgiven. I give you leave. Go now from my domain and do not return."

The PCs will likely want to discuss the matter of the lab with him. This is a delicate matter as he has already asked them to leave. They do need his permission, however, if they wish to go to the lab unmolested. If they approach him with deference, however, he will show good faith. Although he is a ruthless kingpin of the Great Metropolis's underworld, he is a man who believes in honour amongst thieves. The PC's should roleplay this part; if dice rolling becomes necessary, a Diplomacy check, resisted by the Duke's Resolve (+5 total skill bonus) will buy them his leniency. (The characters need to improve his attitude from indifferent to friendly, which can be done with a draw check result; see the Diplomacy skill in Chapter 2: Traits.) If properly addressed and convinced, he will send Ol' Scribbler with them as a guide. If he is unconvinced, he will eject them from his domain, by force if necessary. Should the PCs take it upon themselves to return to the platform without his blessing, they will receive his wrath in full.

Dr. Bennett's Lab (EL 3)

The hidden lab is not far from the underground platform where the PCs faced off against the gammas, Skelter, and Sweeney. The platform is the only remaining entrance to the station, the other platforms having long ago been buried or barricaded. A stairwell from the platform leads the PCs upwards, through a turnstile, and into the abandoned station. Read the following description:

> *What was once the hub of myriad underground platforms has been boarded and mortared up, sterilised, and whitewashed. A switch flicks automatically as you cross the threshold and high-energy gas lamps set the chamber ablaze with light. Gear and gadgets similar to those found in Dr. Bennett's warehouse lab are packed tightly on benches lining the walls. Central to all is a long table upon which rests an elongated device. Several meters long, the Ether-Prime Manifestor resembles a trumpet tapered to a sharp spike at its rear and possessing a tubular ring in the middle. Cables and fluid-tubes radiate from the ring and connect to a reactor on the floor beneath.*

Assuming the PCs have arrived without hindrance, dismantling the device should be relatively simple. It is not, however, safe; and if they consider simply attacking the device, the character who took the green capsule will know such action is ill advised. When they begin the process, a DC 18 Engineer (ethertech) roll is required. If no character possesses this skill, allow the PC who dropped the green capsule a roll as though they had 2 ranks in the skill (otherwise they simply get a +2 competence bonus). If nobody has Engineer (ethertech), a character may make a DC 20 Engineer (mechanical) check to attempt to begin figuring the device out. The PCs' success in these rolls will determine the outcome of disabling the Manifestor.

If the character succeeds at the Engineer (ethertech) roll, read:

> *The apparatus by which the cables attach to the reactor is much more complicated than their attachment to the cone. As you begin to detach tubes, the temperature of the air begins to escalate; energy being released from the device's vents. The apparatus removes to reveal an etherium flywheel. Beneath this is the ether-siphon, a miniature centrifuge used for stabilizing ether. Without its attachment to the cone, the siphon begins to whine and give off heat.*

If the character fails at the Engineer (ethertech) roll, or if he succeeds at an Engineer (mechanical) check, read:

The cable-and-hose apparatus is complex and delicate. Most of the cables are easily removed, however, although the last tube is fixed in a precarious manner. You are able to detach it, but apparently not without flaw. A flywheel beneath it spins uneasily and in a rickety orbit. Still, you are able to remove it and reveal the centrifuge below. The thing begins to whine and rattle, counterweights spinning erratically. Vent-runoff and friction cause the temperature in the nearby area to jump up 10 degrees in a matter of seconds. The reactor seems to be unstable.

Require a second Engineer check, ethertech or mechanical — whichever was used in the first check. If the PC failed that roll, increase the DC of this one by 2. If the character succeeds at this roll, read the following:

You are able to stabilise the revolution of the centrifuge and its speed decreases as the energy of the reactor peters out. Beside it, a filter box, a ceramic tangle of tubes and minute switches, is easily removed. This is the crux of the device, the component carrying the program routes and transfers for ether stabilised in the centrifuge. Destroy it and the Ether-Prime Manifestor will be rendered useless.

If the PC fails this second roll, read:

The instability of the centrifuge continues despite your efforts to abate it. It revolves in ever more erratic orbits until a counterweight breaks loose and is flung like a bullet across the room. The temperature of the air increases and the noise grows louder and more cacophonous as the reactor's condition devolves hopelessly.

The characters should flee if they fail to disable the device. They have 5 rounds (30 seconds) before the device explodes. Adjacent characters will take 4d6 points of fire damage. Other characters in the lab will take 2d6 points of fire damage. Those who leave expediently will make it to the platform before the reactor detonates. The gammas did a great job of sealing the place up, though, and the single entrance to the lab will act as a gun barrel. Characters outside the lab will take 1d6 points of fire damage and must succeed at a DC 15 Fortitude save or fall prone from the force.

Whether successful or not, the Manifestor will be destroyed. The PCs will want to return to the surface, their mission accomplished. Continue to the Conclusion.

NEW LONDON

Characters who immerse themselves in the Etherscope to destroy Dr. Bennett's device will find themselves in New London. For beginning players, this will be their first glimpse of this parallel world. They will have to find a way to his hidden pleasure domain — a getaway concealed within the confines of his old employer's industrial system — in order to accomplish the task of destroying the Ether-Analogue Receptor.

Where they arrive in the Scope is largely a function of their capabilities. Scope riders from the upper classes may have access to the city domain itself, whilst others might possess a personal domain within New London's Wall. Scope tabs may provide access; but again, where this lands the PCs is somewhat dictated by their wealth, as direct access to a domestic city domain is costly. Access via a Black Trip tab might find them in one of the industrial or military domains beyond the Wall, but this is at the discretion of the GM (see "Scope Tabs" in the Lifestyle section of Chapter 3: Equipment). Pleasure domain tabs provide PCs access to the Scope, but they will have to hack their way out and beyond the Wall (see *Jump the Rails* under the Scope Use skill description in Chapter 2: Traits).

Below are some scenarios and descriptions. The Scope adventure option provides a wide array of options for the PCs, so as GM you must be prepared to deal with the unexpected.

As noted in several spots below, the character who consumed the blue capsule has a +5 competence bonus on Scope Awareness checks made relating to locating the Ether-Analogue Receptor. Depending on the abilities of the party, you may wish to simply grant this bonus to anyone in communication with that character. For instance, if the capsule was consumed by someone who is not Scope-savvy, the rules allow him to aid another, presumably a character more at home in Etherspace. This may suffice for your group. If, however, the party is mixed and there is no one character who stands out as incredibly capable in this regard (enough so to make this leg of the adventure insurmountably difficult), you may simply wish to grant everyone the +5 competence bonus.

New London City Domain (EL 3)

Read the following description when the characters enter the city domain:

The paved streets and symmetrical structures of New London are an uncannily congruent mixture of modern glamour and Dickensian squalor. Buildings are, for the most part, low to the ground, with only the rare sore thumb climbing to more than a few stories. In the distance looms the sole exception to this restraint of design — a simulacrum of Big Ben, the central administration tower of New London. This is the pride of the British Empire as pictured in the mind of everyone who ever took pride in the British Empire. Although gravity is loose here, the architecture typically reflects that of Prime Reality; it is only on the larger edifices that one notes vertical walkways or elevated doorways. Here and there pigeon-gremlins flutter and flock with remarkable cleanliness, and there are none of the lingering odours or sudden bursts of sound so common in the real world.

The PCs may wish to linger in the city proper, but doing so steals precious time. It is important that they be on their way to Dr. Bennett's hidden domain. In order to get there, though, they must pass through the Wall to enter the complex of industrial domains just outside New London. Accessing the Wall means leaving the city domain — a simple enough prospect, but one requiring travel.

Clever players may wish to travel through New London to a point closer to the industrial domain housing Forsythe Fabrications, the industrial system wherein the Receptor is hidden. Doing so calls for a Scope Awareness check with a DC of 25. Success will reduce the amount of time spent in open Etherspace by 50 rounds (see below).

New London Wall (EL 3)

Read the following description as the characters approach the Wall.

The Wall of New London surrounds the city like a set of hugging arms. Deeper than it is tall, it does not tower above buildings within, but it does provide an adequate barrier between the glorious cosmopolitan city and the industrial complex beyond. Aesthetically the Wall appears as a tall structure with a number of doors and windows. The bricks of which it is constructed are here and there discoloured and the perimeter is speckled with gargoyle-adorned turrets. From a distance, the Wall is every bit as tidy as the city; however, on approach it seems an amalgam of odd architecture. The program crafters have done an excellent job of blending into the appearance of New London, but each of these anomalies represents an act of personal expression: a private domain.

In order to pass into the industrial domains beyond the city, PCs must go through the Wall and traverse the open Etherspace beyond. The Wall is the portion of the city containing all private domains: pleasure domains, business domains, the personal domains of the Scope-savvy from all demographics.

If the PCs are coming through the Wall from the city, they must first somehow access one of the domains. This may mean hacking it as well.

