

Ionian Games Studio

Presents

# THE Xro Dinn Chronicles™

SECOND EDITION

Book One: Awakenings

By: Matthew Webster



FRIEND



# THE Xro Dinn Chronicles™

SECOND EDITION

## Book One: Awakenings

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First Printing: June 2003  
ISBN: 0-9659917-0-9  
SAN 299-4151  
Standard Manufacturer's Code IGS 1000

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Special Thanks to the playtesters over the years: Dan Ryan, Jamie Jarvis, Eric Valois, Brian Sallee, Paul and Angie Clinkingbeard, Joe, the Mad Chadini, Scott Campbell, Vered Maregelite, Bonnie, Kerry Donny-Clarke, Aimee Brookes, Ken Young, Ken Morse, Paul Hudson, Neil Buchalter Jason Marin, Marie DelRio, Lois Spangler, Mook, and many others.

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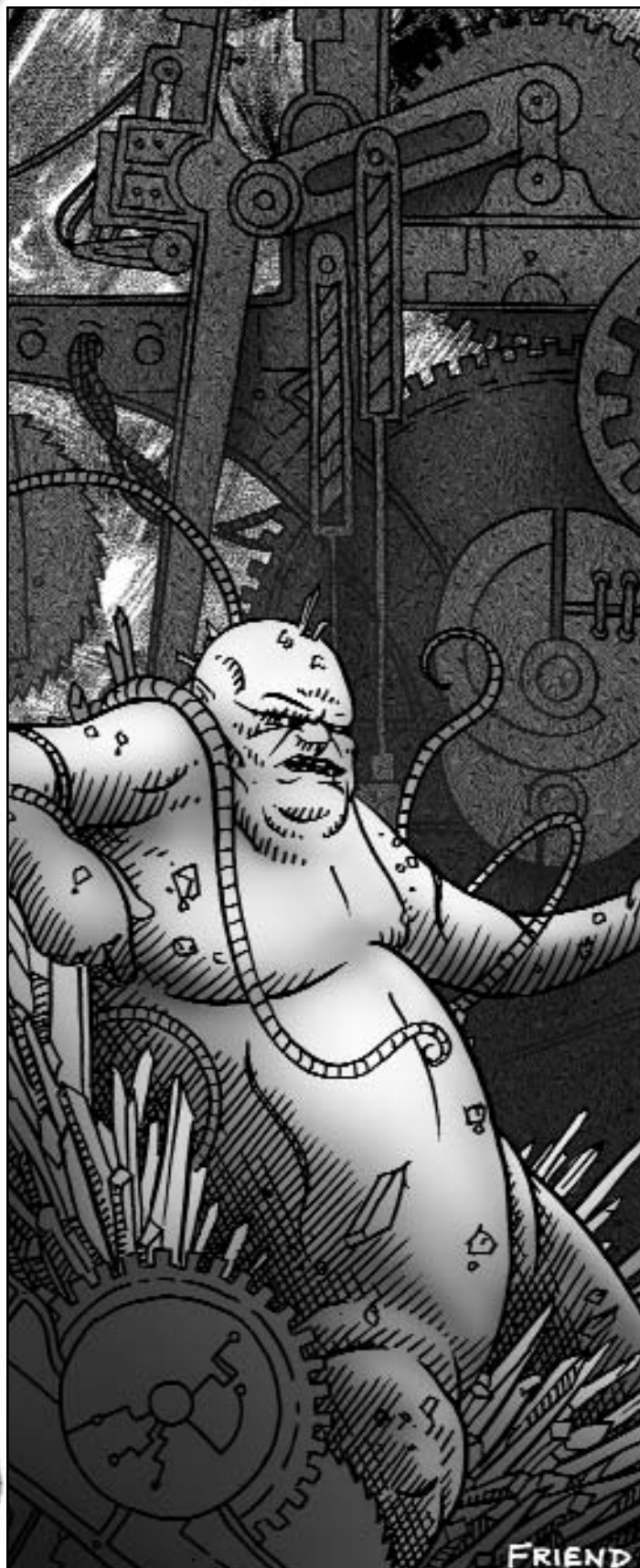
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# Part One: Foundation



## Part I Foundation

The foundation is the most important part to any good role playing game. It introduces the basic concepts, language, and lingo as well as how to play the game.

In this section you will find...

- I An Introduction to the Xro Dinn Chronicles™
- II The Basics
- III Game Mechanics
- IV Combat
- V Character Definition



# The Sleeper Chronicles

## The Sleeper Chronicles

Fifty thousand years have passed since the time of the Tulantos Empire. During that time, the empire spanned the Galaxy, but, as with all things, it ended. A race of inter-dimensional, genocidal aliens attacked. Their power was beyond anything the Tulantos had seen, and soon everyone faced death. The races found ways to survive or perished. That was the end of the Tulantos Empire.

A thousand years ago, one of the races began to awaken from a long sleep. They had sprung up, as if from the ashes of themselves, and became active members of the cosmos. They made contact with the members of the Frontier — the new set of people who were just beginning to explore their destinies within the cosmos. They came with new technologies and new ways. They seemed to be symbiotically attached to crystals, which gave them unique abilities. They even flew in crystal ships. They called themselves the Xro Dinn.

The Xro Dinn appeared pleased to meet the other races, but something about them seemed distant. Could this be just the attitude of a new species?

The Xro Dinn felt it was important to chronicle the new age, to keep track of every single detail. They even felt it was important to be part of the communities which made up the awakening races. They made contact with new races and let their young be raised by other members of the new age.

The young Xro Dinn lived in relative harmony with the new races. They had the same behaviors, the same habits, and the same customs as the new races. Culturally, they were malleable beyond belief. They even emulated the look of the host race. They took on the good qualities and the bad. They were the saints and the devils among many of the races. They were the average and the extraordinary. As such they became full fledged members of each of the new races — of each new culture.

This went on for hundreds of years, but all was not well. These Xro Dinn, the ugly shapeshifters, slowly, ever so slowly, began to

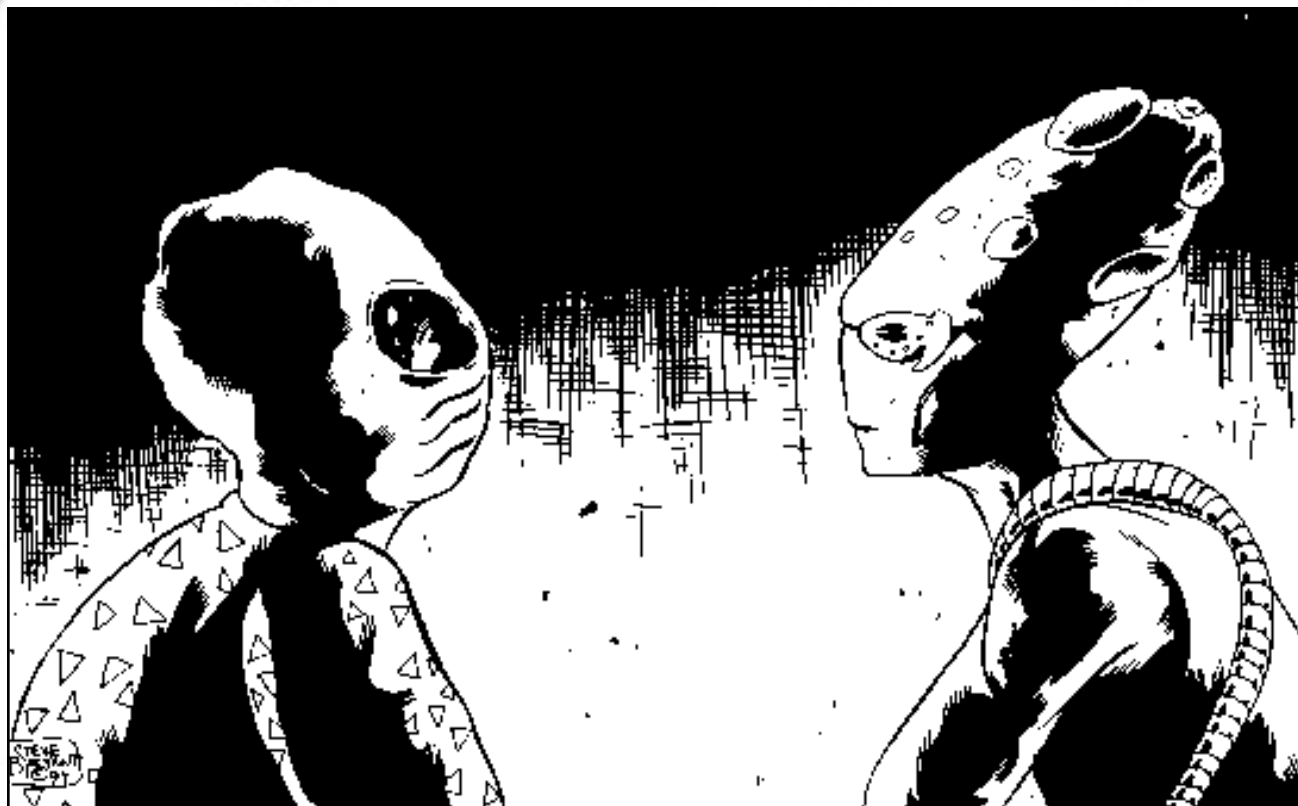
change. This change was subtle and it took centuries for people to notice. They grew more and more distant. Was this due to an increase in knowledge, or something inexplicably more sinister? Many people wondered. With every passing century, the young Xro Dinn seemed more detached, more confident, more twisted. But this was not the only reason for concern. Strange occurrences took place. Computer files, ships, and people disappeared. When the Fridic, animals spliced with Terran DNA, made contact with the Xro Dinn, their endless talk of shadows took on a new dimension- but no direct correlation was ever made. Further, the Kordron, a race of enigmatic beings, shared much of the same genetic structure as the Xro Dinn. Why? These questions made many people suspicious.

But these questions were not the end of the concern with the Xro Dinn. The young who had been living with other races chose to leave their adopted societies. This was of little consequence to some. To others, like the Middarians, this was unthinkable and led to bad feelings and worse — war. Only by careful negotiation and precise actions would the Xro Dinn continue to live amongst many of the races.

But many races found the Xro Dinn mystery intriguing — if troublesome. Some, like the Borloans, believed they had a tremendous opportunity for exploitation. Scientists often tried to steal the Xro Dinn crystals only to find that the crystals died when removed from the Xro Dinn. All in all, they remained an enigma. The universe creates skeptics, and the Xro Dinn are only one puzzle among many.

--The Sleeper Chronicles

## Conversations at Nightspawn



### Conversations at Nightspawn

Quenlanq coiled her thick snake-like body in a dark corner of Nightspawn — a loud night-club well known for its rough clientele. She felt safe with her new energy absorption grid skin. She liked the rough atmosphere because it made her feel far away from the safe yet stuffy corporate offices of her daily life.

Pjetji, a dark agent from the Pkarjik clan, casually sat down across from her. His long droopy suit covered with small triangular jewelry / armor that displayed the characteristics of Pjanji craftwork. He noticed that Quenlanq was focusing her cybernetic eye on him — something that always made him uncomfortable. He went straight to business. He said in his usual piping tone, "The information you want is going to cost much more than we agreed."

Letting her anger show, Quenlanq blurted, "How much more do you expect?"

Pjetji frowned and gave her a sharp glance.

He said as coarsely as he could, "I had to pay three times as much for information about the artifact. It will cost me an additional 500,000 to actually get the artifact for you."

Quenlanq stared at Pjetji. She knew she did not pay him enough. She also knew that she had to gain the respect of her cohorts at Cybertronix. She was brilliant and unconventional, but she lacked the professionalism that she needed to keep her job. She knew that this commitment would cost her at least a cool million. She also knew that this job was important. She considered that she would possess a computer component from the Sharr'Dann, a powerful, almost demonic, people who swept down and obliterated the populations of countless planets. She could sell the component to the Brotherhood of the Archive, a mysterious Xro Dinn organization that specialized in information gathering. Quenlanq knew she could not sell information to them, because they would inevitably want the source as well — they always wanted the machines. Quenlanq carefully considered the consequences of her next step, then looked over at Pjetji.



## Conversations at Nightspawn / The Basics

Pjetji saw the concern in her face. "I want two and a half million for my trouble," he said.

Quenlanq hissed, "What?"

"Look, I am in serious danger of blowing my cover. Yes, I can change my name and disappear, but I do not want to start from the ground up again. If I take this assignment, I may wind up doing just that. Several other agents run the same risk."

She was staring coldly at him. Pjetji, unmoved, responded. "My associates say that the Similacrum Commission has taken an interest in their activities. Apparently a metamorph of some kind has infiltrated the group trying to steal the artifact."

"So how is this going to blow your cover?" Quenlanq snapped.

Pjetji laughed humorlessly, "News will spread quickly that the Similacrum Commission is taking an interest in us. No one wants to work under that kind of surveillance — aside from having a possible spy in our midst. People won't care why the Commission is breathing down our necks." Pjetji stared sharply at the Quiizbenqq, "Are you starting to get the picture now, young lady, or should I continue?"

Seeing that Quenlanq was listening, Pjetji

continued, "One of my associates caught the team leader sending a radio message in an unknown language on an unknown frequency. The Similacrum Commission was there within minutes. They claimed the message was sent on a Sharr'Dann frequency. They tried to take the team leader into custody, but he conveniently disappeared. That night, a Xodar Xro Dinn contacted the group and warned them to halt what they were doing. They were planning to go back and collect the artifact, but everyone is spooked — including me. The risk is higher now and so is the price. If you want your precious technology, I suggest you pay up."

Quenlanq never realized the stakes were so high. She suspected that Government Prime already knew about the attempted heist, but was not interfering because it was inside the Middarian Empire. She knew it was possible that they were planning to steal it themselves. She also wondered if the Xro Dinn would want it for their purposes. There were so many factors to consider. She knew that the risks were high but calmly said, "...however, I want to pick it up myself."

--Conversations at Nightspawn

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### The Basics

Welcome to The Xro Dinn Chronicles™ Second Edition. It is an in-depth role-playing game designed for three or more players. It is set in the far future, where the characters play one of the "young races" within the galaxy. While the Xro Dinn are set up as the primary mystery within the game, a campaign may be centered around any aspect of the game. The Xro Dinn, however, will almost always be an element in the campaigns. Usually, they will play the role of background agents, chronicling every aspect of the characters' actions. The more political the characters are, the more likely the Xro Dinn will be watching.

Why Second Edition?

The Xro Dinn Chronicles™ was originally a vast concept that would have taken 600+ pages

to fully express the ideas I had. The original ideas are so vast and intertwined that I literally needed to create a universe brimming over with detail to capture a glimpse of the complexities that arise from a few simple ideas.

But as I began to look at the second book in the series, it was obvious that there was a great deal of material I left out in order to thin the first book. The universe lost much of its original flavor. Basic concepts such as the Ingenii, psionics, and nanotechnology were nothing more than footnotes in the first edition. With this edition, I took those ideas and expanded them into working concepts. Now everyone can play an Ingenii, have psionics, and see at least a partial view of what Nanotechnology is and how it relates to the universe.

The Xro Dinn Chronicles™ was originally designed as a hard science fiction game. The technology was inspired by known scientific

# Using the Dice / Getting Started

principles and ideas and transplanted into a fictional setting. This means that, in theory, most of the weapons, shields, armor, communications, and technology could exist given enough time to develop them. Of course there are a few fantastic ideas for things like faster than light travel. All of these ideas were presented with the intent of creating a scientifically plausible setting that was exciting and imaginative. In this edition I feel that has been accomplished.

In addition to all of this, there are numerous cosmetic changes that have been made to this edition to make it stand out. The artwork is much truer to the visions that I originally had for the game in addition to just being more professional. Much of the older art has been taken out to create a more consistent feel to the game. The book has been re-edited so that the numerous typos have been taken out. The focus of the book is much more clear than it was in the first edition.

The rules have also been streamlined to make things easier to work with. Skills that are similar to one another have been removed to simplify the skills selection process. Some of the other more obscure skills that were almost never used have been removed. All in all, it makes for an easier character creation process.

Players of first edition will also notice several other changes to the book that help to exemplify ideas in a more coherent fashion. The basic organization of the book has been broken down into sections that clearly detail what each of those sections are. The notes on the sides of the page also help for quick reference to each section while flipping through the book.

Essentially these are the changes to The Xro Dinn Chronicles™ Second Edition. All of them provide for a deeper, richer, more coherent vision of reality that I hope all of you will enjoy.

## What is needed to play

While making characters is more complicated than playing, there are really only a few supplies that are necessary. This book is the primary source for everything needed for playing. Copies of the character sheets in the back make the character creation process easier, but are not

necessary. Pencils, paper, dice, and imaginations are all that is required. The Xro Dinn Chronicles™ SE uses a standard compliment of dice. These include a 4-sided, a 6-sided, an 8-sided, two 10-sided, a 12-sided, and a 20-sided die. The dice are designated d4, d6, d8, d10, d12, and d20 respectively.

## Using the Dice

The dice system in The Xro Dinn Chronicles™ Second Edition (SE) differs from some other games. There will always be a number before the d when they are referred to throughout this book. That number indicates the number of times the die is to be rolled (or two dice that have that number of sides). For instance a 2d4 indicates that two four-sided die be rolled. Often a number will be asked for like 1d7. This is not a mistake. In these situations, the next-highest die should be rolled (in this case 1d8) and any number higher than the top (in this case 8) should be rerolled.

The roll most used is the percentile roll. Rolling two 10-sided dice makes the percentile roll. One should decide ahead of time, which die is the tens and which die is the ones. For example, if the die that is designated as a ten has a 9 for a result while the other die has a three, the end result will be a 93. A result of two tens indicates a result of one hundred.

Rolling percentile	Tens Die	Ones Die	Result
	0	6	06
	4	9	49
	0	0	100

## Getting Started

Getting started playing The Xro Dinn Chronicles™ SE depends on whether or not you are a player or the game master. Players will not need to know all of the details that go into playing. It is suggested that they read about the races they are playing, so that they can get a feel for their characters. If the player has decided to learn about a particular culture as part of her upbringing, then she should read about that culture as well.



## Getting Started

Game masters have a more difficult task ahead of them. They should have a good grasp of the rules, how combat takes place, and what the races are like that will be encountered during the course of play. The game master should also be familiar with the location of the rules, as well as a general understanding of those rules. The rules need not be memorized.

When first creating a game, the game master may wish to leave out certain options until she gets the hang of the kind of universe being dealt with. Some game masters may choose to leave out psionics, cybernetics, or martial arts until

they have gained a better understanding of the mechanics of the game. Other game masters may choose to dive headlong into one particular facet of the game, ignoring all the rest, to really learn the game well. Having all the players using cybernetics will really give a strong feel for the strengths and weaknesses of those items, aside from having an interesting campaign.



# Game Definitions

## Game Definitions

Although there are many definitions that will be explained throughout the game, there are several that are key to understanding most role-playing games. There are also a few that are talked about below which are peculiar to this game universe.

**Campaign:** A campaign is a series of related games that have a common theme running through them. It is helpful to have the same players in a campaign so that the events seem more relevant.

**Character:** Characters are the people who inhabit the fictitious gaming world. They can be player characters or non-player characters, it is all the same when taken in the context of the game.

**Credits:** Credits are the general standard currency used within The Xro Dinn Chronicles™ SE. This does not mean that all races use this standard. Many races, like the Middarians, still mainly use their own currency. The Credit was created and proliferated by the Pjanji. The equipment section is designed to be general enough for any race to use. To provide a price for every item for every race is absurd. This is why the credit is used as a replacement.

**Day:** The standard day in The Xro Dinn Chronicles™ SE is 25 hours long.

**Game:** A game is a series of related events wherein some kind of conclusion is reached. The player characters follow an objective to its conclusion. This may be a small objective within the context of the game.

**Game Master:** The game master runs the game. She is responsible for creating and defining the situations and scenarios that the player characters encounter. She is also responsible for creating the feeling and atmosphere of the individual game.

**Month:** The standard month is 50 days.

**Non-Player Character (NPC):** This is a character, encountered within a game, who is run by the game master. Players should not be allowed to play the non-player character. Non-

player characters may be innocent bystanders who have no connection to the plot, or they can be villains whose single goal is to cause havoc. The game master should feel free to use them how she sees fit.

**Player:** This is the person who is actually playing the character within the context of the game. Each player should have a general idea what his or her character's race and personality are like before starting the game.

**Player Character (PC):** The term "player character" is used to describe the character and player combination. Some of the information is directed at the character, while other information the player may know, but not the character.

**Role Playing Game:** A role playing game is a game where the players make characters perform a certain roll within a game. The players are the actors within the context of the game set out by the game master.

**Year:** The standard year in the game is 500 days, or 10 months.

## Game Mechanics

The actual mechanics of playing is simple. It is based upon the 1d20 roll. In most cases, all one needs to do is roll 1d20 plus the skill level plus any attribute modifiers. The result is then compared to the target difficulty which is determined by the game master. If the role is above the target number then it is a success. If the result is below the target number then it is a failure. In combat situations you will need to compare the difference in the result to determine how much damage one does. All of these terms are described below. Additional modifiers mentioned are to the player's actual D20 roll if they do not modify the target number.

## Game Definitions

There are only a few definitions in the game for performing any action whether it be a resistance roll, a skill check, or combat. All of them use the same system. The basics for any kind



# Game Definitions

of resolution is 1d20 + Skill Level + Attribute Modifier + any additional bonuses.

**Skill Checks:** Skill checks are made just as mentioned above.

**Attribute Checks:** Attribute checks, including saves, are determined much like a skill check except that there is no skill level. Just roll 1d20 and add the character's attribute. The difficulty is determined by the game master in most situations. In situations where one character is competing against another, these results are detailed below under contested results.

**Target Number [T#]:** The most important aspect of this system is the target difficulty, which is determined by the game master during play. It serves as the general reference point by which game masters can determine if one succeeded or not. Below is a general chart that detailing the relative difficulty of any given task.

Target #	Level of Difficulty
6	Very Easy
8	Easy
10	Average
15	Difficult
20	Challenging
25	Hard
30	Very Hard
35	Nearly Impossible
40	Impossible

Many game masters will wish to be more precise with their estimates. Obviously most tasks are going to be average and one should assume that they need to get a 10 or better to strike. Below is a list of modifiers that game masters may wish to take into account. Remember that there is no way ANY system can take into account every possible situation. It is up to the game master to make the final determination.

**Target Number Modifiers:** Below is a list of modifiers that one might have when trying to figure out the target number. They are intended to be general so that game masters can fit

them to the situation.

Situation	Modifier
Complex	+1 to +10
Familiar Task	-1 to -5
Favorable Conditions	-1 to -5
First Time Attempting	-1 to -5
High End Shop	-1 to -4
Poor Conditions	+1 to +10
Simple	-1 to -5
TL Decrease	-5 / level
TL Increase	+5 / level
Unfamiliar Conditions	+1 to +3
Unfamiliar Task	+5 to +15
Without Correct Tools	+5

**Player Modifiers:** There are some modifiers that the game master does not take into account when calculating the target number. All of these kinds of modifiers are referred to as Player Modifiers. These are modifiers that are added to the 1d20 + Skill Level, + Attribute Modifiers + Player Modifiers. Examples of these kinds of modifiers can be found in the combat section with ANYTHING that is not modified with a target number. For example, under Combat you will often find a -1 to strike. This -1 to strike is a modifier for the players to modify their basic 1d20 roll.

**Factor:** A factor takes into account two aspects of play, depending upon the situation. In combat situations, a factor represents the multiplication factor that a player receives as a result of the damage the character did in combat. This is  $\times 1$ ,  $\times 2$ , etc. Below and on the character sheet is the chart detailing what the factor is depending upon how much above the target number a character did.

Success	Multiplication
Above T#	Factor
1 to 5	$\times 1$
6 to 9	$\times 2$
10 to 12	$\times 3$
13 to 15	$\times 4$
16 to 18	$\times 5$
19 plus	$\times 6$

# Racial Reactions

Racial Reactions						
NPC / PC	Middar ian	Pj a n j i	Quiiz benqq	Seh l mna	Terr a n	Xro Dinn*
Middar ian		+5	+4	+4	+5	
Pj a n j i		-10	-8	-8	-5	
Quiiz benqq	+4			-6		
Seh l mna	+6	-8	-5	-10	+5	
Sharr'Dann	+20	+20	+20	+15	+20	
Terr a n	+12		-5	-10	-4	
Terr a n Metemorph	+20	+10	+15	+10	+20	
Xodar Xro Dinn	+15	+5	+15		+7	-15
Xro Dinn	+5		+5			-3
* Xro Dinn characters will also have the reactions of host race.						

The other situation is non-combat related. This pertains to skills such as medicine that will give a multiplier to the damage healed. It can also be used to determine if a character completed a task faster. A game master might subtract the factor from the Intensity level (described in the next section) from an action's time. All of this is the responsibility of the game master to determine.

**Factor Shift [FS]:** Sometimes there are modifiers that don't affect the possibility of success, but instead affect the intensity of the outcome — they affect the factor. They change the factor from one factor to another. The appropriate designation for this is FS. Often one will see a modifier that looks like +2 FS. This shifts the success two positions. If a character gets a +3 factor and they have a +2 FS, the total factor would be  $\times 5$  ( $3 + 2 \text{ FS} = 5$ ). This means that the character would do  $\times 6$  the damage in combat. The results can also be negative. If a factor shift result should go below 1, the result would be one half.

**Critical Failure:** Sometimes, no matter how good someone is, mistakes are still made that can be catastrophic. In this context, anyone rolling a one on a D20 roll has failed no matter how easy the task. In these instances, the player should roll D20 again. If that straight roll is above the character's skill level, then a critical failure has happened. The closer to 20 the roll is the more catastrophic the result

will be. If the result is close to the character's level, then maybe a minor setback happened on the critical failure. The exact nature of the problem should be determined by the game master.

**Critical Success:** Multiplication factors of  $\times 5$  or  $\times 6$  are considered to be critical success. In these instances game masters should decide an additional outcome of the task or combat. Perhaps a large portion of an alien device was worked out by an engineer or a kick knocked the wind out of an opponent forgoing all of their attacks for that turn. The exact consequence should be determined by the game master.

## Racial Reactions

The reaction chart above indicates what kind of modifiers the player characters have as a result of the race they are interacting with. Any time the player character attempts to make an interaction with another person, this chart should be consulted before the check is made. This chart will modify the target number and let the game master have a better idea about how the character reacted.

## Contested Results

Characters may opt to contest a result by making a resistance roll. The kind of resistance roll depends on the result being contested. If the character wishes to contest an attack, the character must make a parry or a dodge roll. If

# Intensity Levels

the character is contesting a poison result, the character must make a save. Contested results are made in the same way other rolls are made. The main difference is that in order to succeed with a result, the player must roll higher than the attack. For example, if Pjramji the Pjanji was shot at by a Terran laser with 22 ( $\times 3$  damage in this case) the result may be contested by Pjramji making a dodge. The dodge roll must be above the 22 to fully dodge the shot. If game masters want to allow a dodge, then she should assign a target number, and let the damage be reduced by the number of factor shifts received. There will always be a  $\times 1$  damage unless the roll is above the strike.

## Sustained Reactions

In a personal situation where one character meets another, a sense of continuation may begin to develop. The feelings that the character has for another character may continue. This is called a sustained reaction. Sustained reactions can only be used for personal situations. To obtain a sustained reaction requires that a character make a roll with one of the personality skills. If the result is a factor, that will become the base of reactions for the non-player character.

## An Example of Play

Sehlehna (a Sehlmna) is sent to negotiate with a Koriandric terrorist organization for the release of a Pjanji hostage. The game master decides ahead of time that the terrorists already have a negative attitude toward the negotiator (Sehlehna) because of their bad position. All of Sehlehna's rolls will be at -1 for this encounter. Sehlehna begins negotiating with the Koriandric. The players should act out the negotiation process, and then make a roll. The player using the Sehlmna would roll the negotiations skill for the Sehlmna. They would roll 1d20 and add the skill level (6 in this case) and the attribute modifier (+2). The roll is 12 (+6 and +2) for a total of 20. The target number is 10 so the success is by 10. The game master decides that the Koriandric exchanges the Pjanji for information.

## Intensity Levels

Intensity levels are the secondary system used to determine the potency of a piece of technology, a poison, radiation sources, etc. They are used in many different situations that will be elaborated on under the descriptions of each section. Intensity levels are numbered from 1 to 25. One is a low intensity while 25 is a very high intensity. The intensity levels are designed to fit the purpose for which they are made. While the intensity level of one chart is equivalent to the intensity level of another chart, they do not have necessary consistency within the charts themselves. The individual charts and instructions on their use are below.

Intensity levels can also have an equivalent column on the conclusion table. This is not always necessary, but the need does arise in some situations. When it does, a roll should be made for the intensity level on the conclusion table. They also have an equivalent modifier to modify ability checks. The modifier is only applicable to some of the charts, which are indicated in the descriptions below. There are two modifiers. Game masters will have to use their judgement to determine which modifiers are appropriate to the situation.

Technicians and engineers can sometimes use their skills to increase the range of sensors and scanners by modifying them to fit new situations. If they have the skill to manipulate them, they can increase the intensity level of the item by one for every factor shift obtained, however, this will reduce the effectiveness of the devices' other abilities by that same amount. For instance, sensors that are being used to scan for gamma radiation would not detect beta radiation as effectively while they are modified.

**Damage:** The damage chart is used in any situation where sustained damage occurs. This can be from poison, radiation, corrosives, pressure, or any other relevant situation. It also may be consulted for healing intensity levels. The damage, in this case, represents how much life is healed over the course of time.

**Decibels:** This indicates the loudness of a par-



# Intensity Levels

Intensity Level s														
IL	T#	T#	Damage	Decibels	Distance	Duration	Pressure		Speed	Stellar		Temperature		IL
							low	high		Distance	Str. Size	cold	heat	
1	4	40	1/1000 hour	0.001	100 nm	0.0001 sec			1000	1 AU	1 mm			1
2	5	38	1/500 hours	0.005	250 nm	0.0005 sec			500	5 AU	2.5 mm			2
3	6	36	1/250 hours	0.0025	500 nm	0.001 sec			250	10 AU	5 mm			3
4	7	34	1/100 hours	0.01	1 mm	0.005 sec			100	25 AU	1 cm			4
5	8	32	1/50 hours	0.05	10 mm	0.01 sec			50	50 AU	5 cm			5
6	9	30	1/25 hours	0.025	25 mm	0.05 sec			25	100 AU	10 cm			6
7	10	28	1/10 hours	0.1	10 cm	0.1 sec			10	1000 AU	25 cm			7
8	11	26	1/5 hours	0.5	25 cm	0.5 sec			5	5000 AU	50 cm			8
9	12	24	1/ hour	0.25	50 cm	1 sec	5	10	2.5	10,000 AU	1 m	-1	3	9
10	13	22	1/30 min	1	1 m	5 sec	1	25	1	25,000 AU	2.5 m	-2	6	10
11	14	20	1/10 min	2.5	10 m	10 sec	0.5	50	0.5	50,000 AU	5 m	-5	15	11
12	15	18	1/5 min	5	25 m	30 sec	0.1	75	0.25	100,000 AU	10 m	-10	30	12
13	16	16	1/ min	10	100 m	1 min	0.05	100	0.1	1 LY	25 m	-15	60	13
14	18	15	1/30 sec	25	250 m	10 min	0.01	250	0.05	5 LY	50 m	-20	120	14
15	20	14	1/10 sec	50	500 m	30 min	0.005	500	0.025	10 LY	100 m	-25	600	15
16	22	13	1 / turn	100	1 km	1 hour	0.001	750	0.01	25 LY	250 m	-30	720	16
17	24	12	2 / turn	250	5 km	5 hours	0.0005	1000	0.005	50 LY	500 m	-35	1440	17
18	26	11	5 / turn	500	10 km	10 hours	0.0001	2500	0.0025	100 LY	1 km	-45	3600	18
19	28	10	10 / turn	1000	25 km	1 day	none	5000	0.001	250 LY	2.5 km	-55	7200	19
20	30	9	25 / turn	2500	50 km	5 days		7500	0.0005	500 LY	5 km	-60	18,000	20
21	32	8	50 / turn	5000	100 km	10 days		10,000	0.00025	1000 LY	10 km	-80	36,000	21
22	34	7	100 / turn	10,000	250 km	50 days		25,000	0.0001	5000 LY	25 km	-105	72,000	22
23	36	6	250 / turn	25,000	500 km	100 days		50,000	0.00005	10,000 LY	50 km	-135	180,000	23
24	38	5	500 / turn	50,000	1000 km	500 days		75,000	0.000025	25,000 LY	100 km	-170	360,000	24
25	40	4	1000 / turn	100,000	10,000 km	1000 days		100,000	0.00001	50,000 LY	250 km	-210	720,000	25

ticular sound. This number can be used two different ways. One way is to determine if a character can hear a sound. A modifier is determined for this, and a check made to determine if the character hears the sound. The second way is for the use of technology (speakers, for example). The decibel level indicates how loud a piece of equipment can be.

**Distance:** This chart is mainly used for technology and has several uses. In some situations it is used to determine how small of an area can be scanned or detected. It can also be used to determine how far a piece of equipment can be used - how far a matter transferal device can transport someone, for example.

**Duration:** The duration column can be used to determine the length of an effect. For instance, it could be used to determine how long an infestation will last on a player character. It is also used to determine how long it

takes to perform a particular skill. See the skills section for more information.

**Target Number (T#):** Target number represents difficulty. There are two separate columns so that game masters may choose the appropriate target number for the occasion.

**Pressure:** The amount of pressure a particular area has. It is determined in kg/cm<sup>2</sup>. The low-pressure numbers describe how little pressure is in an area, while the high-pressure column measures the opposite. These columns are used in conjunction with the damage chart to determine how much damage a character suffers as a result of too little or too much pressure. This chart is very useful for dealing with situations underwater or in outer space.

**Speed:** This chart is designed for use with computer speeds and computer program

# Intensity Levels / Technology Levels

speeds. The chart indicates how many seconds (or fraction thereof) it takes to execute a program. To determine the total speed of a program, simply average the program speed with the computer speed to determine the intensity level. Cross reference that number with the chart to determine how fast the program is.

**Stellar Distance:** The stellar distance chart is primarily for interstellar communication. The intensity level indicates how far the system will work before it is useless. Game masters may vary this distance based upon local circumstances such as nebulae, radiation storms, planetary interference, etc. The distances differ from real life. One astronomical unit (AU) equals 100 million kilometers. One light year is equal to 13,500,000,000 kilometers.

**Structural Size:** Structural size is most useful for vehicle combat situations. It can be

applied to vehicles that are ramming or bumping. The two vehicle intensity levels are determined. The difference between the two is the number of target numbers bonus the vehicle has towards the other. The larger vehicles gain the size advantage. See the vehicle combat rules for more information.

**Temperature:** The temperature chart is used differently from the other charts, because the numbers are relative to the character and are not considered to be absolute. The cold chart indicates how many degrees the temperature is below the character's cold temperature. The same holds true for heat, but in reverse. This chart is also a correspondent chart because the temperature variation also corresponds to the damage chart directly (IL for IL). If a character is suffering from intensity level 14 temperatures, then the character will be taking 1 point of damage every 30 seconds.

## Technology Levels

Technology levels quickly describe the state of technology within a culture. While it denotes the culture's technological sophistication, it also indicates how developed the culture is in other ways as well. For example, technology also indicates how far they have mastered personal training, martial arts, mental abilities etc. It also describes the level of sophistication (or lack thereof) in government or language. All of these are just a small aspect of technology levels described in this game.

Of course, technology levels are not always uniform. Some societies may be highly advanced militarily, but have almost no medical science. The Middarians are one case in point. Other societies may never have developed computers. Each society will be slightly different in the way they evolve, technologically. Each society's technology level will be briefly detailed in the next few pages.

### The Technology Levels

Below is a brief description of each technology level and what it generally means. It is only

a guideline for that technology level, and different societies may advance in different areas at different rates. Under the equipment section of each race (the technology section in particular) are the technology levels that each race has as a result of its culture. New races that the game master might bring in do not necessarily have to look anything like the ones presented in this book, but they should follow some logical progression. Below are a few examples of what each technology level might be like. Game masters should use them to more fully develop the game as they see fit.