Hacking a private domain means jumping the rails and bypassing domain security. For pleasure domains, the DC for this is 15; for others it may be 20 or more, at the GM's discretion. DC 20 represents an average security level. Characters within their own domain do not have to make this roll. Once domain security has been hacked, the PC must jump the rails to bypass the Wall and enter the New London industrial domain. The Scope Use DC for doing this is 22.

The other option for gaining access is through a Gate; however this can be a dangerous prospect. Gates are domains that are accessible from both sides of the Wall. Due to the obvious security concerns, gates are tightly regulated by the government. Each Gate in New London is guarded by a Scope etherchecker, a breed of gremlin (see Chapter 8: Gamesmastering). The ethercheckers guarding the Wall appear as Buckingham Palace Guards from the Household Division — red coats and bearskins.

In order for immersed users to pass through a gate, their avatars will have to defeat the etherchecker and defeat the security for the gate. Defeating the security requires a DC 23 Scope Use check; failure by 5 or more indicates that the PCs were detected by the system administrator, who will release a pair of Scope firebreaches (see Chapter 8: Gamesmastering) to deal with the problem.

New London Industrial Complex (EL varies)

Access to the industrial complex can be achieved either through the Wall, or perhaps through a Black Trip Scope tab. Use these guidelines to describe the task of accessing the proper domain. Note that all Scope Awareness checks involving the search for the Receptor are subject to a +5 competence bonus if one of the characters involved has consumed the blue capsule.

Black Trip (EL 0)

If using a Black Trip tab, the characters will arrive in the industrial complex. They must jump the rails in order to get to the appropriate domain. Roll 1d100–15 to determine how many rounds it takes to get from the domain of entry to the domain that contains Forsythe Fabrications. The character who has taken the blue capsule will be able to direct the rest of the group. If the roll is 0 or less, they entered the correct domain by luck.

Jumping the Rails Within the Industrial Domain (EL 3)

Jumping the rails from an industrial domain requires a DC 25 Scope Use (either subskill) check. The industrial domains are maintained by large companies who lease sites to other companies, much like a utility. Because there are so few of these providers, each being huge and housing innumerable individual systems, security maintenance is a Herculean task. Unless a hacker fails his roll to jump the rails into the industrial domain by more than 10, he will not be detected. If he is detected, however, the administrators will tighten up security in that region.

Each failed attempt to hack the industrial domain will increase

the DC of the next attempt by 5. Furthermore, after the first attempt, a PC will be detected if he fails his roll by greater than 3. If detected PCs manage to get inside the domain, the administrators will send two Scope firewalls (see Chapter 8: Gamesmastering).

From the Wall (EL 1)

If the PCs came through the Wall, they must find the proper domain. This will require a DC 25 Scope Awareness check and 1d100–15 rounds. A result of 0 or less indicates that they entered open Etherspace adjacent to the domain. A result of 30 or better indicates that they enter the industrial domain in the immediate proximity of the Forsythe system (assuming they can bypass domain security). The experience for this encounter is only gained if the characters enter in immediate proximity of the Forsythe domain.

From a Pleasure Domain (EL 1)

If they came through a pleasure domain, they must also find their way to the industrial domain, requiring a DC 25 Scope Awareness check. A result of 30 or more indicates that they can enter the domain in the immediate proximity of the Forsythe system (pending their bypass of security). The experience for this encounter is only gained if the characters enter in immediate proximity of the Forsythe domain.

Travelling Open Etherspace (EL +1)

Travel in open Etherspace is dangerous. There is a chance that the PCs might encounter Scope demons during their time spent there. Roll 1d100. The result is the number of rounds before they are discovered and attacked by a group of 1d3 lungscratches (see Chapter 8: Gamesmastering). If the characters reach their destination before the result of the roll, they remain safe from the demons. Additionally, if they left open the portal through which they came, there is a 50% chance that they will encounter 1d3 lungscratches on their return.

Inside the Forsythe System (EL 4)

Once they have found the domain within which Forsythe Fabrications resides, they must bypass its security. Use the guidelines above described under Jumping the Rails Within the Industrial Domain (DC 25 Scope Use check, chance of Scope firewall attack).

The characters will enter one of the maintenance corridors that run like arteries between various systems. In either case, they will have to make their way to the Receptor. The maintenance corridors are a class F20 domain (see "Domain Movement Classes" in Chapter 6: The Scope).

The character that dropped the blue upload capsule will have knowledge of the domain in which the Ether-Analogue Receptor is hidden. It is actually in a domain-within-a-system; a pleasure domain created by Dr. Bennett when he worked for Forsythe Fabrications, an Etherscope program crafting firm — a construction company of sorts. He created the domain for his own mini-sabbaticals during long hours of work and it remains hidden to this day, even from the administrators of Forsythe.

Finding the system of Forsythe Fabrications should be an easy task if any of the PCs has taken the blue capsule. If they have not, finding the system will require a DC 25 Scope Awareness check. Hacking into Forsythe's system requires a DC 30 Scope Use check, with a +5 competence bonus if the character attempting it took the blue capsule. Success indicates that security was bypassed entirely and the PCs have accessed the system.

Failure by less than 5 will allow the characters to bypass security and enter the system, but will cause an automated security check; a trio of Scope glitches (see Chapter 8: Gamesmastering) will come in one round to investigate the disturbance. These Scope glitches appear as 6-inch-long spiders, crafted from a dark black metal.

Failure by more than 5 indicates that the characters were discovered by the system administrator. In this case, the Scope glitches will arrive one round after the attempt and the administrator will begin his attempt to identify the intruders. He begins by attempting to identify the PC who breached security and will then begin identifying others if he has the time. If the PCs defeat the glitches, the administrator sends a Scope firewall to attack them. The firewall appears as a 3-foot-long floating Forsythe Fabrications Logo — a front-view of a unicorn jumping over a pyramid. The unicorn's head on the relief of the logo is used as the main gore attack. Finally, if the PCs defeat the firewall, the administrator comes to deal with them himself, but not until he has at least attempted to identify the first character.

Forsythe Fabrications System Administrator: CR 2; Medium humanoid (human) Savant ordinary 3; HD 3d6; hp 10; Mas 11; Init +1, Spd 30 ft.; Defence 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3–1 unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val progress/tenacity, AL family/Forsythe Fabrications; SV Fort +1, Ref +2, Will +4; Ex 0; Str 8, Dex 12, Con 11, Int 12, Wis 14, Cha 14; *Template:* Craftsman; *Skills:* Engineer (ethertech) +6, Engineer (mechanical) +6, Engineer (structural) +6, Intimidate +3, Investigate +6, Knowledge (civics) +4, Knowledge (current events) +3, Knowledge (history) +3, Knowledge (industry) +5, Knowledge (tactics) +3, Pilot (civilian) +2, Research +3, Resolve +4, Scope Awareness +7, Scope Resilience +3, Scope Use (immersed) +6, Scope Use (remote) +9, Survival +3; *Influences:* Civic +1, Guilds +4, Industry +3; *Feats:* Minor Cybernaughtic App (Scope jack), Scope Raider, Simple Weapons Proficiency, Tinkerer; *Possessions:* Scope point (portable); business outfit.

Scope Avatar: HD 3d6+6; hp 16; Mas 14; Init +2; Defence 12, touch 12, flat-footed 10 (+2 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1, unarmed strike) or +2 ranged (1d10, crossbow) or –2 ranged (1d2, whip); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; SV Fort +3, Ref +4; Str 12, Dex 14, Con 14.

The administrator's Scope avatar appears as a classic safari hunter or adventurer. He wears khaki clothing and brandishes a crossbow and bullwhip. His crossbow, being a program, does not take the normal time of a crossbow to reload and can be fired once per round.

A corridor encircles the perimeter of the system with side corridors branching inward, either upwards or down, but never level with the outer corridor. Movement in the corridors is class F20. The outer corridor is semicircular, 10 feet wide,

with a flat floor and arcing ceiling. Side corridors are circular tubes 5 feet wide. This concave flooring of the side corridors makes balancing difficult for avatars. Combat in any of the side corridors requires a DC 10 Scope Awareness check each round to remain balanced. Failure indicates that the character takes a –2 circumstance penalty on attack and damage rolls. A character who fails the roll by 5 or more falls prone.

Once inside the system, characters should have no trouble finding Dr. Bennett's old office (DC 15 Scope Awareness check, subject to the +5 competence bonus).

Dr. Bennett's Old Office (EL 3)

Dr. Bennett's office at Forsythe is now occupied by an old friend of his, Charlie Peters. Charlie will likely be working when the PCs arrive. Although not a direct threat, Charlie is a capable programmer and will set 1d4 glitches on them if they upset him. Read the following description when they enter the office:

An elliptical desk provides the centrepiece for this cramped, circular room. Upon it are several abstract objects being manipulated by a disembodied pair of pale hands behind which appears a startled face peering at you through a lens-like dish floating in the air. The walls of the office are ridged and slope inward near the ground. Numerous paintings and bas-relief sculptures, superbly crafted if simple programs, adorn them at eye-height.

One painting on the wall behind Charlie's desk is identical to the painting of Dover in Dr. Bennett's Prime Reality office. Though the PCs, via the red capsule, will know that the industrial domain lies beyond that wall, it may take some deduction or interaction to discover the easy way to access it. Going through the wall is the hard way.

Going through the wall will require the hacker to bypass Forsythe's security (DC 25 Scope Use check). PCs who have managed to get this far without alerting any of the gremlins or the administrator will have to contend with them as well if they fail this roll by more than 5. That done, the hacker must then get through the pleasure domain's security (DC 20). Both of these checks are subject to the +5 competence bonus from taking the blue capsule. There are no gremlins or administrators monitoring Dr. Bennett's pleasure domain.

The easy way is through the back door. Behind the painting of the Cliffs of Dover is a gap in the wall large enough for a single Medium-sized avatar to fit through at a time. The gap is a hole in Forsythe's security, so utilizing it does not carry any of the risks associated with that. Dr. Bennett did leave some rudimentary security on the back door, however, and it will require a DC 10 Scope Use check to gain access (the +5 competence bonus applies). Characters that are savvy at puzzling such things out may have noticed the similarity and investigated the picture. Otherwise, a Diplomacy check (resisted by a Resolve check) whilst talking with Charlie may get him to disclose its existence.

Initially, Charlie's attitude is unfriendly; the PCs have just invaded his office after all. If his attitude is improved to friendly, he will allow the characters unhindered access to the room (except for his workstation). If improved to helpful, he will tell them about the back door. The PCs gain a +4 circumstance bonus on their Diplomacy check if they spoke to him about Dr. Bennett's murder and their role in protecting his research. If his attitude goes below unfriendly, he will call for the system administrator. If the PCs have not already fought the system administrator, he will appear, along with his firewall. If he has been defeated, Charlie will panic and shut down his Scope point. As he is not immersed, he cannot attack the PCs.

Return of the Operatives (EL Varies)

At the point the PCs enter Charlie Peters's office, the GM should begin counting rounds. The New Reich operatives have been following the PCs and have cunningly allowed them to weaken the security for them. One minute (10 rounds) after the PCs enter Charlie's office, the operatives arrive. The operatives will confront them as soon as they catch up with them. The operatives should have no trouble getting through to the pleasure domain as they are aware of the back door.

Enemies: New Reich operatives (see above — EL varies, but is half normal due to the nonlethal nature of Scope combat).

Tactics: The New Reich operatives' top priority is capturing the Ether-Analogue Receptor. They will attack the PCs' avatars so that they can get to the Receptor first. The operatives know about the back door into Dr. Sullivan's pleasure domain, and they can operate unhindered if they can eliminate the PCs. In the case that the PCs access the domain first, the operatives will first target the PC working on destroying the Receptor before attacking the others.

Gone Fishing

Dr. Sullivan Bennett was an avid fisherman. When his required work hours at Forsythe became long and dogged, he fashioned himself a fly-fishing getaway. Once they have gotten into the pleasure domain, read:

Although it has cavernous dimensions, the designer of this domain did an excellent job of making it appear as though outdoors. A blue, partially cloudy, sky looms overhead and clusters of trees speckle a landscape of rolling hills. Nearby, a wide stream cuts trough a vale and bobbles westward. A campfire flickers on its bank and a fishing pole leans on a pile of flat rocks beside it.

Finding the Receptor is a matter of looking in the right place. A DC 15 Scope Awareness check will allow the PCs to discover it, buried beneath the pile of skipping stones. Read the following:

Beneath the pile of flat skipping stones a space has been hollowed out of the ether. Inside, an alien-looking device rests. A rectangular barrel terminates into a spiralling apparatus reminiscent of a conch shell, behind which a ribbed cylinder juts at an obtuse angle. This is the Ether-Analogue Receptor.

The Receptor is a program used to collect ether and cause it to coalesce into Prime Reality via the Ether-Prime Manifestor. At the time of Dr. Bennett's death, with the technology still underdeveloped, the skipping stones were his test programs, simple enough to be manifested without the danger of overloading the Analogue.

The Receptor is a complexity level 6 program and therefore

requires a DC 22 Scope Use check to destroy (see the *Degrade Program* skill use of the Scope Use skill in Chapter 2: Traits). The character who has taken the red upload capsule receives a +2 circumstance modifier on this check. The Receptor must be destroyed to truly succeed at this mission. Disabling the Receptor will keep the Analogue from functioning, but will not properly disable the Manifestor, as destroying it will.

With the Receptor disabled, the characters should have little difficulty getting out of the domain. They should be able to jack out and return to Prime Reality. Continue to the Conclusion.

CONCLUSION

The climax of this adventure will have been either the destruction of the Ether-Analogue Receptor deep in the industrial domain of New London, or the dismantling of the Ether-Prime Manifestor whilst escaping the threat of Skelter and Sweeney far beneath the streets of the Great Metropolis. The destruction of one component will render the other useless beyond the hope of reverse engineering.

Such a conclusion may leave the PCs with more questions than answers. Who are those men who kidnapped Dr. Bennett? What did the New Reich want with the Ether-Prime Analogue? Simon mentioned a mysterious benefactor who would "pay dearly" for the protection of the device. What of them? Emerging from their adventure-locales, the PCs are likely to go looking for such answers, and perhaps a bit of a reward for all their risk.

It is unfortunate for them that the only place they have to look for answers, the laboratory of Dr. Bennett, has become defunct in their absence. When at last they return to the scene, read the description below:

> *Smoke and ashes still rise, yet no embers glow amongst the wreckage of Dr. Sullivan Bennett's laboratory. The air about is thick and sticky, with a chemical odour. Behind up-reaching blackened timbers sits the charred etherium hulk that was once a safe room. Signs of activity abound, evidence of firefighters or ransackers, or perhaps both.*

Checking with the authorities will prove fruitless. Within minutes of the PCs' leaving, Dr. Bennett's benefactor showed up, gathered all salvageable or important material and lit the place up. Not long after, firefighters arrived to extinguish and minimise damage to surrounding structures.

Two days afterwards, the PCs will receive an invitation to the funeral of Dr. Bennett, with the following message.

> Friend,
>
> Thank you for your assistance in the matter of Dr. Bennett's research. Unfortunately, Sullivan has passed away, victim of a random act of street violence. A funerary service will be held tomorrow afternoon at One o'clock in Saint Catherine's Anglican Church. Your attendance will be welcome.
>
> Regards,
> Simon Garner

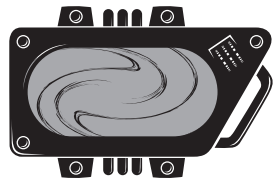
Should the PCs go to the funeral, you may read this description as they enter the church:

> *Altar boys move quietly through the sanctuary of this small church. The pews are empty except for a blond-haired man sitting in the front. Organ music reverberates through the barren chamber as you move forward. Simon rises to greet you.*
>
> "Thank you very much for coming. Sullivan kept few colleagues and had no family to speak of. The fact that he entrusted you with his work says he saw something in you. I thought it right that you be here."
>
> After an uncomfortable pause, he makes the sign of the cross and continues. "I would like to offer you a reward for your efforts but I hope you'll accept my apologies that I cannot. My employment has been terminated; I can no longer speak for… my previous employer. Please, won't you go view the casket and pay your respects?"
>
> You approach the casket before the altar and a flash of confusion overcomes you. As you look down into the satin-lined box, no recognition strikes your memory. The man laid out is one you've never seen before, not even a reasonable mimic of Dr. Bennett. Turning to regard Simon, you notice the light change as the door swings open and he walks out. You are left standing, in a church, with the body of someone who is not Sullivan Bennett.

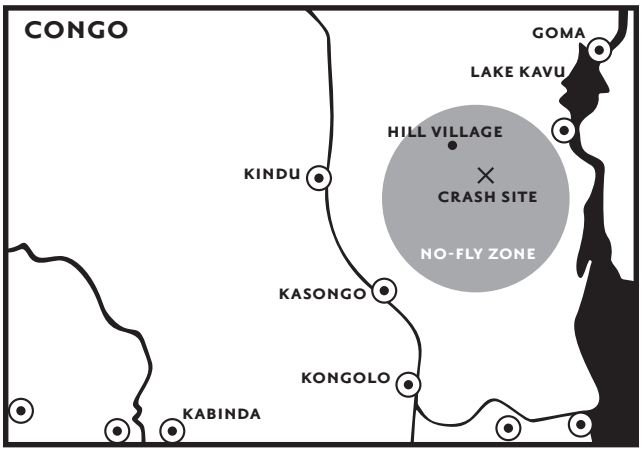
Continuing Adventure

As this is an introductory adventure, there are several elements that you can pull from it and insert directly into your campaign. It leaves several matters for you to deal with, using your own creativity and preferences for style. Here are some ideas for using themes from "Analogue" in your continuing game:

- Curious PCs will wish to dig deeper into the matter of the fire. The laboratory building was insured by Cobalt Mountain Underwriters. This may be a link to discovering more about Dr. Bennett's benefactor. How far and how deep can the PCs go before the mysterious entity wishes to have them eliminated?
- Simon Garner may show up as a recurring GM character. What role can he play in helping the PCs in the future? Is he really helping them? Was he truly fired by his benefactor? Did he have a larger role in all of this than was hinted at?
- The characters were ejected from the Duchy of Raymond Faulk, but depending on how they handled themselves, Ol' Scribbler may keep them in mind as resources to be tapped in the future.
- Skelter and Sweeney are too strong a force to be taken directly by the PCs so they can be cast as recurring villains if you like. If you do use them as such, you may wish to periodically increase their levels; keep them a cut or two above the PCs so that they are not likely to be defeated and will remain a nuisance for games to come.