**Tech Level 1:** Technology level 1 represents the very first cultural advances that have taken place. It describes the basic necessities for the development of sentience. Armor consists of animal hides or bark. They have begun to think in a semi-coherent fashion, and they have developed the very first cultural advances that have taken place. It describes the basic necessities for the development of sentience. Armor consists of animal hides or bark. They have begun to think in a semi-coherent fashion, and they have developed very primitive languages. Simple inven-

# Technology Levels

tions such as fire, stone tools, clubs, and spears are among their major accomplishments.

**Tech Level 2:** This represents a vast jump over Technology Level 1. The people have developed primitive pictograms and a more coherent means of communication. They may have developed the concept of the extended family, and perhaps a simple hierarchy has formed within the families. They also have developed simple techniques for making leather, cloth, and perhaps a few woodworking techniques for making boats. They may also have invented a sundial or water clock.

**Tech Level 3:** At this stage, the culture has begun to develop more sophisticated means of hierarchy and control. Tribes, governments, ownership are all possible. Some may have developed simple forms of writing and use of symbols. They often can change some of the products and metals with which they work, such as bronze and leather. They may also have developed simple mathematical techniques, such as addition and subtraction. Primitive forges are now possible.

**Tech Level 4:** Cultures that have reached this level of sophistication may have developed alphabets and trade standards. They may also have begun to develop simple medical procedures (often too dangerous to be used safely). Herbs may be used in these cultures. The societies may have developed moral standards, which become another basis for social cohesion. Advanced forms of melee weapons and armor may also be found among these societies.

**Tech Level 5:** These cultures have often begun to develop laws to fit specific circumstances. They may also have developed crude firearms, oceanic vessels, printing presses, and more. Some societies may have developed simple systems of combat, which are the beginnings of martial arts.

**Tech Level 6:** These cultures are advanced

enough to develop simple forms of capitalism and juridified laws. Steam engines may have been invented late in this stage. Physics, anatomy, and apothecary may be the new advancing forms of science, along with experimental forms of surgery. The composite bow is also developed during this time.

**Tech Level 7:** Both simple forms of communism and socialism are possible for these societies. Banks and/or standardized monetary practices may have started. Simple weather prediction techniques become possible. The society may also have developed vaccines and anaesthetic, but both remain extremely unreliable. Crossbreeding of animals can be an art.

**Tech Level 8:** At this technology level, the sciences can begin to bloom. Biology, archaeology, and anthropology are just a few examples. For the first time, cast steel and non-standardized projectiles are possible.

**Tech Level 9:** This technology level has the possibility of discovering electricity and harnessing it as a source of power late in this level. The telephone may also become a basic means of communication. Acoustics and optics are new areas of scientific inquiry.

**Tech Level 10:** Standardized forms of technology have become common. Parts may be interchangeable. Primitive movies can be first made. Radical social groups may also form. Carriages are common forms of transportation, but trains may be invented around this time.

**Tech Level 11:** This covers a wide range of technologies. The radio and television are invented. Aeronautics becomes possible as well. Late in this technology level, missiles and the atomic bomb may be invented. It is also the time period where social relativism may begin emerging as a form of philosophy.

**Tech Level 12:** Cultures that have developed this far have the potentiality of entering into a technological age. Aircraft can travel at



# Technology Levels

Technology Levels							
TL	Armor	Communication	Computers	Energy	Medicine	Sciences	TL
1	Skin / Fur / Cloth Hide	Pointing		Muscle Animals			1
2	Bone and Hide Leather / Scalemail	Word of Mouth Animals	Sundial Water-clock	Lever			2
3	Bronze Platemail Cured Leather	Smoke Signals	Abacus	Pulley Watermill		Metallurgy Mathematics	3
4	Chainmail Field Plate		Mercury Clock	Tallow Lamps Windmills	Herbology	Medicine / Herbology Astronomy	4
5		Heliograph Printing	Printing Press	Candles / Coal	Simple Drugs	Cartography	5
6			Mechanical Clock Sextant	Steam Engine	Anatomy Surgery	Physics Apothecary	6
7	Silk		Typewriter	Gas	Anesthetics	Weather Prediction Alchemy	7
8	Cast Steel	Telegraph		Electricity Batteries	Extracts Inoculation	Anthropology / Biology Archaeology	8
9		Radio Telephone		Petrol Gas Engine	Cells Vaccine	Acoustics / Chemistry Optics	9
10	Plastics	Movies Tape Recorder		Chemical Turbo Gen.	Brain Surgery Crude Drugs	Ecology / Geology Sociology	10
11	Bullet Proof Vests Kevlar	Television	Adding Machines Home Computers	Fission		Robotics Aeronautics	11
12	Maser Mesh	Satellite	Atomic Clocks Specialized	Solar	Genetics Booster Drugs	Astrophysics Olfactology	12
13	Powered Armor Gauss / Sonic Screen	Holography Computer Translators	Cybernetic	Fusion Hydrogen	Clones / Bionics Cybernetics	Behavioral / Cryogenics Stellar Cartography	13
14	Force Fields / Inertia Sonic / Holo / Ohm	Subspace Holo-Graphics	Body Programming	Cold Fusion Ion	Genetic Engineering Regeneration	Fields / Quantum Phys. Xenobiology	14
15	Energy Absorption Grid Albedo / Ion / Maser	Computer Enhance and Reconstruction	Mind Programming	Magnetic Plasma	Life Chamber	Terraforming Temporal Physics	15
16	Cloaking Devices Shift / Particle / Radiation	Imagize Generator Subspace	Simulated Sentience	Anti-matter	Bionetics / Mental Drugs / Mind Matrix	Subspace Physics	16
17	Weave / Hard Fields Repulsion Fields	Universal Translators		Gravitics	Brain Regeneration Memory Manipulation		17
18	Chameleon / Energy Hard Light	Hyperspace	Artificial Sentience		Brain Reading Genetic Reconstruction	Hyperspace Physics	18
19	Personal Cloaking Auto Field Shifting		Self Improving	Electromagnetic	Somatic Amplification Mind Amplification	Subspace Field Mechanics	19
20	Infinity Screens		Quantum Clock	Absorption	Computerized Genetic Modeling	Hyperspace Field Mechanics	20
21	Mental Controlled Devices		Sentience	Tachyon			21
22	Mental Defenses	Mind Communication Equipment				String Physics	22
23	Time Stasis / Bubble	Temporal	Infinity Equations	Temporal Absorption	Perfect Cloning	Dimensional Physics	23
24	Superstring	Dimensional Interphasic		Phasic String	Absolute Genetic Control	Phase Mechanics	24
25	Dimensional Stasis Phase Shields	Quantum Translators		Dimensional Absorption	Dimension Integration Phase Integration	Infinity Mechanics Temporal Mechanics	25

mach speeds, shuttles capable of entering into orbit may be created. Genetic fingerprinting may become a form of science. Corporate gov-

ernments may become possible. Solar energy converters may become commonplace. The creation of drugs is analyzed chemically etc.

# Technology Levels

Technology Levels						
TL	Self Mastery	Social	Technology	Transportation	Weapons	TL
1	Coherent Thought Language	Nuclear Family / Rituals Primitive Language	Fire / Soap / Stone Mirror / Wheel	Foot Reed Boats	Clubs / Spears Bow	1
2	Pictograms	Extended Family / Barter Hierarchy	Loom / Wood Locks Animal Domestication	Carts Row / Sail Ships	Blowguns / slings Bone weapons	2
3	Writing	Tribe / Government Ownership / Poetry	Paper / Pumps Horticulture	Animals	Daggers / Swords Lances / Pikes	3
4	Abstract Alphabets	Nation / Trade Standard Moral Absolutism	Plow / Potter's Wheel Agriculture	Sea Vessels	Broadsword / Halberd Crossbow	4
5	Martial Arts	Laws / Mercantilism Universities	Gears / Screws / Maps Telescope / Bridge	Ocean Vessels	Blunderbuss / Cannon Foil	5
6	Meditation	Juridified Laws / Banks Capitalism	Microscope Milling / Crossbreed	Air Balloon	Composite Bow	6
7	Memory Techniques	Banks / Communism Socialism	Photography / Locks Typewriter	Steam Ships	Gun Powder Crude Grenades	7
8	Mind Over Body	Stocks / Collateral Collectivism	Phonograph / Watch Bifocal	Elevator / Bike	Projectile Weapons	8
9		Pluralized Government Theoretical Nihilism	Matches / Glasses Insecticides / Reaping	Submarine Trains	Shotgun	9
10	Emotion Control	Radical Social Groups	Movies / Sonar Radioactivity	Car / Dirigible Motorboat / Plane	Sub-machine Guns	10
11	Mental Conditioning	Social Deconstructionism Relativism / Credit	Micro-tech / Robots Electron Microscope	Hydrofoil / Satellite Helicopter / Hover	Atomic Bomb Missiles	11
12	Mental Perception One Mind / Speed Reading	Corporate Government Social Codification	Genetic Fingerprint Computer Aircraft	Space Shuttle Mach Speeds	Sonic Gyrojet	12
13	Intuitive Logic	Social Quantification	Nano-technology Brainwave Printing	Flying Hover System Ships	Laser / Maser / ECM Electron / Micromisiles	13
14	Logical Intuition	Cybernetic Democracy Cyber Totalitarianism	Stasis Field Scanners	Air Rafts Near Light Speed	Radiation / Ion Proton	14
15	Probability Understanding Speed Thinking / Willforce	Total Social Codification Total Moral Codification		Anti-gravity	Particle Slicer	15
16	Adaptive Techniques Pattern Awareness	Moral Deconstructionism Behavioral Constructivism	Containment Field Universal Translator	Repulsion Field	Plasma Neuro Weapons	16
17	Quicklearn	Post Constructivist Living		Traction Drives	Vibro	17
18	Concurrent Thinking	Mass Mind Control	Thought Control	Hyperdrive Matter Transferral	Inertia	18
19		Egalitarian Life Possible	Matter Arranger		Disintegration	19
20	No Mind		Reproducing	Solar MTD	Molecular Wire	20
21	Memory Subjugation	Moral Nihilism	Psionic Sensors	System MTD Subspace MTD	Hand Disintegrators	21
22	Will Manifestation	Elimination of Justice	Psionic Machines	Hyperspace Trans.	Aporter Mental Control	22
23		Genetic Conditioned Life		Interstellar MTD	Antimatter Weapons	23
24	Union	Total Military Life	Planet Manufacturing	String Pull Devices	Time Paradox	24
25	Total Mental Control	Total Social Control Peaceful Anarchy	Star Manufacturing	Hyperspace Door Dimensional Travel	Dimensional Weapons Phased Weapons	25

Tech Level 13: Medical technology has reached a point where bionic and cybernetic augmentation becomes possible. It may even

become commonplace. Fusion can be the dominant form of power. Power armor can be an effective military tool. Space ships can travel to

# Technology Levels

other planets within the same star system. Lasers and masers are standards in personal weaponry, but projectiles will probably remain dominant.

Tech Level 14: The first near-light speeds are possible, and ships can travel between systems, but these trips take years. Cybernetic democracies first become tenable. Force-field technology becomes a science. Subspace communication systems create the ability to communicate over great distances. Cold fusion is possible.

Tech Level 15: Faster-than-light starships become possible, but still experimental. Genetic engineering and cloning make possible the replication of sentient beings from a few cells. All laws and social codes may be determined at this time. Antigravity may become the dominant mode of travel on a planet's surface.

Tech Level 16: Societies are capable of many new scientific feats. Societies can create artificial sentience, cloaking devices, containment fields, etc. Medically, they are capable of creating psionic-altering drugs, mind matrixes for clones, and bionic augmentation.

Tech Level 17: These cultures are advanced enough to respect any kind of social mores and values while retaining their own beliefs. They have developed force fields capable of creating physical barriers that cannot be crossed (except by powerful weapons). They make use of universal translators that translate most languages. Field technology has advanced far enough to weave different force fields together. Traction drives, capable of movement by connecting to the fabric of the universe itself, have also been invented.

Tech Level 18: Hyperspace technology, the fastest method of travel yet attained, is first introduced. Medically, it is possible to read another's mind. Matter transferal devices are



Quiizbenqq biological and technological evolution.  
possible.

Tech Level 19: Subspace field mechanics become possible. Many of these machines become self-improving. In weaponry, disintegration technology, which destroys molecular bonding, is developed.



# Technology Levels In Use

Tech Level 20: Technology begins to reproduce itself. Computers, robots, and artificial intelligence copy and improve upon the designs of the creators - assuming that the creators have given the technology that ability. Analysis of genetic structures can provide a viable model for the appearance of the life form based on the structure. Hyperspace field mechanics make it possible to create "doorways" into hyperspace which are used to travel from one planet to another.

Tech Level 21: Machines have attained sentience. They are capable of thinking and behaving on their own. In addition, matter transferal technology can be used over an entire system. Machines can be built to detect and replicate psionic abilities. Machines controlled entirely by thought can be constructed.

Tech Level 22: String physics may have become a predominant form of science within this society. They are capable of manipulating the basic fundament of matter itself - the string. Weapons are created entirely as an amplification of the mind. This includes psionic machines. This society is capable of existing without any moral considerations.

Tech Level 23: This technology level has advanced enough to make time/space stasis fields - fields that prevent time and space from affecting the interior of the field. In addition, the first dimensional experimentation may take place. It is theoretically possible to manipulate dimensional energies to open gateways to other dimensions. Matter transferal technology has reached a point where it may be used on an interstellar level. Societies may become perfect through eugenics projects or genetic conditioning to fit people into specific roles. The elimination of justice becomes possible.

Tech Level 24: These societies have reached an almost super-scientific level of technology. They are capable of creating time paradox weapons in addition to the manufacture of planets. Armor itself may actually be made out

of super strings. Communication technology spans dimensions. Phase mechanics, mechanics dealing with different levels of quantum resonance, become the standard of technology. Total military life becomes standard within this society.

Tech Level 25: To most cultures, the technology of this level will seem like super-science or even magic. They can manufacture stars, dimensionally or temporally phased shields, weapons, and communications. Dimensional and temporal travel have become commonplace. Medicine can create genes capable of phasing with other dimensions and other times without ill effects. Socially, they may have a perfectly controlled society where all of the citizens are happy, or they may have achieved peaceful anarchy where everyone gets along without the need of a government.

## Technology Levels in Use

Technology level will sometimes be a major factor in the course of play, but more often it will not. Difference in technology can represent the character's overall technological sophistication, or the level of equipment the character uses. Characters who have not been trained to use a sophisticated piece of technology will be at a disadvantage against someone who has. This holds true in situations where a character from a higher technology level uses an unfamiliar item from a lower technology. The general rules for technology level uses are detailed below:

\* For each technology level lower that the character is than the technology, the character gains a -5 on the roll to succeed.

\* For each technology level higher that the character is than the technology, the character gains a +5 on the roll to succeed.

\* When a lower technology level character is using a higher technology item to work on another item, the character gains a +1 for every technology level higher.

\* When a higher technology character is using a lower technology item to work on another item, the character gains a -1 for each TL lower.

\* When a character of lower technology is facing a character of higher technology, they should get a modifier of -3 for each technology level lower they are.

## Primary

### Character Definition

This section is designed to provide basic information about the background statistics and characteristics of the character. It does not include how to determine the scores. In the Xro Dinn Chronicles™ SE, the average score is 10. Of course racial bonuses will vary this score dramatically both for the positive and the negative.

All new races, creatures, etc. will have all of the attributes listed below. If game masters want to design their own race, they should use the formats listed in this book. This is not to say that in future books, more will not appear in future releases.

### The Attributes

Characters are partially defined by a series of numbers, which help to define how strong, quick, smart, etc. the characters are. These are known as the primary attributes. The primary attributes are determined in the character creation section. Each attribute has a base and a current box. The base is the score after racial modifications. The current is the score after any skills have been applied.

Characters are also defined by a set of secondary attributes. These are abilities that the character has as a result of combining two or more primary attributes and possibly modifying them by skills. There is also a set of other attributes, which may or may not come into play, but are available if needed.

### Primary Attributes

**Strength:** This is a measure of the sheer physical force the character can exert. This can influence the character's ability to lift objects, cause damage, and do physical feats.

**Constitution:** the character's overall health. It also helps a character to determine how much life there is to lose, as well as how much endurance the character possesses. A constitution check may be made to see if a character can resist a disease or not. It also gives an indication of the body's recovery ability.

**Dexterity:** the measure of how refined the



character's reactions are. It lets the game master know how accurate the character is at performing detailed movements. Dexterity in combat can be vital.

**Agility:** the character's quickness. Characters who are quick will be able to run, draw, and perform actions faster.

**Empathy:** the character's ability to be in touch with emotions. Characters who have high empathy can discern their emotional state as well as recognize the emotional condition of others.

It also represents the character's ability to sense subconscious impulses. Characters who are intuitive can find patterns in seemingly unrelated facts, notice small details, and play hunches better.

Empathy is also very important for characters who have many cybernetics, as it relates to psyche. 10 points of psyche equals one point of empathy. Each implant that a character receives causes a loss of psyche. See the equipment section for more information.

**Intelligence:** the character's overall ability to arrange related facts into a predictable outcome. A high intelligence will allow a character to follow complicated instructions, predict outcomes

## Other Attributes

from known information, and generally understand problems better. Intelligence is especially important for many skills within the Xro Dinn Chronicles™ SE.

**Appearance:** beauty as conceived by the character's own society's standards. It does not mean that a Middarian will find a Pjanji attractive.

**Charisma:** a measure of how much personality a character has. There are two aspects to charisma. The first is the sociable aspect, which indicates the character can relate well with others. The second is the ability to command and control.

**Will power:** a measure of how much control the character has over his actions or reactions. A character with high willpower is better able to resist torture, stay steady in a battle, and fight for life in potentially deadly situations.

**Perception:** how well a character is able to perceive in general. There are some situations where this ability is modified by the race's ability to see, hear, smell, etc. Perception also determines a character's awareness of its immediate environment.

### Secondary Attributes

**Actions:** the number of actions that a character may take in one combat round.

**Initiative:** determines the order in which characters take action in a round.

**Psi:** how much energy a character has for psionic use.

**Combat Modifier:** the modifier that characters receive in combat towards all actions if the modifier is negative. It is also used to see how well a character can keep cool in stressful situations.

**Punch:** how much damage the character can deliver with a punch after other considerations are taken into account.

**Move/Run/Climb/Jump:** represent how fast or how far the character can move or jump in one round, or in an action. Move also represents the number of kilometers a character can walk in one hour.

**Wound Modifier:** used to determine how many points represent a wound level (described below).

**Damage:** represents how much damage a character has taken.

**Wound Categories:** represent how badly hurt the character is. There are 4 different wound categories detailed below. Each wound level that the character enters has the compounded effects described on the character sheet. These effects remain until the character is healed. Characters who have taken damage must make a constitution check to remain conscious with the negative penalties described under each condition.

**Wound Levels:** represent the individual units within the wound categories. The number of points it takes to go from one wound category to another is equal to the Wound Modifier. The stun category has 1 wound level, hurt has 2, wound has 2, and critical has 3.

### Other Attributes

These attributes represent other scores not found on the character sheet, but which may come up during play. It is not necessary to write these down for each character.

**Healing Rate:** is a measure of how much a character can heal in one day (25 hours). It is equal to 1 plus the character's constitution modifier. A zero indicates the character heals at a rate of 1 life for every 2 days, -1 equals 1 for every 3 days, etc.

**Maximum Lift:** a measure of just how many kilograms a character is able to lift. It is found by multiplying the character's strength by 10.

**Psyche:** a measure of personality change due to cybernetic or other augmentation. It found by multiplying Empathy times 10.

**Throwing Distance:** how far a character can throw. It is found by multiplying the character's strength by 3 and agility times 2. Add these two numbers together. This is the distance in meters a character can throw a half kg object.



# Combat Terminology

## Combat

Combat is resolved in the same way that any other action is resolved – by rolling 1d20 and adding the character's skill level. Game masters then choose the target number that the characters need to succeed. Modifiers for particular weapons should be taken into account, and following these, modifiers dealing with the particular situation need to be considered. Once this is done, combat can begin.

### Combat Terminology

The following is a list of terms that are commonly used in The Xro Dinn Chronicles™ SE combat systems. These terms will help players and game masters to gain a fuller understanding of how combat works.

**Aimed Shot:** All attacks that are equal to or less than the number of actions that the character has are aimed shots. If a character performs more actions than allowed in a turn, the character is considered to be shooting wild.

**Ambush:** Ambush is a tactic used to surprise another. In a combat situation, there is a good chance that a character may be caught completely unaware. In situations where the characters suspect a possible attack, characters receive a +5 towards awareness checks.

**Area Affect Weapons:** Area affect weapons are weapons that can affect more than one target in a single attack. Some area affect weapons have a blast radius. Others have a wide dispersal pattern (such as is found on some energy weapons).

**Armor Rating (AR):** Armor rating describes the amount of damage necessary to penetrate a material. The armor rating is subtracted from the damage before the character takes damage.

**Automatic Hits:** There is no such thing as an automatic hit. There is always some chance of failure. In all cases a roll of 1 on a 1d20 is an automatic failure, no matter what the circumstance.

**Base Damage:** Base damage is the damage



that a weapon or situation will cause before the multipliers are figured in.

**Blast Area:** Blast area describes any weapon with a radius effect, such as grenades and explosives. Weapons that do damage over a broad area are sometimes more easily protected against. Suits and screens have double the protective ability to withstand damage of this kind. The explosion will still do the same amount of damage to the suit, but not to the character inside.

**Burst:** When a character fires in rapid succession, well beyond what the character can take in a number of shots, it is considered a burst. Only certain weapons cause a burst. When a burst is fired, it is not considered a wild shot. No modifiers of this kind need to be taken into account.

**Called Shot:** Characters who spend all of their actions in one round on one attack can perform a called shot. If the shot is to count, the character cannot give attention to anything else on that turn. Called shots receive a +10 T# modifier to strike.

**Careful Aim:** When a character takes two actions to perform one action, the character is

# Combat Terminology

taking careful aim. This gives the character a one-time bonus of +3.

**Field Of Fire:** Characters who are shooting must have an opponent that is within the character's field of fire. This means nothing more than an area in which it is possible for a character to shoot.

**Head Shots:** Any strike above a factor of 2 does double the normal amount of damage.

**Initiative:** Initiative determines who takes the first action. Players roll 1d10 and add their agility to the roll. The highest number takes the first action. Ties indicate the characters are taking simultaneous actions. Each turn, subtract 5 from the total to determine order.

**Net Combat:** Any combat done with the aid of a computer inside of the computer-generated space is considered matrix combat. Inside the net, the character can perform the normal number of attacks, unless the character is directly linked into the system (i.e. an access port), in which case she can use intelligence instead of agility as the base attribute to determine the number of attacks.

The computer is another story. If the computer has fewer attacks than the character has, then the character will not be able to take all of the actions normally available. To determine the number of attacks, find the average of the computer speeds after all of the programs are added in to the combat computer. Divide the average (intensity level) by 4. Round that number to the nearest whole number. This will be the maximum number of attacks the character can make while in the matrix.

**Melee Combat:** Any combat performed with direct physical contact or as a direct extension of the body is considered melee combat. The combatants must be within close proximity. Some weapons, such as halberds or long swords, may increase the range, but the opponents still must be close enough to make physical contact.

**Melee Distance:** There are three main distances in melee combat; close, medium, and long. Close combat takes place with the characters close to each other. Wrestling and entangling are among the few options that are open

to characters at this range. Characters may opt to punch, but damage is reduced to half (rounded down). Characters with long weapons may not use them to strike an opponent who is in close range. Medium melee distance is the standard distance that allows characters to strike comfortably with fists and short to medium length weapons. The maximum distance is generally about one to two meters. Long melee range is any distance longer than two meters, at which one character can strike another with a weapon. Medium and long weapons are the only ones that may be used in these circumstances. Punches and kicks are not possible at this range.

**Ranged Combat:** Any attacks that use energy clips or ammunition and have the ability to be used at a distance well beyond the body.

**Turn:** A five-second period of time used to designate what a character does in combat situations.

**Wild Shot:** Wild shots are made in excess of the number of actions that a character can put into the situation. For each additional attack that a character makes during the round, there is a cumulative penalty of -2 on the roll to strike for each additional shot. All shots made that round have this penalty. If a character punches an excessive number of times, then the character does one less point of damage on every



# Combat Resolution

attack made that round. These attacks are made at a -1 for each additional attack.

## Combat Results

Combat results will be exactly as they were described in the game mechanics section of this book. In some situations, the game master may decide to have additional effects on good strikes, such as being knocked down by a kick etc.

## Combat Resolution

### Determining Net Combat

There are two different kinds of net combat. One determines computer T#, and the other determines the T# for people. To determine the T# for computers, average the level of the computer and the level of the program being used. Roll D20 and add this number to the result. The target number will be whatever the game master determines plus the level of the computer.

If people are breaking into a computer facility using cybernetic interface technology, then they can use the level of their computer and programs for the final column. For every technology level lower the computer is there is a +5 T#. The reverse is true for higher technology levels.

If the character hacks into a computer without cybernetic interface technology, she must still use the level of the computer and program levels. Another factor to consider is speed: since the character has total control of her actions, she will be slower and thus receive a +5 T# for every technology level above 14. Because of this, few will ever attempt to hack into computers without the use of sophisticated programs.

### Determining Melee Combat

Determining melee combat is similar to working with any skill with a couple of exceptions. First, add the attacker's skill level and attribute modifier (usually the dexterity modifier) and roll D20. The target number should be

the defender's agility or martial arts level plus his agility modifier. If the attacker's strike roll is higher than the target number, then determine the difference and figure out damage as usual.

### Determining Psionic Combat

Psionic combat is different than other combat. The base target number to succeed is the intended victim's willpower. For characters that have psionics already, the attribute modifier, as listed on the Using Psionics table may be added to the willpower.

### Determining Ranged Combat

Ranged combat is similar to normal skill rolls. There is less to take into account. The opponents' agility does not need to be considered unless they are dodging. Simply add the character's skill level and dexterity and add roll D20. The game master determines what the target number is in all cases.

Range Class					
RC	Point Blank	Short	Medium	Long	Extreme
A	0-1	2-7	7-10	11-20	21-25
B	0-3	4-20	21-51	51-85	86-100
C	0-5	6-30	71-175	176-250	176-250
D	0-10	11-40	41-100	101-250	251-400
E	NA	10-100	101-400	401-900	901-1000
F	NA	20-250	251-750	751-2 km	2001-3 km

### Combat Modifiers

There are several different categories of combat modifiers that should be considered when characters are attempting to make an attack. The provided list for this game is not complete. It is impossible to anticipate every contingency, but the major ones are covered. In situations where the game master feels that a new modifier would be appropriate, she should use a modifier. Game masters should gauge the situation against similar modifiers to come to a reasonable conclusion. The general kinds of modifiers are detailed below. They are self explanatory, for the most part, but a few require explanation.

# Combat Sequence

**Range:** There are five different ranges that are considered within The Xro Dinn Chronicles™ SE universe, from point blank to extreme range. The factor shift modifiers are optional (if the game master wishes), the only exception being sonic weapons, which lose a lot of power over extended ranges. They have a +5 T# for every range beyond point blank. The range classes are listed below.

**Movement:** The movement situation is self-explanatory. Characters in a firefight situation are never considered stationary unless they are stupid or cowering. Stationary targets are targets that are not moving at all.

**Cover:** Cover is anything that gives the characters protection in a fight. Loose brush, tall grass, and similar forms of foliage are all items that would give the character soft cover. Medium cover is anything that provides some protection, such as screen doors, thin walls, old leather, darkness, smoke, or soft dirt. Hard cover is anything that gives the character substantial protection against weapons such as bricks, vehicles, or trees. If the substance completely protects the character, and the character can only be seen while firing, then the character is considered a small target and not just hiding behind cover.

**Size:** Target size is self-explanatory. Sometimes characters can be of different size categories if they are hiding behind cover. Characters, poking out around a corner to take a peek at the situation, are considered tiny targets. Characters hiding, but still engaged in combat, are considered to be small targets.

**Miscellaneous:** The only miscellaneous modifiers which require some explanation are careful aim and called shot. Careful aim means that the character spent at least two actions doing what would normally take only one action. Called shots take the character's entire turn, despite the number of actions the character has. With a called shot a character has to aim for a particular target. Target size should be taken into account in these situations.

## Combat Sequence

The following describes the order in which combat takes place. Game masters should feel free to tweak the system to match the reality of the actual game if needed. For instance, if game masters wish to speed up combat, the person with the highest initiative may use all her attacks before continuing to the next person. However the game master decides to run combat, this sequence should be repeated each new round.

**Step 1:** Determine if anyone is being ambushed. If so, then roll for ambush and determine the effect on the ambush table. The characters being ambushed get to make a perception check to determine whether or not they are aware of the ambush.

**Step 2:** Check to see if anyone is surprised. If a character is surprised, she receives a -12 modifier to initiative.

**Step 3:** Everyone now determines initiative. Rolling 1d10 and adding the character's agility to the result determine initiative. Any other initiative modifiers should be taken into account at this point. The character with the highest total initiative goes first.

**Step 4:** Subtract five from the highest initiative to see who goes next. As soon as each player has taken her action, subtract five again and repeat this procedure until all the characters have taken all their actions or run out of initiative. When all the characters run out of actions, the combat is over.

**Step 5:** Repeat these steps each round until combat is resolved.

## Combat Options

There are three sets of combat options in The Xro Dinn Chronicles™ SE game system. These options are referred to as techniques. The automatic techniques are techniques that all characters may attempt without combat training. (Characters who have no combat training receive a +5 T# to the skills, but these skills may be used nonetheless.) The advanced combat techniques may be used with a few



# Automatic Combat Techniques

combat skills. Training is required to perfect these techniques but they can be learned by anyone. The expert combat techniques can only be chosen as part of an advanced combat regimen. These techniques require a great deal of practice and are part of martial arts training. The next few pages describe these forms in more detail.

Characters with advanced combat techniques may choose to use combination moves from the automatic combat technique section. For instance, the player could choose a combination grab/kick instead of one of the advanced combat techniques. In a fight, the character would make one roll to see if the combination move worked. Similarly, characters that choose an expert combat technique may choose to get a combination move from the advanced, expert, and/or basic combat techniques. At least one part of the combination move should be from basic combat techniques.

## Automatic Combat Techniques

Automatic combat techniques are basic maneuvers that any character can use. Characters will not be able to use any of these techniques in combination with each other unless they have had some advanced training that allows them to do so. Characters may opt, however, to perform one action and then another over the course of a round, simulating combination moves somewhat.

**Charging:** Charging is an action wherein a character runs at an opponent to do extra damage and/or knock an opponent over. Opponents of a charger gain a +5 on the roll to dodge, but chargers do an extra +1 FS damage.

**Disarm:** Disarm is a tactic used to remove a weapon from an opponent's grasp. Characters who attempt to disarm others receive +4 T# to the attempt. The opponent is allowed to make a strength check versus the result area of the attack. If the result is equal or better, the opponent has held on to the weapon.

**Dodge:** Dodge is a process of weaving around a field of fire or behind objects to avoid getting

hit. When dodging, the attacks against the character are contested. Characters can only move at half of their running speed while dodging.

**Entangle:** Entangle is an action that attempts to stop an attack by grabbing the weapon used or the appendage(s) holding it. To entangle successfully, the character must get a result higher than the incoming attack. When an opponent is entangled, the combatants are limited to maintaining the hold, breaking free, or performing one action against the opponent. This is up to the game master's discretion. Breaking free of an entanglement requires contested strength check rolls. If Quiizbenqq are using their tails, they gain a +1 FS to grappling.

**Feint:** The character may forfeit one action in order to gain a bonus on another action. She pretends to do one kind of action, then quickly does another. Characters receive a +1 to the new action for every factor that the character receives with the feint.

**Grab:** A grab is similar to an entangle, but in a grab, the character takes hold of only one appendage and is not engaged in a full struggle. Opponents can try to break out of a grab by rolling an equal or better factor on a strength check. Quiizbenqq who grab with their tails gain a bonus of +1 FS.

**Kick:** An ordinary untrained kick that any character can use. Kicks do one extra point of damage but receive a +1 T# to strike.

**Leap Attack:** Characters that are at least a meter above their opponents may opt to make a leap attack by jumping down on their opponents to do extra damage. This action takes up at least three actions in a turn (or all of the character's actions, if fewer) but does an additional 4 points of damage, and the attack is at -5 on the roll to strike.

**Parry:** Parry is an action designed to knock an attack out of the way. Except under special circumstances, this can only be done against melee attacks. Parrying requires that the character has a factor shift equal to the incoming attack. If a character is using a weapon to block an incoming attack, then the character will receive a +5

# Automatic Combat Techniques



# Advanced Combat Techniques

on the roll to parry. Similarly, if a character is using her hands to block a weapon attack, the character will receive a -5 on the roll to parry. Combat ranges should be taken into consideration when parrying. A long-range weapon cannot be used to parry an attacker who is in close range.

**Pummel:** Characters may opt to pummel an opponent instead of doing permanent damage in an attack. If characters declare they are pummeling, damage is normal, but "killed" opponents are merely knocked unconscious for 4d6 hours. Pummeling cannot be done with ranged weapons or sharp objects. Characters can only pummel with fists and blunt objects.

**Punch:** Punching is a basic combat move that allows characters to strike with their fist. To find the character's base punching score, divide the character's strength by 5 and round up.

**Roll:** If players do not want their characters to take full damage from the physical impact of melee combat or explosions, the character may roll with an attack. Each FS that the character succeeds with means that the weapon does one less FS damage. Critical hits still count as critical hits, but the damage is reduced. Each factor shift means that the character gains an additional -5 T# to the save.

**Throw:** Throws can only be performed when the character is in physical contact with her opponent. Basic throws can move an opponent a number of meters equal to the attacking character's strength divided by two. This requires an extra action. Characters can contest the throw for the cost of one action.

Throws do no damage in combat unless opponents are thrown into objects. In these cases, the throw will do damage equal to the character's base punching score. Game masters may decide that extraneous circumstances may warrant extra damage.

## Advanced Combat Techniques

Advanced combat techniques may only be chosen through skills. If a character has a skill that is capable of choosing advanced combat techniques, then she may pay for a proficiency

to get that particular ability. Techniques that do not indicate the range are all considered medium range.

### Kicks

**Backwards Kick:** Most people are not able to kick backwards without training. This technique allows characters to do so with some proficiency. Characters receive a +1 T# to strike, but a +1 on the base damage.

**Crescent Kick:** This is a circular kick that is handy for knocking weapons out of an opponent's hands. Characters receive a -1 to strike and -1 damage, but also receive the advantage of knocking weapons out of an opponent's grasp. This may be contested with a strength check. This kick may be done at medium range only.

**Jump Kick:** Jump kicks are performed by jumping up into the air and making a kick. They receive a +1 T# to strike and +2 to base damage. Jump kicks may be performed at medium range only.

**Knee Strike:** This strike is actually made with the knee. It can be done from multiple angles. The advantage of a knee strike is that it may be done at close range.

**Push Kick:** Push kicks are designed to do two things: inflict damage and knock opponents backwards. Push kicks do normal damage and knock opponents 1d4 meters back. Opponents may make a strength check to resist the push, but not the damage. Push kicks may be done at medium or close range.

**Reverse Kick:** Reverse kicks are done with the forward foot. They can be done only at medium range, but they gain an additional +2 to initiative.

**Roundhouse:** A roundhouse kick is made by cocking the back leg to the side and extending it straight forward to strike at a medium or high target. At the same time, the lower leg turns to give more power to the kick. Roundhouses can only be done effectively at medium range. They receive a +2 to damage and a -1 to strike.

**Side Thrust Kick:** The advantage of this strike is that the character does not need to turn to face the opponent to make this kick. It does

# Advanced Combat Techniques

-1 to base damage and -1 to strike, but it can knock someone back 1d4 meters on a times 2 factor or higher.

**Side Kick:** This kick has the bonus of striking to the side without turning. It has a -1 to strike and +1 to damage. This kick can only be done at medium range.