COMPOUND 13



COMPOUND 13

An Etherscope Adventure for 1st-Level Characters

"Compound 13" is an introductory **Etherscope** adventure for four characters of 1st level. Groups with more or fewer than characters, or with characters of higher level, require the GM to adjust the scenario accordingly. This adventure is designed around the themes of combat and exploration but can involve characters of all backgrounds and occupations.

Unlike "Analogue," "Compound 13" is not a prewritten adventure to be run straight from the text provided. Rather, it provides a toolkit with which GMs can build their own adventure to meet the needs of starting a campaign. The action in "Compound 13" revolves around the crash of a New Reich transport zeppelin and the scramble of numerous interested factions to acquire the secrets it carries. The party members find themselves drawn into these events and must face not only hostile enemies and treacherous terrain but also the deadly power of the biological weapon, known as Compound 13.

PART ONE: THE BACKGROUND

One weekend ago, a transport zeppelin left Port De Kindu, the New Reich's largest city in Eastern Congo, under cover of dark, its destination a top-secret weapon testing site in the Congo basin. Onboard was a cargo of the Reich's new secret weapon, codenamed Compound 13, along with the scientific team responsible for its creation. The substance itself represents a radical new phase in weapons development: a biological terror weapon. Compound 13 is designed to be delivered by zeppelin into the atmosphere above an enemy population centre. Upon release, Compound 13 acts as an airborne virus, rapidly infecting the population and using its mutagenic properties to change them. Victims of the virus become insane, seeking only to infect others, a likely prospect as the virus is transmitted through its victim's blood and saliva. Further, victims' bodies are altered to make them more resilient to pain and damage. Clearly, the damage caused, problems created and sheer terror inflicted by the use of such a weapon on a major urban centre make Compound 13 a potentially dramatic edge in the arms race between the Great Powers. After one day out, however, the airship crashed without explanation.

The loss of Compound 13 is a nightmare scenario for the New Reich's leaders. Since there has been no communication from the crash, it is likely the crew and scientists are dead, meaning no one is likely to be captured for interrogation, a relief to New Reich intelligence services. However, the weapon itself contravenes all rules and morals of warfare. Proof of its existence would rally opposition against the Reich, uniting its disparate rivals and allowing them to exert undue political pressure against the Reich in international politics. They cannot simply send their own troops to recover or destroy the evidence, for doing so would draw the curiosity of those not aware of Compound 13 or even the crash. Even supposed military manoeuvres in such a strategically unimportant and limited geographical area would be enough to attract attention. Further, to do so would be tantamount to admitting the weapon's existence to those who have some awareness of what has transpired, and in the Great Game appearances can be as powerful as evidence. Even though Congo is one of the New Reich's strongly defended and policed colonies, it being one of their few off-continent holdings, the Reich's leadership is aware that other factions will by now be aware of the crash and its potential significance, and so time is a factor.

After due consideration, the New Reich High Command has initiated a plan. Under the guise of large-scale military manoeuvres, which won't draw undue attention — the Reich is noted for its displays of power — an air exclusion zone has been set up within three hours' flying time of the crash site. A low-level team of expendable operatives have been gathered to travel to the site and deal with the situation on the ground. Such an approach leaves the New Reich with plausible deniability, for if it was their weapon, why trust such inexperienced freelancers to such a task? Again, whilst others understand this strategy, and indeed have set plans of their own in motion, the Great Game is about appearances. New Reich High Command is hoping their team will succeed, for they do not want to lose their new weapon; if the team fails, there can always be another crash in the area that is big enough to destroy the evidence. This solution leaves the Reich with less deniability and so will be used only if their team fails.

PART TWO: INVOLVING THE CHARACTERS

Beginning characters are just the sort of people the various factions involved in the events of Compound 13 are looking for: more experienced than ordinaries but lacking the reputation and status to link them to such high-level operations. Also, to those employing them, the characters are deniable and expendable.

Remember, this situation is a high-level international situation and beginning characters are not at a level where their own sources lead them into the adventure. Indeed, only the most powerful of international players are aware that anything is happening. Characters need to be persuaded to take part in such a dangerous enterprise.

Most obviously, money and equipment can be offered as an incentive. Characters may also be motivated by protection or pardon from illegal activities. Political and social favours could be great motivators for many types of character to become involved in the mission. However, the factions behind these missions are prepared to use more forceful coercion. Blackmail, false imprisonment, kidnapping of loved ones, and any number of underhand tactics are all legitimate options to persuade a character to comply with the wishes of the Great Powers. The characters in your game will determine the methods you use as a GM and the tone you wish to set. To help guide this process, the missions and motivations of the main factions involved in the race for "Compound 13" are discussed below. Player characters should be in service to one of these groups. In addition, sample teams reflecting the nature and character of how each faction operates are given in the scenario's final encounter.

Key Factions

New Reich: As discussed above, the High Command wants to recover their weapon and stop knowledge/proof of its existence falling into enemy hands. Their team's mission is therefore to recover samples of Compound 13 and destroy any remaining evidence. To keep deniability, this team has minimum information, but because of its objectives it is more aware of the circumstances at hand and consequently is most likely made up of those motivated by patriotism or political favours.

British Empire: Anything her continental cousin does, the Empire takes an interest in. Imperial intelligence is not precisely aware of what is going on but they know it's important. Sending an MI6 team on such a mission would be disastrous if they were caught in New Reich territory, as its implications would weaken the Empire's political position in relation to the Reich, so expendable assets are ideal. The British mission is to locate the crash, evaluate the situation, and act accordingly. As this mission requires adaptability and loyalty, their agents are likely to be positively motivated or harshly coerced, both serving to ensure good service in the field.

USA: If the Reich has something that important to hide, then the Americans want it. Whether commercial or military, the corporate-military machine can find a use and a profit from it. Lacking the assets of the other two Great Powers in the region they need a flexible independent team whose normal work might take them to the region. Mission goals are straightforward: get in, get what's there, and get out. Many freelancers specialise in such missions — there is no lack of these types about and the corporate-military machine has deep pockets.

Independents: These represent other groups that know about the events transpiring. The US has many corporations in fierce competition, revolutionary movements have sources that many intelligence agencies envy, and other-natural forces take an interest in world events. Perhaps the characters work for such a faction or perhaps you want to introduce a faction into your campaign as antagonists or allies. This category allows you to tailor the group's mission and motivation to match your campaign needs and style. Due to the theme of the Great Game in **Etherscope** revolving around the Great Powers, it is recommended that only one independent faction is used.

PART THREE: GETTING STARTED

The adventure begins in the city of Port De Kindu in the Eastern Congo. Like many New Reich settlements, Port De Kindu is characterised by opulent colonial dwellings, heavy industry, and an omnipresent military order to life. Given Port De Kindu's strategic importance and the current situation, a palpable sense of security and suspicion hangs over the city.

The New Reich and British Empire already have extensive assets in the African theatre. Remember that Africa is dominated by Britain. The New Reich only acquired the Congo due to the speed of Belgium surrender at the outbreak of the Pan-European War and its ceding of territory to the Reich. US and independent groups will get to the city but must maintain caution at all times. Given the nature of the mission, even the New Reich's team is wary.

The characters' employers have a small transport zeppelin loaded with appropriate equipment, GM's discretion, available for the characters use. A rapid departure is ideal. However, characters may wish to use their influences to acquire specialist information or equipment before they leave. Allow only 24 hours for such activities and increase the DCs of any checks by +5, as the PCs must avoid drawing unwanted attention from the New Reich authorities. Even a New Reich team cannot draw attention to themselves due to the mission's secrecy. (Attracting attention would result in detention or worse at the hands of the Reich.) No information is available about the crash, but PCs can gain insight into the military exercises taking place. Such insights can be acquired using the Gather Information ability of any relevant influences, GM's discretion, and should give the characters an awareness of potential problems ahead.

PART FOUR: AERIAL JOURNEY

Their employers have equipped the party with a rough guide to the New Reich airship's last known route. Three DC 10 Navigate or Pilot (civilian) skill checks allow characters to follow this route. If these checks fail, resolve the skills as normal but for each period off course add one to the number of days of wilderness travel required to reach the crash site (as discussed in Part Five). Each check represents one day's travel. If there are no pilots in the party, one is recruited by the employers. After the characters have been travelling on course for three successful checks, they encounter the effects of the

no-fly-zone established by the New Reich forces.