**Snap Kick:** This is a quick kick that gains a +1 to strike and +3 to initiative. This kick can only be done at medium range.

**Stomp Kick:** Stomp kicks can only be done at close range, but receives +2 to damage. They can only be made to targets that are knee height or lower.

**Sweep Kick:** A sweep kick is designed to knock an opponent over. It is done only to low targets, but on a successful strike, the opponent must roll a factor at least as good as the attack to remain standing. This kick may be done at medium or close range.

## Locks and Holds

Locks and holds are effective if a character wishes to capture an opponent but does not wish to inflict irreparable harm. Locks and holds make it hard for the person holding to perform other actions. Races that do not have a rigid body structure are immune to many locks and holds. Victims caught in a lock or a hold may choose to sacrifice their bodies to get out easily. Victims may roll versus the attack that caught them at +10 T#. However they will usually have the held joint broken and 2d6 damage.

**Arm Hold:** This hold is performed by twisting an opponent's arms behind his back or to the side to render him incapable of attacking.

**Body Hold:** Body holds grab the entire body in an attempt to incapacitate the opponent. Opponents who are captured in a body hold may still attack, but are at a +5 T#.

**Elbow Lock:** This kind of lock keeps the elbow straight by twisting and holding it. Characters who are captured in an elbow lock cannot engage in melee combat unless they have a long-range weapon. All attacks will be at +10 T#.

**Finger /Toe Lock:** By twisting a finger or toe, a character can cause excruciating pain and put others in a lock.

**Head Lock:** This lock is done by wrapping an arm around the neck from behind. A character with assassination techniques and the proficiency in headlocks can kill a victim in this position. Victims have a +5 T# to break free of this attack, but they can struggle against the attack, fighting at a -2 to strike.

**Leg Hold:** Leg holds are accomplished by grabbing and twisting the victim's legs to put him in a bad position. Victims are at +5 T# to try to escape. They are also at -4 to all attacks.

**Scissor Lock:** Scissor locks are made by wrapping the character's legs around the opponent's body, or often, the neck. Victims are at +10 T# to escape.

**Tail Grab:** This can only be done by the Quiizbenqq and requires a -5 on the roll to strike. This hold may be contested with an agility check. On a successful grab, the Quiizbenqq wraps the opponent in its tail. Those attempting to free themselves have to make a strength check at +10 T# versus the hold. If the Quiizbenqq makes a successful strike at  $\times 4$  FS or higher, the victim will not have arms available to make further attacks. The Quiizbenqq can make attacks as normal (with only a -1d4 penalty) while maintaining the hold.

**Wrist/Ankle Lock:** This lock is performed by twisting the wrist or ankle away from the body and upward, the wrist/ankle lock leaves the opponent almost helpless. Victims can make no physical attacks on the character (aside from pulling out a gun and shooting him).

## Miscellaneous

**Advanced Throw:** There are several advanced throws, which allow the character to heave an opponent a number of meters equal to half the character's strength. Damage is equal to the character's punching score. Throws may be contested by strength or dexterity checks.

**Multiple Dodge:** This action lets a charac-



## Advanced Combat Techniques

ter avoid every attack from one direction for one round, but does not allow the character to avoid attacks from other directions. This takes only one action to perform.

**Sweepwalk:** Sweepwalk is a form of walking that is useful for avoiding caltrops and for testing the ground in darkness. Characters can only move at half their walking speed while sweepwalking.

### Parry

**Multiple Parry:** Multiple parries use sweeping motions to block all incoming attacks from one side for the cost of one action.

**Parry Attack:** This technique is used to attack an opponent who is parrying. If an opponent parries the character's attack, that character can attempt to attack the opponent's parrying arm. If the situation does not permit an attack on the appendage, the attack will be on the weapon to force the opponent to drop it. A successful parry roll must be made versus the attack at +5 T#. If the character succeeds in attacking the parrying opponent, damage is inflicted normally. If the attack is against a weapon, the defender of the parry attack must make a strength check verses the attack to hold on.

**Parry Lock:** This parry is designed to capture the attacking appendage or weapon in a hold. If a successful parry is made at +5 T#, the attack is locked and no further attacks may be made until the appendage or weapon is freed. Characters must make a dexterity, strength, or combat skill check higher than the parry lock roll in order to break free. Characters can try to catch bladed weapons with their hands, but unless they succeed with a +15 T#, they automatically get hit in the process.

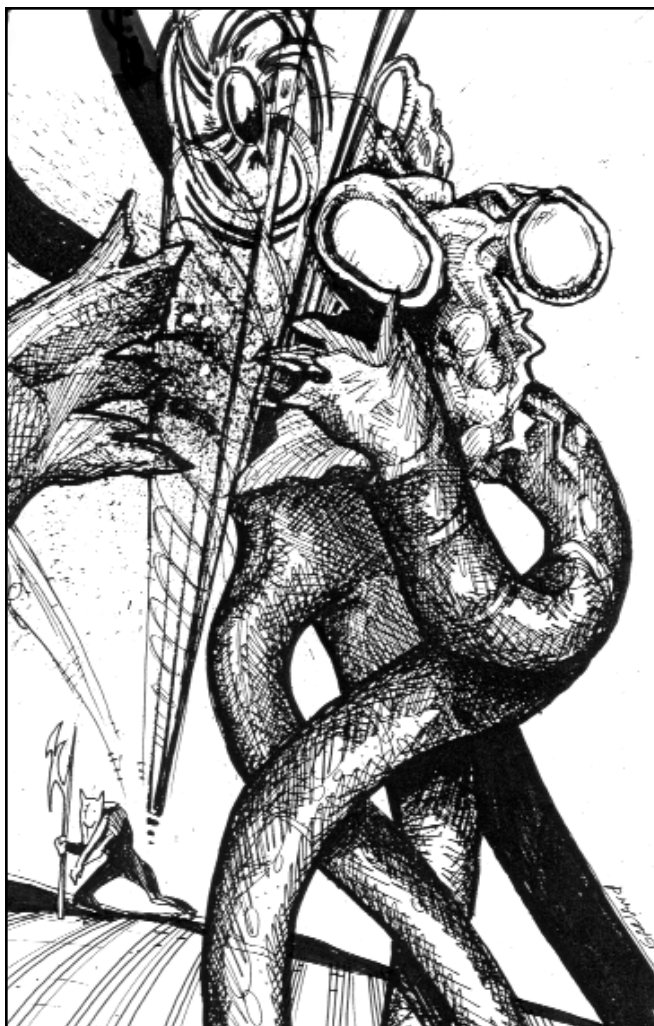
**Parry Through:** This technique gives extra power to a parry to force an opponent into a strategically bad position. If a successful parry through is made, the player will roll again with a -15 T#. She gains +1 to strike per factor shift obtained towards the next action. For each factor that a character receives, she gains a bonus of +1 to strike for the next attack. Defenses

towards the next attack will receive the same amount of a minus as well.

**Power Parry:** Power parries are designed to throw the attacker off balance, leaving him or her open to further attacks. If a successful parry is made at +5 T#, the character receives a bonus of +1 to strike equal to the factor shift rolled.

### Punch

**Axe Handle:** Axe handle punches are made by clenching the hands together and using both arms to strike with one swinging motion. Using both arms gives the character more power with each punch. Characters act with 1.5 times their base punching score when using this form of attack.



# Expert Combat Techniques

**Backhand:** This attack is made by striking an opponent with the back of the hand using the knuckles for impact. This punch may be performed without turning around to meet the attack. The backhand does one half the character's base punching score.

**Elbow Strike:** Elbow strikes are made with the elbow instead of the fist. They are only effective at close range. No other modifiers except damage increase may be added to the elbow strike.

**Knife Hand:** Knife hand strikes are made by using the edge of the hand as an attack form. They are useful at short and medium ranges. Knife hand strikes gain a +1 FS to damage. No other modifiers except damage increase may be added to this strike.

**Palm Strike:** Palm strikes are open-handed strikes that can stun opponents. They do half damage, but gain the advantage of possibly stunning opponents. On a  $\times 2$  result or higher the victim must make a constitution check or be stunned. No other modifiers except damage increase may be added to this strike.

**Tail Strike:** This is a Quiizbenqq attack, performed by quickly whipping the tail around to hit an opponent. This strike is -2 to initiative and -1 to strike. It does 1.5 times normal base damage.

## Expert Combat Techniques

Expert combat techniques may only be chosen through certain skills. If a character has a skill that allows for expert combat techniques, she may purchase proficiencies at double the normal cost for each technique. See the skills section for purchasing proficiencies.

### Kicks

**Axe Kick:** Axe kicks are done by bringing the leg up over the body and bringing it down on the opponent's shoulder. Axe kicks are -2 to strike, but do twice the character's base punching score for damage. Axe kicks must be used at close range.

**Flying Jump Kick:** The flying jump kick is a

short running and jumping maneuver. This kick can be used at either medium or long range. A character who dodges this kick gain a -5 T#. This kick can only be done at the start of a round, and it takes up two actions. It does twice the character's base punching score in damage and has a -2 initiative modifier.

**Flying Turn Kick:** The character jumps in the air and spins around, kicking an opponent. It is an exceptionally powerful kick that does three times the character's punching score. It is also a long kick, taking up two actions, and giving the character a -2 on initiative. This kick is only effective at medium or long range.

**Spinning Back Kick:** This kick is a powerful backward kick that requires the character to spin around and strike the opponent. This kick does double the character's base punching score and gives the character a -2 initiative modifier. This technique is only effective at medium range.

### Punches

**Claw Hand:** This strike is an extremely difficult strike to master. It takes an incredible amount of strength in the fingers. This strike does normal damage, but it has the added bonus of holding the opponent at the same time. This strike may only be used at medium range. No other modifiers may be added to this attack.

**Finger Strike:** Finger strike is a version of knife hand that allows characters to strike opponents in critical locations. The finger strike is made with the fingers pointed outward, and gains a +1 FS damage. This strike can be used at medium or close range. No other modifiers may be added to this attack.

**Spinning Elbow Strike:** This is a strike made by turning one's body away from an opponent and lashing out with one's elbow. It may only be used at close range, but does double the damage of the character's base punching score. It takes two actions and is not usable with any other modifiers except damage increase.

# Expert Combat Techniques

## Miscellaneous

**Cartwheel Attack:** The character does a cartwheel and lands on the opponent while attacking with his arms and legs. All cartwheel attacks do double damage, take two actions and are at a -1 initiative. For every additional cartwheel that a character performs, the character gains a +1 FS damage. Each addition means the character loses one action and the initiative modifier drops by 3.

**Carousel Attack:** This is a combat technique designed to get the character into and out of a situation quickly. Characters who know this technique gain a +2 to initiative and cannot be attacked that round unless the attacker rolls an agility check higher than the success of the carousel attack. Only one attack may be made during a carousel attack and that attack takes up two actions.

**Instant Dodge:** This technique allows the character to dodge out of the way of an attack without spending any actions. This move cannot be combined with multiple dodges. Instant dodges must get a higher factor than the incoming attack to be effective.

**Instant Parry:** This technique allows a character to make a parry roll without using up an action. This kind of parry may not be combined with any other

kind of parry. Instant parries must get a higher factor than the attack to be effective.

Combat Modifiers (at a glance)						
Automatic Combat Techniques						
Action	Damage	Opponent Dodge	Strike	Initiative	Range	Miscellaneous
Charging	+1 FS	-5 T#			NA	
Disarm			+4 T#		NA	
Entangle					NA	Quiizbenqq +1 FS for tail grabbing
Feint			+1		NA	
Grab					NA	Quiizbenqq +1 FS for tail grabbing
Kick	+1		-1		NA	
Leap Attack	+4		-5		NA	
Parry					NA	See description for full information
Punch					NA	Each factor shift obtained is -5 T# to save
Roll					NA	-5 T# to save
Throw					NA	Throw distance is strength / two.
Advanced Combat Techniques						
Kicks						
Backwards Kick	+1		-1		C or M	
Crescent Kick	-1		-1		M	
Jump Kick	+2		-1		M	
Reverse kick				+2	M	
Roundhouse	+2		-1		M	
Side Thrust Kick	-1		-1		M	Knocks opponent back 1d4 meters per FS
Side Kick	+1		-1		M	
Snap Kick			+1	+3	M	
Stomp Kick	+2				C	
Sweep Kick					C or M	
Locks and Holds						
Body Hold		+5 T#				
Elbow Lock		+10 T#				
Head Lock		+4 T#	-2			Victims +5 T# to break free
Leg Hold	-2					Victims +5 T# to break free
Scissors Lock						Victims are +10 T# to break free
Tail Grab			-5			Victims are +10 T# to break free
Miscellaneous						
Advanced Throw						Damage equal to punching score
Multiple Dodge						Only dodge from one direction
Sweepwalk						Move at one half walking speed
Parry						
Parry Attack			+5 T#			
Parry Lock		+15 T#	+5 T#			
Parry Through			-15 T# second roll			For every FS, +1 to strike is earned
Power Parry			+5 T#			+1 to strike for every FS gained
Punch						
Axe Handle	1.5				M	
Backhand	1/2				C or M	
Knife Hand	+1 FS				C or M	
Palm Strike					C or M	At x2 FS or higher victim must save VS stun
Tail Strike	1.5		-1	-2	C or M	
Expert Combat Techniques						
Kicks						
Axe Kick	x2		-2		C	
Flying Jump Kick	x2	-5 T#		-2	M or L	Takes 2 actions

# Part II: Character Development



## Part II Characterization

This section details what you need to create a character within The Xro Dinn Chronicles™ Second Edition. It describes everything about the characters including the race, what the person does, how they age, etc.

In this section you will find...

- I Character Creation
- II Character Evolution
- III Honor
- IV The Races
- V Skills Packages
- VI Skill Packages
- VII Professions
- VIII Psionics



# Game Creation

## Character Creation

Personalities, attributes, professions, skills, and much more define characters. Characters in The Xro Dinn Chronicles™ SE are integrated into the game by a set of numbers, which correspond to certain game mechanics. Characters are still more than a set of statistics. This game is designed with a great number of skills so a character can grow in a wide range of areas. The options for skills are many and allow for almost any style of player. There is room for people who enjoy playing technically oriented characters as well as those who prefer combat-oriented characters. Skills are designed for exploration of character types rather than picking a type and assuming that all characters are the same. This game is designed for the integration of races with particular professions to give each character a unique feel.

One of the most important aspects of creating characters is to match them to fit the scenario. Before starting a game, the players and game master should decide on a specific setting. Are the characters going to be on a technologically unsophisticated planet or is the setting going to be an urban environment? These kinds of details are important to consider when playing the Xro Dinn Chronicles™ SE because the possibility for character creation is so varied. Players should design characters to fit the campaign.

Since the game options are so vast, a few basic considerations should be taken into account. First, Xro Dinn play a large role in the affairs of most of the races within the Frontier. The adult (Xodar) Xro Dinn are expert information gatherers. They look into every situation in the hope of learning something new. Many of the player character races distrust the Xro Dinn. Whenever new technology is found, the Xro Dinn undoubtedly will try to collect it. This has become a major consideration for most races and organizations within the Frontier.

Second, the members of the Frontier are always wary of the Sharr'Dann. The Sharr'Dann are an extremely intelligent race that is bent on capturing and/or destroying all races it

encounters. The Sharr'Dann have repeatedly infiltrated and destroyed the members of the Frontier - except for the Xodar Xro Dinn. They have used genetic viruses, computer viruses, clones, and assassins to sabotage defenses, wreak destruction and kill important people. These activities have not gone unnoticed, and most people keep an eye out for further developments.

Third, there are hundreds of thousands of organizations within the Frontier. All of them have their own goals. Players will often be working for at least one organization. In this age, it is wise to have someone backing you because there is no central government protecting the player characters within the game.

## Game Creation

There are several different ways of making characters within the Xro Dinn Chronicles™ SE. Some game masters may feel that rolling up a character randomly with no particular campaign direction is important. This can lead to campaigns that are unique. Characters from all over the Frontier can end up working together for a common cause. Other game masters feel that characters should have something similar drawing them together. This can lead to more realistic campaigns that play better in many circumstances. A few possibilities are outlined below:

**Method 1: Random Character Creation:** Characters created using this method are completely random. Each player makes a character that is exactly as the player intended. No limitations (other than the players' bad rolling) should be placed upon this type of game. Characters are then brought together from circumstances that the game master provides. This method often takes a lot of imagination on the part of the game master.

**Method 2: Choose a Starting Planet:** Method two is similar to method one except that only one home planet is chosen for all the characters. Once this is decided, they will all have the same dice to roll to determine what

## Game Creation

culture modifier the characters will have. This can also create some interesting characters and is often a bit more sensible than bringing characters together from all over the galaxy.

**Method 3: Choose Similar Backgrounds:** This method assigns the characters the same social and/or economic status. Campaigns dealing with the rich or the poor are both possible styles. Game masters, who do not feel comfortable with allowing one character to receive much more money than others, should feel free to limit economic status, or the amount of money that a character can start out with. These kinds of situations can help to level the balance of power among the characters.

**Method 4: Choose Similar Professions:** Players in this type of campaign are all given a similar option as to what types of characters can be made. The campaign could

revolve around a spy agency, for example, meaning that all characters could be intelligence agents. If this makes some players uncomfortable, then more varied options should be presented.

**Method 5: Stylize the Campaign:** This method emphasizes a particular style of campaign. Players make up characters to fit the special needs of the campaign. This can often be a wise choice because players have the option of choosing what kinds of characters they can play and still fit the needs of the campaign.

**Method 6: Mix the Campaign Styles:** Any mixture of the previously chosen campaigns may be used. If the players concur, only one or a number of races may be chosen. This puts different campaign styles into the hands of the people who are playing the game.



# Creating Characters

## Creating Characters

**Step 1. Character Sheet:** Use a copy of the character record sheet located in the back of this book (you have permission to copy it).

**Step 2. Determine Attributes-** Roll  $3d4+3$  for each of the ten attributes. The number located under "Roll" is the 1d20 result. The number under "Attribute" is the attribute equivalent. Players can choose method A, B, C, D or E to modify their character's attributes even further before determining the final outcome, if the game master and players agree. Before putting the attributes on the character sheet, finish this step and step 3, 4, and 5.

**A.** Roll two sets of attributes and choose one set. The attributes must be kept in the original order in which they were rolled. Players may choose to modify these attributes by 3 points after the scores have been determined. For every point added from one score, another point must be subtracted from another score.

**B.** Roll one set of attributes and keep the scores in the order that they were rolled. The player may then modify that set by up to 6 points. Modifications may not make a score exceed 15 or go below 5. For every point added to one score, another point must be subtracted from another score.

**C.** Roll one set of attributes and rearrange them into any order desired.

**D.** Roll one set of attributes, keeping them in the order rolled. Reroll up to three separate attributes as desired. The new roll must be higher than the old roll.

**E.** Take 100 points and design the character as desired. No score may go above 15 or below 5 as a result of this process.

**Step 3. Choose age / Race and Modify the Attributes-** Decide on the age and race



of the character and modify the character's attributes accordingly. The attributes may be modified by profession, skills, and age at a later time. Write down the perception modifiers for the race as well.

**Step 4. Choose a Profession:** Players should go to the Profession section and select one. Players should add the current attribute modifications.

**Step 5. Select Skills:** Two methods are available for players to select skills: Individual Skill selection and Skill Package Selection. Both methods rely upon starting points. Starting points differ from experience points only when choosing skills. For profession skills,

# Creating Characters

Racial Age Attributes and Perception Modifiers																
Middarian (F)	Age	Attribute Modifiers										Perception Modifiers				
		STR	CON	DEX	AGI	EMP	INT	APP	CHA	WIL	PER	audio	smell	tactile	taste	vision
Young	0 to 14	+5	+3	-1		-1	-2	+1		+1	+1	+8	+6	+4	+10	+8
Mature	15 to 42	+20	+4	+1		-2	-1			+1	+2	+8	+6	+4	+10	+8
Middle Aged	43 to 72	+20	+5	+1	-1	-3		-1	+2		+1	+8	+5	+4	+10	+8
Old	73 to 112	+15	+6	-2	-2	-4	-1	-2	+2	-1		+7	+4	+3	+8	+7
Aged	113 plus	+10	+5	-4	-3	-5	-5	-3	+1	-2	-2	+6	+3	+2	+6	+6
Middarian (M)																
Young	0 to 14	+5	+2	-1	+1	-2	-2	+1		+1	+1	+8	+6	+4	+10	+8
Mature	15 to 42	+15	+3	+1	+1	-3	-1		+1	+2	+2	+8	+6	+4	+10	+8
Middle Aged	43 to 72	+15	+4	+1	+2	-1		-1	+2		+1	+8	+5	+4	+10	+8
Old	73 to 112	+10	+5	-1	-2	-1	-1	-2	+2	-1		+7	+4	+3	+8	+7
Aged	113 plus	+5	+4	-4	-4	-1	-5	-3	+1	-2	-2	+6	+3	+2	+6	+6
Pjanji																
Young	0 to 17	-3		-1	-1	-1	-1	+1	+4			+14	+15	+4	+12	+4
Mature	18 to 60	-2				+3	+1	+1	+6	+1	-1	+12	+15	+4	+12	+5
Middle Aged	61 to 100	-1		-1	-1	+4	+1	-1	+7			+12	+15	+5	+10	+4
Old	101 to 150	-2	-2	-2	-2	+5	+1	-2	+8	-3	-3	+10	+10	+6	+8	+3
Aged	151 plus	-3	-3	-3	-4	+2	-2	-4	+9	-5	-5	+8	+5	+7	+6	+2
Quiizenqq																
Young	0 to 19	-1	-1	-1	-1	+1	-2	+1	+1	-1	-2			+5	+5	+3
Mature	20 to 57	-1	+2	+2	+2	-1	+5		-1	+2	-1		-2	+5	+5	+2
Middle Aged	58 to 95	+1	+1	+1	+1	-2	+7	-1	+1	+1	-1		-3	+5	+4	+2
Old	96 to 152	-2	-2	-1		-3	+8	-1	+1	-1	-1		-4	+3	+3	
Aged	153 plus	-4	-1	-1	-1	-5	+4	-1	-1d4	-2	-1		-5	+1	+2	-2
Sehlmna																
Young	0 to 20	-1	-1	-1		+10	-2	+1	-1	-1d4		+3	+10		-10	-4
Mature	21 to 40		-1	+1	+1	+15	+2	+1	+3	+1	+2	+5	+8		-12	-3
Middle Aged	41 to 60	-1	-1			+16	+1		+1	+1	+1	+4	+6	-1	-14	-3
Old	61 to 100	-2	-2	-1	-1	+17	+1	-1	+1	+1	-1	+3	+4	-2	-16	-4
Aged	101 plus	-4	-3	-1	-1	+10	-1d4	-2	-2	-1d4	-1	+2	+2	-3	-18	-5
Terran (F)																
Young	0 to 18	-1		-1	-1		-1d4		+1	-2			-5			
Mature	19 to 45	+2	+2			-2			+2	+1			-5			
Middle Aged	46 to 80	+1	+3			-2			+3	+2		-1	-5			-1
Old	81 to 130		+2	-1	-2	-4	+1	-1	+4	+3	-2	-2	-7		-1	-1
Aged	131 plus	-1	+1	-3	-4	-5	-1	-3	+2	+3	-3	-3	-9			-2
Terran (M)																
Young	0 to 18	-1	-1	-1	-1		-1d4		+1	-2			-5			
Mature	19 to 45	+3	+1			-2			+2	+1			-5			
Middle Aged	46 to 80	+2	+2			-2			+3	+2		-1	-5			-1
Old	81 to 130	+1	+1	-1	-2	-4	+1	-1	+4	+3	-2	-2	-7		-1	-1
Aged	131 plus			-3	-4	-5	-1	-3	+2	+3	-3	-3	-9			-2



# Creating Characters

each starting point may be used to select one skill level of a skill. For example, the player may pick level 1 in Dodge for one starting point or level 3 in Dodge for 3 starting points. For non-profession skills each level costs 2 points.

A. This option gives the player free starting points. The number of starting points is dependent upon the age of the character. Only in the case of the character's language can a skill go above the maximum skill level.

Starting Points Selection		
Age Category	Starting Points	Maximum Skill Levels
Young	60	4
Mature	100	5
Middle Aged	160	6
Old	225	7
Aged	300	8

B. This option gives the players the choice of choosing skill packages for the character. The number of skill packages depends on the age of the character. This option also provides skill levels like the first option. The maximum skill level only applies to picking skills with individual starting points. A character may have a skill level above the maximum skill level due to the skill packages chosen, but not from selecting skills from starting points. For this reason, skill packages must be chosen before selecting skills. Players may trade one skill package for 8 starting points.

Remember that characters do not automatically know how to speak a language. They must choose at least one language during character creation. Characters always gain two free levels of their starting language in addition to any

Skill Package Selection			
Age Category	Skill Packages	Starting Points	Maximum Skill Level
Young	5	5	4
Mature	10	10	5
Middle Aged	15	15	6
Old	20	20	7
Aged	30	25	8

other levels purchased. They must also choose read and write if they want to be able to read that language. The character may choose to go above the maximum.

Step 6. Determine Personality Traits: Roll up the character's personality traits as described under the character's race. For each trait, roll 1d20 and compare with the chart below. This will give the character the trait strength. Next to each trait is a color that corresponds to the trait strength. In some situations, the game master might have a character make a willpower check against the trait strength to see if she can resist the impulse to follow that trait. This should be used only to enhance the playing experience and not to force characters into a strict character definition according to the game master's idea.

1d20	Trait Strength	Target #
1	Barely	4
2 to 3	Slightly	6
4 to 7	Somewhat	8
8 to 13	Moderately	10
14 to 17	Very	15
18 to 19	Extremely	20
20	Obsessively	25

Step 7: Determine Secondary Attributes: When all of the experience points are spent, the player should determine the character's secondary attributes. The methods for determining them are detailed below:

Wound Modifier: Add the character's Constitution and Willpower and divide by 2.

Actions: The number of actions a character can take in one turn. Compare the character's agility with the result below.

0 to 10	11 to 14	15 to 18	19 to 22	23 to 30	31+
1	2	3	4	5	6

Combat Modifier: Subtract 15 from the character's willpower.

Base Punching Score: Divide the character's strength by 5 and round up to the nearest whole number. Some races may have modifiers

# Creating Characters

to this score.

**Movement Modifier:** Add the character's height (in meters) to the character's agility attribute and the modifier below. Xro Dinn characters should add the additional modifier for the race. Divide the final number by 2.

Race	Modifier
Middarian	+2
Pjanji	-2
Quiizbenqq	+3
Sehlmna	+1
Terran	0
Xro Dinn	+1

**Movement:** "Move" is the base for determining the character's other movement abilities. These abilities are described below.

**Move:** This is the character's walking speed expressed in meters per turn. It is also the character's hiking speed expressed in kilometers per hour. The number above is equal to the character's movement.

**Run:** This is equal to five times the character's move expressed in meters per turn.

**Climb:** This is equal to the character's move divided by 3 expressed in meters per turn.

**Jump:** This is equal to one half the character's move expressed in meters.

**Step 8: Determine Attribute Modifiers:** Each current attribute may have a modifier. To determine what that modifier is, consult the chart below. Write in the attribute modifier on the column marked AM on the

Score	AM	Score	AM
below -11	-5	13 to 15	+1
-10 to 0	-4	16 to 20	+2
1 to 3	-3	21 to 30	+3
4 to 5	-2	31 to 50	+4
6 to 7	-1	51 to 100	+5
8 to 12	0		

character sheet under primary attributes.

**Step 9: Determine Economic and Social Status:** Players should consider how the character fits in to society economically and socially. Is the character well respected? What social standing does the character have among her peers? Much of this will be determined

based upon the character's situation. Players and game masters should discuss these issues while creating the character. This all determines how much money a character has. Players and game masters should use their judgement when creating characters. Roll up the number of credits a character will have on the table below.

## Economic Status Credits

Poor	1d6 x 100 credits
Comfortable	4d6 x 500 credits
Well Off	6d6 x 5000 credits
Rich	Talk to game master

**Step 10: Getting Supplies:** If the player has not already taken the supplies indicated under the profession section, then she should do so now. The player should also spend the character's money to purchase any miscellaneous equipment. All supplies are listed in the equipment section.

**Step 11: Final Considerations:** Players should complete any last details about the character at this point. The player may put any final considerations into the character's background. The player and/or game master may wish to work the character into the campaign smoothly, or the character may be an outsider who is attempting to gain information about the other characters. Below are a few hints and suggestions for completing the character:

**Determine Racial Abilities** – At this point the player should determine any information that pertains to the character, such as weight, skin color, eye color, etc. The player should also determine what the character's racial abilities are at this point. This information is listed under the race descriptions.

**How did the Character Grow Up?** – The question of where the character grew up has already been answered, but not the details of that background. The player should determine how the character grew up in relation to the culture and the game. The Players may wish to consult the game master to fill in any additional details.

# Character Evolution

**What Organizations did the Character Belong to?** – This may be crucial to fleshing out the character. If the character works for an organization listed in the back of the book, that will determine, in part, what the character's relation to the rest of the campaign may be. Players should consult with the game master before selecting an organization.

**What Relations does the Character Have to the Campaign?** – While determining the organization that a player belongs to will strongly influence how the character relates to the campaign, players may wish to create ulterior motives or hidden agendas within the context of the campaign or the character. This should be discussed with the game master.

**What is the Character's Overall Purpose?** – This is a general concern that may influence how the character relates to the campaign and other players. If the character is a megalomaniac, the player may wish to play the character as if she were better than everyone else. The possibilities are endless and should be given serious thought

## Character Evolution

Characters grow and evolve in a number of ways in the Xro Dinn Chronicles™ SE. As the character plays in a game, the player can have her character's personality grow. The character can also develop a more tangible history with specific characters and events. This can lead to a more detailed and subtle interaction among the players and characters. Generally this becomes more fun the more involved the game is.

A character evolves primarily through experience in the Xro Dinn Chronicles™ SE. Each time a character participates in an adventure, the character learns more about how to practice skills, shoot a gun, and build a better computer. Characters gain experience primarily by acquiring experience points. Experience points are numbers that represent the character's involvement in the game. Experience points may be awarded for good character playing, use of skills, outwitting an opponent, gaining honor (for some races), and much more. A list is provided

below of actions and situations and their worth in experience points.

## Gaining Experience Points

The experience points table is geared towards playing in character and thinking through problems rather than fighting through situations. It demands more of a character to actually deal with a situation, than to just clunk the situation on the head. Characters who point a gun at a problem do not find innovative solutions for dealing with diverse situations. The experience point chart reflects this philosophy. Experience points should be awarded at the end of a playing session or at the end of a game.

Gaining Experience points	
EP	Action
1	5 skill uses (successful or not)
2 - 4	adding an interesting twist to the story
1	avoiding violence
2 - 5	brilliant plan
1	character deduction
2 - 5	clever plan
2	discovering a plot
1 - 3	good character intention
2 - 4	ingenious solution
2 - 5	moving story ahead
1	outwitting an opponent
1	playing character personality
1	quick thinking solution
1 - 2	solving a puzzle
1 - 3	subduing or defeating an opponent

## Spending Experience Points

Characters can use experience points to buy new skills or increase the level of skills they have previously purchased. The skills section has all of the information about skill development through experience points. Other ways of spending experience points are detailed below.

## Raising Attributes

Characters can also use experience points to directly increase their primary attributes. Raising the attributes costs the number of experience points equal to the new score on the

# Character Evolution

attribute minus the racial modifier. For example, let's say a Middarian with a strength of 24 wanted to raise his attribute to 25. The Middarian would have to pay 10 points for a 25 strength. ( $25 - 15 = 10$ ). The maximum attribute is  $20 +$  the racial modifier.

## Combat Modifier

Raising combat modifiers is different from raising skills or attributes. It represents how well a character can handle the stresses of combat. The only way to increase combat modifiers is if the character is actually in combat. Usually the combat modifier will be a negative number. To raise the combat modifier by one point, the character must be in a number of combats equal to the number of the combat modifier (whether positive or negative). For instance, the character would need to be in 4 combats to raise the combat modifiers from -4 to -3 or from 4 to 5. In addition to the combat modifier, the player should also keep track of the number of combats the character is in until the combat modifier is raised.

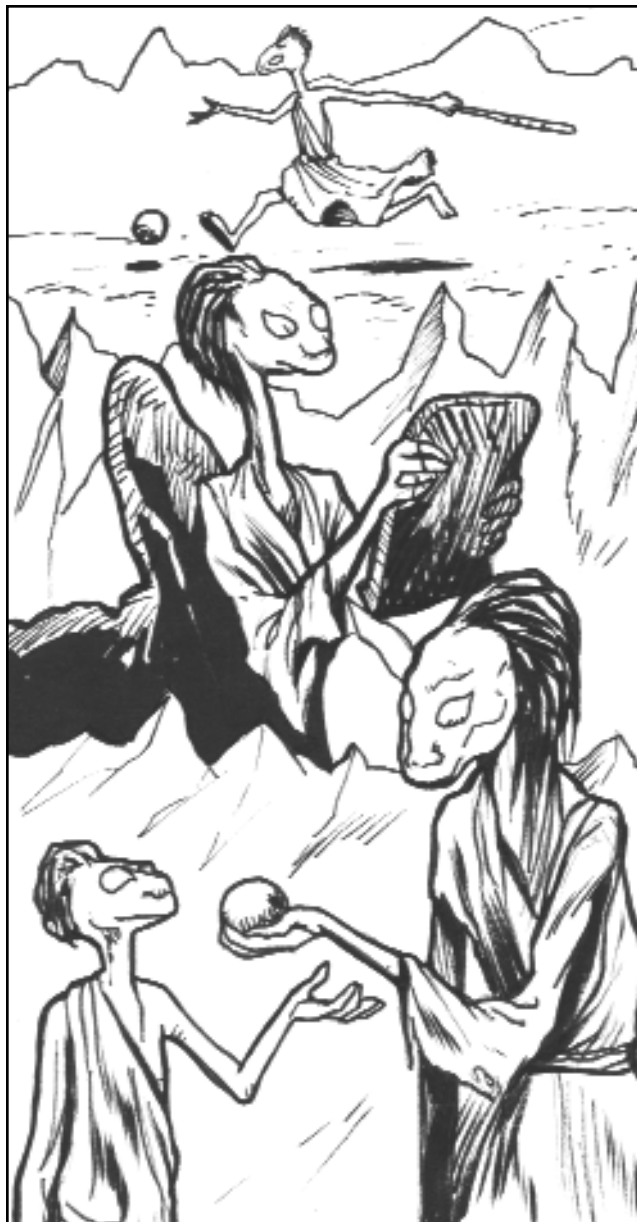
**Optional Rule-** Some game masters may feel that some combat situations may end up making a character more afraid of combat. The game master should have the player roll for each combat (as normal). If the character gets a result of 1 or below, the character will receive a -1 to combat modifier.

## Aging

During the course of play, characters will age. This is not an immediate concern during play, but can become a consideration in some campaigns. Often, the game master will want to use the effects of aging to create older NPC's that the players will encounter. When aging does come into play, game masters should consult the chart in the character creation section. The Xro Dinn are not mentioned because all of their aging information is provided with the racial descriptions.

## Age Effects

Each of the races ages in a different fashion. Because of this, the age effects are described with the attributes. In campaigns that extend over long periods of time, the character may age from one category to the next. In these cases, look at the difference between the ages and not the age modifiers themselves. For example, if a Quizzbenqq aged from mature to middle aged, they would gain an additional 2 points of intelligence (and **not** 7 points).





# Effects of Honor

## Honor & Face

Honor is the character's moral standing. It is based on the standards of the character's race, society, and culture. The character may choose an Honor code that differs from the standards of her society. A character should stick with the Honor system of her race unless there is good reason to change. The game master should be the final arbiter of what Honor system a character may use.

Face is how others view the character. The typical morality of the character's own society determines Face. Gauging Face between cultures can be problematic, because the interpreter's Honor system may differ significantly from the Honor of the subject. For example, a Middarian and a Sehlma will each interpret another Sehlma's actions in an entirely different way. This distinction is important, but the character's Face will be primarily determined by her culture. If game masters want to spend time determining how other races will react to the character, they should feel free to do so. The reaction modifiers (listed in the Game Mechanics section) are designed to reflect how other races will react to the character and should be factored into appropriate rolls.

Only actions that are known or suspected by others are used to determine Face. If others are unaware of a particular feat, the character will have a different Face for one person than for another. Game masters and characters should assume that unhidden actions will be considered when determining the character's Face.

Honor and Face are important because characters are often judged by their moral standing in society. To some races, such as the Middarians, this is exceptionally important, while to others it is only a minor consideration. Using Psyche Scan I or II may pick out discrepancies between Honor and Face, but these scans can only discover that a discrepancy exists. They cannot indicate the cause of the discrepancy, though Psyche Scan II may be used to estimate its approximate nature. It might reveal that a character has killed, but not who, where or

when, without a more detailed investigation.

## Effects of Honor

Honor may affect the character's social interactions. Characters with a large amount of Honor will be well respected within their own society, and others will treat them accordingly. It does not necessarily affect how other races treat the character. For instance a Middarian who has gained a great deal of Honor will be well respected by his or her peers, but Terrans would not respect him. Some of the other Middarian clans would respect the Middarian for the Honor, but would not bow to the authority of that individual. Below are the levels of Honor. Below that are the descriptions of these levels and their effects.

Honor	Honor Level
up to 0	Ignominious
1 to 50	Decent
51 to 150	Honorable
151 to 250	Respectable
251 to 500	Esteemed
501 plus	Revered

**Ignominious:** The character has done something considered heinous by her culture's standards, or has committed so many minor infractions that she is scorned. People who are aware of the character's past automatically receive a -1 FS towards any reactions to the character. The character will probably be looked down upon by members of her culture and will have to work hard to gain any respect.

**Decent:** The character is a decent member of society, but still has many flaws. The only real clout she has comes from her work or her position.

**Honorable:** The character is recognized as a good person (as defined by the culture). The character is someone that others will come to for help or advice. The character does not hesitate to do a good deed.

**Respectable:** The character is recognized for his high moral qualities and for his position.

# Effects of Honor / Family Honor

Others may be willing to help the character based upon reputation alone. Other people may dislike the character for being so scrupulous and will do what they can to mar the character's reputation. People who know of the character's deeds will receive a +1 FS reaction towards the character.

Esteemed: The character has spent a great deal of time gaining the admiration and respect of others. The character will be recognized well beyond his hometown and will be able to get help from others who agree with his views. There will also be several people who have been hurt by the character's actions and may want revenge. The character is seen as a figurehead for his cause. If the character is part of a House or other structure, then he may start a new House and have up to 2d4+2% of the House follow.

Revered: The character is highly recognized for her position. The character will have many friends and allies who will try to associate with her for publicity's sake. Some will actually appreciate the character for the work done. Others will see the character as a threat. The character will be a hero to many. A revered character gains a bonus of +3 FS when dealing with other characters. If the character decides to start a new house, she will have 3d6+5% of the current house.

## Family Honor

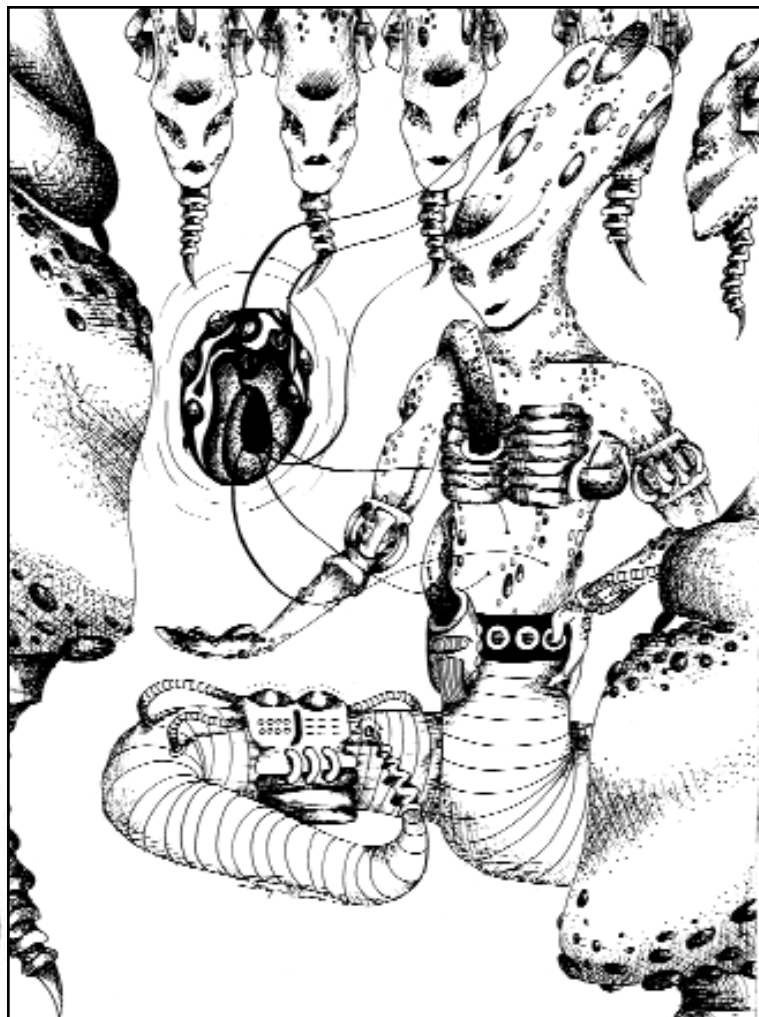
Family Honor is the last thing to be taken into account when fleshing out the character. For many characters such as the Vajira or the Kordron, this concept has no value. The Quiizbenqq consider only corporate Honor in this context. It is very important to some races,

and it provides a measure by which to judge the character. Relatives of people with high social standing will usually be judged in relation to their position. Not all game masters will wish to include this, but it can be useful in many situations. To determine what the character's family Honor is, consult the table below.

Social Status	Family Honor
Outcast	-1d4 × 10
Lower	1d20
Middle	1d20 + 10
Upper Middle	1d4 × 10
Upper	2d6 × 10
High	4d6 × 10

## Racial Pronunciation Guide

Race	Pronunciation
Middarian	mid- r' -en
Pjanji	pä-jan'-j
Quiizbenqq	kw '-zen
Sehlma	selm'-nä
Terran	ter-en



# Middarians - Anatomy and Physiology

## Middarian

### Anatomy and Physiology

The Middarians are a medium-sized (1.8 meters), bipedal life form. They resemble a cross between a humanoid flying squirrel and a wolf. The skin color, which is hardly visible, ranges in color from light gray to black. The whole body is covered with thick short fur that can vary from brown to gray. They have two arms and two legs that bend at elbow and knee joints respectively. On each side of the body, starting from about the wrists to the legs, is an extended flap of skin that when stretched can act as a glider membrane which the Middarians can use to glide short distances. The bones are lightweight and flexible.

The legs are slightly shorter than normal for a humanoid species, while the arms are about the usual size. The Middarians have small palms and feet that are easily adaptable to climbing through trees. They have four long fingers on each palm and six long toes on each foot. The fingers and toes only have one knuckle (Terrans have two). The ends of their fingers and toes end in strong cuticles that can be used as claws.

The Middarians have thick necks that lead up to a pointed, wolf-like face. They have strong jaws underneath extended snouts. The mouths are filled with rows of sharp pointed teeth adapted to eating live prey. Their two eyes, designed to see in dim light, are set back and to the side of the head. They have two ears, located to the sides and a little further back on their heads, which start out rounded and end up slightly pointed.

The Middarians reproduce heterosexually with a four-month gestation cycle. Each pregnancy usually results in two offspring, but three or more is not uncommon. There are never more than five young in a single litter. Middarians mature in fifteen years.

The Middarians have an excellent sense of hearing. They can hear much quieter sounds than Terrans, in addition to receiving ultrasonic and infrasonic sounds. They also have excep-



tionally sharp vision, although they can only see about half as far into the blue and red wavelengths as a Terran can. They have a good sense of smell and a better sense of taste. Middarians have little sense of touch.

### Natural Habitat

The Middarian home world, Modaith, is a lush, forested planet with huge trees that reach well over a kilometer in height. All Middarian cities are built within these trees, and even their starships are launched from within them. Their huge size and the planet's high humidity make the trees fire-resistant, so the early attempts at space flight did not harm them in any way. While some sunlight penetrates the canopy of leaves, it is quite common for clouds to form at house level by midday. The temperatures on Modaith range from a few degrees below zero near the polar regions to about 70 degrees Celsius close to the equator. The Middarians are comfortable in all of these latitudes.

# Middarians - Life Technology

## Life Technology

The Middarians enjoy a wide range of appliances that augment their day-to-day existence and free them for more important matters. They use robots in all manufacturing processes. They have built most of their machinery in the past few hundred years. Earlier, they devised gadgets more out of curiosity than genuine need. Most of what they build is lightweight and easily portable.

Middarians live in close relationship with their forests. They make their homes around and through the trunks of the trees. They collect dead wood and reinforce it chemically to make it stronger, more flexible, and resistant to decay. This is their chief building material.

Most Middarians prefer to wear brightly colored tunics and capes. They enjoy light clothing that fits loosely around their torsos and does not interfere with their gliding capabilities. They do not like to wear shoes, but if necessary, they wear soft, mitten-like shoes that leave their toes exposed. If they need boots for protection, they wear a wide metal rim that covers the tops of their feet, but leaves the bottoms bare.

## Speech and Languages

Middarians speak in a similar manner to Terrans. They force sounds made with vocal chords through their mouths. They shape the sounds with their tongues and mouths. They find lower tones easier, but they cannot define sounds as distinctly as most Terrans. Their voices are rough.

The Middarians have had a tremendous amount of interaction and have developed a trades tongue, Sirrian, which is spoken all over the planet. Aside from that, the Middarians tend to speak their own clan's tongue. There are several major clan tongues, and a few hundred obscure clan tongues, which are hardly spoken. The major clan/languages include Agru, Kanantiag, Purak, Ak-Gu, Lopiag, Mank't, Kazair, and Shjann.

## Social Structures

The Middarian society is filled with many

ancient social structures and rules, which the Middarians follow to this day. The most ancient is their system of honor. Honor begins with social standing. Social standing is, first, a product of the particular family/clan to which one belongs and feels absolute allegiance. The second consideration is the relation of the character's immediate family to the clan. In combination, these two determine where the newborn Middarian fits in the clan and his initial level of honor.

Honor is a strict and rigid concept within Middarian society. They have particular codes and laws which even the most diabolical Middarian will attempt to conform to in her quest for power. They believe that dishonor of the individual is a dishonor to both family and clan. A clan affected by a member's dishonorable actions may decide to disown him. This is referred to as "dissolution". Dissolution is a serious offense and the character cannot set foot on Middarian ground until the matter of honor has been resolved. A more detailed look at Middarian honor can be found under the section on Honor and Face.

Each family/clan is referred to as a house. The house is the place where each Middarian grows up, lives, and ekes out his life. It is the central focus of honor toward which each Middarian feels great loyalty. The primary relation of each Middarian is the family. This is the group that molds the characters, teaches them about honor, and helps them to develop a sense of purpose. The secondary relation is to the clan. The clan is the extended family. The highest member of the clan is said to run a particular house. This member has the most honor and is usually the oldest. It is a dishonor to kill the head of a house unless it is in a matter of direct personal honor, and in a duel. Most of the members of a particular house live within the same forest.

The expectations of the males and females are also strictly determined structures. Males deal with matters of clan interests, politics, and warfare, while females deal with most other matters. They are partially responsible for caring for their young, preparing them for duties of



## Middarians - Culture

honor, combat, and other important issues. The females are the first to train the young for combat soon after they can walk, but males and females share many of the same duties. Caring for the young, making minor decisions around the house, and discipline are amongst these duties. In cases where there is disagreement, there may be discussion, but the male will always have the final word.

Another major structure within the Middarians is the religious order. The religious leaders within the Middarian society have a great deal of power and influence. Middarians who wish to forsake their family honor become part of the religious cast. The House of Purak is the only house that allows members to wash away the stains of their dishonorable past and become new again. This is a particularly grueling process that requires self-mutilation and starvation to regain purity. Few ever make the attempt.

### Culture

The Middarian culture is replete with ancient beliefs that extend back beyond any Middarian's memory. Primary are their religious beliefs, which permeate everything they do. The Middarians have a strong belief in the existence of the supernatural. They have stories of ancient demons, not in corporeal forms and impossible to fight, coming to plague them once every thousand years. People would disappear, or fall ill and die, and dark specters would come to ravage the land. Many religious Middarians still believe these stories.

Today, the concept of the supernatural equates it with energy. The Middarians fear the use of energy and will not use it, even in projectile weapons. They do not like the modern era. They believe that the use of energy in starships will bring back the demons of legend. Even Middarians who dismiss the idea of demons and the supernatural will still prefer not to use exclusively energy weapons, but will use a combination of the two instead.

The Middarians are a rough, mean people. They have no room for forgiveness and dishonor, and view a person as a result of their actions. Middarians can be caring, but duty, honor, and

respect for the clan temper this. When they are not busy with matters of the clan or honor, they enjoy playing games that test and hone their combat abilities. They will show their feelings to people they are close to more easily than to outsiders, who will see only anger, laughter and coldness.

There are three main cultures among the Middarians. It is uncommon for them to live in the same town, but they can all be found in many cities throughout the planet. They will rarely intermarry. Each culture has strong traditions, so they have rarely intermixed. However, the Shakraim have taken a few of their beliefs to the Dozoktan and Zarakar.

**Dozoktan** – The Dozoktan is a strong-willed, individualist culture with a strong belief in the ancient traditions of its people. To this day, no Dozoktan has ever fired an energy weapon. They will never fire any weapon in personal combat, but preferring to attack others in hand-to-hand combat, believing it to be more honorable. They are extremely arrogant. They are better at fighting in hand-to-hand combat than either the Shakraim or the Zarakar. The Dozoktan are well respected among the Middarians.

**Shakraim** – The Shakraim are steeped in the ancient religions and traditions of their people. The oral tradition runs strongest among the Shakraim. They even believe in the ancient religions, which other Middarians believe to be superstitions. They believe that demons stalked them in the ancient times, and that they will come again to wreak havoc on all who have forgotten the ancient ways.

**Zarakar** – The Zarakar are the most progressive of the Middarian cultures. They willingly use modern weapons in combat situations because they are the most effective. They are the most liberal and outspoken. They have a strong spirit of exploration, unusual among the Middarians. They still hold most of the traditional beliefs about family and honor, but they do not feel as bound to the family and tradition as others do.

# Middarions - History

## Justice System

The Middarions believe in a harsh code of justice. Aside from the dictates of honor, the Middarions believe that each criminal action has a necessary consequence. They believe in prisons only when a person has committed a crime against Middarian culture. This means the individual exhibits behavior that is not consistent with strong honor or dishonor, but chooses a path that ignores Middarian beliefs. Each clan has a different view on what violates these beliefs, and people can be sent to prison for different reasons. Starvation, torture, and limb removal are seen as adequate methods of correcting criminal actions. They also feel that those who go to prison must pay for their upkeep. It is the person's responsibility to work for their life or die of starvation. Sometimes a clan will decide to pay for the life of a member, but this is extremely rare.

## Government

The Middarions have a strong concept of government that coincides with their clan. Clans serve the dual role of government and family within Middarian society. A breach of the family is looked upon in the same manner

as treason in societies with governments. The Middarions have created a world government. It is made up of a few clans and heads of clans to make decisions about the future of the Middarian people. It is usually referred to as The Council of Many. It is the basis for the formation of the Middarian Empire, and the one who is the head of the council is known as Mykkyan, or emperor. Mykkyan has the ability to make any decisions so long as 25% of the council agrees to her decisions. The Middarions often engage in duels to gain the position of emperor, if they feel that the current emperor is not honorable.

## History

Middarian history is primarily an oral one, told differently by each person. It is seen as a matter of honor for everyone to learn this history that is full of "demons", wars, clan infighting, and great heroes fighting impossible battles and performing incredible feats. The Middarions view the individual who does the feat as the real hero. When they fought the Sharr'Dann, they saw themselves as great heroes in epic battles to save the universe. They tend to downplay the role that anyone



# Middarian - Personalities

else might have played.

## Personalities

Middarians tend to be arrogant and cocky, with humility only towards their own clans. They are self-righteous, and they do not see the need to put up with nonsense and sentimentality when it comes to matters of honor. They are strict, hard people who care about how things are, and what they can do to improve different situations. Middarians get to roll 1d4+2 traits from the following table. For each trait roll percentile and consult the chart on the following page.

Middarian Personality Traits			
Roll	Trait	Roll	Trait
1	abrasive	48 - 49	honest
2 - 3	aggressive	50 - 51	honorable
4	angry	52	hotheaded
5 - 6	arrogant	53	hubris
7	bigoted	54 - 55	idealistic
8	bloodthirsty	56 - 57	impulsive
9 - 10	brave	58	independent
11	cocky	59 - 60	just
11 - 12	combative	61 - 62	loyal
14	compulsive	63	mean
15 - 16	confident	64	morose
17	confrontational	65 - 66	obsessive
18 - 19	courageous	67 - 68	overbearing
20	cruel	69 - 70	passionate
21 - 22	cunning	71	prejudice
23 - 24	decisive	72 - 73	proud
25 - 26	egotistical	74	psychotic
27	dominating	75 - 76	quick-tempered
28 - 29	fanatical	77 - 78	rash
30	feisty	79 - 80	rebellious
31	foolhardy	81 - 82	reckless
32 - 33	friendly	83 - 84	responsible
34 - 35	gluttonous	85 - 86	self assured
36 - 37	grim	87 - 88	sexual
38 - 39	hardworking	89 - 90	stern
40 - 41	harsh	91 - 92	strict
42	hateful	93 - 94	stringent
42 - 44	haughty	95 - 96	stubborn
45 - 46	hedonistic	97 - 98	vengeful
47	helpful	99 - 100	vicious

## Racial Abilities

Middarians have the ability to glide short distances using the membranes that stretch from their arms to their feet. They can usually glide about half the distance that they achieve in altitude. Adverse conditions may change the situation.

The Middarians train themselves to be proficient in combat, no matter what their profession. They can always select ANY combat skill. Skills purchased will be at one difficulty level lower (from Professional to Advanced).

Because of the Middarians' combative society, they are mentally prepared for combat situations. They gain a bonus of +1d4 +2 to combat modifier in addition to any other bonuses.

## Relations

The Middarians are liked by most of the races but not overly so. Most people see them as respectable, but too strict and combative. Most people realize that they have formidable physical prowess and cunning. To those who get on their bad side, they can be as feared as the Sharr'Dann.

They do not like most of the other races. They find them too weak or too fragile. They think the Terrans are good sports, but they also believe that they are the lapdogs of the Sharr'Dann. They have learned to respect the Pjanji (especially the Sanjadu), who often seem deceptively weak. They are not fond of the Sehlma, who they think are too wrapped up in their own feelings.

The other races, while wary of them in most encounters, actually respect the Middarians. The Pjanji recognize the spiritual strength of their honor. The Terrans are still trying to earn their respect, but many believe this will be impossible. The Sehlma believe that the Middarians ignore their true inner selves with their constant games of combat.

## Character Creation

Middarians can be fun characters but also quite a pain. They try to follow their honor system to the letter, but many of them do not have the strength to do so. The methodologies they

# Middarions - Honor

use often cause problems when working with other, more government-oriented groups. They can be arrogant and bullheaded and do not easily back down from their positions.

Middarions are extremists at everything they do. When they have made up their minds about a course of action, they follow through wholeheartedly. They will tend to be less diverse in the skills they get, but they will usually be quite a bit better at them. They consider themselves part of a greater whole. Their families will usually choose people with the appropriate skills needed to get a task done. When they are working with other races they will tend to expect the same.

All Middarions will give their family name before they give their real name, which must be earned in the course of play. The names will often reflect a deed they performed that made them respectable in the eyes of their house. Only then can they choose a name for themselves. A few typical names are given below:

Na me	Na me	Na me
Bodriath	Karriar	Myrkian
Brinuan	Kesith	Myroah
Fea	Kylin	Mysethiar
Invariar	Lephlar	Mytan
Jarrook	Lomiath	Nissan

## Honor

The Middarian concept of Honor is one of the most intricate and detailed of the Honor systems within the Frontier. The Middarions are passionate about determining the Honorableness of any action. Even the suspicion of a dishonorable act can dishonor a Middarian. There is only a small distinction between personal and family Honor. A Middarian starts the game out with the same amount of Honor as his or her family.

Honor and Face are very important, because the Honor of an individual reflects on the Honor of her house. This provides a kind of moral support for each member of the family to look after other people to prevent them from doing dishonorable acts. But even needing to be looked after can be a sign of weakness to the Middarian. For every 15 points of personal Honor gained, the Middarian's house gains one point of Honor. For every 10 points of personal Honor lost, the Middarian's house loses one point

Middarian Honor	
Condition	Honor
being accused of a crime	-4
avenging clan injustice	+8
avenging injustice	+4
banishment from family	-10
beating the odds	+3
believing in Middarian religion	5
breaking an oath	-8
causing own house/clan to fall	-100
cheating	-3
completing a mission	+4
considering own honor above the clan's	-12
considering self above the clan	-6
being defeated by a commoner	-5
defeating ancestral enemy's family	25
defeating ancestral enemy	5
entering into debt	-3
failing a mission	-10
faking belief in a religion	-5
forming an honorable alliance	+4
hiding dishonor	-8
indulgence	+1
killing others to hide dishonor	-45
killing the head of a house	-25
killing the head of an ancestral enemy's house	+5
killing the helpless or the weak	-10
losing a fight to an equal	-2
losing a fight to an inferior	-4
losing a fight to a superior	-1
not challenging an accusation of dishonor	-4
over indulgence	-2
refusing the father	-12
refusing an honorable request from a friend	-5
refusing an honorable request from an enemy	-3
risking life for beliefs	+7
showing disloyalty when tempted	-4
showing loyalty when tempted	+3
standing ground in adversity	+2
stealing	-5
taking a bribe	-7
upholding family Honor	+6
upholding personal Honor	+4
using psionics against an equal	-10
using psionics against an inferior	-15
using psionics against a superior	-5
winning against a superior opponent	+2
Dozoktan Honor	
freely bowing to another's wishes	-5
using an energy weapon	-25
using a melee weapon in ranged combat	+5
using an energy weapon in melee combat	-75
using a ranged weapon	-15
using a ranged weapon in melee combat	-45



# Pjanji - Anatomy and Physiology

of Honor. If at any point a Middarian's personal Honor drops 25 points below her house, that Middarian will be excommunicated permanently. No member of the house will be willing to acknowledge her existence (unless she is physically assaulting the house members) until her Honor becomes at least 25 points above the house's Honor.

## Miscellaneous Information

Roll	Hair Color	Roll	Eye Color
1	brown	1	amber
2	brownish red	2	black
3	brownish silver	3	blue
4	golden brown	4	brown
5	red	5	green
6	reddish brown	6	red
7	reddish silver	7	silver
8	silver	8	yellow
9	silvery brown		
10	silvery red		

Roll	Hair Quality	Roll	Eye Quality
1	course	1	bright
2	dry	2	colorful
3	fine	3	dark
4	matted	4	vibrant
5	oily		
6	thick		
7	thin		
8	wiry		

Roll	Build	KG*
1	gaunt	25 + 1d4
2	frail	27 + 1d6
3	thin	29 + 1d8
4	average	31 + 1d10
5	thickset	33 + 2d6
6	pudgy	35 + 3d6

Age Category	Age
Young	8 + 1d6
Mature	15 + 1d20
Middle Aged	43 + 1d20
Old	73 + 1d20
Aged	113 + 1d20

## Height

125 + 2d3×10 + 1d10 centimeters

\*Multiply this number times the character's height in meters for kilograms.

## PJANJI

*"I bet you thought that all we sold were wares. What you didn't realize is that the services we offer make us more attractive than our goods. I'm talking about illicit services, such as espionage, computer hacking, evidence disposal, assassinations, etc. It's all in the name of spirituality."*

*--Arijitji of clan Senjetja*

## ANATOMY AND PHYSIOLOGY

Pjanji are a humanoid species somewhat similar to Terrans, having two arms and two legs in a bipedal structure. The dissimilar aspects start with the fact that they have four fingers and three large toes. The nails of their fingers and toes match the color of their eyes.

The most unusual aspect of the Pjanji is the head. They have square faces with large oval eyes and four small slits for noses. Their mouths appear to be an additional set of nostrils located underneath their noses. Their mouths are small and filled with many columns of teeth, primarily used for grinding. The upper portion of the head is larger than the surrounding facial structure. It starts from about where the eyebrow would be then slides down to the back of the head. It extends from about 5 centimeters on the front part of the head to about 10 centimeters around the sides and back. It is a thick, strong, cartilaginous structure that provides the Pjanji with protection against physical impact. Pjanji have no ears. They hear by sensing vibrations with the sensitive membrane that is located on the bottom side of their upper head structure.

The Pjanji have an excellent sense of hearing. They hear widely and more deeply than many races. They can hear from the infrasonic to just within the ultrasonic range. Their sense of sight is a little less keen. Most Pjanji see in black and white with only a vague hint of color. Aside from that, the Pjanji's sense of sight is only slightly less acute than Terrans. The Pjanji have little sense of taste or smell. Their sense of

# Pjanji - Life Technology

touch makes up for this. They can sense the quality of food or clothing just by feeling it. It usually takes other races a whiff or a taste before they can determine edibility.

The Pjanji reproduce heterosexually. There is a male and a female gender that play similar sexual roles to Terrans. The females are usually a little bigger and a little more robust.

## NATURAL HABITAT

The Pjanji are actually quite adaptable to a wide range of climactic regions. However they prefer living in humid climates with temperatures between 20 and 30 degrees Celsius. Ajjtan, their home world, is a warm planet with rich tropical jungles and moderately dense rain forests. The Pjanji are most comfortable in climates with some degree of moisture in them. They do not fare well in extremely dry climates.

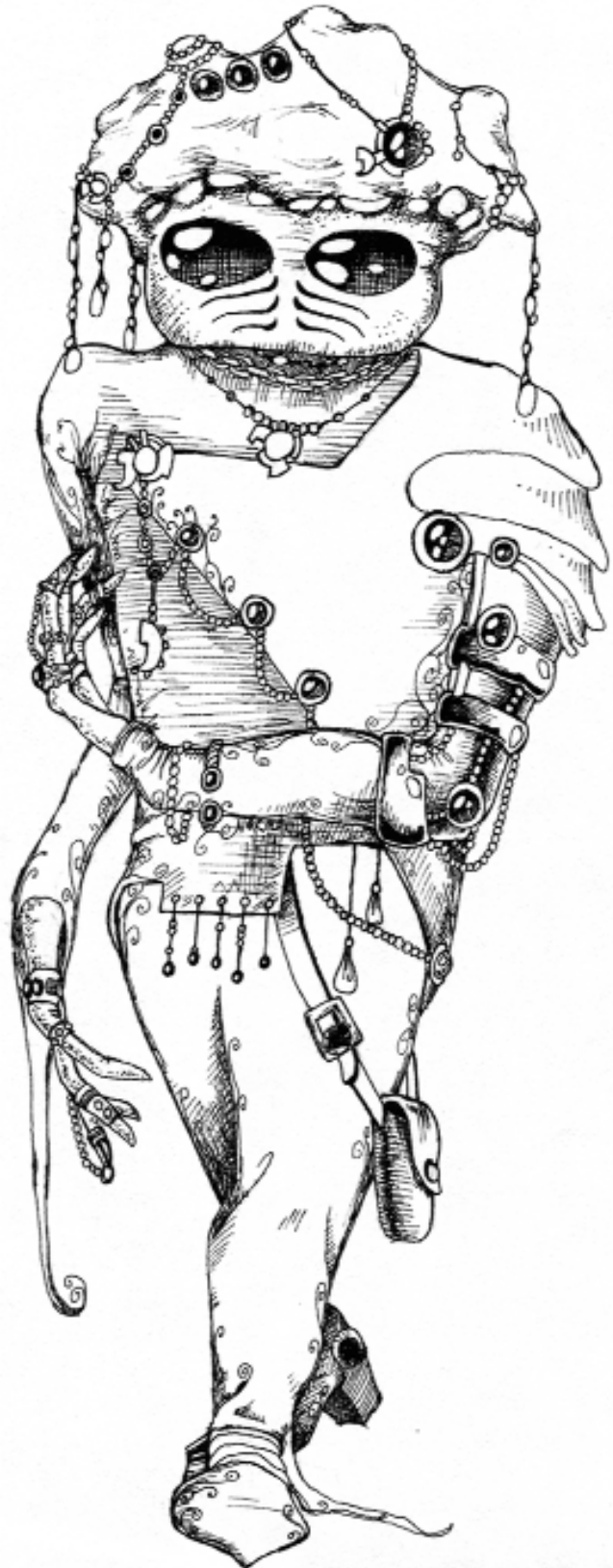
## LIFE TECHNOLOGY

The Pjanji enjoy a wide range of technological appliances that help to enhance their daily existence. Androids and robots help the Pjanji to do much of the mundane work and supply labor in their factories. Very few Pjanji really need to spend a great deal of time working. Instead, the Pjanji focus on creative aspects, designing a truly remarkable range of items that nearly anyone can enjoy. They have some of the most complicated and well-known games in the galaxy.

The word Pjanji means jewelry-wearer. The Pjanji enjoy adorning themselves with an incredible amount of jewelry. They have arm and leg bands, neck rings, lobe rings, palette loops and many other kinds of jewelry. They enjoy wearing a variety of bright clothing underneath their jewelry. Themes are often selected for the style of jewelry. Some choose to go with a silver or gold motif, while others may choose squares or hoops.

## SPEECH AND LANGUAGES

The Pjanji have a vocal range similar to a Terran's, but they use much more melodic sounds, which they put together in vastly differ-



## Pjanji - Culture

ent orders

There are seven different languages amongst the Pjanji. Because of their strong tendency to trade, the languages have become pidgins of other languages. The first three, Pjinra, Jraddji, and Kjinn are primarily trade tongues commonly found in the Janju and Sandaju cultures (described below). Other Pjanji often know this tongue as well, but it is primarily used for trade. The Semjanja, who keep many of the old traditions alive, use Tjall. Tkafja is the language of the Pjanji who build new products and design spaceships. The most self-reliant Pjanji speak Jyrjes. The Pjanji who speak Tarjas are most interested in spiritual attainment

### SOCIAL STRUCTURE

The Pjanji are best typified by the term anarcho-capitalists. They do not believe in government, and feel that capitalism is the best left unchecked by the affairs of governments. Pjanji will ignore all governmental regulations and will usually go through with a deal if they feel it is equitable. This is not to say that if a government put up a blockade, the Pjanji would ignore its existence. They would take it into account when determining the price of the goods. Money is an end unto itself.

The Pjanji do have one primary social relation, the clan, which is considered to be extremely important. All Pjanji belong to and work for a particular family clan. Often this clan will serve as a guild for the younger Pjanji, and only those born into it may learn the fine-tuned techniques of that particular clan. A Pjanji owes his entire existence to that clan and has an obligation to respect it at all times. Each individual is respected, but the clan is the center of the Pjanji's life.

The Pjanji do not take this to an extreme. The Pjanji are a very spiritual people. They believe that each individual should explore other sides of existence that do not emerge in activities such as moneymaking. The Pjanji feel many religions are acceptable. Some involve a discovery of self through the understanding of the religion. This can take the form of intense physical and mental training. More often, it is

a search for truth culled out of several religious texts. Other religions involve deep reorientation of the self to society through religious release. The religions are quite varied.

The Pjanji look up to individuals who are successful in trade. They do not slight those who function as team players. In fact, they are usually commended as part of the success of an operation. Trade is seen as a measure of Pjanji. It indicates how well a Pjanji can interact with her or his own as well as other people. Interaction, for the purpose of trade, is considered to be very important because it also hints at the spiritual strength of the individual. Those that fail at trade negotiations are seen as spiritually weak as well.

### CULTURE

The Pjanji are a simple people who prefer to look at the interrelations between actions and events. They view the universe as a complex interweave of actions, reactions, and causality. They view sentience as self-caused. Each individual is responsible for his actions, but they view each individual as not responsible for what position he is in, but for what he does because of that position.

The Pjanji do not view anything they say as absolute. Instead, they see themselves as merely having a particular perspective for interrelating to the world. No statements that are uttered by a Pjanji are seen as final. When material goods are exchanged, that exchange is seen as finished so far as nothing continues from that point forward. To the Pjanji, things are always in motion and changing, so it seems artificial to take a set of trades out from the part of the interaction and focus on it and say that a trade is done when everything is always in motion.

**JANJU** – The Janju are the best-known of all the Pjanji. They travel off world and throughout the Frontier in large family clans, buying and selling goods and services to prospective clients. They are even sell their own skilled laborers, such as intelligence agents, for profit. One of the interesting offshoots of their culture is a

# Pjanji - Government

need to manipulate others. The Janju feel that it is wrong to cause another distress over a bad deal, because it reflects negatively on their spirituality, but they also feel that if they can do this without upsetting the other party then it is an indication that their spirituality is strong.

**SANJADU** – The Sanjadu are a spiritualistic warrior culture that has many of the same traditions as other Pjanji, while retaining their fighting traditions. They feel that battle prowess, as well as a strong trading spirit, is needed to make one whole. They explore the combative side of their personalities. They are a bit less common than the Janju, but are still quite prevalent.

**SEMJANJA** – The Semjanja settled down and established permanent business opportunities in a single location. They are the most likely to integrate with another governments; however, they believe that governments should be extremely lenient on trade. Aside from that, they believe government is superfluous. The Semjanja tend to be the most honest of all the Pjanji.

## JUSTICE SYSTEM

The Pjanji view justice as a measure of spiritual strength. Those that follow the laws (which are assumed to be good) have great spiritual strength. Those who break the law are looked down upon, but are not hated. The usual "punishment" for lawbreakers is help in their spiritual life. This may include counseling or time off in order to increase their spiritual connections.

The Pjanji do not have any formal judicial system. Instead, law is passed down through family clans that are responsible for the spiritual being of each individual. "Laws" between each family/clan are not uniform. Each family has its own way of interpreting and viewing the laws of the universe. This can also be said for each individual, although each person's view is related to the family.

Pjanji justice is not usually dependent on particulars (a particular being, "do not do

action X"). Pjanji view justice as a modality of interaction. If one can relate well to others and help them to understand the position of the Pjanji, then the "infringement" may not be seen as a problem. This has led to the Pjanjis' reputation as smooth operators, long on talk but short on good faith.

## GOVERNMENT

The Pjanji see government as extremely repressive to the individual and as a damper on spirituality. The Pjanji are anarchists. They believe that government in all of its forms should be abolished. The clans may be viewed as a form of government, but their structures are suggestive rather than absolute.

## HISTORY

The Pjanji were originally a warrior society. Because of the great abundance of minerals, a merchant class emerged. The Pjanji began to see jewelry and trade as signs of spiritual and economic strength. They spent great amounts of time in pursuit of jewelry and fine clothing. Jewelers, gemologists, and other types of metal workers gained respect within society and eventually became the heads of prominent family clans. These clans would eventually form the basis for relative peace on the Pjanji home world by creating standards of trading and fostering interdependence among the clans. Generations of clan marriages have healed many rifts and averted outright war.

Alongside the trading tradition is a long history of mysticism and mythology. Until the end of the third scientific era, the Pjanji believed in spiritual concepts that most Pjanji today do not find credible. These beliefs were considered extensions of their psychical selves.

With time, they lost the need for arcane symbols and instead sought spirituality within. This is the root of their beliefs today.