With typical efficiency, the New Reich military have set up a trap for aircraft entering the forbidden zone. Command zeppelins above cloud cover detect aircraft using their etheric sensors. Signals are immediately relayed from these aerial leviathans' onboard Scope stations to land dreadnoughts and land batteries situated in the region. No aircraft under battle zeppelin calibre can survive the sheer amount of flak generated within the next few minutes. The expense and coordination behind this operation is staggering, another testimony to the military might and will of the New Reich. As part of the larger military manoeuvres taking place in the Congo, this activity is not sufficient to draw any unwanted attention; the New Reich is noted for its demonstrations of military might.

The first the characters will know of all this is when explosions start to go off in the air around their vessel. It is obvious from the outside that their vessel isn't going to survive long against such firepower and that the flak zone covers a wider area than they can fly away from. Whoever is in command of the craft should make a Navigate or Pilot (civilian) check DC 15. If successful, the characters have five rounds to get to safety before their zeppelin is destroyed; if unsuccessful, this time limit is reduced to three rounds.

This encounter is not designed to be run as a tactical manoeuvring combat but instead a fast-paced adventurous escape. Since most of their equipment is in storage, characters need to think and act quickly to salvage what they can and get out alive. Pilot rolls can be used to bring the zeppelin down low enough for the crew to leap to safety amongst the trees or crash so that they can climb to the ground. Physical skills can be drawn upon to help a character and others to escape before the zeppelin is destroyed. Emphasise the urgency and panic of the situation to the players and draw upon skills where appropriate. At the end of the encounter, the characters should feel lucky to be alive, despite having lost their transport, bulk of their equipment, and being stranded in an alien environment.

PART FIVE: OVERLAND TRAVEL

Following the loss of their zeppelin, the characters find themselves in the mountainous jungle terrain of Eastern Congo. Jungle surrounds them, the heat and humidity are extremely high, unknown sounds and smells bombard their senses, and they are without support and must rely upon their own skills.

The crash site lies three days' travel away, plus one for each failed navigation role earlier in the adventure (see Part Four above). To travel to the site will require a Navigate check DC 20 at the beginning of the journey followed by DC 16 checks at the beginning of each day to stay on track towards the crash site. If the characters lose direction, they can make a DC 15 check each hour to bring them back on course. In addition, characters may need to make Survival checks to get along in the wild: DC 10 +2 for each additional person to be fed. Character movement is reduced by half due to the nature of the terrain. The high temperatures mean characters must also make Fortitude savings throws against heat once every four hours or take 1d4 damage. These saving throws are DC 15 + 1 per previous check. Characters wearing armour suffer a –4 penalty to these checks; a Survival check DC 15 grants a character a +4 bonus on checks to avoid heat damage.

If emphasising the exploration element of **Etherscope,** GMs may wish to use other natural obstacles to challenge the party. Disease and terrain features can all be added to truly create a sense of man relying on wit and skill to overcome natural adversity, and GMs are encouraged to be creative and remember that the characters still face these problems between and during encounters. The following are all suitable terrain features and other hazards for the environment the characters must travel through to reach the crash site.

Terrain Features

Chasm: Usually formed by natural geological processes. Chasms aren't hidden, so characters won't fall into them by accident. A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb into or out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increase by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move Silently checks increases by 2 if the scree is on a slope of any kind.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they ended their movement. A steep slope increases the DC of Tumble checks by 2.

Trees: The most important terrain element in a jungle is the trees. A creature standing in the same square as a tree gains a +2 bonus to Defence and a +1 bonus on Reflex saves (these bonuses

don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has Defence 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. The jungle also has massive trees. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance. It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Other Jungle Terrain Elements: Fallen logs generally stand about 3 feet high and provide half cover. They cost 5 feet of movement to cross. Jungle streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most jungles, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense jungle, but even unexplored jungles have occasional game trails.

Diseases

Table 9–1 summarises the game statistics for the tropical diseases you may wish to have the player characters become exposed to.

Remember a character can make a DC 18 Survival check each hour to recognise and/or bypass natural obstacles or sources of disease, although there is little that can be done about battles taking place in or on certain terrain features.

Unknown to anyone, a large amount of Compound 13 was released due to faulty containment, causing the transport zeppelin to crash and killing the crew; the remainder has leaked into the local water table. Although not working as intended, the virus has mutated and infected the surrounding flora and fauna in unexpected ways. Once within three days' travel of the crash site, characters may make Spot checks DC 20 (–5 for each day closer to the crash site) to notice unusual forms of plant and animal life. Characters may make Knowledge (natural philosophy) checks DC 15 to notice mutations. These mutations consist of unnatural lumps and growths, discolouration and unnatural growth patterns for plants. A successful skill check with Knowledge (medicine) or Engineer (chemical, pharmaceutical) against DC 20 allows characters to recognise an unknown mutagenic virus is affecting the environment through the watercourse. An Engineer (pharmaceutical) check DC 20 allows characters to realise that if they depend on local resources for more than five days, they could become infected. With a successful Survival or Navigate check (DC 15), characters can also determine that the source of the mutagen is located at the crash site. As they continue towards the crash site, two opportunities to learn more about the mutagen occur.

PART SIX: THE HILL VILLAGE

Two days away from the crash site, the characters encounter a seemingly abandoned native hill man tribal village. Depending upon how they are travelling and the approach they take, the characters may be surprised or ready for the events in the village. GMs should establish how the party travels and what precautions it takes before entering.

Located in a clearing on a relatively large plateau area, the village consists of about a dozen or so wattle and daub huts built around a central well and supporting no more than twenty or thirty hill folk. Surrounding lands have been cleared for slash-and-burn agriculture. No one works the fields, however, and domestic livestock have wandered off or lay dead around the village. Damage is obvious to the buildings, and doors and walls have clearly been attacked and destroyed. Those with the scent ability catch the smell of death under the heavy musk of the village.

Unfortunately for this village, their well has exposed them to the new form of Compound 13 in a relatively concentrated form. For several days, people and animals became sick and several died. They were the lucky ones. The rest slowly mutated, suffering unimaginable agonies. Finally, amongst a dozen or so villagers, the mutation reached its final form. They rose up at night and attacked the remaining villagers, their minds gone and the virus' imperative driving them to infect others. Altered by the drug, they were slower but tough and quickly overwhelmed the other villagers. Ironically, this was probably a fortunate event. The villagers' mutation does not allow the

TABLE 9–1: SOME EXAMPLE TROPICAL DISEASES

Disease	Infection DC	Incubation	Damage
Blinding sickness	Ingested 16	1d3 days	1d4 Str*
Cackle fever	Inhaled 16	1 day	1d6 Wis
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Shakes	Contact 13	1 day	1d8 Dex
Pneumonia	Inhaled DC 12	1d4 days	1 Str then 1d3 Str & Con
Necrotizing facitis	Contact DC 13	1d6 days	1 Con then 1d3 Con**

** Each time you take 2 or more points of damage from the disease, you must make another Fortitude save or be permanently blinded.*
*** If you take damage, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).*

virus to spread through blood and saliva, due to it not being delivered in the intended manner. Several potential carriers were killed rather than the mutation running its course. Of course the victims don't know this and continue to bite and claw.

Within the ruins of the village, half a dozen mutated hill men remain awaiting victims; the others have wandered into the jungle. Those within the village attack as soon as they are aware of the party and fight until dead.

Enemies (EL 2)

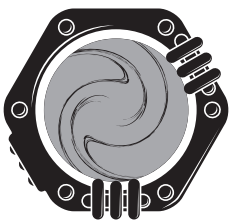
A number of tribesmen have been infected. These victims of compound appear as little more than animated corpses, their skin shrunken and grey, eyes hollow and lifeless and capable of only guttural sounds. They will attempt to grapple foes and then bite.

Infected Human Villagers (5): CR 1/2; Medium humanoid (human); HD 1d8; hp 5; Mas 11; Init +0; Spd 20 ft.; Defence 13, touch 13, flat-footed 13 (+0 Dex, +3 class); BAB +0; Grap –1; Atk –1 melee (1d3–1 bite) or –1 melee (1d6, spear) or +0 ranged (1d2–1, rock) FS 5 ft. by 5 ft.; Reach 5 ft.; SQ deadened nerve endings, slow reactions; Val —/—; AL —/—; SV Fort +1, Ref +0, Will +4; Ex 0; Str 8, Dex 11, Con 11, Int 12, Wis 16, Cha 12; *Skills:* Climb +3, Hide +4, Move Silently +4, Spot +7, Survival +7, Swim +3; *Feats:* Archaic Weapons Proficiency, Simple Weapons Proficiency, Track; *Possessions:* clothing, spear, rocks.

Deadened Nerve Endings: The necrotic effects of Compound 13 have desensitised the hill men to pain as their exterior nerve endings have ceased to function. Infected hill men gain damage reduction 1/ballistic, piercing, or slashing and fire resistance 1 (see "Special Traits" in Chapter 2: Traits) and are immune to nonlethal damage. Additionally, infected hill men continue to function without penalty when disabled or dying, although they must continue to make dying saves if they take further damage or perform strenuous activity.