## PERSONALITIES

The Pjanji are highly creative individuals with a definite sense of self-value. They have a strong connection to their families, which are



# Pjanji - Racial Abilities

Pjanji Personality Traits			
Roll	Trait	Roll	Trait
1 - 2	aberrant	49 - 50	individualistic
2 - 3	adventurous	51	industrial
4 - 5	amoral	52	introvert
6 - 7	anarchistic	53 - 54	inventive
8	audacious	55 - 56	loquacious
9	careful	57	loving
10	casual	58 - 59	materialistic
11 - 12	cheat	60 - 61	manipulative
13 - 14	competitive	62	mean
15 - 16	confident	63	odd
17 - 18	congenial	64 - 65	optimistic
19	conservative	66 - 67	organized
20	cruel	68 - 69	outgoing
21	curious	70 - 71	passionate
22 - 23	deviant	72 - 73	personable
24	diligent	74	patient
25	dreamy	75	proud
26 - 27	easygoing	76 - 77	punctual
28 - 29	eccentric	78 - 79	realistic
30 - 31	economical	80 - 81	responsible
32 - 33	enterprising	82	reverent
34	extrovert	83 - 84	self-assured
35 - 36	friendly	85 - 86	skeptical
37 - 38	greedy	87 - 88	sociable
39 - 40	happy	89 - 90	spiritual
41 - 42	hardworking	91 - 92	stylish
43 - 44	hedonistic	93 - 94	thrifty
45	honorable	95 - 96	trustworthy
46	honest	97 - 98	virtuous
47 - 48	idealistic	99 - 100	witty

held together by intense mutual feelings. They allow a great degree of personal freedom among the individual members of the family. Individuals may explore the sickest and most depraved acts, and the Pjanji family will not feel repugnance. They recognize that spirituality is a very personal thing, and it may need to be explored in a variety of different ways.

Mistrust can break a tie within a Pjanji family. If a member is suspected of being a liar, the families see it as a threat to the well being of the group. They feel sorry for the individual in question, but will ostracize her until she proves that she can be trusted again.

On the whole, Pjanji are spiritual but eccentric individuals, who enjoy barter and trade as

part of their spirituality. Some can drive a hard bargain, and some can be easy-going. Most people who know Pjanji claim that, underneath he is okay, even if he seems to be cruel or mean at a particular moment. Their sense of spirituality and self has given them an overall well being despite any temporary setbacks

Pjanji start the game out with 1d4+2 personality traits. For each trait the character should roll percentile and consult the chart below.

## RACIAL ABILITIES

Because of the Pjanji's' strong sense of self and spirituality, they gain the ability called self-being. This ability has a difficulty level of Advanced and uses willpower as a modifier. Self-being allows a character to resist outside influences like bribery, intimidation, indoctrination, and other skills designed to manipulate the character including psionics. For every successful factor shift against the Pjanji, they have a +4 added on to the target number, which has a base of 5.

Self-being also allows Pjanji to relate to others in a very personable way. By using charisma instead of willpower, the Pjanji can charm others (using only her personality), and people will react favorably. The Pjanji can also do well in business dealings. For every successful factor shift, the Pjanji can gain a 10% bonus in the character's favor.

The Pjanji also have a negative ability as well. Since they have such good hearing, they also are highly vulnerable to sonic weapons. All sonic attacks against the Pjanji receive an additional +1 factor shift. This factor shift does extend to critical area needed to hit, but does not apply to the critical injury roll.

## RELATIONS

The Pjanji try to get along with all races and generally do fairly well at it, because they view trade with others as a means for spiritual advancement. They will go to great lengths to accommodate their customers, but they will not bankrupt themselves. Their keen business sense gives them the edge. They do not care what a

# Pjanji - Character Creation

race is like; they try to get along with them.

Most of the other races have developed strong relations with the Pjanji. Often, they are willing to take goods and services to needy people when others will not. This has built them a vast trading empire within the Frontier and beyond. Even the feisty Middarians have learned to respect the Pjanji. The only race that does not like the Pjanji is the Quiizbenqq, but many Quiizbenqq still do business with them because they have good prices and exotic goods. In short, the Pjanji are the most-liked race within the Frontier, despite some dishonest business practices.

## CHARACTER CREATION

The Pjanji are open individuals who are tied to their clans. They make excellent merchants, but because of their diversity, they will explore any occupation or profession they desire. Depending on the situation, the Pjanji will usually sell his services through the family-clan. A few have wandered off on their own, severing

ties with their families, but this is rare because they lose the respect of other Pjanji. Their spiritual path may take them to any extreme.

The family clans usually have specializations. Some clans are geared towards selling espionage agents' time, while others only trade between different contact points. In designing the Pjanji, this should be taken into account. Soldier Pjanji could easily be part of a mercenary clan that sells their services to the highest bidder. There are hundreds of different possibilities where the Pjanji are concerned. This should also give the game master a feel for where the Pjanji will fit into the campaign. There will always be at least a few merchants in any given clan.

The Pjanji will usually give their clan names in the manner that Terrans would give their first names. After getting to know someone (Some Pjanji prefer to use first names only in business dealings to create an informal atmosphere), a Pjanji will feel comfortable enough to give a secondary name that represents some aspect of himself. Every name in Pjanji society has a meaning that gives a clue about what the bearer does. The clan name will be a translated form of what they do. For instance, Mjaljadar is a clan name that means Middarian Trader. Feel free to make up a clan name to indicate a certain aspect of Pjanji society. The secondary (what we would call first) name usually says something about the particular individual rather than about the family-clan's occupation. For instance, Senjan is Pjanji for "sly one". A few of the most common names are listed below.

PJANJI HONOR	
Condition	Honor
angering a customer	-4
betraying own family	-25
becoming a clan leader	+10
caught betraying allied trust	-10
caught betraying trust	-5
cheating others	+6
exploring deprivation	+3
failing a duty to the family	-1
failing a major duty to the family	-3
failing to make an important alliance	-3
getting caught cheating others	-8
getting caught using psionics to gain a client	-5
holding oneself back	-3
killing a potential client	-20
killing a rival clan's potential client	-8
lasting trade alliance	+5
major self exploration	+4
making an alliance	+4
self exploration	+2
stealing without being caught	+2
stealing while getting caught	-8
successful business enterprise	+10
successful business venture	+2

Na me	Na me	Na me	Na me
Ajjraja	Jarjanni	Mjanjar	Sarja
Armjatji	Jarkatji	Narjetji	Sarji
Barjelpy	Jayajji	Parjadi	Tarjii
Bjacta	Joustaji	Parjkta	Tjantji
Bjaddi	Jtalja	Pjantaj	Yelmji
Gjamra	Krenjouji	Pjecj	Zjamji

## HONOR

The Pjanji have one of the most peculiar Honor systems in the game. It is based upon

# Quiizbenqq - Anatomy and Physiology

the interrelation of the Pjanji to others. The nature of the action performed is not as important as the outcome of the action. They are peculiar in that they feel it is important to explore the depths of carnality as part of their spiritual existence. The only boundary they cannot cross is betrayal of their own clan. Pjanji guilty of this are never truly trusted again. Even if they spend years proving their loyalty, they will always be regarded with suspicion.

The concepts of Face and Honor are an indication of spirituality and inner strength, rather than a standard of morality among the Pjanji.

## MISCELLANEOUS INFORMATION

Roll	Skin Color	Roll	Eye Color
1	brown	1	blue
2	sandy	2	bluish silver
3	sandy brown	3	green
4	sandy gray	4	greenish silver
5	tan	5	yellow
6	tannish gray	6	yellowish silver

Roll	Skin Texture	Roll	Eye Quality
1	dry	1	bright
2	smooth	2	dull
3	soft	3	soft
4	oily	4	vibrant

Roll	Build	KG*
1	slight	28 + 1d4
2	lean	30 + 1d6
3	slim	32 + 1d8
4	average	34 + 1d10
5	thickset	36 + 2d6
6	pudgy	38 + 3d6

Age Category	Age
Young	11 + 1d6
Mature	18 + 1d20
Middle Aged	61 + 1d20
Old	101 + 1d20
Aged	151 + 1d20

## Height

95 + 2d4 × 10 + 1d10 centimeters

\* Multiply this number times the character's height in meters for final kilograms.

# Quiizbenqq

## Anatomy and Physiology

Quiizbenqq are a tall, pseudo-reptilian race that looks similar to a snake centaur. The lower portion of their bodies is thick and stocky, but otherwise similar to a snake's. While the upper portion is somewhat humanoid, it is still covered with scales. The scales are smoothest on the upper part of the body, becoming fairly thick towards the ends of their tails. Scale color ranges from black to aquamarine and is generally uniform throughout. The only difference in shading is on their softer underbellies, which are generally darker than the rest of their bodies. Their heads are somewhat oblong with the cranium stretching back twice the thickness of their bodies. They have two eyes, similar to human eyes except for their irises, which have swirled spikes pointing inwards towards the pupils. The facial structure is actually quite flat except for the small, lightly rounded noses and their well-defined chins. Aside from the fact that Quiizbenqq have scales, their arms and hands are quite similar to a Terran's. With the exceptions noted, the only other external difference is that Quiizbenqq have three fingers and two opposable thumbs.

While the Quiizbenqq appear to be reptilian, they are actually warm-blooded. They produce body heat, but are sensitive to environmental surroundings. Their body temperature fluctuates with the environment, but it usually stays within a 10-degree Celsius range.

The Quiizbenqq are heterosexual and oviparous. Once they mate, it takes the female two months to lay an egg. The larvae need a full year to incubate before they are ready to hatch. The Quiizbenqq leave them in cyber-enhanced incubators to guarantee a proper environment.

The Quiizbenqq's sense of perception is quite good. They have an excellent range of sight, from just barely into the infrared almost to the middle of the ultra-violet spectrum. Their depth perception is about twice that of a normal human. They also have good senses of taste and smell. They are lacking, however, in the sense of

# Quiizbenqq - Life Technology

touch.

## Natural Habitat

The Quiizbenqq prefer climates that are warm and dry. Their home world, Queqchaibn, is mostly barren desert with a few jungles and temperate regions towards the Polar Regions. Animals have adapted to all kinds of climates on their planet. Quiizbenqq are also capable of adapting to various climates, but they prefer warm, hot climates with temperatures above freezing.

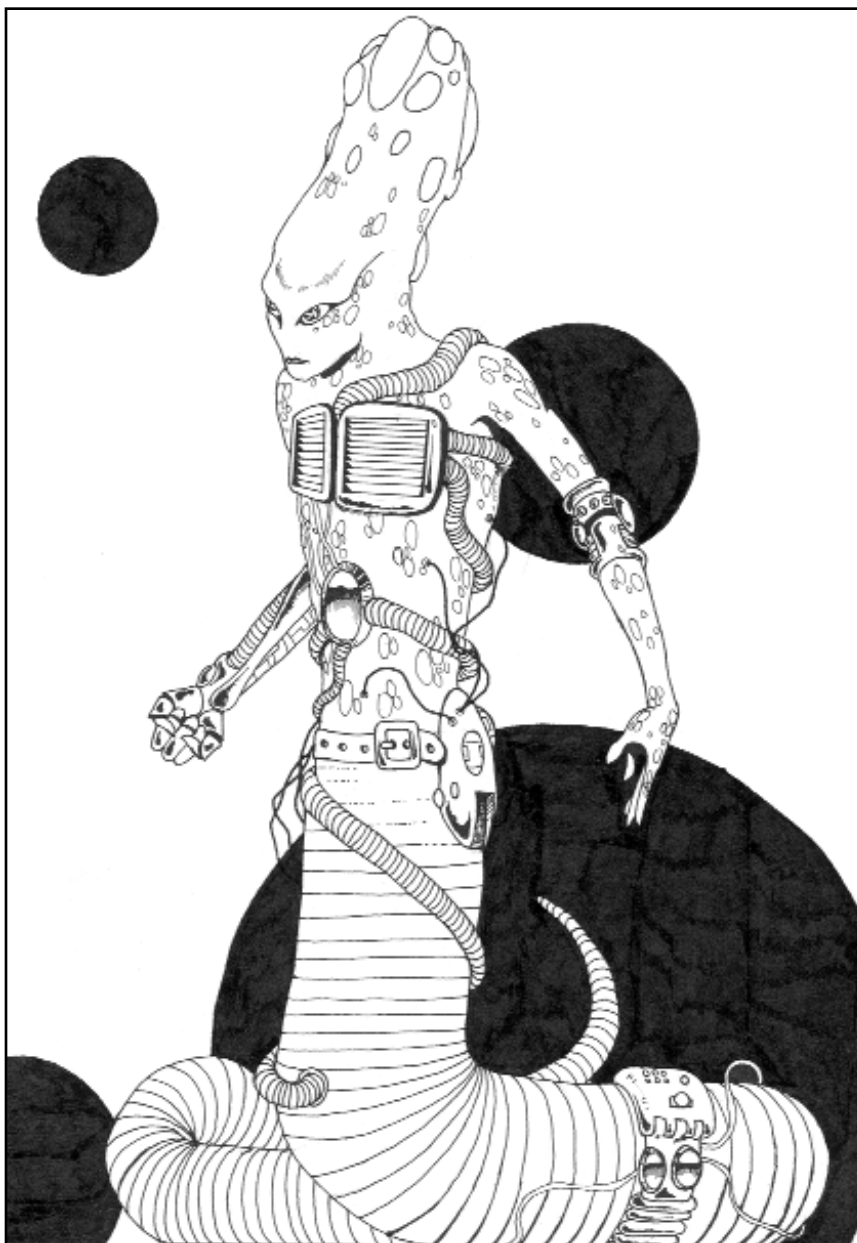
## Life Technology

Quiizbenqq are on the cutting edge of cybernetic technology. Their homes, offices, and public areas are littered with computer access terminals. Most Quiizbenqq are fitted with 'face (computer interface) technology at a young age. They school themselves using this kind of sysnet (systems network) technology. Any piece of information that has been discovered in one region is instantaneously transmitted to other parts of the net throughout their world. Many Quiizbenqq decide to get upgrades as well. They like to get all of the latest gadgetry for the sleekest style. Their vehicles, transports, offices, and homes are designed to be fashionable. To be unfashionable is to be at a disadvantage when working with the corporate Quiizbenqq. Quiizbenqq will get skin and eye grafts to change the color of their eyes to fit certain moods. Personal protection has also become part of the Quiizbenqq lifestyle. Cybernetic and bionic weapons are often part of their wardrobe.

Their houses are designed to be open and spacious, with easy access. The only parts portioned off are restrooms and gymnasiums. Sleeping areas are also in the open.

## Speech and Languages

Quiizbenqq have forked tongues, which allow for a wide range of verbal abilities that other races do not share. Typical sounds are made phonetically, with a click or a whistle added to emphasize certain meanings. Their voices are similar to a human's, but pitched slightly higher.



## Quiizbenqq - Culture

There are five main languages amongst the Quiizbenqq. Daib-laqq, the tongue used in most states and trading ports throughout their world, is also the official language of the Quiizbenqq people. Qkabd, dlenbq, bqallq and borqqchabn, the four other languages, are representative of several countries.

### Social Structures

The Quiizbenqq have many social structures. They have an underlying sense of personal freedom, but they live in a cutthroat capitalist society, where individuals have strong allegiances to the corporate entity, even though the corporations often trade employees for others that better suit their needs. This is usually voluntary, and personnel compelled to fill a position are always compensated. Individuals can ask to be transferred to other corporations. Some Quiizbenqq find it difficult to accept that corporations are responsible for an individual's existence.

Corporate housing, education, training, and food constitute a Quiizbenqq's choices. This is not to say that the choices are limited. On the contrary, Quiizbenqq corporations usually offer a great deal of variety and usually try to make available what is in demand. Since tastes are always changing, the Quiizbenqq feel that it is prudent to have a few possibilities available to at all times.

A Quiizbenqq's existence is not always linked to a corporation. While corporations prefer to train their employees in the kind of that are needed, there are some Quiizbenqq who move beyond the system by becoming experts in their fields. This makes them extremely valuable, and other corporations will begin a bidding war to obtain them. Some of this money goes to the corporation, but quite a bit also goes to the Quiizbenqq with the skill. They often achieve enough wealth to buy their freedom from the corporation and become independent contractors or start their own corporation.

### Culture

Quiizbenqq view themselves as individuals who act as interpreters of a reality between

themselves and the corporate entity for which they work. They are often very creative within set parameters. They feel free to do as they wish within the corporate entity as long as explicit orders have been given to the contrary. This allows for individual differences and specialties to develop and lend each part of a corporation a different feel.

The Quiizbenqq are always very stylish. They enjoy showing off the latest fashions in clothing, vehicles, jewelry, and especially, cybernetics. The Quiizbenqq revel in individuality as part of the fashion world. Quiizbenqq who dress at the extremes of fashion are considered separate and superior to others and are often lionized within society. Being the best in a particular field is also seen as fashionable. Sleek corporates who get the job done with an unexpected twist are looked on very favorably. Violence is also a small part of fashion, although it is still disdained. Combat or killing when done should be done with style. Quiizbenqq tend to frown on "cheating" or "unfair" fighting tactics and will generally not worry about winning as much as looking good during the fight.

Quiizbenqq tend to look at situations as being the result of people backed by something. People are not just voids that act on mere whim. There is always a reason behind what they do, and Quiizbenqq wish to know what it is. The Quiizbenqq see themselves as agents of the corporation. Moral standards for the Quiizbenqq are partly aesthetics and partly work ethic. The job literally is the person to the Quiizbenqq.

There are three main cultures among the Quiizbenqq. The majority of Quiizbenqq are Quenlanqq. Quelbarr are a religious caste of Quiizbenqq that was originally from a small island continent known as Qnalbsa. They are now almost a subculture within other Quiizbenqq cultures. Mbaqqsan represent the Quiizbenqq cultures that have a more defined individualism. They believe in strong government to protect that individualism. The three cultures are detailed below:

**Mbaqqsan** — The Mbaqqsan are individualists, who believe that the corporation should be a



# Quiizbenqq - Government

means to an end rather than the end itself. They dislike the idea of people learning information from only one source – a corporation. They seek their places in life in a more individualistic way than any other Quiizbenqq. Their government is designed to give each person a vote (a real novelty amongst the Quiizbenqq) rather than cede decision-making to the corporations.

**Quelbarr** — The Quelbarr are the only religious Quiizbenqq. Their numbers are still few (less than 3%), but they are gaining popularity. They have a strong belief that the body is the most sacred thing in existence. They believe that cybernetics and bionics are the bane of Quiizbenqq existence. Mechanical augmentation distorts the abilities of the body, and leads one away from a true mode of living. Like other Quiizbenqq, they are perfectionists and seek to hone the mind intellectually and spiritually. They are otherwise similar to other Quiizbenqq and can hold just about any other beliefs. Some of the more erratic and bizarre of the Quelbarr believe in a supernatural existence, and that Quiizbenqq society has brought down a plague of demons by their rampant technology. These demons have taken the form of the Sharr'Dann.

**Quenlanqq** — The Quenlanqq are the most prevalent of all of the Quiizbenqq. They are the stereotypical Quiizbenqq presented in this description. Their culture ranges from the super-rich to the very poor, who are outside of the corporate structure and live a life of deprivation and cheap cybernetics.

## Justice System

For the most part, Quiizbenqq see justice as clear and obvious, worked out by the corporations, the ultimate arbiters of justice. The corporations judge all felonies, misdemeanors, and murders. The government handles situations involving two or more corporate agents, if they cannot be settled reasonably between the corporations, but this is rare. Punishment for crimes is based on a system that the

Quiizbenqq feel creates a sense of fairness and equitability. Punishment often takes the form of restitution by the wrongdoer. Restitution usually consists of a monetary allotment or work performed for the grieved party. In situations where the corporation is at fault, a person of equal stature within the rival corporation must suffer a similar fate (i.e. a death for a death). This causes many corporations to think twice before taking an action.

If the individual was acting as a corporate agent, then restitution must come from the corporation. If the individual was acting on his own, then he is may only receive council from a lawyer. It has gotten to a point within Quiizbenqq society that a corporation is willing to strategically assassinate the individual who committed the crime instead of paying for the crimes of that person.

## Government

Governments are seen as the conglomeration of corporate interests personified into one organization. Only organizations and groups matter on the political level – not the individual. Governments have a tricky role within Quiizbenqq society. On the one hand, they are independent agencies able to make decisions for themselves above and beyond the corporations, while on the other, they are the personification of all corporate interests. Governments that have some representatives chosen by the corporations work best for the Quiizbenqq. Each corporation is given one representative position, with the total number of positions assigned to each based on the financial size of the corporation. To the Quiizbenqq, this seems fair because the corporations pay the most taxes (not just in theory, they actually pay a flat tax rate that does not vary from corporation to corporation).

Decision-making processes are carried out by agreements among the members. These agreements can be important because the members of the government are also the members of the corporations. In situations where agreements cannot be reached, a vote determines the ultimate resolution. It is uncommon for a vote to be called. Subcommittees, who have been paid

# Quizbenqq - Personality

to act as members of those subcommittees, often carry out decisions made by the representatives.

## History

Quizbenqq history is full of wars, conquests, and violent upheavals. They went through periods that were similar to those of earth humans, without the great religious upheavals. Their differences were primarily ideological or resource-oriented. They had despotic rulers, who spent hundreds of years in wars of conquest, seeking control of land or resources. As their society evolved, the ties that bound the Quizbenqq to clans or governments diminished. Over the last few centuries, ties to the corporations grew and strengthened. The corporations became the dominant powers within their society. A person became the corporation she worked for.

Increased automation brought a greater amount of freedom. Most individuals could afford to spend years in school (provided by the corporations). This provided well-trained and experienced workers for the corporations. Quizbenqq need work only five to six hours a day to do their duties and be paid reasonably well. This allows for the proliferation of style and individuality still growing today. Some xeno-psychologists believe that people are bored and look to extreme cybernetics to distract them.

## Personalities

Quizbenqq are perfectionists in many areas of their lives. They feel it is imperative that one does a job well, to the point of being anal. Their exploration of self has taken them to explore some of the most extremes of hedonism. Other Quizbenqq have created corporate-like situations outside of the corporation. There are computer learning centers, symposiums on robotic theory, and many other opportunities to become a better worker.

To an outsider, the Quizbenqq seem hardened and cold. They are professional individuals, who despise laziness and sloppy jobs. They are not really cold, but enjoy playing things as if they were. They fight rough, barter rough, and

trade rough, but quite a few of them actually have hearts of gold, intending to do the right thing. Many of them are quite warm and friendly and have great senses of humor. It is hard to pin the Quizbenqq down to one per-

### Quizbenqq Personality Traits

Roll	Trait	Roll	Trait
1 - 2	academic	52 - 53	exacting
3 - 4	accountable	54	excessive
5 - 6	adaptable	55 - 56	fashionable
7	adventurous	57	feisty
8	aesthetic	58	friendly
9	aggressive	59 - 60	hardworking
10	agreeable	61	hedonistic
11 - 12	anal	62	idealistic
13	arrogant	63	immoral
14	assertive	64 - 65	industrious
15	authoritative	66	inquisitive
16	autonomous	67	insatiable
17	boastful	68 - 69	logical
18	bold	70	meticulous
19	brash	71	opinionated
20	brutal	72	pompous
21 - 22	calculated	73 - 74	precise
23	carnal	75	precocious
24 - 25	civil	76	reasonable
26 - 27	clean	77	refined
28	clever	78 - 79	resourceful
29	cocky	80	responsible
30	cold	81	ruthless
31	collected	82	scrupulous
32	compliant	83	self-assured
33 - 34	composed	84	sharp
35	compulsive	85 - 86	smug
36	conceited	87	snobbish
37 - 38	confident	88	sociable
39	congenial	89	spurious
40	cooperative	90	stubborn
41	courageous	91	stylish
42 - 43	critical	92	superficial
44	cunning	93	temperamental
45	cynical	94	tenacious
46	decisive	95	trustworthy
47	diligent	96 - 97	vain
48	distinctive	98	vengeful
49	eccentric	99	wild
50 - 51	egotistical	100	wise

# Quiizbenqq - Character Creation

sonality type, because they are so varied. Quiizbenqq start the game out with 1d4+2 personality traits. For each trait, roll percentile and consult the chart below:

## Racial Abilities

Quiizbenqq do not start out the game with any special abilities. Instead they have the choice of starting the game with 1d4 cybernetic implants with 1d3 modifications on each implant or an additional twenty experience points. The implants cannot be cybernetic integument implants, partial or full conversion unless the game master approves it. Game masters should feel free to modify this to fit the criterion of their campaigns.

## Relations

The Quiizbenqq are well respected amongst most of the races that meet them. Their professionalism and sophisticated technology have only enhanced other races' interest in them. While they have opened up relations with many other races, they are not overly interested in getting to know them, because, among other reasons, Quiizbenqq know that they are better than everyone else. They are more intelligent, more technologically sophisticated, and they have a professionalism that is unmatched in the Frontier. This has caused some friction among some of the races, which are not directly in contact with them. Further, they are not concerned with moral issues, but with issues of being professional and stylish in everything they do.

The Pjanji have managed to make contact with many Quiizbenqq and have opened up relations. The Quiizbenqq, who are not fortunate enough to be part of a corporation, have the most contact with the Pjanji. Terrans find them off-putting, but realize that they are a force to reckon with. They avoid dealing with any Xro Dinn as much as possible. Exceptionally few Xro Dinn work for corporations, but many live outside of the corporations, but most of these individuals have little backing and/or resources. They are considered lower class citizens and not given a great deal of respect in Quiizbenqq society.

The one race (from this book) with which they have strong relations is the Sehlma. After centuries of interaction, the two cultures have managed to recognize the validity of each other. They have formed strong corporate (instead of political) ties that have resulted in mutual military protection treaties. Previously, they have defended other races for reasons of profit only.

## Character Creation

Quiizbenqq are able to start the game having any profession desired, but they will almost always be working for a corporation. There are a few Quiizbenqq that choose to live independently, but this is rare. Quiizbenqq characters should choose their culture and have the game master pick out a corporation to employ them. Corporations will usually try to see that their interests are met by having Quiizbenqq work for groups that have the same goal. For instance, in matters of justice, they may send a liaison to work with a Terran justice department, if there is a matter of mutual interest. This is an excellent way of putting Quiizbenqq into any campaign.

Quiizbenqq have an unusual language that is full of silent letters. "B's" and "Q's" that are not at the beginning of the word are always silent except in a few rare instances. Names will always be constructed in this fashion. Below is a list of typical names:

Na me	Na me	Na me
Barbat	Lanbsubth	Quissqq
Biinbathqq	Lessbuqq	Reishbuqq
Bsanqq	Mballtethqq	Riiantouqq
Chanbq	Mquieth	Sdiathq
Genbriathqq	Naithqq	Sehlmarq
Ibzarqq	Parmqq	Senbarr
Jarrenbq	Pquellbq	Sqenbiethqq
Krilannqq	Quembaith	Tianbqq
Krimbarr	Quenlabbt	Ziilianb

## Honor

The Quiizbenqq have no official definition of Honor. Instead, they have a few remnants of morality, which they use to justify their ends.

# Quiizbenqq - Honor

Everything is a ploy in a game of power and domination among the Quiizbenqq. For instance, they will claim that murder is wrong only to gain advantage over someone else. They believe that moral distinctions are just tools that others use to acquire power. They feel that it is "wrong" to do sloppy work or to be unprofessional. This is the basis for truth, morality and Honor among the Quiizbenqq.

The Quiizbenqq are a proud, arrogant people who like to show off their accomplishments. Their superiors are adept at catching their mistakes, so they make little distinction between honor and face.

Quiizbenqq Honor	
Condition	Honor
accidental mistake	-1
admitting weakness	+1
brilliant decision	+5
causing the downfall of a company	-60
confessing weakness	-10
exceptional work	+2
furthering profitable goals	+4
looking good	+2
looking really stylish	+3
poor decision	-6
poor taste	-4
professionalism	+3
really good work	+1
really sloppy work	-7
saving the company from a potential disaster	+8
showing weakness	-5
sloppy work	-3
smart decision	2
stealing from company	-5
unnecessary actions	-3
unprofitable actions	-2
unstylish work	-6
Quelbarr Honor	
gaining a convert	+10
getting cybernetics	-25
helping others to acquire cybernetics	-5
talking another out of getting augmentation	+5
using technology	-5

## Miscellaneous Information

Roll	Skin Color	Roll	Eye Color
1	aqua gray	1	blue
2	aquamarine	2	cyan
3	black	3	green
4	blue green	4	gray
5	dark blue	5	lavender
6	green blue	6	orange
7	gray	7	pink
8	gray green	8	red
9	midnight blue	9	violet
10	sea blue	10	yellow

Roll	Skin Quality	Roll	Eye Quality
1	leathery	1	clear
2	rough	2	defined
3	sleek	3	sharp
4	smooth	4	vibrant

Roll	Build	KG*
1	frail	53 + 1d4
2	thin	56 + 1d6
3	lanky	59 + 1d8
4	average	62 + 1d10
5	stout	65 + 2d6
6	thickset	68 + 3d6

Age Category	Age
Young	13 + 1d6
Mature	20 + 1d20
Middle-aged	58 + 1d20
Old	96 + 1d20
Aged	153 + 1d20

**Height**  
 $145 + 2d6 \times 10 + 1d10$  Centimeters

\*Multiply this number times the character's height for final kilograms.

# Sehlmna - Anatomy and Physiology

## Sehlmna

### Anatomy and Physiology

The Sehlmna are a lanky, bipedal race that stands approximately 1.9 meters tall. They have long arms and legs and a fairly thin torso. They have a long bird-like neck that ends in an oval head. Their bodies are covered with thin, stretchy skin that changes color with their moods. They can turn almost any shade and often have a motley or mixture of colors that more fully express how the Sehlmna feel. They have a small amount of hair on their bodies that is usually the same color as that on their heads. Hair color ranges from bright yellow to blue, red, or gold. The hair color gradually turns to silver as the Sehlmna ages.

The Sehlmna have shapely limbs. Their joints are more rounded than on other species. They have four strong toes that are contained within the muscular structure of the foot. Their toes are part of their large feet. The fingers on their hands are a little longer than is typical. They extend out around the palm of their hands about 25 cm. The palms of their hands and the bottom of their feet are much more flexible than a Terran's.

The head of a Sehlmna is slightly egg-shaped with the pointy part facing forward. They have large noses that protrude out from the lower, center portion of their face. Their mouths are located on the point of their head. Their eyes are just a little further apart and slightly curved around the side of their head. The hairline starts several centimeters above the eyes and continues around the side of the head in the same fashion.

The Sehlmna are heterosexual. The young are placed back into the male after the eggs have reached maturity. The eggs naturally emerge from the male when they are ready. Sehlmna are fully capable of being either sex and will often change from one sex to the other throughout their lives. Behavior is not influenced by sexual persuasion.

The Sehlmna cannot see as well as other



species. They have a similar color range as Terrans, but they cannot focus as adeptly. They have an excellent hearing, and are capable of hearing a broad range and quiet sounds. Their sense of touch is slightly more sensitive than a Terran's, but they have little sense of taste. They have an excellent sense of smell.

### Natural Habitat

The Sehlmna's home world, Nahrik, is a warm, dimly lit world that is capable of sustain-



## Sehlmna - Social Structures

ing many kinds of life. The most prominent life on the planet is a kind of fungus and plant mix that is well suited to the dark world. The Sehlmna are perfectly comfortable in other climates, but some have formed symbiotic relationships with the fungal spores they inhale and have grown dependent on them. While the Sehlmna are usually very adaptable to other atmospheres, they prefer a high humidity for optimal comfort. If they are able to eat some of the plants from their home world, they are often able to live an entire lifetime without ill effects. They prefer dark planets, where there is high humidity and a rich fungal life. They need goggles or shaded micro-lenses in intense starlight.

### Life Technology

The Sehlmna are a people who like things to be comfortable, to the point of sacrificing efficiency. They make sure that the computers do not put a strain on the user's eyes, and have comfortable seats. Their homes and vehicles are also built with the same philosophy. They make sure that everything is safe. They prefer to live in warm, plush homes capable of withstanding the rot that often accompanies the primary climate forms on their planet. Most homes are connected through large areas called Syinhowl. It is a Sehlmna word that means place of togetherness. The Sehlmna are well known for living in structures that put them in close proximity to one another, when space is available. They enjoy having the freedom to do as they please. They will not sacrifice this need to become dependent on others.

### Speech and Languages

After the Sharr'Dann enslaved the Sehlmna, the Sehlmna became much more unified in their cultures and languages. The Sharr'Dann tried to annihilate their cultures and traditions but only succeeded in making them more important. As a result, the Sehlmna formed a pidgin language of all their tongues, including a small mixture of Sharr'Dann. This primary pidgin language is known as Sehluah and is spoken by every Sehlmna on the planet. It is a peaceful,

relaxing tongue that seems to resonate out of their larynxes at a moderate pitch. Many consider Sehluah to be one of the most soothing and beautiful tongues in the galaxy.

### Social Structures

The Sehlmna are a cooperative people that believe in shared responsibility. No decision should be made alone, or even by a few people. Their stories are full of examples that show how individualized actions, untempered by the feelings of others, will eventually cause greater harm than good. Most of the socialization practices amongst the Sehlmna bring them closer to other people. This is not to say that individualism is disregarded. They believe that the individuality of a person is very important and should be treated with respect, but that the thoughts, opinions, and feelings of others should be considered in decision making processes.

The Sehlmna believe that all people are valuable and have something to give to others. Some people need to explore more than others to really grasp the meaning of the individual. Because of this belief, each Sehlmna can have hundreds of teachers throughout his or her life. Each teacher usually instructs the Sehlmna about a heart-rending story, an ingenious perception, or an exciting action. The young learn through the eyes of those who are extremely passionate about life and have had a unique experience. Sehlmna children learn about everything at the same time and place as the adults. They learn about passions, beliefs, and ideas. Children (adults are viewed as children too because they are always learning and everyone is a child of someone) are free to explore neighboring houses on their own to hear stories from other people. Many of the stories that Sehlmna learn about are quite informative. They learn about technology in the context of its importance to their people, and this is what motivates the Sehlmna to learn more.

People are not bound by their house or family. Sehlmna who feel they are not learning enough at home are willing to travel in search of different kinds of meanings and identifications.

## Sehlmna - Culture

They do not have the strong ties to individuals that Terrans do, instead they have ties to the person's spirituality which allows those individuals to freely move from one place to the next in search of something greater.

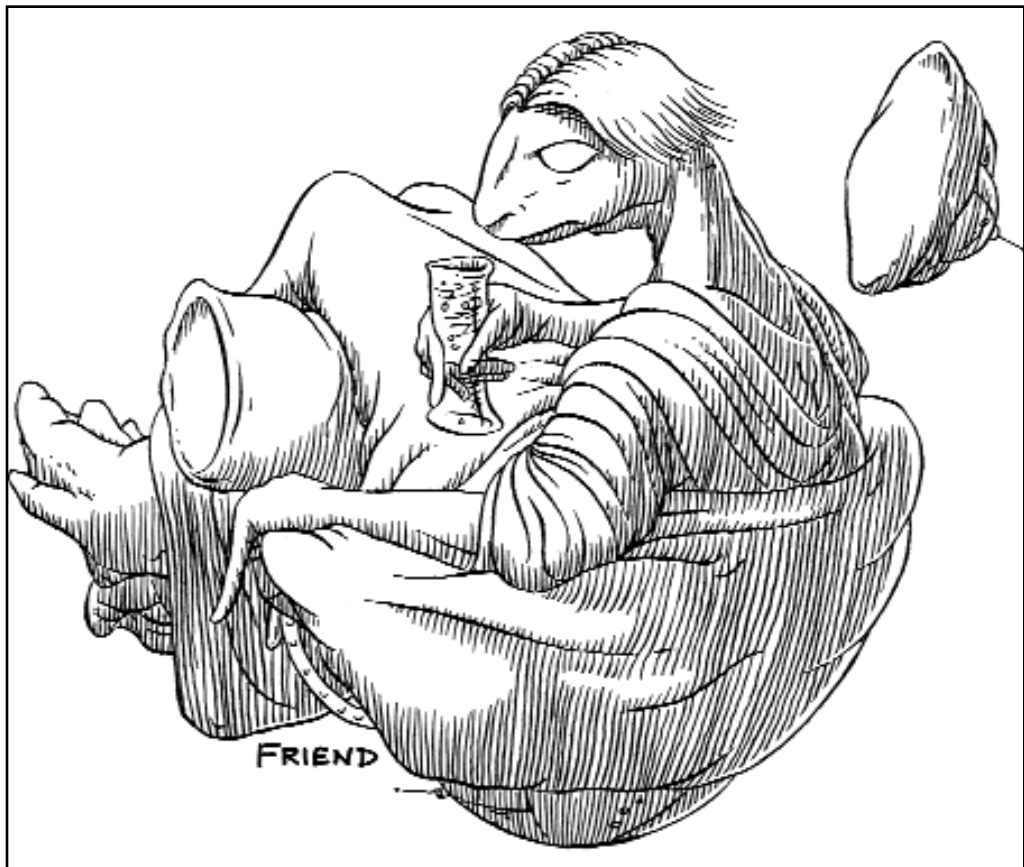
The Sehlmna have an economic system that is similar to capitalism, but it is based upon cooperation, not competition. They are willing to go out of their way to help new ideas along as long as they are not extremely impractical. The Sehlmna live comfortably and see nothing wrong with helping others on personal projects. They do not hold this philosophy towards larger businesses. They feel that once they are on their feet, they no longer need additional support. They look on Pjanji as professional merchants and will not give them aid unless they are extremely needy.

### Culture

The Sehlmna are a strong-willed people that believe in finding the truth within them, no matter what the price. They have a strong belief in an atheistic spirituality that derives from a connectedness to "pure being". This connectedness is not an individualistic one for the Sehlmna. They view their being as part of connectedness to other people, but not to a particular person. Knowing the hearts and minds of others will ultimately reflect on the character of the self and one's relation to existence. They believe in being warm and open to others rather than putting up barriers

and shows of force. This kind of philosophy has led to a breakdown of rigid structural rules and institutionalized practices. They have institutions, but they lack the treachery and secrecy that so often such things in other cultures.

The Sehlmna do not believe that connection to pure being is entirely social. Some Sehlmna practice a connection to objects or ideas as a way of approach to pure being. Not all Sehlmna observe these practices, but those that do feel that it is important for people to have self-knowledge. The Sehlmna have a strong practical side because of the Sharr'Dann occupation. In their naivete, they became dependent on the Sharr'Dann for supplies, and the Sharr'Dann enslaved them. In time, they gave up their "gifts" and refused new ones so they could pay off their debt. They did so, but the Sharr'Dann had the information needed to enslave the races. Many of the Sehlmna wanted to retaliate, but they did not have the technical knowledge or combat superiority to



# Sehlmna - Justice

accomplish the task. They also did not see the point in senselessly wasting life-Sharr'Dann or Sehlmna. This taught them not to become dependent on anyone.

## Justice System

The Sehlmna see all problems in society as collective problems. If a problem arises with one individual, it is a problem for society as a whole. If a person acts violently, it means that, at some level, the person has suffered violence. The Sehlmna, who are in any way related, will look within to find answers. They seek self-improvement not only for themselves, but also to solve or prevent the problems of others. The people immediately involved will spend time talking about the problem until it is resolved, or at least until everyone come to an understanding about the relationship. Reparations are never asked or demanded, but are usually expected to be given from the heart. Reparations that are not genuine will be viewed as such, and the Sehlmna will usually ask for further discussion. The griever, both the victim and the malefactor, are forced by those around them to have contact throughout their lives to heal the damage.

Individuals within the community who have spent much of their lives in pursuit of these goals implement the fundamental philosophy of the Sehlmna. They can be male or female and must have the delicacy necessary to handle these situations.

The Sehlmna recognize that this philosophy of justice does not work with everyone. They realized, from their experiences with the Sharr'Dann, that there are people who are not open to negotiation. No matter how hard they tried, they were never able to sit down and talk about their relationship with the Sharr'Dann, despite the fact that most Sehlmna were in favor of doing so.

## Government

The Sehlmna recognize that there are some things are best left up to a government. Because of their strong communal mentality, they have developed a socialist government that is sympa-

thetic to the Sehlmna's needs. The government is responsible for mutual defensive plans, transportation, and saving money in times of plenty. The government acts by the philosophy that people should freely be allowed to give what they can, and that needy people should be helped. Their soft governments usually work in Sehlmna society, however, when they try to set up governments for others, a financial crisis usually ensues, because other races are much greedier and exploit the system.

## History

The Sehlmna history was relatively peaceful until the Sharr'Dann came. They were simple farmers, hunters and gatherers until the Sharr'Dann came and offered them goods in exchange for their services and precious metals. The Sehlmna were so overwhelmed with how they could make life better that they did not really see what was happening to them. They started to see the importance of strict standards. Time, money, the acquisitions of goods were all things that the Sehlmna did strive for until it was too late and they became slaves of the Sharr'Dann. The Sharr'Dann had a profound influence on the Sehlmna making them realize the folly of labor for goods. The best things in life come from the heart and are not given away in an exchange. Since the Sehlmna bought their freedom from the Quiizbenqq, they have mellowed their philosophies to some extent and recognized that exchange may be acceptable to some if they are willing to pay the price of losing themselves to those ideas and ways which are alien to pure being.

## Personality

Sehlmna are incredibly in touch with their emotions. Their philosophy extends to almost everyone on their planet. It is easy to tell when a Sehlmna is lying because the color of his skin always matches his mood. Honesty and straightforwardness are seen as quintessential aspects of living in the world. They take this philosophy very seriously. No Sehlmna is ever egotistical, because it is immediately reflected in their skin and mannerisms. They recognize that

# Sehlmna - Racial Abilities

## Sehlmna Personality Traits

Roll	Trait	Roll	Trait
1 - 2	adventurous	50	nonchalant
2 - 3	aesthetic	51 - 52	nonconformist
4	aggressive	53	obdurate
5	altruistic	54	odd
6	amorous	55	optimistic
7 - 8	artistic	56	outgoing
9	assertive	57 - 58	passionate
10	benevolent	59	peculiar
11	bold	60	persistent
12	caring	61	placid
13	charming	62	poetic
14 - 15	compliant	63	realistic
16	confident	64 - 65	reasonable
17 - 18	considerate	66	reflective
19	contemplative	67	resolute
20 - 21	cooperative	68	resourceful
22	cunning	69 - 70	responsible
23	curious	71	sagacious
24	decisive	72	sanguine
25	determined	73	sardonic
26	deviant	74 - 75	self-assured
27	distinctive	76 - 77	self-reliant
28	emotional	78	self-respectful
29	extroverted	79	sensitive
30	finicky	80	sensual
31 - 32	forgiving	81	serene
33 - 34	friendly	82	serious
35 - 36	generous	83	skeptical
37	gentle	84	somber
38	hardworking	85	speculative
39 - 40	helpful	86	stark
41	inventive	87	stubborn
42	joyful	88	sullen
43	keen	89 - 90	temperamental
44	lackadaisical	91	tender
45	lethargic	92 - 93	thoughtful
46	logical	94 - 95	trustworthy
47	loving	96 - 97	understanding
48	melancholy	98	warm
49	mild	99 - 100	willful

ego is a means of hiding pain within them, and the pain they feel is immediately recognized. It is common for them to reveal their feelings and admit their fear in front of others. To the

Sehlmna, this is an act of courage and strength that helps them to heal.

The Sehlmna have a tougher side. They have learned to be open with their feelings and fight for their beliefs. They can be stubborn when they feel that something is the right action to take. This has also made a few of them more individualistic than other Sehlmna. Sehlmna should roll 1d4+2 personality traits from the list below. For each personality trait, roll percentile and compare the result to the chart to your left below.

## Racial Abilities

Because the Sehlmna have has such a large degree of contact with emotions - both their own and others, they gain a bonus of -1 difficulty level towards all perception skills in addition to any bonuses that they gain for their profession. They also start the game out with psyche scan I and II at level 3.

Because of their belief in not hiding their emotions, they gain a +1 difficulty for any skill that is designed to hide emotions.

## Relations

The Sehlmna get along well with most people. After centuries of interaction, they have learned to accept that some races hide their emotions, but they may still try to help those who feel the need to put on masks. Most other races have adapted to dealing with the Sehlmna. The Pjanji enjoy working with them, although they are hard to cheat. The Quizzbenqq like the Sehlmna and have learned to respect their shrewd understanding of people. They have developed a strong distaste for the Terrans, but they are open-minded and try to connect with them whenever they can.

## Character Creation

Sehlmna are incredibly adaptable people. They are mentally prepared to face the consequences of their actions. They tend to prefer professions that are centered on understanding and dealing with people. They make good scientists (social), corporates, freelancers, investi-

# Sehlmna - Honor

gators, merchants, and spiritualists (an atheistic form). They can choose any profession. While they tend to avoid professions such as rogue, more Sehlmna have this mentality if they are away from other Sehlmna, who give them support.

Sehlmna characters have a duality about them. On one level, they are used to emotional openness and self-acceptance, but they need to be around others of the same mentality. They tend to become emotionally unstable if they are not.

On the other hand, they are extremely adventurous and are willing to share their emotions with just about anyone who will listen. Some Sehlmna will travel away from other Sehlmna, but will eventually return in order to teach others and to bond further.

Sehlmna have names that are soft and flowing. They are rarely hard or abrupt-sounding. The names are given to them after their birth. They usually describe an aspect of the Sehlmna's personality or a part of the body in which the Sehlmna seems interested. All of the names are meant in affection.

Name	Name	Name	Name
Adohwdwa	Bahress	Lahrnia	Pahlass
Araihs	Dahra	Lasara	Rehmna
Arnehmna	Dehlnua	Lomilna	Sehran
Awelna	Fauhnma	Morania	Srehmla
Bahmar	Frehnna	Nesiah	Sutalna
Bahrem	Harasna	Ohrlah	Tereah

## Honor

Sehlmna honor is based upon being truthful in all situations. They feel that the telling of a lie damages the self almost beyond repair. They recognize that other races practice deceit, but they refuse to do so themselves. The Sehlmna will forgive all honest mistakes.

The differences between Honor and Face only become important to those who try to hide themselves from others, a negative trait among the Sehlmna. The few Sehlmna who choose this path must pay attention to both Honor and Face as they often put on a front of being more honorable than they appear. All other Sehlmna

## Sehlmna Honor

Condition	Honor
admitting truth about oneself	+2
angering others	-4
being honest with a Sharr'Dann	+4
being honest with those who are hated	+2
being true to oneself at a great cost	+5
betraying a trust	-6
causing unnecessary pain or grief	-4
forcing self on others	-3
helping others to heal	+5
hiding truth from oneself	-8
hiding truth from others if they ask	-3
killing others	-10
killing Sharr'Dann	-3
not showing mercy	-10
provoking another	-2
self deception	-3
showing mercy	+3
telling a lie	-4

have combined the concepts of Honor and Face into one.

## Miscellaneous Information

Roll	Hair Color	Roll	Hair Tint
1	cobalt	1	bright
2	crimson	2	dark
3	gold	3	pale
4	green	4	shiny
5	lavender		
6	light blue	Roll	Hair Quality
7	orange	1	stiff
8	pink	2	thick
9	rusty	3	thin
10	yellow	4	wiry
Roll	Eye Color	Roll	Eye Quality
1	cobalt	1	bright
2	crimson	2	dark
3	white	3	shiny
4	yellow	4	stark



# Terran - Anatomy and Physiology

Roll	Build	KG*
1	slight	32 + 1d4
2	skinny	34 + 1d6
3	thin	36 + 1d8
4	average	38 + 1d10
5	husky	40 + 2d6
6	hefty	42 + 3d6

Age Category	Age
Young	14 + 1d6
Mature	21 + 1d20
Middle-aged	41 + 1d20
Old	61 + 1d20
Aged	101 + 1d20

## Height

145 + 2d4 × 10 + 1d10 centimeters

\* Multiply this number times the character's height for final kilograms.

## Sehlmna Emotion vs Skin Colors

Skin Color	Emotion	Skin Color	Emotion
black	obsessive	lightyellow	startled
blue	happy	mint green	hopeful
brown	bitter	mottled	confused
burntorange	envious	orange	annoyed
cobalt	love	pink	depressed
crimson	hate	purple	aggressive
dark green	desperate	red	dislike
dark yellow	scared	silver	spiritual
gold	outoftouch	sky blue	content
green	excited	violet	feisty
lavender	suspicious	white	calm
light orange	sad	yellow	afraid

## Terran

### Anatomy and Physiology

Terrans are tall (1.9 meters), symmetrical bipeds with two arms and soft skin. Terrans have an elbow in the middle of their arms. At the end of each arm is a hand with four fingers and one opposable thumb. Each finger (including the thumb) has a fingernail which projects outwards from the top of the finger. Each finger has three joints. The legs are of similar construction to the arms but are slightly longer and stronger. The head is somewhat spherical with hair growing around the top, sides, back and face (on males). Terrans have two eyes, located side-by-side in the center of the face. They have one eyebrow above each eye. Just beneath the eyes, in the center of the face, is a nose. Below the nose is a mouth that has one tongue and many teeth.

Terran skin color ranges from light peach to almost black. Hair color ranges from blond, to orange, to black. The fingernails and toenails are always semi-clear. Terrans have a small amount of hair that grows on the rest of the body. While it may be thicker on some than on others, the body hair color always matches the color of the hair on their heads.

Terrans reproduce heterosexually. They bear live young who require years of attention to survive. The offspring look like miniature Terrans. They are almost completely helpless until they have learned how to survive on their own.

Terrans have an excellent sense of perception. Their eyes have good depth and motion perception and can see from the red to blue wavelengths. Their sense of hearing is also not bad. They are able to distinguish between a variety of sounds fairly easily. Their sense of smell and taste, however, is a bit lacking.

All Terrans do not look similar. Terrans have been the subjects of experiments by other Terrans and by the Sharr'Dann. They regularly practice eugenics. Some have had their DNA spliced with birds, lizards, cats, dogs, and several other species. The basic description is more of a form that is the standard from which the

## Terran - Social Structures

eugenics projects work. The DNA sequences that are added always modify the basic form and never replace it. The DNA patterns have also become extremely unstable. If Terrans are exposed to radiation, they may mutate even further. Not all of the mutations are good for the species, despite the fact that many Terran organizations exist that glorify radiation, and the things that it does to them. Note- Terrans who are mutated after character creation cannot gain eugenics projects.

### Natural Habitat

It has not been determined what the real home world of the Terrans is. They seem to survive well under moderate temperatures between a few degrees below zero Celsius to up 70 degrees Celsius. They are capable of living in a variety of atmospheric conditions, provided that the conditions are not too toxic. Some enjoy living in polar conditions, while others enjoy the hot desert. Because of the genetic experiments done on Terrans, they can live in a variety of atmospheric conditions.

### Life Technology

Terrans have gone through several stages in their relation to technology. When they first landed on Nexus Prime, they had a relatively low technology and had to work just to survive. After their technology developed, they became dependent on it as a means of survival. They became lazy and apathetic and did little with their lives. Within a century, they discovered that much of their technology was being used to help the Sharr'Dann war machine. They were attacked and had to learn to fight back. They have since rebelled against conveniences and robot slaves and have a strong drive to do everything themselves. Their technology reflects this attitude. Today they balance the use of technology with their work.

Terrans prefer to live in square structures for the most part. They have many designs, but they almost always like things to fit neatly into a pattern. Terrans can have any number of people living in a house. Some enjoy living alone, but the vast majority prefer to live with four to

ten people.

### Speech and Languages

Terrans speak by forcing air through what is called a larynx. The Terrans are able to modulate the pitch of their voice through the larynx before the sound reaches the mouth, where they shape it into different sounds. Some languages put a different accent on the sound than others do. Some prefer a more nasal sound, while others may add clicks made with their tongue and cheeks.

There are five major languages amongst the Terrans. The most common is known as Prime. This is the major language that almost all Terrans know. The other languages are based upon the kind of Terran that speaks it. These would be Fridic, Koriandric, Merianic and Nidic. But these are not the only languages. Because of the wide variety of Terrans and animal types, hundreds of offshoot languages have formed over the last few centuries. Many of them are completely different from the host language.

### Social Structures

Most Terran ideologies seem bent on institutionalizing every idea and practice that has some degree of validity to it. The primary form of institutionalizing ideas seems to be adding them to some aspect of the governments. Economics systems, corporations, and individuals all have some aspect of their existence hooked up into government agencies. Terrans feel that if a particular idea is put into form and made part of the government, the idea has more legitimacy. The truth of the matter is that all Terran organizations have public and private intentions.

Terran corporations have a lot of clout with the governments. In some cases, they have become the government, but still pretend to abide by the rules. They use monetary persuasion, blackmail, and extortion to get what they want. Some have even manipulated public holovision to provide the public with a false sense of security. Corporations tend to hate freelance media agents, who constantly meddle

## Terran - Culture

with corporate affairs. Terrans view this struggle as a response to questions about what is right and wrong. Terran corporations can be ruthless when dealing with anyone who gets in their way.

Many Terrans have institutionalized the family ties that make up their society. They refer to each of these ties as a house. In the houses, they share food and responsibilities. Often, these houses have a great deal of power and will make huge changes in their society. These Houses influence the decisions of Government Prime.

### Culture

Terrans glorify themselves as the answer to everything. They will spend time on the development of technology, but will say it was wits and guile that really made things go well. This has led them to biological experiments to augment their existence. If a better Terran can be built, then the Terrans should be able to win in any situation.

Terran culture is otherwise extremely fragmented. There are some individuals, who believe in living spiritually, worshiping deities, and following rules, while others care only for self-glorification and power. As noted earlier, each language tends to denote a particular ideology and a particular culture. These cultures are discussed below:

**Fridic** — The Fridic are animal/Terran spliced people who believe that corporeal shadows stalk the land. They have developed unusual sensory capabilities, which have become part of their consciousness. They believe that they are closer to reality, even though that reality is fragmented into parts of what others believe are fictions. Many of the Fridic seem insane to outsiders, because they will stop and watch shadows, to see what they are doing. Their culture describes most situations as aspects of the shadows. The Fridic believe that they can protect themselves from the shadows with amulets and charms that they have found on the planet. Tests indicate that they are old pieces of jewelry left from another civilization.

**Koriandric** — The Koriandric are mutated Terran/animal species that have taken on many aspects of the Merianic society. They use a moderate amount of technology and believe that the answers to the mysteries of the Terrans are to be found off world. They believe that Terrans are pawns in some cosmic game. Many of the Koriandric fight among themselves over ideological differences, land resources, and religion. The Koriandric in the different governments believe these conflicts are futile. It is the corporations that cause most of the fighting. The Koriandric in the governments work to bring their people together.

**Merianic** — The Merianic are obsessed with themselves and their abilities. Their society revolves around educating the populace to handle any situation. Each person has his niche to make a better-functioning society. They give aptitude tests to each child at several stages and then train him in the areas in which he shows proficiency. They believe that with knowledge

A Koriandric lion



## Terran - Justice System



A Nidic Priest

pilgrimages. Their religion is a hierarchical one, which claims that believers must pass through different stages and tests to be worthy of mutating closer to the image of Gusu (their word for God). Gusu is seen as an entity that has mutated into the ultimate being and has become the universe. Through mutation, they feel they can also become part of the universe. The Nidic are Terran mutants. They do not have animal genes spliced into them.

### Justice System

Terrans all have similar ideas of justice, but apply them differently. Most Terrans feel that a major infraction of the universal moral code (religious in some instances) requires that the wrong doer face the consequences and be punished. Each culture has a different view of how a particular crime should be punished. The Merianic people believe that a person should be rehabilitated and brought back into society. The Nidic feel that each infraction signals a further growing away from Gusu, and should be punished by denial of mutation.

The Fridic feel that the criminal is being manipulated by the shadows and should be kept under surveillance. The Koriandric let the corporates deal with any infraction, and the corporations make decisions based on maximizing profits.

### Government

The Terrans, despite their huge ideological differences, have developed an intercultural government to represent all of their interests. The government, referred to as Government Prime, consists of four separate houses that have equal voting power. Each house is set up differently to represent the different societies. When the houses need to meet to discuss an issue, each

comes power. The Merianic societies ignore the glorification of genetic manipulation and instead work on eugenics products. They feel that other Terran societies, who pollute themselves with impure genetic modifications, deserve to be manipulated and used. This view serves to justify the Merianics' conduct toward other societies. They are the most technologically advanced of the Terrans, and also the most arrogant.

**Nidic** — The Nidic are a poverty-stricken, spiritual people who worship the atom as a symbol of themselves. They practice rituals centered on mutating into better people. There are many radiation shrines that people go to on religious

# Terran - History

house is allowed to send ten members. These members become the executive committee, able to execute and administer action within the Terran governments.

**Fridic** — The Fridic view government as an aspect of shadows. They consider government as an illusory organization, in no way connected to reality. The government attempts to create reality, and thus becomes a lie. The Fridic think lies are negative aspects of being, but since lies may sometimes be necessary, they participate. They view members of government as shadows and do not trust them. This is why no one among the Fridic stays in government for more than a few weeks.

**Koriandric** — The Koriandric strongly believe in the ability of government to get things done. They have set particular individuals within their government (an equal number from each government as the people believe) to go to Government Prime and report back to them.

**Merianic** — The Merianic view government as the crowning symbol of their own success and importance. A well-made government is an adornment that the Merianic use to look at themselves and say "We're wonderful! Here's proof." The Merianic believe they are masters of any endeavor they undertake. Government Prime is no exception. They constantly bribe officials to institute new plans and alter current ones to favor them. Other cultures find them obnoxious, but admit that they get things done.

**Nidic** — The Nidic enjoy hierarchy, so Government Prime seems like a perfect fit. The Nidic are interested in machines for mutation and genetic research, matters about which the other groups are not enthused. Despite this, the Nidic view Government Prime as a place where they can have a voice in Terran affairs, and they put forth an enormous effort there. This part of the Nidic policies is quite appreciated.

## History

Most of Terran history is lost. As far as is

known, the people were slaves for centuries until they were placed upon Nexus Prime with few abilities and minor technology. Since then, they have been manipulated by the Borloans and Sharr'Dann. Their own star ships attacked the Middarian Empire without the Terrans having any knowledge of the attack. The incident gave many Terrans a renewed sense of purpose. It caused the Merianic to develop a stronger sense of discipline and achievement. The Koriandric took the opportunity to better themselves, but with a psychotic, controlling focus. The Fridic were more inclined to discover the source of the shadows. It strengthened the faith of the Nidic. The Terrans are a lost people, who are constantly looking for answers about their purpose in the universe.

## Personalities

Despite the huge ideological barriers that seem to shake the foundations of Terran alliances, there are a few traits that are similar among the Terrans. Most Terrans see a need for something beyond themselves. Many live out their lives searching for meaning and fulfillment. Some have taken religious paths, while others have taken paths to success. The Terrans also see a strong need for hierarchy and order. Disorder and loss of control lead to a meaningless void. Terrans are constantly striving not to fall into this void. Most Terrans feel that they have purpose and meaning in their lives, enabling them to push forward and strive toward higher goals.

Aside from these similarities, cultures among the Terrans are quite different. The Fridic are the most spiritual and strangest of the Terrans. Their preoccupation with shadows and noncorporeal phenomena cause most people to think they are insane. The Koriandric are a professional, savage people with a strong taste for blood. They are fierce at the negotiating table or in combat. The Merianic are a self-absorbed, egotistical people, who are conceited and bigoted. They are warm and open only to people of their own kind and can be brutal and cold towards others. The Nidic are hierarchical, religious fanatics who are obsessed with enlighten-



# Terran - Personality Traits

Terran Personality Traits							
Roll	Fridic	Mer i a n i c	Nidic	Roll	Fridic	Mer i a n i c	Nidic
1 - 2	aberrant	academic	accountable	61	nonchalant	gracious	lethargic
3	aesthetic	adventurous	acquiescent	62	nonconforming	greedy	loyal
4	altruistic	adaptable	altruistic	63 - 63	obstinate	guarded	meticulous
5	apathetic	aggressive	anal	65 - 66	odd	hardworking	mysterious
6	benevolent	anal	apprehensive	67	open-minded	hateful	obdurate
7	bold	angry	assertive	68	ornery	heartless	obstinate
8	calm	arrogant	audacious	69	paranoid	high-strung	overbearing
9 - 10	casual	assertive	benevolent	70	patient	hot-headed	partial
11	chaste	authoritative	brave	71	peaceful	hypocritical	passionate
12	civil	benevolent	calm	72 - 73	persistent	idealistic	paternal
13	confident	boastful	caring	74	placid	imaginative	peaceful
14 - 15	cooperative	bold	charismatic	75	radical	immoral	peculiar
16	crazy	brave	charitable	76	reckless	impulsive	preachy
17	crotchety	brutal	chaste	77 - 78	reflective	industrious	prejudice
18 - 19	curious	callous	civil	79	resolute	insatiable	punctual
20	deviant	caring	closed-minded	80	resourceful	intense	puritanical
21 - 22	distant	charismatic	collected	81	sagacious	manipulative	righteous
23 - 24	distinctive	chauvinist	combative	82	sarcastic	materialistic	religious
25	dreamy	civil	commendable	83	sanguine	obsessive	resourceful
26	eccentric	clever	compassionate	84	sardonic	obstructive	responsible
27	emotional	closed-minded	composed	85	senseless	paranoid	reverent
28 - 29	enigmatic	cold	confident	86	sensual	partial	sagacious
30	fanatical	cold-hearted	considerate	87	silent	pretentious	schemer
31	finicky	combative	contemplative	88	silly	proud	self-assured
32	forgiving	commendable	cordial	89 - 90	slovenly	righteous	serious
33 - 34	frivolous	composed	courageous	91	snooty	resourceful	solitary
35	frugal	compulsive	creative	92	spiritual	resolute	spiritual
36	generous	conceited	daring	93	stubborn	ruthless	stern
37 - 38	gentle	confident	decisive	94 - 95	superstitious	sociable	strict
39	groundless	conservative	dependent	96 - 97	thoughtful	studious	stringent
40	happy	cooperative	diplomatic	98	touchy	surly	sullen
41	humble	cordial	eccentric	99	trustworthy	tenacious	tenacious
42	inane	courteous	egotistical	100	weird	vain	virtuous
43 - 44	indifferent	creative	fanatic	Koriandric Personality Traits			
45	informal	cruel	fastidious				
46	inventive	cultured	holy	Roll	Trait	Roll	Trait
47 - 48	jovial	cunning	honest	1	addict	11	mean
49	kleptomaniac	cynical	honorable	2	belligerent	12	nocturnal
50	lackadaisical	determined	hubris	3	blood-thirsty	13	psychotic
51	lethargic	diligent	hypocritical	4	brash	14	ravenous
52 - 53	light-hearted	discrete	iconoclastic	5	camal	15	righteous
54	lively	dominating	idealistic	6	challenging	16	sadistic
55	ludicrous	egotistical	impulsive	7	daring	17	savage
56	melancholy	enterprising	innocent	8	fearless	18	sensual
57 - 58	mysterious	fanatical	inventive	9	feisty	19	shrewd
59	nihilistic	fierce	just	10	grim	20	vicious
60	nocturnal	friendly	know-it-all				

## Terran - Racial Abilities

ment through mutation and modification. They are absolutely convinced that they have found the true path to salvation, and that others should follow the same path.

All Terrans have 1d4+2 traits. For each trait, roll percentile and consult the chart below for the particular culture that the character belongs to. Koriandric will have the same traits as Merianic, except a few (up to half) may be traded for traits on the Koriandric race chart. A 1d20 should be rolled for Koriandric traits.

### Racial Abilities

Because of the great diversity among the Terrans, the racial abilities are divided up into three major sections. The first section describes the animal splicing of the Fridic and Koriandric. All of the modifiers alter the existing Terran stock. The second section is a list of random mutations that affect all the Terrans. For the Merianic, the mutations are considered eugenics. The final section consists of all the Terran mutations.

**Fridic** – The Fridic gain the combination of one

animal from the animal section and 1d4+1 mutations from the random mutations section.

**Koriandric** – The Koriandric gain the abilities of one animal and 1d3 random mutations. They also gain a bonus of +10 starting points.

**Merianic** – The Merianic gain 1d4 mutations, which are considered to be eugenics instead of mutations. They also receive a bonus of 1d6×10 starting points.

**Nidic** – The Nidic gain 2d4 rolls on the random mutation chart. Furthermore, the Nidic are considered to be part of a religion. The level of faith corresponds to the level of skill. The difficulty level is professional. For each level of experience, the Nidic gains an additional roll on the mutation chart. Characters automatically start with level 1 in the religion.

**Animal Splicing**– The DNA of the Fridic and the Koriandric are a combination of Terran and animal stock. The Fridic have more animal in them than Terran, but they are intelligent and stand upright. The Koriandric have more Terran than animal in them, and will therefore gain less of a bonus towards animal splicing. Players who are making Fridic or Koriandric Terrans will have the option of choosing the kind of animal with which they will be spliced.

**Avian**: The following bonuses are for bird characters. For the flight bonus, the characters multiply their movement modifier (MM) times the number to determine the character's speed in flight. The Fridic will have additional appendages for wings, while the Koriandric will have their arms converted to wings with fingers attached to the end. All avians will be lightweight and receive a -5 towards all contusion saves.



A Fridic Lion

## Terran - Racial Abilities

Ability	Fridic	Koriandric
agility	+2d4	+1d4
auditory	-10 T#	-5 T#
dexterity	1d4	+1
flight	MM×4	MM×2
vision	-12 T#	-4 T#

**Canine:** The features for dogs are fairly straightforward. All of the abilities the character has are assumed to be in the column of the bonus, unless the character also trains in the skill of the same name.

Ability	Fridic	Koriandric
constitution	+2	+1
hearing	-10 T#	-5 T#
smell	-8 T#	-4 T#
strength	+2d6	+1d6
tracking	+3	+1
vision	+10 T#	+5 T#
wound modifier	+2	+1

**Feline:** These are the generalized bonuses for cat characters. The jump ability will be doubled both jumping distances for the Fridic.

Ability	Fridic	Koriandric
agility	+2d6	+1d4
auditory	-10 T#	-5 T#
climb	+4	+2
dexterity	+5	+1
jump	double	normal
prowl	+5	+3
smell	-10 T#	-5 T#
vision	-10 T#	-5 T#

**Insecta:** The bonuses for insect characters are divided up into two areas: hard and soft. Hard represents insects with a chitinous exoskeleton that will give the character an armor rating. The soft category represents the effects that a character will gain when they choose a softer insect like a fly or earwig. Specific details for each individual insect are not given, but additional modifications should be left up to the game master.

### Hard Shell Insect

Ability	Fridic	Koriandric
armor rating	1d6×5	1d8
awareness	+3	+1
strength	+3d6	+2d4
tactile	+15 T#	+5 T#

### Soft shell Insect

Ability	Fridic	Koriandric
agility	+2d4	+1d4
awareness	+3	+1
flight	MM×2	MM×1
flight dodge	-4 T#	-1 T#
strength	+2d4	+1d4

**Reptilia:** The reptilian category is fairly straightforward, except possibly for the temperature. The numbers represent the degrees Celsius that the character should modify to both the cold and warm temperatures under the wilderness section. This means that a reptile Fridic would have a cold temperature of 20 degrees Celsius and a hot temperature of 35 degrees Celsius.

The reptilia also have the ability to regenerate lost appendages. For the Fridic, it takes a number of days equal to the number of points of damage the attack did. For the Koriandric, it takes twice that long.

Ability	Fridic	Koriandric
awareness	+4	+2
climbing	-5	+3
strength	+1d6	+2
taste	-5 T#	+2 T#
temperature	+10	+5

**Rodentia:** The Rodentia category is the category for all small rodents such as gerbils, guinea pigs, and rats.

Ability	Fridic	Koriandric
awareness	+3	+1
climb	+2	+1
constitution	+1d4	+1
dexterity	+1d4	+2
dodge	+3	+1
prowl	+3	+1

# Terran - Mutations

Terran Random Mutations				
Fridic	Koriandric	Merianic	Nidic	Mutation
01to 02	01to 02		01to 02	<b>Achilles' Heel</b>
03 to 05	3		03 to 05	<b>Albino</b>
				<b>Altered Attribute</b>
06 to 07	04 to 07	01to 02	06 to 07	strength
8	08 to 11	03 to 07	08 to 10	constitution
9	12 to 15	08 to 11	11to 12	dexterity
10	16 to 18	12 to 14	13 to 14	agility
11	19 to 20	15 to 17	15 to 16	empathy
12	21to 23	18 to 23	17 to 19	intelligence
13	24 to 25	24 to 26	20 to 21	appearance
14	26 to 27	27 to 29	22 to 23	charisma
15 to 16	28 to 30	30 to 33	24 to 25	willpower
17 to 19	31to 34	34 to 36	26 to 27	perception
20 to 23	35 to 36	37 to 39	28 to 32	<b>Altered Perception</b>
				<b>Altered Sense</b>
24 to 27	37 to 39	40 to 41	33 to 35	audio
28 to 31	40 to 42	42 to 43	36 to 38	smell
32 to 35	43 to 45	44 to 45	39 to 41	tactile
36 to 39	46 to 48	46 to 47	42 to 44	taste
40 to 43	49 to 51	48 to 49	45 to 47	vision
44 to 48	52 to 57	50 to 51	48 to 52	<b>Altered Skeletal Str.</b>
49 to 50	58	52 to 54	53 to 54	<b>Amnesia</b>
51to 52	59 to 60		55 to 57	<b>Androgenous</b>
53 to 54	61to 65		58 to 61	<b>Arterial Change</b>
				<b>Body Alteration</b>
55 to 64	66 to 70		62 to 67	integument
65 to 74	71to 76	55	68 to 74	somatic
75 to 84	77 to 82		75 to 80	structure
	83 to 84	56 to 70		<b>Eugenics Experiment</b>
	85 to 87	71to 74	81to 82	<b>Immortality</b>
85 to 87	88 to 91	75 to 81	83 to 86	<b>Immunity</b>
88 to 91	92 to 93	82 to 91	87 to 90	<b>Life Cycle</b>
92	94	92 to 94	91	<b>Mind Alteration</b>
93 to 96	95 to 96		92 to 93	<b>Resiliency</b>
97 to 98	97 to 98	95 to 97	94 to 95	<b>Vulnerability</b>
99	99	98 to 99	96 to 99	<b>Roll Twice More</b>
100	100	100	100	<b>Choose One</b>

## Mutations

The following list is divided up into four parts: Fridic, Koriandric, Merianic, and Nidic. The chart represents the likeliest kinds of mutations for each character. For each mutation that a character has, roll a percentile die and compare the result to the chart below. To see what each of the mutations means in game terms, consult the mutation description located in the next section.

## Mutation Descriptions

**Achilles Heel:** The character with this mutation has some body part that is exceptionally vulnerable to attack. Whenever the character is hit in this part of the body, the character should roll a 1d4. On a result of 4, the character will take double the usual amount of damage, and will need to roll on the appropriate critical injury table. Players and game masters should choose a part on the character's body that represents the character's Achilles heel.

**Albino:** The character is a true albino, with no melanin in the skin. The character takes damage at 10 degrees Celsius sooner than others do when exposed to direct sunlight. Albinos burn easier in the sun, as well as receive a -1 while in direct sunlight.

**Altered Attributes:** The player should roll a 1d4. On a result of 1-3, the character will gain 1d6 of the attribute indicated. If the result is 4, the character should reduce the attribute by 1d4.

**Altered Perception:** Players whose characters have this mutation should roll 1d4. On a result of 1 to 3, characters gain a bonus of -5 T# on to the particular perception ability indicated. On a result of 4, it is a +5 T#. To determine which area of perception, make a random roll with equal chance for each area of perception. Make a random roll to determine which sense is affected.