Slow Reactions: The reactions of Compounds 13's victims have also been affected by its decaying necrotic effect. Infected hill men may only perform a move or an attack action in a single round in addition to penalties calculated into their statistics above.

In the aftermath of the battle, the characters may wish to perform some investigations. Search and Investigate skill checks around the village, DC 15, allow the events described above to be understood. Performing an autopsy (Knowledge (medicine) DC 20) or conducting a chemical analysis of the water (Engineer (pharmaceutical) DC 20) enables the characters to understand the effects of the mutagen, but not how to counter it. Create a sense of terror should be created throughout this encounter and the players left feeling they need to uncover just precisely what the zeppelin was carrying and how it could cause all this.

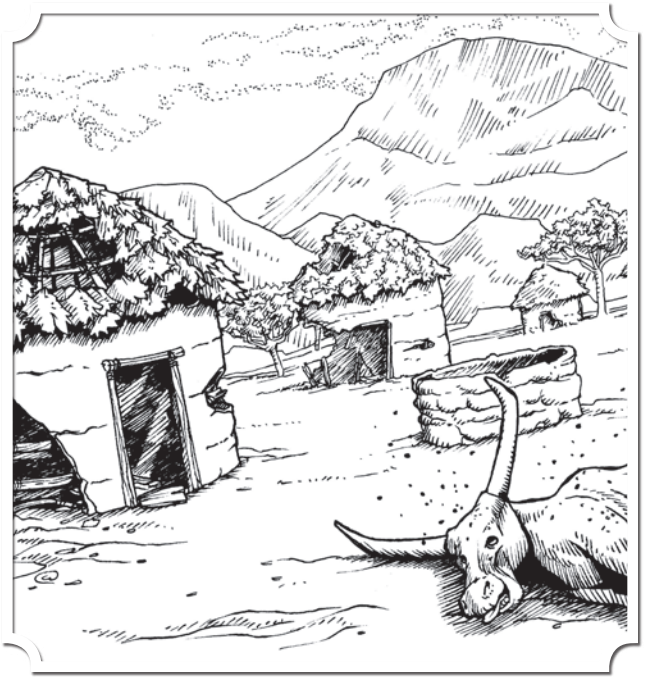


PART SEVEN: WILD DOGS ATTACK

As the party get closer to the crash site, it becomes increasingly apparent that the effects of whatever is causing the mutations are getting stronger. Mutated fauna is increasingly common as are signs of battles between animals that are suffering the same physical symptoms as the villagers. Survival or Knowledge (natural philosophy) checks DC 15 will be able to identify the unnatural behaviour of the animals. Any analysis performed on corpses, using Knowledge (medicine) DC 10 or Engineer (pharmaceutical) DC 15 allows the similar conclusions to be drawn as at the hill man village. Here the effects are more powerful and seem to have taken effect more rapidly.

This section of the adventure serves to heighten the unnaturalness of the situation and to make even wilderness-experienced characters unsure of which rules of nature they can trust. GMs should provoke a sense of nature primeval, wild, and out of control and may wish to emphasise the hand of man in this, relating to the **Etherscope** theme that industrialisation on the scale represented has planetary consequences.

Depending on your style, you may place the attack by mutated wild dogs during day or night and in circumstances of your choosing. Again, it is important to emphasise the unnatural nature of the animals' behaviour. The dogs will attack ferociously without regard for their own safety, seeking to damage as many targets as they can. Like the hill men, the dogs are incapable of infection but again characters have no way of knowing this and if they have examined other corpses of animals may have good cause to suspect the opposite.



Enemies (EL 2)

Large, Alsatian-size dogs, these creatures are a terrifying sight. Their skin is grey and covered in growths and lumps where it is not falling away. Although slower than normal, their speed is still a match for a normal human and they can sense fear and weakness, adding an almost malicious aura to their attacks.

Mutated Wild Dogs (3): CR 1; Medium animal; HD 2d8+4; hp 13; Mas 15; Init +0; Spd 30 ft.; Defence 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +0; Grap –3; Atk +2 melee (1d6+1, bite), FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –deadened nerve endings, scent, slow reactions; Val —/—; AL —/—; SV Fort +4, Ref +5, Will +1; Ex 0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 2.

Deadened Nerve Endings: The necrotic effects of Compound 13 have desensitised the surviving wild dogs to pain as their exterior nerve endings have ceased to function. Infected wild dogs gain damage reduction 2/ballistic, piercing, or slashing and fire resistance 2, and are immune to nonlethal damage. Additionally, infected wild dogs continue to function without penalty when disabled or dying although they must continue to make dying saves if they take further damage or perform strenuous activity.

Scent: This ability allows a wild dog to detect approaching enemies, smell hidden enemies and track by their sense of smell (see "Special Traits" in Chapter 2: Traits).

Slow Reactions: The reactions of Compounds 13's victims have also been affected by its decaying necrotic effect. Infected wild dogs may only perform a move or an attack action in a single round in addition to penalties calculated into their statistics above.

PART EIGHT: THE CRASH SITE

The crash site is not hard to find. The wreckage of the zeppelin is scattered over a half-mile area near the top of an escarpment. The party must climb the escarpment in order to reach the site (Climb DC 15). There are enough ledges for an experienced climber to lead a party up in stages. This involves the lead character making three Climb DC 25 checks. Alternatively, a route around to the site is possible, but this adds several hours and has consequences (see below).

The destruction of the zeppelin is almost total, and it clearly impacted the ground with tremendous force as the widespread destruction of the forest indicates. A character with the Track feat can make a DC 10 Survival check to locate where the zeppelin hit and where the water source has become infected. Luckily for the New Reich, the hungry jungle soil has absorbed the substance completely. A Knowledge (ethertech) DC 15 or a Pilot (any) DC 15 check will allow the characters to know the zeppelin's ether balloon must have been deactivated — an event that occurred when fighting aboard broke out after a dose of Compound 13 accidentally escaped.

This encounter represents the finale of the scenario. Over the course of an hour, all the involved groups arrive at the scene. You decide how many, but there should always be a New Reich team and two others, with a maximum of four groups present. If they have taken the escarpment route cleanly, the player characters have 30 minutes before another group arrives and then others at 15-minute intervals. If some team members had difficulties and needed to be led by one or two skilled characters up the escarpment, then this time is cut to 15 minutes. If they take the long route, then they are last to arrive and you may determine the situation they find in accordance with your own dramatic purposes.

How the scenario resolves is left open. Each faction's missions have been discussed and the personalities, and their agendas, are discussed below. No order or command structure is given for the groups; this allows you to set up an appropriate dynamic for each group to match your plot needs and the opportunities you wish to create for or deny your party. As the personalities of the team members show, there exist plenty of opportunities for teams to tear themselves apart, unify with others, and adapt to the circumstances. Gunplay, negotiation, betrayal, and renegotiation should all come into play as each faction arrives and becomes involved in the situation. Again the style and feel of your character group and how they would relate to the circumstances will determine just how this finale plays out.

The GM should pick at least one character in this encounter to be a major antagonist. Where the PCs are expected to work collaboratively with a team it is not appropriate for a character to be classed as major; however, in a combat situation, the leader, or indeed all of the team, can be classed as major characters depending upon how dramatic you want the final encounter to be.

The Reich Team

Dietrich Meyer (Combatant 1)

A former enlisted soldier in the New Reich's Afrika Legion, Meyer decided to stay on the continent as a freelance merc when his service was over. He fondly views his time served as valuable training and maintains good relations with outposts in the Congo, which led to the opportunity for him to join the mission.

Dietrick Meyer: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 7; Mas 14; Init +5; Spd 30 ft.; Defence 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 equipment); BAB +1; Grap +4; Atk +5 melee (1d6+3 nonlethal, unarmed strike) or +4 melee (1d4+3, knife) or +2 ranged (2d8, standard rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val bravery/tenacity; AL order/New Reich; SV Fort +3, Ref +1, Will +0; Ex 0; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 8; *Template:* Enlisted; *Skills:* Climb +2, Intimidate +3*, Knowledge (munitions) +2, Knowledge (tactics) +4, Navigate +2, Pilot (military) +2, Spot +4, Survival 2*; *Influences:* Military +2, Street +1; *Feats:* Simple Weapons Proficiency, Military Vehicle Operation, Personal Firearms Proficiency, Armour Proficiency (light), Brawl; *Possessions:* Military outfit, first aid kit, backpack, sleeping bag, Scope tab (pleasure domain), standard rifle (40 rounds), combat knife, light undercover shirt.

* *Includes +1 from template.*

Vincent Gröbber (Combatant 1)

Gröbber is another former New Reich soldier, an officer, who has also chosen the mercenary life. Unlike Meyer, Gröbber views his time in service as a necessary evil and has immersed himself in his new life. Vincent is a shrewd operator, however, and recognised the mission's potential to gain status

with the authorities in the Congo.