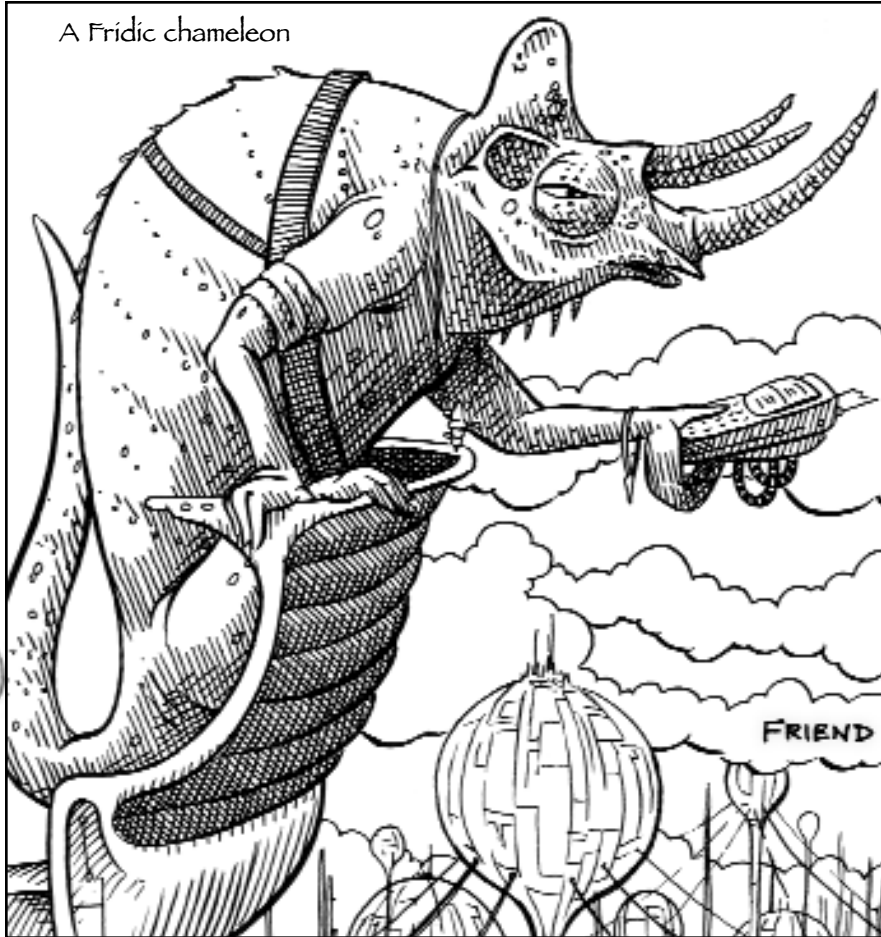
**Altered Sense (audio):** Characters with altered audio have developed unusual sensing powers that are not common to the species. Characters should roll 1d4 and consult the chart below.

## Roll Mutation

- The character has the ability to locate and track by echolocation. To do this, the character sends out a hypersonic pulse that bounces off objects back to the character. The character can "see" in this fashion, even in total darkness.
- The character's hearing is extremely sen-

## Terran - Mutations

A Fridic chameleon



sitive. The character can hear better (-10 T#), but loud noises will distract the character (+5 T#). The character also receives a -5 modifier from sonic attacks. The character will also be deafened for 1d4 turns.

- 3 The character can hear subsonic sounds
- 4 The character can hear supersonic sounds.

**Altered Sense (smell):** The character's sense of smell has been altered in some way. Characters should roll 1d3 and consult the chart below to determine the change.

### Roll Mutation

- 1 The character is adept at telling the difference between smells. Characters will get a bonus of -10 T# towards determining the identity of a particular scent.
- 2 The character's sense of smell is dull. Characters get a +10T# towards the character's perception modifier.

- 3 The character can smell even the faintest amount of particles in the air. The character gains a bonus of -10 T# towards the perception modifier.

**Altered Sense (tactile):** The character has an altered sense of touch. Characters should roll 1d4 and consult the table below.

### Roll Mutation

- 1 The character's ability to sense with the skin is amazing. The character gains a bonus of -10 T# towards all tactile perception rolls.
- 2 The character has an extremely dull sense of touch and receives a +10 T# towards all tactile perception rolls.
- 3 The character is adept at sensing chemical differences with the skin, almost to the point of smelling. The character can make a perception roll to smell chemical differences with the skin. If the character has chemistry as a skill, then the character can be told specifically what the chemical is.
- 4 The character can sense the life force of other people through her skin. The range is equal to the character's perception divided by 20 (rounded down) meters, but in blind combat, the character only receives a -4 unless she is using a weapon at a longer range.

**Altered Sense (taste):** The character's sense of taste has been altered in some fashion. Players whose characters have this mutation should roll 1d3 and consult the table below.



## Terran - Mutations

### Roll Mutation

- 1 The character's sense of taste is acute. Characters gain a bonus of -10 T# towards all taste perception rolls.
- 2 The character has an extremely dull sense of taste that gives the character a +10 T# towards all taste perception rolls.
- 3 The character's taste buds are extremely attuned to what is healthy for the character and what is not. The character will automatically sense if food is poisonous when it touches the character's tongue.

**Altered Sense (vision)-** The character's vision has been changed in some way. Players should roll 1d12 and consult the table below to determine the exact effects.

### Roll Mutation

- 1 The character has well-developed sense of sight that gives the character a -10 T# towards vision perception rolls.
- 2 The character's eyes are attuned to seeing the electromagnetic aura of life forms. This gives the character a general idea of the emotions of others, and if they have any psionics.
- 3 The character is a true color-blind and cannot distinguish more than tones of gray from colored objects.
- 4 The character has bad depth perception and cannot judge distances accurately. The character receives a +5 on all actions that require good depth perception.
- 5 The character's sense of sight is extremely dull giving the character a +10 T# towards all perception rolls.
- 6 The character's sight is geared towards seeing the electromagnetic spectrum. The character can see force fields and screens with the naked eye as well as electromagnetic fields created by different machines.
- 7 The character is farsighted and cannot see very well at close range. The character receives a -2d4 on all attacks made

within 5 meters.

- 8 The character can see into the infrared spectrum. Heat images are easier to see. The character can see when it is dark, if there is infrared light.
- 9 The character is nearsighted and receives a +2d4 on all attacks that are further than the modifier's negative.
- 10 The character has excellent night vision and can negate modifiers up to 2d4 for being in the dark. Of course the character gains no modifiers if it is completely dark. The character also suffers from half the night bonuses during the day, unless the character has eye protection from the daylight.
- 11 The character has tunnel vision and close to no peripheral vision. All awareness checks are made at +5 T#.
- 12 The character can see colors in the ultra-violet range. Some hidden inks become visible to the character in addition to the sheen from force fields.

**Altered Skeletal Structure:** The character's skeleton has been altered in some way. Roll 1d4 and consult the results below.

### Roll Mutation

- 1 The character's bones are much more flexible than before. Characters will have a -5 T# towards breaking bones.
- 2 The character has stronger bones that give the character a +5 on the roll to save towards breaking bones.
- 3 The character's bones are thicker and gains a +5 on the roll towards saves involving contusions.
- 4 The character's bones are thinner than most. The character receives a +5 T# towards breaking bones.

**Amnesia:** Character has amnesia and has a tendency to forget things (1d20% chance per encounter) at crucial moments when under great stress.

**Androgynous:** The character has an appearance that looks neither strongly male nor

## Terran - Mutations

strongly female. The character could easily pass for either.

**Arterial Change:** The character's veins and arteries have been altered in some fashion. Players should roll 1d2 and consult the chart below.

### Roll Mutation

- 1 The character's veins and arteries are much thicker than normal. This reduces bleeding damage by half.
- 2 The character's veins and arteries are thinner than normal. Character suffers +1 damage from wounds bleeding.

**Body Alteration (integument):** The character's skin has been altered in some way. A player character with this mutation should roll 1d12 and consult the table below.

### Roll Mutation

- 1 The character has developed long bristles that cover his body. They give the character a 1d4+1 armor rating and will do 1 base damage to anyone who strikes the character with exposed flesh.
- 2 The character has developed a carapace which covers his body. The character with this skill should roll 2d4×5 to determine the armor rating. A thick carapace slows the character down. For every 10 points of protection the character has, add a +1 T# to all physical actions the character performs.
- 3 The character's body has the ability to change colors to match the surrounding area. The character receives an additional -5 T# to the chance to hide. It is not a perfect chameleon ability and can be seen if the character is being watched closely. The character's clothes do not change color.
- 4 The character's hair is an exotic color. The player should choose an unusual color of hair for the character.
- 5 The character has an exotic skin color that should be chosen by the player.
- 6 The character's hair is overgrown to the point of being fur. The character can

withstand temperatures that are 1d3×5 degrees cooler than other members of the species can but is also much more sensitive to warmer temperatures.

- 7 The character's skin is tougher and lumpier than most. The character gains an extra 1d4 to wound modifier.
- 8 The character does not have the ability to grow any hair on the body whatsoever. The character's temperature sensitivity is 5 degrees Celsius warmer.
- 9 The character's body is covered with scales. The character may choose whether or not to retain the hair. The character has an armor rating of 1d4+1.
- 10 The character's skin sheds instead of grows. During adulthood, the character will molt once every few months.
- 11 The character's skin is thicker and tougher than other members of the species. The character gains 1d4 to wound modifier and an armor rating of 1d3.
- 12 The character's skin is much thinner than other members of the species. The character loses 2d4 life and takes twice as long to heal.

**Body Alteration (somatic):** The character's body has abilities unusual for members of the species. Players should roll 1d8 and consult the chart below.

### Roll Mutation

- 1 The character has an organ that gives an inner direction sense. The character can always tell where home is on a planet. If not on a planet, the character will be disoriented.
- 2 The character has an organ that enables her to produce natural electricity. The character will be able to deliver 1d6+1 base damage to any opponent.
- 3 The character's heart is either weak or strong. Players should roll a 1d4. On a result of 1 to 3, the character has a strong heart and the character gains extra 2d4×5 points of endurance. On a result of 4, the character has a weak heart and loses 1d4×5 points of

## Terran - Mutations

endurance.

- 4 The character has an adrenal gland that produces too much adrenaline. In combat situations, the character will have an extra 1d4 points to wound modifier, and an intelligence check is necessary to see if she recognizes friends. The character also gains a temporary 1d6 to wound modifier. Once a frenzy starts, it will continue until all foes are killed or the character is knocked unconscious, restrained, or killed.
- 5 The character's lungs are either healthier or sicklier. The effects are the same as #3 under this section.
- 6 The character can retain oxygen and save it for later use. The character can save enough oxygen to survive the number of minutes equal to her constitution times 10.
- 7 The character has poison glands within the body. Every 25 hours, the character can produce enough poison to infect 4 targets. She or he can store enough poison to infect 12 targets. The player should roll 1d4. If the result is 1, the character's poison is a damaging poison that will do 1d4 points of damage to others for 1d10 turns. If the result is 2, the poison will make the character delirious. If the result is 3, the character will have delirium poison. If the result is 4, the character will have paralysis poison. All non-lethal poisons will last for 2d4×5 minutes, unless otherwise stated.
- 8 The character has remarkable regenerative abilities. The character heals up to a maximum constitution worth of life in one hour. They can regenerate lost limbs in a matter of weeks. Damage that goes to critical, but not below, can be healed at twice the normal rate in a hospital. They can make a constitution check versus all lethal damage to see if they can survive. All other life related saves would be at -5 T#.

**Body Alteration (structure):** The character's body structure has been altered in some way. Players should roll 1d12 and consult the table below.

### Roll Mutation

- 1 The character has antennae and gains a bonus of -5 on audio and tactile senses.
- 2 The character's bones naturally protrude through the skin. Stylizing the bones and details should be left up to the game master and player. Some of them may be able to cause extra damage if the game master permits.
- 3 The character has unusually-shaped features. The ridges of bone on the character's body stick out more than usual, but do not protrude. Features on the character will be much more defined.
- 4 The character has claws that add an extra 1d3 points of damage to the character's base punching score.
- 5 The character has horns, tusks, or small antlers. The composition is left up to the game master and player.
- 6 The character is hunchbacked and loses -1d4×5 from appearance.
- 7 The character has an eyelid that allows her to withstand incredibly bright light without being blinded.
- 8 The character is capable of producing light out of an organ that protrudes from the character's head.
- 9 The character has an extremely unusual body build for its species. The character will have more or less fingers and toes than Terrans typically have. The rest of their body will also be atypical. Game masters and players should feel free to come up with their own designs.
- 10 The character is appreciably shorter than average. Roll 2d6 and multiply the result by 10. The character is shorter by this number of centimeters. The character requires only half as much food and water to survive as other characters do.
- 11 The character has a tail. The player should roll 1d4. On a result of 1, the tail

## Terran - Mutations

is short and useless except as a decoration. On a result of 2, the tail is long and gives the character a bonus of -10 T# on balancing rolls. On a result of 3, the tail is prehensile and can be used for grasping. On a result of 4, the tail is useful for storing fat and food for long periods of time.

- 12 The character is appreciably taller than normal. Roll 2d6 and multiply the result by 10. The character is this number of centimeters taller than normal. The character has to eat twice as much food in order to survive.

**Eugenics Experiment:** The character is part of a long-standing genetic breeding program that has gone on for centuries. The character should roll 1d4 and examine the results below. All characters that are in eugenics projects will be part of a highly ordered and structured organization. There is only a 1 in 10 chance of the character being set free without being tracked. Characters may only be part of one eugenics project. Subsequent rolls to this table should be ignored.

### Roll Mutation

- 1 The character has been bred for the purposes of combat and survival. The character is strictly controlled and watched by the founding members and is used strictly as a tool. If the character chooses to defect, then she will usually be hunted down and killed. The character gains 1d4 to strength, constitution, dexterity, agility, and perception attributes. Roll once for each attribute.
- 2 The character is part of a eugenics project, which believes that well-rounded evolution is the most sensible method of practicing eugenics. The character may roll 1d6 for each attribute. For every 4 and 5 rolled, the character may increase the attribute by 1d3. For every 6 rolled, the character may roll 1d4 and increase the attribute by that amount.
- 3 The character's mental abilities have been the focus of his or her evolutionary



A Chameleon Koriandric

## Terran - Mutations

school. The player may add 1d4 to the character's empathy, intelligence, charisma, and willpower attributes. Roll once for each attribute. If the character has an intelligence of 15 or greater she has a 50% chance to have additional mental training (determined by the game master).

- 4 The character has been part of a eugenics project with the primary purpose of instilling psionic ability. Player characters with this project gain an additional 2d6 on to the roll for psionics. The characters are carefully watched for their abilities and are forced to be part of the system.

**Immortality:** The character's system can heal and regenerate itself to a point where the character will never die of natural causes. The character is capable of regenerating one point of damage per hour, and can even re-grow lost appendages. The character can still be killed by conventional means.

**Immunity:** The character is immune to some kind of attack. Players should roll 1d6 and consult the following table to determine what kind of attack their characters are immune to.

### Roll Mutation

- 1 The character is immune to bacteria of all kinds and cannot be infected.
- 2 The character is immune to bio-genetic agents and can no longer be mutated from these sources.
- 3 The character is immune to the effects of drugs. They gain no bonuses or penalties for drug use and suffer no ill effects from the worst drugs.
- 4 The character is immune to mental attacks and is not affected by illusionary or mind control psionics.
- 5 The character is not affected by any kind of poison.
- 6 The character's immune system has developed to a point where she cannot be stunned. During combat, all results to the contrary should be ignored.

**Life Cycle:** The character's life cycle has been altered significantly. To determine how the character's life cycle has changed, the player should roll 1d6 and consult the chart below. Cycles can be anywhere from one year to 10 days (one week) depending on the particular cycle. All cycles are assumed to let the character's current attributes remain the medium score. This means that the upswing process will probably start somewhere in the middle of a cycle. When scores are averaged out the score should be at the character's base.

### Roll Mutation

- 1 The character has a monthly cycle for how she looks. When on the upswing, the character gains 2 points of appearance per day. On the downswing, the character loses 2 points of appearance per day.
- 2 The character has extreme weekly (10 days) bi-polarity added to her intellectual and emotional state. The first five days, the character gains 1 point of intelligence and loses 1 point of empathy. The last five days the opposite reaction is true. The character also becomes more detached when the intellectual stage is dominant, and more emotional when the empathic stage is dominant.
- 3 The character requires varying degrees of food, depending on the time of year. Specifics are left up to the player, but the character should eat up to 3 times as much food during part of the year and one third the usual amount during the rest of the year.
- 4 The character needs to hibernate during at least 25% of the year. The character will begin to eat large quantities of food and then sleep for a quarter of a year before waking up.
- 5 The character's life cycle requires that the character change sexes on a monthly basis. If the character should become pregnant, she will remain pregnant for the full term and then become male for twice the duration after the pregnancy is



## Terran - Relations

over.

- 6 The character's constitution goes through a weekly cycle of strength and weakness. The character gains 1 point of strength and constitution each day for the first five days, and then loses the points during the last five days.

**Mind Alteration:** The character's mind has been significantly altered by eugenics and/or mutations. Players with this modification should roll 1d10 and consult the following table.

### Roll Mutation

- 1 The character has developed amnesia in the same fashion as the mutation described previously.
- 2 The character has almost fully integrated the intellectual and emotional sides of the brain. The character gains a bonus on all intelligence and empathy skills of +1. The character will become balanced and wise.
- 3 The character has eidetic memory. The character remembers every perception with clarity. The character will gain a bonus of -1 DL to learn all skills, based on intelligence.
- 4 The character's mind is strongly empathic and has the ability to read surface emotions of others. The character will have a T# of 20.
- 5 The character has the ability to use her own psi to heal damage done to herself. For each focus point used, the character can heal up to 1d4 points of damage.
- 6 The character has the ability to steal psi from others. The victim will get to make a willpower check to prevent the loss of psi.
- 7 The character has developed a talent for learning one kind of skill. Player characters should choose a particular skill area to determine what skills the character can learn -1 DL.
- 8 The character has multiple personalities. Each new personality may or may not know the skills and abilities of the other personalities. Individual details should

be left up to the game master and player, but the character should have at least 1d4+1 personalities.

- 9 The character has a photographic memory. The character can recall anything she sees for more than 3 seconds.
- 10 The character will have at least minimum psionic ability and gains a bonus of 1d4×5 on to the roll for psionics.

**Resiliency/Vulnerability:** The character is resistant to or vulnerable to a specific type of attack. If the character has a resiliency to a particular type of attack, then the damage is reduced by one FS. If the character is vulnerable to a specific kind of attack, then the damage is increased by one FS. Characters should roll 1d10 and consult the chart below to determine to which attack the character is resistant or vulnerable.

### Roll Mutation

1	Electromagnetic
2	Sonic
3	Laser
4	Maser
5	Electron
6	Proton
7	Radiation
8	Particle
9	Plasma
10	Neural

### Relations

On the whole, Terrans are trying to establish good relations with others, but have fallen short on many occasions. Aside from the Sharr'Dann, the Terrans are the most hated members of the galaxy. The Middarians and Sehlmnna absolutely loathe them, but will usually try to get along with them. The Quizzbenqq have are very similar to the Terrans, but their hatred of the Sharr'Dann has colored their view of the Terrans, whom they believe to be pawns of the Sharr'Dann. The Pjanji find them to be an excellent source of profit, but they have to be extremely shrewd to deal with any of the Terrans.

# Terran - Character Creation

## Character Creation

There are many factors that go into making Terran characters. Many of them depend on the kind of character, but there are some similarities that apply to all of them. Most Terrans have a need to understand the world around them and a desire to learn more about their past. Many Terrans wish to explore the universe to seek understanding. They do this through technical, spiritual, and scholarly methods. Even the rogues have an explorative nature. When creating a Terran, this kind of curiosity should be portrayed in the character's skills and personality. It can sometimes be his weakness.

Another factor to be considered is the intense prejudice that Terrans suffer from other races – and not without justification. To a Terran, every nuance becomes a political statement. They are hypersensitive about doing anything that could be construed in the wrong way. They are very aware of how others perceive them, and they wish to change their image.

Terrans use a variety of different naming styles to identify themselves. Many of them are offshoots of Prime. The Fridic names often refer to different aspects of shadows or a play on light. The Koriandric names were taken from many of the Terran myths that they admire. Although their names seem Greek, the origin of these myths lies elsewhere. If they belong to a house, the Merianic will sometimes use the Koriandric names. Otherwise they will use the names listed below. The Nidic have shunned most of the other Merianic names and languages. They have devoted themselves to spiritual advancement, and most of the names reflect this. Some of the more common names are detailed below. All of the names below are last names.

Fridic Koriandric		Merianic	Nidic
Names	Names	Names	Names
Antu	Andon	Adrian	Arrus
Azal	Callias	Avatar	Baiis
Bali	Charmides	Chan	Catala
Fesa	Epimetheus	Mansour	Fedic
Feva	Hephaestus	Miles	Fekeus

Fridic Koriandric		Merianic	Nidic
Names	Names	Names	Names
Jeta	Hesiod	O'donnel	Ido
Kadi	Myrrinus	Okiro	Kenfala
Kafa	Pericles	Peterson	Makri
Mesu	Phaedipides	Seneca	Narris
Tulu	Philippides	Starspawn	Nephos
Venu	Simonundos	Vorcheck	Tolanis
Zini	Xanthippus	Williams	Zatala

The descriptions below describe what the Terran cultures are like in more complete detail. Each culture has its own unique style and way of doing things.

**Fridic** – The Fridic are the most difficult Terrans to play. They do not hold on to the other Terran commonalities as the other cultures do. They are enigmatic spiritualists who are constantly seeking to understand the "shadows" that they see. Some become conspiracy theorists, while others choose to understand the phenomena through technical means. When making a Fridic character, this should be taken into account. Their eccentric attitudes make it difficult to pin down what a typical Fridic is. They will often be obsessed with a particular facet of something and glean all the knowledge they can from that one particular source.

**Koriandric** – There are many kinds of Koriandric, but they all have taken on the more brutal aspects of animal existence. When action is called for, they often respond in a most violent and calculated manner. They are extremists who do not like to dabble in worthless pursuits. The Koriandric have no use for freelancers, investigators, or smugglers. Those who follow these professions have forsaken the Koriandric way of life. When picking out skills, they will usually focus on a small number that are useful in a few situations. They are team players, who recognize the results of careful consideration.

**Merianic** – The Merianic are the archetypical Terran described earlier. They are hierarchical and professional. They believe in themselves and their abilities. They are eugenicists, who believe they can attain a perfect society through

## Terran - Honor

individual perfection. In the pursuit of genetic perfection, they have created many houses to which the character may belong. These houses provide a firm structure for the character, but the character is expected to follow the rules to the letter. Game masters may wish to make a Terran character part of a house.

Their philosophy sometimes calls for a sacrifice in the name of perfection. Merianic are a tough-minded, realistic people, who do not believe in fooling around. When making Merianic characters, they should have at least one skill that backs up the strong attitude with force. This can be in a combat form or a weapon skill. The Merianic are very strong on making a show of force.

**Nidic** — When making a Nidic character, the religious aspects are important to remember. Many of them will be spiritualists, but some will have their religion as a secondary skill. Those who are only interested in religion secondarily can be of any profession. They shy away from any profession that might give them a negative, such as a rogue or smuggler, but a few do exist. They will never get any kind of augmentation, and hence will never be Enhancers. Many Nidic prefer to spend their lives in the wilderness, living with a large group of people.

### Honor

For the most part, Terran cultures have a wide spectrum of moral values, but they all tend to be oriented toward an ends/means philosophy. They feel that there is some necessary end, the guide by which all else should be judged. Most Terrans believe this end to be the perfection of the species by whatever means necessary. The Koriandric, Merianic, and Nidic are the most extreme in the ends/means analysis. The Koriandric and Merianic hold that perfection of body and mind are of fundamental importance. The Nidic lean towards the mutation of the self to become closer to Gusu and closer to perfection. The Fridic are the least interested in these theories. They are primarily interested in attaining knowledge and understanding their place in the universe.

Except for the Nidic, Terrans do not need to be in touch with individual moral systems, because their morality is focused on the evolution of the species and not of the individual. Those who do not share their goal are considered to be inconsequential, which allows Terrans freedom to do as they please.

### Miscellaneous Information

Roll	Skin Color	Roll	Eye Color
1	black	1	brown
2	brown	2	blue
3	dark brown	3	green
4	red-brown	4	yellow
5	tan		
6	white	Roll	Eye Quality

1	clear
2	cloudy
3	dark
4	opaque
5	pale
6	vibrant

Roll	Hair Color	Roll	Hair Quality
1	black	1	course
2	blond	2	fine
3	brown	3	greasy
4	gold	4	stiff
5	red	5	thin
6	white	6	wiry

Roll	Build	KG *
1	slight	32 + 1d4
2	skinny	34 + 1d6
3	thin	36 + 1d8
4	average	38 + 1d10
5	husky	40 + 2d6
6	hefty	42 + 3d6

Age Category	Age
Young	12 + 1d6
Mature	17 + 1d20
Middle-aged	49 + 1d20
Old	75 + 1d20
Aged	112 + 1d20

### Height

$115 + 2d5 \times 10 + 10$  centimeters

\*Multiply this number times the character's height in meters for final kilograms.

# Terran ~ Honor

Terran Honor			
Condition	Honor	Condition	Honor
<b>All Terrans</b>		<b>Merianic Honor</b>	
good decision	+4	breaking from the house	-25
caring for others	-2	disobeying the head of a house	-10
cheating others	-2	emotional outbreak on assignment	-8
committing a crime	-5	failing a mission	-4
greed	-2	following orders that require personal sacrifice	+6
killing without justification	-12	furthering species evolution	+4
lying to achieve House goals	+1	losing control	-7
lying to achieve petty goals	-5	keen insight	+4
over indulgence	-1	killing for the betterment of the specie	+1
quick good decisions	+4	killing out of hate alone	-4
quick poor decisions	-5	professionalism	+5
<b>Fridic Honor</b>		putting aside great prejudice for greater goal	+15
acting out of malice	-6	putting aside petty differences for a greater goal	+2
being extreme	+2	self discipline	+4
being natural	+3	self sacrifice for greater good	+5
conforming to the group	-4	showing disloyalty	-5
enjoying self	+1	showing excessive disloyalty	-12
enjoying oneself to the point of unnaturalness	-8	showing great commitment towards a goal	+6
following curiosity	+2	showing strong commitment to House	+6
forcing extremeness on others	-4	unteamlike behavior	-4
forcing extremeness on self	-6	<b>Nidic Honor</b>	
going against one's own nature	-8	becoming a priest of Gusu	+5
obsessive behavior	-5	cheating others out of mutation	-10
provoking others out of spite	-12	confessing wrongs done to self or others	+1
provoking others to teach a lesson	+3	converting others	+4
self discipline	-1	gaining a level in religion	+12
<b>Koriandric Honor</b>		getting a bad mutation	-5
backing out of a fight	-6	getting a good mutation	+5
cheating others	-9	getting mutation before designated time	-25
defeating enemy	+3	getting a new mutation	+10
forging alliance	+2	getting unwanted mutation	-5
inciting others to violence	+1	getting wanted mutation	+10
killing children	-20	lying	-5
killing those who are weak	-15	lying to get mutations	-12
losing control in a non combat situation	-5	never cutting beard (per year)	+5
professionalism	+3	never cutting hair (per year)	+5
quick thinking	+2	opening shrine for Nidic	+20
self sacrifice for greater good	+6	never cutting nails (per year)	+5
showing commitment to Koriandric kind	+5	showing strong conviction in Gusu	+2
showing mercy	-6		
showing prowess	+2		
showing weakness	-4		
taking a bribe	-6		
winning a fight	+2		

# Purchasing Skills

## Skill s

The Xro Dinn Chronicles™ SE are designed with a wide array of skills in order to create more options for the player character. Skills are one of the defining features of the character. They describe what the character can do. The list of skills is long, but it allows players to round out their character and provide solid definition. For those players who don't want to spend time picking out individual skills, skill packages are presented in the next section. In some cases, players may wish to have an unlisted skill. Players should consult with the game master to create the new skill. Examples should be taken from the skill list to determine the parameters of the skill.

### Skill Divisions

Skills are broken up into 3 primary areas, Basic, Advanced, and Professional. There are no requisite skills. Basic skills are simple skills with no prerequisites. Anyone can choose to select any of the skills within the basic category. Advanced skills all have prerequisites that one must select before one can select the skill. Anyone can choose an Advanced skill, if they have the prerequisites. Professional skills are complicated skills with multiple prerequisites. For the most part, only those characters that gain the skills as part of their profession will select these skills.

### Purchasing Skill s

Purchasing skills after the character is created is different from purchasing skills during character creation. For the most part, purchasing skills is as simple as selecting the kind of skill (Basic, Advanced, or Professional) and paying the corresponding experience points that go with it. Professions allow characters to purchase skills at a cheaper price than listed on the skill page. In those cases they can pay requisite prices.

After selecting the skill and the difficulty, the next thing to do is to determine at what level

the skill is going to be purchased. To do this, the character should ascertain the current skill level. If the character has no levels in the skill, then the character must first purchase level one. All skill levels must be chosen in order, and no skill level may be skipped. For example, a character may not choose to purchase a skill at level two when level one of the skill has not been purchased. The cost of each skill level is determined by cross-referencing the difficulty level with the skill level. For example, if a player wants to get the melee skill (a basic skill) level one in the skill would cost 2 experience points. When getting more than one level at once, the player must pay for each level of experience.

### Skill Success Rates

Skills have a success rate that usually corresponds to the level of the skill. To determine what the success rate is for a skill, look up the skill and look across to the success rate column under the skill. This will tell the player what kind of success the skill will have. The success rate of the skill is equal to the level of skill. A level one skill will give the character a +1 to their success, a level two skill a +2, and so forth. The skill will not have a success rate in some situations, instead "none" will be listed. In these cases the player should consult the skill description to determine what the skill does for the character.

### Skill Modifiers

Most skills have a modifier assigned to them. This will be one of the character's primary attributes. If the modifier is intelligence, the character should use the intelligence primary attribute to determine the modifier. The modifier modifies the success rate of the skill. No modifiers should be ignored. To determine the effect of the modifier, the character should look up the attribute modifier for the appropriate attribute. This number will then modify the 1d20 roll of the skill use. For example, if a character had boxing skill, and he or she had a strength of 20, then the attribute modifier would be +2. If the character's boxing level



# Technology Levels and Skills

## Skill Level Cost Table

Level	Requisite	Basic	Advanced	Professional	Translation
1	1	2	4	6	Unskilled
2	2	4	8	12	Novice
3	3	6	12	18	Practiced
4	4	8	16	24	Competent
5	5	10	20	30	Proficient
6	6	12	24	36	Skilled
7	7	14	28	42	Experienced
8	8	16	32	48	Seasoned
9	9	18	36	54	Accomplished
10	10	20	40	60	Expert
11	11	22	44	66	Adept
12	12	24	48	72	Ace
13	13	26	52	78	Wiz
14	14	28	56	84	Virtuoso
15	15	30	60	90	Master

were 5 then the character would have a +7 to the D20 roll when using boxing.

minimum technology level needed to learn that particular skill.

## Technology Levels and Skills

Technology levels play an important part when using skills in this game. It is important to remember that every skill is learned according to a particular technology level and within the confines of a particular culture. A Middarian (TL 16) learning an Engineering skill will have a distinct disadvantage when working with races that are of a higher technology level. The Middarian would receive a +15 T# when attempting to understand a piece of Quiiz-benqq technology based upon technology levels alone. Additionally, the cultural approaches to technology will be different. All attempts to work with alien technology will have a +5 T#. This is important to remember when purchasing skills.

All the skills are designed for people at a particular technology level or higher. If the character has too low a technology level within the area of expertise, the character can only learn the skill with strong justification by the player and the game master's approval. These cases should be considered exceptions to the rule. The Tech Level listed by the skill is the mini-

## Proficiencies

Many skills require that a character choose a proficiency for the skill. It will always be very specific, such as a particular kind of computer or sword. If no proficiency is chosen, the character has the normal success rate chance of using the weapon (described earlier). If the character has a proficiency, she gains a bonus of +1 when using that skill. Proficiencies cost the amount of the skill at first level. Unless the skill dictates that the character needs a proficiency, the character cannot get a proficiency until third level.

When the character reaches level 8 in a skill, she may choose to get a specialty proficiency. A specialty proficiency gives the character a bonus of +1 FS when performing that skill. This should be extremely specific, for example, a martial artist performing a jump kick. At level 12, a second specialty proficiency may be chosen with the same skill. The factor shift bonus is ignored, and the character gains a bonus of -5 T# to all attempts to use the skill with a particular piece of technology or style. The first specialty proficiency costs double the proficien-

# Execution Time

## Basic Skills List

No Prerequisites					
Skill	Modifier	TL	Skill	Modifier	TL
Acting	Empathy	3	Martial Arts I	Dexterity	5
Activity: Pick One	None	3	Mathematics	Intelligence	4
Art: Pick One	Empathy	2	Meditation	Willpower	6
Awareness	Perception	4	Melee Weapons: Pick One	Dexterity	4
Bluff, Lie, and Evasion	Willpower	4	Missiles	Intelligence	11
Boxing	Strength	6	Nanotechnology Operation	Intelligence	13
Brawling	Dexterity	1	Personality Skills: Pick One	None	6
Bribery	Empathy	3	Physical Conditioning	None	11
Bureaucracy: Pick One	Intelligence	4	Pilfering	Agility	3
Camouflage	Perception	4	Pilot: Aquatic Vehicles	Dexterity	2
Communication: Operation	Intelligence	10	Pilot: Ground Vehicles	Dexterity	8
Computer Operation	Intelligence	10	Pilot: Machine Vehcles	Dexterity	10
Concealment	Intelligence	3	Pilot: Power Armor	Dexterity	13
Contacts: Pick One	Charisma	6	Play Instrument: Pick One	Dexterity	5
Culture: Pick One	Intelligence	6	Projectiles: Ancient	Dexterity	4
Detect Forgery	Intelligence	6	Projectiles: Heavy	Dexterity	10
Disguise	Intelligence	6	Projectiles: Pistols	Dexterity	6
Deep Space Survival	Intelligence	12	Projectiles: Rifles	Dexterity	6
Demolitions	Intelligence	6	Psyche Scan I	Empathy	8
Digital Multimedia	Intelligence	13	Quickdraw	None	4
Dodge	Agility	2	Religion: Pick One	Intelligence	3
Energy: Heavy	Dexterity	13	Robotic Operation	Intelligence	11
Energy: Pistols	Dexterity	13	Scent Detection	Perception	10
Energy: Rifles	Dexterity	13	Science: Botany	Intelligence	8
Escape Artistry	Dexterity	6	Science: Zoology	Intelligence	11
Etiquette: Pick One	Intelligence	7	Sensor Operation	Intelligence	10
First Aid	Intelligence	4	Stealth	Intelligence	5
Forgery	Intelligence	6	Surveillance	Perception	13
Gambling	Empathy	5	Survival: Pick One	Intelligence	1
Law: Pick One	Intelligence	6	Thrown Weapons: Pick One	Dexterity	2
Lore: Pick One	Intelligence	3	Tracking	Perception	2
Machinery	Intelligence	8	Tronics	Intelligence	6
Maintenance	Intelligence	8	Welding	Intelligence	8

cy. The second specialty proficiency costs triple the proficiency.

## Execution Time

Different skills take a different amount of time to perform. The following chart gives game masters a rough idea of how long it takes to perform a skill. The amount of time should be up to the game master. For execution time, skills are divided into 3 categories – Action, Situational, and Intensive.

Action skills take up one action. These are combat-oriented skills, such as martial arts and melee weapons.

Situational skills, such as Psyche Scan I, depend upon the situation. Sometimes it will be instantaneous, while at other times it might take longer for the character to complete the task.