Vincent Gröbber: CR 1/2; Medium humanoid (human); HD 1d8+1; hp 6; Mas 12; Init +1; Spd 30 ft.; Defence 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 equipment); BAB +1; Grap +4; Atk +3 melee (1d3+2 nonlethal, unarmed strike) or +3 melee (1d6+2, knife) or +2 ranged (2d8, large pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val tenacity/honesty; AL self/New Reich; SV Fort +2, Ref +2, Will +1; Ex 0; Str 12, Dex 12, Con 12, Int 12, Wis 10, Cha 12; *Template:* Officer; *Skills:* Diplomacy +4*, Intimidate +4, Knowledge (munitions) +4, Knowledge (tactics) +4, Sense Motive +2, Spot +4, Survival +2; *Influences:* Intelligence +1, Military +2; *Feats:* Simple Weapons Proficiency, Fencing, Personal Firearms Proficiency; *Possessions:* Military outfit, first aid kit, backpack, sleeping bag, large pistol (20 rounds), light undercover shirt, cavalry sabre.

* *Includes +1 from template.*

Karl Erstweiller (Enginaught 1)

Karl is typical of many industrious young engineering graduates of the New Reich's industrial academies. Equipped with a comprehensive education, he has travelled to the Reich's frontiers to earn a reputation and fortune on the many building projects in the Congo. He sees this mission as opening new opportunities to gain access to lucrative government contracts.

Karl Erstweiller: CR 1/2: Medium humanoid (human); HD 1d10+2; hp 8; Mas 16; Init +0; Spd 30 ft.; Defence 12, touch 11, flat-footed 11 (+0 Dex, +1 class); BAB +0; Grap +0; Atk +1 melee (1d6 nonlethal, unarmed strike) or +0 melee (1d6 nonlethal, sap) or +0 ranged (1d2, wrench); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val progress/detachment; AL New Reich/corporate; SV Fort +3, Ref +0, Will +1; Ex 0; Str 10 Dex 10, Con 14, Int 14, Wis 12, Cha 10; *Template:* Craftsman; *Skills:* Concentration +5, Engineer (mechanical) +8*, Engineer (structural) +10*, Knowledge (current events)+6, Knowledge (industry) +6, Knowledge (munitions) +6, Pilot (civilian) +4, Scope Use (remote) +7, Survival +5; *Influences:* Industry +2, Civic +2; *Feats:* Brawl, Master Engineer (structural, chemical); *Possessions:* Workman's outfit, tool belt, basic mechanical tool kit, backpack.

* *Includes +1 from template.*

Pieter Klienst (Savant 1)

A churchman and doctor, Klienst has long sought to civilise many native tribesmen within the depths of the Congo. Like many in his position, he has also been involved in passing on information to the secret services of his homeland. It was of little surprise that Klienst was approached to provide medical and native expertise to the New Reich mission.

Pieter Klienst: CR 1/2; Medium humanoid (human); HD 1d6+1; hp 5; Mas 11; Init +0; Spd 30 ft.; Defence 10, touch 10, flat-footed 10 (+0 Dex, +0 class); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d4, scalpel); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val detachment/patriotism; AL New Reich/RC Church; SV Fort +0, Ref +0, Will +2; Ex 0; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 12; *Template:* Professional; *Skills:* Diplomacy +6, Engineer (chemical) +6, Engineer (pharmaceutical) +6, Forgery +6, Investigate +6, Knowledge (current events) +6, Knowledge (history) +6, Knowledge (linguistics) +6, Knowledge (medicine) +8, Knowledge (mystical philosophy) +6, Knowledge (natural philosophy) +8, Navigate +6, Research +6, Spot +2, Survival +2; *Influences:* Civic +2, Church +1, Intelligence +1; *Feats:* Academic (medicine and natural philosophy), Simple Weapons Proficiency, Surgery; *Possessions:* Survival outfit, briefcase, medical kit, surgery kit, scalpel (as knife).

The British Team

Simon Caldwell (Pursuer 1)

As the third son of an English aristocrat, Simon found himself bored and unlikely to inherit anything of real meaning. So, being wealthy, he decided to create his own adventures by exploring the world's less civilised regions. Someone with his survival skills, patriotism, and slight naiveté was a perfect choice for British Intelligence for this sort of mission.

Simon Caldwell: CR 1/2; Medium humanoid (human); HD 1d8+1; hp 6; Mas 12; Init +1; Spd 30 ft.; Defence 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6, baton) or +1 ranged (2d10, hunting rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val patriotism/enthusiasm; AL society/British Empire; SV Fort +2, Ref +1, Will +3; Ex 0; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 12; *Template:* Adventurer; *Skills:* Climb +3, Hide +5, Knowledge (mystical philosophy) +4, Listen +4, Move Silently +5, Spot +7, Survival +5, Swim +4; *Influences:* Academic +2, High Society +1, Occult +1; *Feats:* Personal Firearms Proficiency, Simple Weapons Proficiency; *Possessions:* Outdoorsman's outfit, sleeping bag, trail rations (24), leather armour (equivalent), hunting rifle (25 rounds), baton.

Ernest "Growler" Braithwaite (Pursuer 1)

A former skirmisher in the King's Light Infantry Company, Growler has drifted, somewhat directionless, since demobilisation. Already used several times as a scout by Caldwell in previous expeditions, he was glad to once again have some purpose when asked to serve on this mission by his old comrade.

Ernest "Growler" Braithwaite: CR 1/2; Medium humanoid (delta human); HD 1d8+1; hp 6; Mas 12; Init +1; Spd 30 ft.; Defence 15, touch 13, flat-footed 14 (+1 Dex, +2 class, +2 equipment); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d6+1, knife) or +1 ranged (2d12, sniper rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, reduced spirit; Val bravery/loyalty; AL allies/—; SV Fort +2, Ref +1, Will +4; Ex 0; Str 12, Dex 12, Con 12, Int 8, Wis 16, Cha 8; *Template:* Enlisted; *Skills:* Climb +4, Hide +6, Intimidate +4*, Listen +4, Move Silently +5, Navigate +6; Spot +6, Survival +6*, Swim +4; *Influences:* Military +4, Street +2; *Feats:* Personal Firearms Proficiency, Track; *Possessions:* Outdoorsman's outfit, sleeping bag, trail rations (24), light-duty vest, sniper rifle (25 rounds), knife.

* Includes +1 from template.

Scent: This ability allows a delta to detect approaching enemies, smell hidden enemies, and track by their sense of smell (see "Special Traits" in Chapter 2: Traits).

Reduced Spirit: As an additional result of their reduced spirit, delta human characters receive only one excellence point at 1st level.

David McDonald (Enginaught 1)

A seasoned heavy industrial engineer, McDonald is used to tough challenges. He has little choice to be on this mission, as his debts from starting his own business were about to bankrupt him before some men from the Foreign Office offered their "help." Whilst not used to the conditions, McDonald is a practical man used to adapting to the resources at hand.

David McDonald: CR 1/2; Medium humanoid (human); HD 1d10+3; hp 9; Mas 16; Init +0; Spd 30 ft.; Defence 11, touch 11, flat-footed 11 (+1 class); BAB +0; Grap +1; Atk +1 melee (1d6 nonlethal, unarmed strike) or +0 melee (1d6, sap) or +0 ranged (1d2, wrench); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val progress/enthusiasm; AL own business/family; SV Fort +4, Ref +0, Will +1; Ex 0; Str 12, Dex 10, Con 16, Int 12, Wis 12, Cha 8; *Template:* Craftsman; *Skills:* Engineer (mechanical) +6*, Engineer (structural) +8*, Intimidate +2, Investigate +5, Knowledge (industry) +5, Knowledge (munitions) +5, Pilot (civilian) +4, Resolve +2, Survival +5; *Influences:* Industry +4; *Feats:* Master Engineer (structural, mechanical); *Possessions:* Business outfit, workman's outfit, tool belt, basic mechanical tool kit, backpack, sap.

** Includes +1 from template.*

Michael Keefland (Scoundrel 1)

His time spent languishing in the Great Metropolis's Walton jail had made Michael reconsider the reliability of his contacts in the gamma sewer kingdoms, especially with no help in getting out. However, others had a use for his skills, and whilst he despises the situation he is in, at least he goes home a free man when this business is over.

Michael Keefland: CR 1/2; Medium humanoid (human); HD 1d6+1; hp 4; Mas 12; Init +7; Spd 30 ft.; Defence 15, touch 14, flat-footed 12 (+3 Dex, +1 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d4, knife) or +3 ranged (2d4, small pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val enthusiasm (theft)/tenacity; AL self/—; SV Fort +1, Ref +4, Will +0; Ex 0; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 11; *Template:* Criminal; *Skills:* Balance +6, Climb+2, Escape Artist +4, Hide +6, Listen +2, Move Silently +6, Pilot (civilian) +6, Sleight of Hand +7*, Spot +4; *Influences:* Crime +4, Street +2, Constabulary +2; *Feats:* Improved Initiative, Personal Firearms Proficiency; *Possessions:* Blue collar outfit, leather jacket, knife, small pistol (10 rounds).

** Includes +1 from template.*

The American Team

Jackson Coletraine (Combatant 1)

Jackson learnt all his lessons on the streets of his spire's lower sectors, including how to fight. He pretty much figures one jungle is much like another and his methods will work just as well in his current situation. Besides, with the money he is being paid, he doesn't really care where he has to go or who he has to fight to achieve the objective.

Jackson Coletraine: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 7; Mas 14; Init +0; Spd 30 ft.; Defence 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 equipment); BAB +1; Grap +4; Atk +5 melee (1d6+3 nonlethal, unarmed strike) or +4 melee (1d4+3, knife) or +2 ranged (2d10, autogun or 4d6, fragmentation grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val bravery/loyalty; AL self/USA; SV Fort +3, Ref +1, Will +0; Ex 0; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 8; *Template:* Criminal; *Skills:* Intimidate +5, Knowledge (current events) +4, Knowledge (munitions) +4, Knowledge (tactics) +4; *Influences:* Street +2; *Feats:* Brawl, Personal Firearms Proficiency; *Possessions:* Military outfit, first aid kit, backpack, sleeping bag, small pistol (20 rounds), tactical vest, standard autogun (90 rounds), 2 fragmentation grenades.

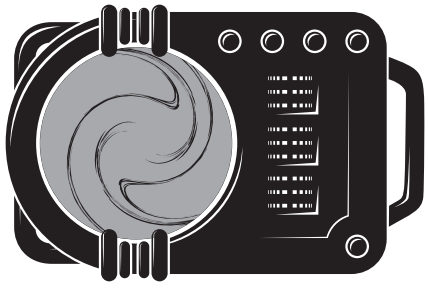
** Includes +1 from template.*

Weaver (Pursuer 1)

Although the dust bowls of his youth are wildly different to the conditions he finds himself in, as a nomad Weaver knows all about surviving in a hostile environment. Far from happy to be working for a branch of the corporate-military machine, he takes satisfaction in knowing his actions will win freedom for his brothers and sisters in state penitentiaries.

Weaver: CR 1/2; Medium humanoid (human); HD 1d8; hp 6; Mas 11; Init +0; Spd 30 ft.; Defence 14, touch 12, flat-footed 14 (+0 Dex, +2 class, +2 equipment); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d8, baseball bat) or +0 ranged (2d8, 12-gauge shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ –; Val loyalty/honesty; AL nomads/nomad religion; SV Fort +1, Ref +0, Will +4; Ex 0; Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12; *Template:* Disenfranchised; *Skills:* Climb +4, Hide +5*, Knowledge (current events) +5, Move Silently +4, Spot +6, Survival +7*, Swim +4; *Influences:* Agriculture +1, Crime +1, Street +4; *Feats:* Personal Firearms Proficiency, Toughness (body); *Possessions:* Outdoor outfit, zip-tie (25), sleeping bag, trail rations (24), concealable vest, baseball bat, 12-gauge shotgun (12 rounds).

** Includes +1 from template.*



ETHERSCOPE™
CHARACTER SHEET

CHARACTER NAME

PLAYER

RACE | TEMPLATE

AGE | GENDER | HEIGHT

WEIGHT | EYES | HAIR

VALUES	VIRTUE	VICE
ALLEGIANCES	MAJOR	MINOR

EXCELLENCE pts | SPENT:

CLASSES	LEVEL

SAVING THROWS	TOTAL	BASE	ABILITY MOD	MISC MOD
Fortitude	____	____	____	____
Reflex	____	____	____	____
Will	____	____	____	____

HIT POINTS	MAX	THRESHOLD

DAMAGE TAKEN:

OCCULT POWERS

SKILL	TOTAL	RANKS	ABILITY SCORE	ABILITY MOD	MISC MOD

CONSTITUTION

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	CON MOD	MISC MOD
☐	Concentration				
☐					

CHARISMA

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	CHA MOD	MISC MOD
☐	Bluff				
☐	Diplomacy				
☐	Disguise				
☐	**Handle Animal**				
☐	Intimidate				
☐	Perform ( )				
☐	Perform ( )				
☐	Perform ( )				
☐	Perform ( )				
☐	Resolve				
☐	Scope Resilience				

STRENGTH

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	STR MOD	MISC MOD
☐	Climb				
☐	Jump				
☐	Swim				
☐					

DEXTERITY

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	DEX MOD	MISC MOD
☐	Balance				
☐	Escape Artist				
☐	Hide				
☐	Move Silently				
☐	Pilot (civilian)				
☐	Pilot (military)				
☐	Ride				
☐	Sleight of Hand				
☐	Tumble				
☐					

WISDOM

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	WIS MOD	MISC MOD
☐	Listen				
☐	Scope Awareness				
☐	Sense Motive				
☐	**Spot**				
☐	Survival				
☐					

INTELLIGENCE

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	INT MOD	MISC MOD
☐	Creative Art				
☐	Engineer (chemical)				
☐	Engineer (ethertech)				
☐	Engineer (mechanical)				
☐	Engineer (pharmaceutical)				
☐	Engineer (structural)				
☐	Forgery				
☐	Investigate				
☐	Knowledge ( )				
☐	Knowledge ( )				
☐	Knowledge ( )				
☐	Knowledge ( )				
☐	Knowledge ( )				
☐	Munitions				
☐	Navigate				
☐	Research				
☐	Scope Use (immersed)				
☐	Scope Use (remote)				
☐	Search				
☐					

©2005 Goodman Games. All rights reserved.
Permission granted to photocopy for personal use only.

COMBAT SUMMARY

SIZE	SPEED	INITIATIVE	DR
			/

BASE ATTACK

ATTACK TYPE	TOTAL	BASE ATK	ABILITY SCORE	ABILITY MOD	SIZE MOD
Melee	____ =	STR	+ ____	+ ____	+ ____
Grapple	____ =	STR	+ ____	+ ____	+ ____
Ranged	____ =	DEX	+ ____	+ ____	+ ____

DEFENCE

TOTAL	FLAT FOOTED	TOUCH

BASE	DEX	CLASS	EQUIP.	MISC.
10				

FIGHTING TECHNIQUE

STYLE	TOTAL	RANKS	ABILITY SCORE	ABILITY MOD	MISC MOD

FEATS

MANOEUVRES

ARMOUR/PROTECTIVE ITEM

ARMOUR/PROTECTIVE ITEM	EQUIP. BONUS

TYPE	CHECK PEN.	MAX DEX.	PROPERTIES

ARMOUR/PROTECTIVE ITEM

ARMOUR/PROTECTIVE ITEM	EQUIP. BONUS

TYPE	CHECK PEN.	MAX DEX.	PROPERTIES

ATTACK

WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

ATTACK

WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

ATTACK

WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

ETHERSCOPE™
CHARACTER SHEET

FEATS

FEAT	GAINED	PAGE REF

TALENTS AND CLASS ABILITIES

TALENT ABILITY	CLASS/TALENT TREE	PAGE REF

EQUIPMENT

ITEM	WEIGHT (LB)	WHERE HELD

APPENDIX ONE: LEGAL INFORMATION

This printing of **Etherscope** is done under version 1.0 of the Open Gaming License and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all **Etherscope** and Goodman Games and Malladins Gate logos and identifying marks and trade dress; all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document, as well as the terms, app, black trip, central administration tower, Centropolis, class A80, class D30, domain movement classifications, cross-template influence, cybernaught, cybernaughtic(s), cybernaughtic app, cybernaughtic attachment, cybernaughtic implant, cybernaughtic purchase point(s), dobbin, dogger, domain, dome and spire archology, enginaught, epsilon, ether balloon, ether flue, ether guns, ether jet, ether science, ethercomm, aetherdam, etheric, etheric state, etherium, Etherscope, the Etherscope, Etherspace, etherstorm, ethertech, excellence point(s), extra influence, Great Metropolis, Haven, immersed scope use, jump the rails, land dreadnought, The Northumbrian Republican Movement, the Pan-European war, the prime reality, remote scope use, savage south, Schopheim, Scope jack, Scope Point, Scope processor, Scope rider, Scope tab, super dreadnought, System agents, tab trip, tab-jammer, upload capsule, *v*-prop weapons, the Wall, zep car.

Designation of Open Content: Subject to the Product Identity designation above, all creature and NPC statistic blocks are designated as Open Gaming Content, all of Chapter 1: Characters, Chapter 2: Traits, as well as all material derived from the SRD or other open content sources.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "**Etherscope Core Rulebook** by Ben Redmond and Nigel McClelland, published by Goodman Games, ©2005 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com)"

Etherscope is copyright © 2005 Goodman Games. **Etherscope** is a trademark of Goodman Games.

Dungeons & Dragons ® and Wizards of the Coast ® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Open game content may only be used under and in the terms of the Open Game License.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this license can be found at www.wizards.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Etherscope Core Rulebook by Ben Redmond and Nigel McClelland, published by Goodman Games, ©2005 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com)