Intensive skills take the amount of time detailed below. These are the scientific skills, the engineering skills, the technical skills, etc. Game masters may decide that some situations

# Skill Descriptions - A

Advanced Skills					
Check for Prerequisites					
Skill	Modifier	TL	Skill	Modifier	TL
Academics: Pick One	Intelligence	5	Medicine: General	Intelligence	4
Accounting	Intelligence	10	Medicine: Mind Matrix	Intelligence	16
Acquisition	Intelligence	4	Medicine: Natural: Pick One	Intelligence	6
Adopt Persona	Willpower	7	Medicine: Veterinary	Intelligence	10
Animal Training	Intelligence	3	Memory Manipulation	Intelligence	17
Anthropology	Intelligence	8	Minor Surgery	Intelligence	6
Appraisal	Intelligence	4	Pilot: Atmospheric Vehicles	Intelligence	10
Archaeology	Intelligence	8	Pilot: Submersibles	Dexterity	8
Assassination	Intelligence	8	Pilot: Tanks and APC's	Intelligence	10
Atmospheric Navigation	Intelligence	10	Pilot: Walking Vehicles	Dexterity	13
Communication: Deep Space	Intelligence	14	Read / Write: Pick One	Intelligence	4
Communication: Satellite	Intelligence	12	Read Lips	Perception	8
Computer: Networks	Intelligence	11	Repair: Computers	Intelligence	12
Computer: Specialized	Intelligence	12	Repair: Force Fields	Intelligence	15
Criminal Science	Intelligence	8	Repair: Miscellaneous	Intelligence	10
Cryptography	Intelligence	8	Repair: Robots	Intelligence	12
Cuisine: Pick One	Intelligence	3	Repair: Vehicles	Intelligence	11
Economics	Intelligence	5	Science: Astronomy	Intelligence	4
Evidence Analysis	Intelligence	5	Science: Biology	Intelligence	8
Force Field Operation	Intelligence	14	Science: Chemistry	Intelligence	8
Genetics	Intelligence	12	Science: Geology	Intelligence	10
Information Search	Intelligence	4	Science: Physics	Intelligence	6
Jury-Rig	Intelligence	9	Security System Operation	Intelligence	10
Language: Pick One	Intelligence	2	Starship Gunnery	Intelligence	14
Martial Arts II	Dexterity	8	Starship Operation	Intelligence	13
Matter Transporter Operation	Intelligence	18	Stellar Vehicles	Intelligence	12
Medical Physiology: Pick One	Intelligence	8	Streetwise	Intelligence	10
Medicine: Cryogenics	Intelligence	13	Teaching	Empathy	4
Medicine: Forensic	Intelligence	8	Writing	Intelligence	4

will take a much longer time for the character to perform.

To use the chart, just compare the difficulty level with the corresponding intensity level chart.

DL	IL
Basic	10
Advanced	20
Professional	25

## Skill Descriptions

Below are descriptions of the skills and how they are used in the game. Game masters should feel free to change or modify the skills to

fit his or her game. Characters must have the prerequisite skill before the skill can be taken. Of course, many skills do not have prerequisites.

**Accounting** – The accounting skill gives the character the ability to balance budgets, books, and financial accounts. The character learns the resources and methodologies available for dealing with different types of accounts. This may include restructuring and reallocating budgets make it appear as if no money was received or paid to an account by using loopholes, oversights, or other loose ends in the system. **Prerequisite: Mathematics 3**

# Skill Descriptions - A

## Professional Skills

Check for Prerequisites

Skill	Modifier	TL	Skill	Modifier	TL
Artificial Intelligence	Intelligence	12	Engineer: Vehicle	Intelligence	10
Medicine: Bionics & Cybernetic	Intelligence	13	Engineer: Weapon	Intelligence	9
Cloning	Intelligence	14	Espionage	Intelligence	7
Computer: Security	Intelligence	12	Industry Trends: Pick One	Intelligence	7
Criminal Psychology	Intelligence	12	Linguistics	Intelligence	7
Engineer: Aeronautical	Intelligence	12	Major Surgery	Intelligence	7
Engineer: Aerospace	Intelligence	13	Medicine: Life Chamber	Intelligence	14
Engineer: Bionic / Cybernetic	Intelligence	13	Medicine: Regeneration	Intelligence	14
Engineer: Chemical	Intelligence	11	Programming: Nanotechnology	Intelligence	14
Engineer: Communication	Intelligence	12	Programming: Pick One	Intelligence	13
Engineer: Computer	Intelligence	11	Programming: Robot	Intelligence	12
Engineer: Faster Than Light	Intelligence	14	Psyche Scan II	Empathy	16
Engineer: Force Field	Intelligence	14	Repair: Matter Transferal Devices	Intelligence	18
Engineer: Matter Transporter	Intelligence	18	Repair: Starships	Intelligence	13
Engineer: Mechanical	Intelligence	5	Science: Astrophysics	Intelligence	12
Engineer: Nanotechnology	Intelligence	13	Science: Force Field	Intelligence	14
Engineer: Power Armor	Intelligence	13	Science: Quantum Physics	Intelligence	12
Engineer: Robotics	Intelligence	11	Science: Xenobiology	Intelligence	14
Engineer: Security	Intelligence	10	Security System: Bypass	Intelligence	8
Engineer: Sensor	Intelligence	10	Stellar Cartography	Intelligence	14
Engineer: Starship	Intelligence	14	Stellar Navigation	Intelligence	14

**Acquisition** – This skill gives the character the knowledge to acquire information and goods. Of course, getting hold of it may prove to be a problem if the information or goods are too valuable or not available. In many cases acquiring these goods requires a price. Characters must choose a proficiency for acquiring goods in a particular market. Corporate acquisition may be in the form of selecting favors, for example, while rogue acquisition may mean dealing in drugs and illegal weaponry. A few possibilities for acquisition include ancient technologies, antiques, contraband, drugs, technology, starships, and vehicles. **Prerequisite:** Contacts: Smuggler (if needed), Contacts: (Pick a relevant supplier).

**Acting** – Learning this skill teaches the character performance techniques. Some acting focuses on projecting an emotion into a scene. Other kinds emphasize aspects of the role being played. Players should think about what method of acting (method, concept, etc.) they

were taught and how they apply it. Players may opt to give the character another kind of acting by purchasing a new proficiency.

**Activity: Pick One** – This skill allows the character to excel at a hobby or recreation. Choices are unlimited, but should be similar to something like swimming, hiking, sledding, skiing, gravboarding, or skating. This skill also gives the character a bonus of +1 to the movement modifier for every other level of experience in that ability. This skill may be used in place of endurance (see character definition for more details).

**Adopt Persona** – Adopt persona is a skill that agents learn in order to disguise their true identities. As characters advance, the personas get more involved and detailed. One new persona may be adopted per level of experience. Each new persona starts out at half the current skill level (rounded up) and advances one level per level of advancement in the skill. The persona

## Skill Descriptions - A

is so deep that only characters with Psyche Scan II have a chance of detecting the difference. Of course, truths of the persona will be detected as normal. **Prerequisite:** Acting 3

**Animal Training** — This skill allows the character to train an animal, providing that it is intelligent. For each level of experience, the character may train an animal to do one trick such as fetch, track, jump, or obey other simple commands. Basic considerations, like house training a pet are sometimes important.

**Anthropology** — Anthropology is the study of culture. It allows an individual to understand a society's underlying structure by studying its customs, rituals, and behaviors. The information may not always be accurate because outsiders are often treated differently. Game masters will have to make individual determinations for each situation. Characters who have studied a culture for one month or more are free to make a skill check. A successful skill check will give the character the culture skill at level 1 (subject to the game master's discretion). Each subsequent month, the character may make another roll to add one additional level of experience to that ability. In this way these skills never increase beyond the character's level of anthropology

**Note** — Game masters should be careful here. Anthropologists are studying the society and are not actively trying to learn other skills. If characters wish to pursue other skills, they may, but each skill learned will be at the cost of experience points, and the time spent pursuing that end will not count towards the anthropology skill.

**Appraisal** — This skill allows the character to make estimations on the relative value of contemporary goods within the Frontier. Characters may choose proficiencies in areas such as weapons, computers, or housewares. The estimation is about thirty percent accurate with an increase of five percent for each successful factor shift. **Prerequisite:** Economics 2, Lore: (Racial) Antiquities 4

**Archaeology** — This skill allows characters to infer the nature of a society by examining its remains. A successful skill check indicates the relative age of an item, its use, and what race might have used it. This skill may also be used to gain a general understanding of how a particular people lived and spent their time. On a successful roll, the character gains the skill culture at level one about the race studied.

**Art: Pick One** — Characters with this skill have chosen one aspect of the fine arts as their specialty. This includes, but is not limited to, painting, sculpting, decorating, designing, etc.

**Artificial Intelligence** — This skill allows characters to program and construct artificially intelligent, and possibly sentient, machines. It also gives the character the latest artificial intelligence theories and their application. This skill may help a character determine ways of stopping or limiting the abilities of an artificial intelligence without accessing the computer. **Prerequisite:** Computer Engineer 4, Lore: Intelligence Theories, Mathematics 6, Programming: Computer 5,

**Assassination** — This skill allows the character to kill efficiently. If a character has the military physiology of a particular race, then this skill may be used at no higher of a level than the physiology level. Any combat skill used against another person must not exceed the level of the assassination skill. If it does, the skill will either not be counted as an assassination attack, or the skill level will be brought down to the level of assassination. All successful attacks above a one multiplication factor when using this skill are considered critical hits with an additional +1 factor shift. If a character wishes, the skill may be used to do double the amount of damage instead. **Prerequisite:** Medical Physiology 2

**Awareness** — This skill is used in situations where the character senses something out of the ordinary. It can be used in combat or non-combat situations. This skill may be used in place



## Skill Descriptions - B

of the character's perception.

**Bluff, Lie, and Evasion** — This skill allows characters to bluff their way into or out of a situation. If characters have evidence to back up their ruse, they should gain an additional bonus to the bluff attempt. Obvious lies should not be believed no matter what the roll for success. If the roll is high, the character's sincerity will not be questioned, but her plausibility certainly will be.

**Boxing** — This skill teaches the fundamentals of boxing techniques. The character has practices with opponents and learns to take and receive punches in the ring. Characters can stun and knock out an opponent on a x2 factor or higher. Characters also gain a -1 T# toward stuns and knockouts for each level of experience. Only the Terrans and Middarians practice boxing.

**Brawling** — The brawling skill indicates that the character has been in numerous fights and has become better at hitting opponents. Characters with this skill do not gain any extra combat techniques.

**Bribery** — Bribery is enticing another to do an illegal or immoral action for payment. This skill teaches the character to recognize weak-willed people who are easily influenced to take bribes, and allows the character subtlety in making the offer.

**Bureaucracy: Pick One** — With this skill a character knows the ins and outs of one bureaucracy. The scope of the bureaucracy entails one clan, one organization, one government, one school, one corporation etc. She will know the chain of command, the individual responsibilities of the members, ways of getting things done, alternate channels, key people, sources of information, etc. The player should choose one bureaucratic system when selecting this skill.

**Camouflage** — Camouflage is the art of concealing large objects, buildings, or structures in

a natural setting. Such items may become nearly invisible to all but the most thorough searches. In some cases, counter-tracking may be useful in completing a camouflage, so as not to lead others to the concealed object.

**Cloning** — This skill covers the basic techniques of cloning another person. The medic can take into account the stage of growth of the genetic sample when first taken. She can modify that age to create different stages of growth within the clone. Of course, the clone will not have the scars, tattoos or affectations of the original. The clone will also not have the memories of the original person. **Prerequisite: Genetics 4**

**Communication: Deep Space** — This skill allows the character to communicate across deep space using his society's latest technology. It teaches the character about the hazards of communicating in deep space and the steps following successful contact. **Prerequisite: Communication Operation 4, Computer Operation 3**

**Communication Operation** — The possession of this skill indicates that a character has learned the basic techniques of operating communication equipment. It also allows the character to manipulate, mask, or unscramble frequencies and to deal with other communication technology-related situations.

**Computer: Networks** — This skill allows characters to access computers remotely or directly with another computer. It includes all the standard linking procedures for networked computers, in addition to knowledge of networking protocol. The character will also know about cybernetic interface computers, and how to use the equipment to link them to other computers. With this, the character can also enter into the matrix using his mind. **Prerequisite: Computer Operation 3**

**Computer Operation** — Characters with this skill know how to turn on computers, access

## Skill Descriptions - C

and run programs, add and delete files, and other computer basics. Characters know about information storage and retrieval techniques. Some actions, such as turning on a computer, should be automatic unless the character is learning about or working with alien computers. Anything dealing with program modifications requires a skill roll. Once a skill check is made, the character never needs to make another skill check again for that same action on the same computer unless the system has been modified. **Prerequisite:** Read / Write 3

**Computer Security** — Computer security includes breaking security codes, bypassing and defeating security nets, and other intrusion techniques. Characters with this skill can

quickly bypass and trick security protocols on a computer. This allows the character access to protected files. **Prerequisite:** Computer Operation 4

**Computer Specialized** — This skill teaches the character to operate specialized computers. Upon choosing this skill, the character receives one free proficiency towards a particular type of computer. Proficiencies include (but are not limited to) cybernetic computers, access computers, engineering computers, and scientific computers. The limitations are up to the game master. **Prerequisite:** Computer Operation 2

**Concealment** — This skill allows the character to hide objects within his or her clothing. This



Lbaqk makes contact with a Koriadric merc.

## Skill Descriptions - C

includes perfecting a walk and other techniques to make the objects unobtrusive. This may include hiding objects in clothing folds or body cavities to conceal the items more effectively.

**Contacts: Pick One** — Choosing this skill means that the character has made acquaintance with people who might be willing to provide information or help, if the need arises. On a successful skill check, the character knows of some person likely to lend assistance. The higher the factor shift, the more amenable the individual to giving help. Of course, these contacts may demand the same aid from the character. Turning someone down may reduce the character's chances of receiving help from that individual in the future.

**Criminal Psychology** — This skill gives the character the ability to deduce the thought patterns and actions of a criminal by studying personality profiles, case histories, and other relevant information. Game masters should give penalties or bonuses for this skill based upon amount of information with which the character has to work. **Prerequisite: Academics: Psychology 5**

**Criminal Science** — Criminal science is the study of criminal organizations. For instance, a criminal scientist will study an organization's goals and its predominant criminal behaviors. A criminal scientist can determine whether a local Mafia will have an interest in political assassinations or the acquisition of illegal cyberware. Criminal groups with effective trade routes do not deviate from their established guidelines. **Prerequisite: Lore: (pick at least 2 criminal organizations to study)**

**Cryptography** — Cryptography is the study of code breaking. Characters with this skill have the ability to analyze and crack codes in various forms, provided that they have knowledge of the language being used. This skill can also be useful in breaking communication codes. **Prerequisite: Mathematics 6**

**Cuisine** — This skill allows characters to cook culinary delights from their own cultures or from any culture that they wish to explore. The character may opt to gain a proficiency to gain knowledge of how to prepare delights from any other culture by purchasing cuisine a second time at -1 DL. **Prerequisite: Lore: Local Foods**

**Culture: Pick One** — The character has a general understanding of one culture. The character knows the rituals, eating habits, underlying themes, and forms of expression whether it be verbal idioms or creative activities. As the character grows in experience, she gains a more intimate knowledge of the culture. Characters should pick out a specific form of culture for study each time this skill is taken.

**Deep Space Survival** — Deep space survival entails knowledge of air conservation techniques, and vacuum survival techniques. For each level of experience, a character can survive for two additional seconds when exposed to direct vacuum. This skill may also be used for oxygen conservation. For each successful factor shift, the character gains a bonus of 10% additional time before his or her oxygen is exhausted. The character will also be familiar with the operation of life support systems on starships and space stations.

**Demolition** — Demolition is the art of working with explosives. This skill gives the character expertise on the detonation and defusing of different kinds of explosives. Characters with this skill know the explosives, bombs, and detonators available for a particular society. A successful skill check is required for the detonation or defusing of any explosive device. Note: Quite often one has to be licensed to learn demolition. Consult with the game master on the situation.

**Detect Forgery** — This skill allows the character to detect patterns associated with forged documents. This often includes an analysis of the handwriting to locate unusual stress marks, including electronic signatures that include the force that one applies to create that signature.

## Skill Descriptions - D

This skill is also useful for analyzing forged documents. It enables the character a chance to detect clues left on a forged document.

**Digital Multimedia** — Almost all races use some form of digitalized audio and video equipment. This skill reflects the ability to use that equipment effectively. Most multimedia fully integrates with computers. If the character also has computer operation, then this skill also allows the character to transfer the output to computers.

**Disguise** — This skill allows the character to make convincing disguises that make her unrecognizable by conventional means. The character learns the use of synthetic skin substitutes, pigments, face molds, and costume parts to alter the appearance of the face. If the character has cybernetic disguises implanted into the face or body, she can disguise herself in a fraction of the required time.

**Dodge** — This skill allows the character to dodge out of the way of incoming objects. This skill also lets a character evade every attack on that turn by spending all actions on dodging.

**Economics** — Although there are several areas of discipline within this skill, economics is basically the study of the production and distribution of goods and services - supply and demand. Economists study the effects of government interaction, trade tariffs and the balance of trade, and mega-corporations' effect on the economy. They look at these and other factors, and based on projections, make predictions about the future. Lack of awareness of the different mind-sets among the races may adversely affect the accuracy of financial forecasting. **Prerequisite: Mathematics 3**

**Energy: Heavy Ordinance** — Heavy ordinance weapons allow the character to fire large energy weapons, including plasma cannons, mounted energy weapons, vehicle (but not starship) energy weapons, lasers, vibro, sonics, radiation weapons, etc. It also includes skill at com-

pensating for vehicle movement, estimating ranges, etc.

**Energy: Pistol** — This skill gives the characters the technique and know-how to fire energy pistols. Included in this category are ANY pistols that fire energy including lasers, sonics, vibro weapons, etc.

**Energy: Rifle** — Characters with this skill can fire energy rifles. This includes lasers, sonics, vibro weapons, etc.

**Engineer: Aeronautical** — Aeronautical engineers study the stresses that impact vehicles while traveling through atmospheric phenomena. They are knowledgeable about craft structure and stress prevention. **Prerequisite: Computer Operation 3, Mathematics 5, Science: Physics 3, Tronics 5**

**Engineer: Aerospace** — Aerospace engineering allows the character to understand the forces that a ship might face in space. If a proficiency is taken with this skill toward another engineering skill, then this skill would also provide the character with information on building systems that can withstand aerospace conditions. **Prerequisite: Computer Operation 3, Mathematics 5, Tronics 5**

**Engineer: Bionic/Cybernetic** — This skill allows the character to design and build bionic parts. Characters building new cybernetic devices must follow the experimental rules located elsewhere in this book. Bionics built in this fashion cost only half of the current market cost. **Prerequisite: Computer Operation 3, Mathematics 5, Medical Physiology 5, Science: Physics 3**

**Engineer: Chemical** — This skill allows characters to construct new types of chemicals. Sometimes it can be used to construct new and better building materials, at other times it can be used to make perfumes. **Prerequisite: Chemistry 4, Computer Operation 3, Mathematics 4**

**Engineer: Communication** — This skill indi-



## Skill Descriptions - E

cates that the character is skilled in the construction of communication equipment of all kinds. The character can construct new communication devices or make modifications to existing systems. The character can also jury-rig systems. **Prerequisites:** Mathematics 6, Tronics 3, Science: Physics 5 with acoustics and optics proficiency at level 2

**Engineer: Computer** — This skill allows the character to build computers and computer components. It allows the character to jury-rig old components as well. **Prerequisite:** Mathematics 4, Computer Operation 4, Tronics 3

**Engineer: Force Field** — This skill allows the character to design and create new types of force fields and screens. The character can modify existing screens to fit new situations and can also jury-rig force fields. **Prerequisites:** Force Field Operation 3, Mathematics 5, Science: Physics 5, Tronics 5

**Engineer: Matter Transporter** — A character can make matter transferal devices with this skill. It also allows characters to modify and upgrade matter transporters. Characters with this skill can also jury-rig matter transporters if necessary. **Prerequisite:** Computer Interface 3, Computer Operation 3, Mathematics 5, Science: Physics 8, Tronics 5

**Engineer: Mechanical** — This skill allows the character to build all kinds of machines. The character has all the knowledge and experience to put working components together to form complex mechanical apparatuses. Lower levels can build simple machines, while higher levels are able to build more complicated ones. **Prerequisite:** Computer Operation 3, Mathematics 4, Tronics 4

**Engineer: Nanotechnology** — This skill provides the basic knowledge that allows technicians to analyze, control, and construct nan-





## Skill Descriptions - E

otechnology. It includes the knowledge of specific energy signatures, protective nanotechnology environments, strategies for creating the most effective nanotechnology for the purpose, etc. Of course, providing this information may take weeks of study depending on the situation. **Prerequisites:** Chemistry 5, Mathematics 5, Science: Physics 5

**Engineer: Power Armor** — Characters with this skill are schooled in the mechanics of constructing power armor. There are several varieties of power armor, and some of them will require other skills at the game master's discretion. **Prerequisites:** Computer Engineer 3, Mathematics 5, Mechanical Engineer 3, Robotics 2, Tronics 3

**Engineer: Robot** — This skill gives characters the ability to design and create robots. Characters can only create a level of robots up to the current level of this skill. For example, a level 5 engineer could only build up to a level 5 robot. Characters can work on just the basic parts of a robot, such as movement of the arms and legs, without having the artificial intelligence skill. The character would not be able to make higher-level robots, but instead would only make the bodies. A proficiency must be chosen for each style of robot. **Prerequisites:** Artificial Intelligence 4, Mathematics 5, Power Systems 4, Science: Physics 4 and Tronics 4

**Engineer: Security** — There are two aspects to security engineering. The first aspect deals with the actual creation of the security equipment. The character can make, modify, and repair any equipment related to security, provided the character has the skills needed. The second aspect of the skill deals with the placement of the security equipment within a location. This skill is used to ensure that there are no gaps in the security network. **Prerequisites:** Mathematics 4, Science: Physics 3, Tronics 4 and any relevant skill

**Engineer: Sensor** — This skill allows character to design new sensors and modify old ones to

fit new situations. The engineer can jury rig and repair systems in emergencies as well. Some sensors will require that the character have additional skills. This skill also allows characters to work with scanners as well. **Prerequisites:** Sensor Operations 3 and Tronics 4

**Engineer: Starship** — This skill gives the character the ability to design starships. A character, who has all of the prerequisites, will be able to design and integrate complex systems into one working ship. This is a monumental task. The character will be able to determine what technology would be best for which situations, as well as how to apply it. **Prerequisites:** Aerospace Engineering 3, Mathematics 5 Mechanical Engineering 3, Science: Astrophysics 5, Science: Physics 5, Tronics 5

**Engineer: Vehicle** — Vehicle engineering allows characters to design vehicles. This skill assumes that a particular culture teaches the construction of only one kind of vehicle. For instance, a culture that has antigravity vehicles would not teach the making of outmoded hover vehicles. If the culture has many kinds of vehicles, then the character must choose one. Learning additional areas of vehicle engineering require that the character pay a proficiency cost. **Prerequisite:** Tronics 3

**Engineer: Weapon** — Weapon engineering is the art of making weapons. Characters will also be able to modify and repair those weapons. Game masters should take into account the laws on weapons and many other factors. The guns should not be more powerful than anything created in the game up to this point. See the engineering section for more information. **Prerequisite:** Mathematics 4, Science: Physics 4, Tronics 3

**Escape Artistry** — Escape artistry allows the character to slip out of handcuffs, slip through bars and excel at finding a way out of physical entrapment. Some situations may require the character to pick locks to escape confinement.

## Skill Descriptions - E

**Espionage** — Espionage is the art of spying for the purpose of gaining information. It teaches the character observation techniques, analysis of military information (including troop identification and movements), and recognition of key data. Characters are also familiarized with checkpoint procedures and relevant political situations. **Prerequisite:** Awareness, **Computer Operation 3**, **Lore: (Pick any relevant)**, **Read / Write 4**

**Etiquette: Pick One** — This skill allows the character to recognize a faux pas in a particular culture. A character with this skill should be allowed to make a roll to determine whether a particular action will be considered impolite. This skill can also be used in an attempt to anger or humiliate a person within a culture.

**Evidence Analysis** — This skill instructs the character in the procedure of evidence taking without tainting that evidence. It allows the character to make judgments about the evidence, in order to make logical deductions about what happened in a particular situation. When used, the game master can help provide characters with directions or assumptions about how the evidence may be presented.

**First Aid** — This skill allows the character to give immediate medical attention in almost any situation. It can help to stop bleeding or hypothermia, and to restore respiration. The character cannot perform any kind of surgery. If a character has a serious wound, other than applying a tourniquet, this skill will is not overly helpful.

**Force Field Operation** — Force field operation gives the character a basic understanding of force field operation and principle, but not the science behind the force field. It allows for effective operation in combat and non-combat situations. It is relevant to both starship and personal force fields, although the applications will be much different. The character will know which settings are most effective in different situations. **Note** — **For starship operations, the**

**prerequisite is Computer Operation 5**

**Forgery** — The knowledge of how to forge documents, currency, identity chips, memory engrams and other items. Players must choose a proficiency to indicate their character's forte. Some of the proficiencies will require that the character have additional skills. This is left up to the game master's discretion.

**Gambling** — This skill allows a character to easily surmise the odds of a game and be able to win if the situation permits. Characters with this skill will become familiar with a great number of games for a particular area within the Frontier. The character may choose a proficiency to learn games from other parts of the Frontier.

**Genetics** — Genetics is the study of how genes interact. A character with genetics skill can experiment with the separation and recombining of genes to create new life forms. This process is limited, however, because the character can only take existing life forms and combine them in new ways. New life forms cannot be created from scratch. This skill can be especially useful if the character wishes to improve breeding capabilities, crop yields, or develop disease resistant organisms, or new forms of immunology. **Prerequisite: Science: Biology 5**

**Information Search** — Information search is used to find where and how information is stored. The character knows where to look on computer nets, records offices, families, streets (if character has streetwise), corporations and other locations. There are actual information brokers who specialize in the location of certain information. **Prerequisite: Computer Operation 5**

**Jury-Rig** — This skill allows a character to make something work without the proper parts or equipment. The character can improvise when the situation demands it. This skill is only useful on tronic or mechanical items, such as machinery, computers, robots, and other

## Skill Descriptions - L

devices. **Prerequisite:** Repair: (relevant devices), Tronics 3

**Language: Pick One** — This skill lets the character learn to speak a language. The difficulty level is dependent on the language and is determined by the game master. Each time a character learns a language from one race, additional languages by that race may be purchased for a -1 DL.

**Law: Pick One** — Law permits a character to learn the legal patterns of a particular society. The character will be able to act as a lawyer (if permitted) and understand what kind of jargon typically accompanies a particular system. If the character has level 5 in a legal system, then the character can be a lawyer or an equivalent. If the character is level 6 then the character can be a judge.

**Linguistics** — Characters with linguistics learn to watch the underlying patterns of verbal communication to better master a new language. If the character has this skill, learning new languages takes time but not experience points. Characters who make a successful skill roll will be able to pick up the language at level one. **Prerequisite:** Must know two or more languages.

**Lore: Pick One** — This skill is knowledge that a character might have concerning a certain place or time. The limits of this skill are left up to the game master and the players. The list of possible lore skills should include history and organization notes. The greater the area of knowledge, the greater the cost of the skill. For instance, a history lore skill that covers the entire Frontier should cost Professional. A history of a particular corporation should cost only Basic, while a history of all of the major corporations should be Advanced.

**Machinery** — This allows a character to operate non-vehicular machinery: simple tronic devices such as drills, saws, sonic drivers, tractor beams, etc.

**Maintenance** — This skill allows the character to maintain proper care of equipment, vehicles, weapons, etc. This skill also allows characters to free stuck weapons and fix minor repairs on vehicles.

**Major Surgery** — This skill certifies a character to perform major surgery, such as organ removal, limb removal, brain surgery, and muscle replacement. It is also necessary for the addition of bionic implants and cybernetics. With it, a surgeon can heal a number of points equal to the character's technology level per day, if the appropriate tools and equipment are available. Game masters may reduce this if modern supplies are not available. **Prerequisite:** Medical Physiology 5, Minor Surgery 5

**Martial Arts I** — A skill that instructs characters to fight more effectively in non-weapon combat situations. Characters gain one advanced combat technique every other level of experience (2, 4, 6 etc.).

**Martial Arts II** — Martial arts I is a basic martial art melee combat style that has many different forms. If this skill is chosen, the character can select one advanced combat technique every level of experience. Characters gain one expert combat technique at levels 3, 6, 9, 12 and 15.

**Mathematics** — With this skill, characters learn the basic fundamentals of math and its application. At beginning levels the character can do simple arithmetic, while at higher levels the character can perform differential equations and beyond.

**Matter Transporter Operation** — This skill allows characters to operate transporter devices. It gives the character the theory and background to safely manipulate the equipment under unusual circumstances.

**Medical Devices** — The quintessential skill for any medic, this skill allows characters to administer drugs with hypos, operate robotic sur-

## Skill Descriptions - M

geons, integrate drug harnesses, and operate any simple medical equipment that is not too large or complex, including medical scanners.

**Medical Physiology** — It is an absolutely necessary skill if a character wishes to perform any kind of surgery. It details the position and functions of organs, the interactions of organ systems, and the reactions to medication of a specific race. This skill must be chosen for each race that the character treats. It can also be used to double a patient's healing rate.

**Medicine: Bionics and Cybernetics** — This skill gives the character an understanding of the interaction between organic bodies and machines. With this skill, the character can implant and modify bionics and cybernetics in a host. The character can add and remove these parts if the appropriate tools are available. **Prerequisite:** Major Surgery 5, Mathematics 4, Medical Physiology 5, Tronics 5

**Medicine: Cryogenics** — Cryogenics is the study of freezing individuals for revival at a later time. It is often useful in prolonged space flights, or situations where active people would take up too much room. Cryogenics is not used exclusively on people. It is also used to freeze perishables to sustain their market value. Characters with this skill can freeze individuals and perishables through various means with all sorts of cryogenic equipment. **Prerequisite:** Medical Devices 2, Medical Physiology 4

**Medicine: Forensics** — This skill allows the character to conduct a forensic investigation into the cause of a death. The longer the character can spend studying a particular body, the more detailed information the character will obtain. The character is able to give a precursory examination that could suggest a possible cause of death, but this is not suggested - especially in a murder investigation. **Prerequisite:** Diagnosis 5, Medical Physiology 5

**Medicine: General** — The basic medical skill: a general understanding of medicine, diagnostics,

and methods of treatment for poisons, infections, infestations, hypothermia, heat exhaustion, motion sickness, etc. There may be cases where the treatment is unknown to the medic, or the needed supplies are not available to treat the sickness or injury properly. The medic should be able to make do with the resources available. The medic may also treat poisons, infections, infestations, radiation, diseases, etc. The game master must make final determinations. This skill does not include surgery, bionic replacements, etc. **Prerequisites:** Medical Physiology 3, Lore: Medicine 3, First Aide 5

**Medicine: Life Chamber** — This skill allows a character to operate life chambers. There are several different kinds, and this skill includes all of them. Some life chambers are bionutrient liquid mediums that allow for accelerated healing. Others are used to "jump start" the life processes. This equipment is used in situations when the character has sustained damage below the life factor, but not below the death factor. **Prerequisites:** Correct Diagnosis and Medical Physiology 5

**Medicine: Mind Matrix** — Mind matrices are done when a character wishes to implant computers, or clones with all her memories. The character must spend several hours having her brain scanned before the memories are copied. Once the copies are made, the matrix may be duplicated into a clone. The information can be downloaded into a computer, but this is a difficult process (+5 T#). **Prerequisite:** Computers 3, Medical Devices 5, Medical Physiology 7

**Medicine: Natural: Pick One** — Holistic medicine gives the character the ability to practice one form of holistic medicine. The skill includes many different techniques and each must be learned separately. Each subsequent area learned will be at a minus one from the difficulty level. Areas of study include, but are not limited to, shiatsu, chi gung, acupuncture, naturopathy, herbology, and meditation techniques. This skill can heal damage up to the character's technology level divided by 3 for

## Skill Descriptions - M

every 50 hours of rest. **Prerequisite:** Medical Physiology 4

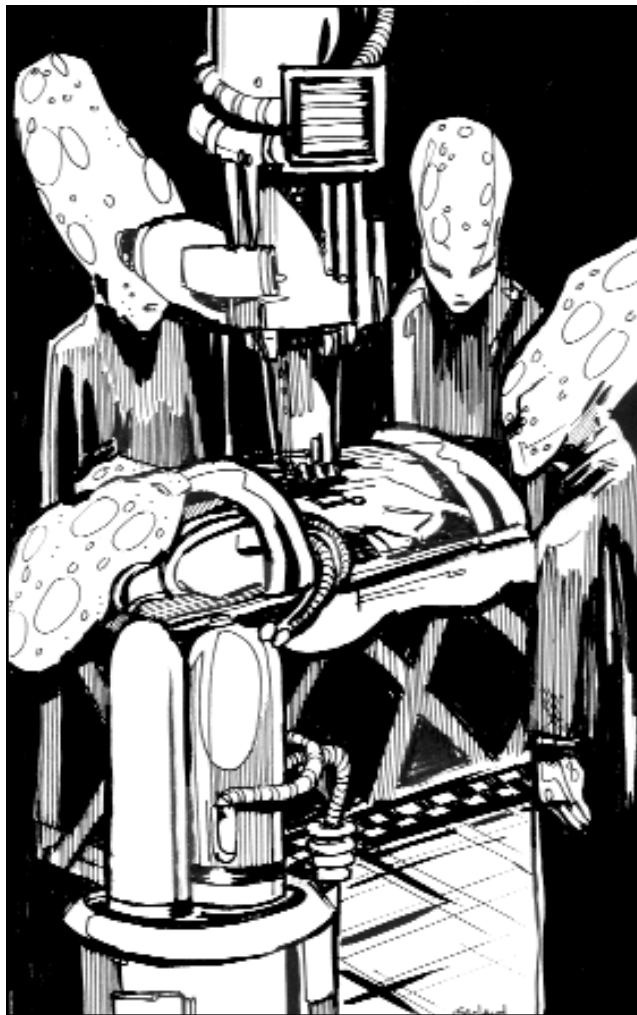
**Medicine: Regeneration** — This skill gives a medic the ability to regenerate lost appendages. The process is so effective that the character will have no scars or deformation after the limb has been regenerated. New appendages will have a strength of 6 plus the racial strength modifiers. The character must spend one experience point per strength point to build the character's strength above the racial minimum on a regrown appendage. **Prerequisite:** Medical Physiology 4

**Medicine: Veterinary** — This skill allows medics to treat animals. If the medic already knows the physiology of the animal being tended, all of the healing rates will be applicable as if a race were being treated. Animals that are fairly similar may be operated on with the same skill. Animals of different physiology will require a proficiency.

**Meditation** — Meditation is a self-discipline skill that allows the character to achieve a calm state of consciousness. Characters with this skill gain a +1 to combat modifier points per level of experience. Characters can also add the level of this skill to their ability to resist torture, intimidation and to other social skills because they have an inner sense of calmness.

**Melee Weapons** — It enables the character to fight more effectively with melee weapons. Players must choose a specific weapon, such as swords, lances, pikes, maces, etc. Characters may use other melee weapons at +4 T#.

**Minor Surgery** — Minor surgery allows a character to operate on individuals. A character can remove shrapnel and fix surface wounds, but the character cannot heal ruptured organs, remove limbs, or deal with other injuries beyond the wound category. This skill can be used to heal up to the character's technology level -10 damage per day, in addition to the character's natural healing rate. **Prerequisite:**



First Aide 4, Medical Devices 1, Medical Physiology 2

**Missiles** — Missiles is the training and use of larger, more military-style missiles. Characters learn procedures of arming, adding heat seekers, attaching warheads, etc. The character also learns to aim at targets that are out of sight, relying purely on sensor information. At least two levels of sensor operation are required for these attacks.

**Nanotechnology Operation** — a character with this skill is familiar with basic kinds of nanotechnology, its uses, purposes, dangers, etc. The trained technician has a basic knowledge of what kinds of environments are best for nanotechnology, etc. She can also program very basic commands into the nano-device based



## Skill Descriptions - P

upon provided that she has access to computer interfaces, though she cannot reprogram the nanotech to do something other than its designated purpose.

**Personality Skills** — Personality skills is a conglomeration of skills that a character can use in interactions with other people. One particular aspect of the character's personality should be used. Characters should choose a skill from the following list or something similar; barter, charm, command, demand, impress, negotiation, pacify, persuasion, request, or seduction. Each of these skills must be paid for as a separate skill.

Each of these skills works with a different aspect of the character's personality to gain an advantage. For example, the barter skill will give the character a bonus of +10% for every factor shift obtained. The other skills cannot be quantified so easily, but game masters should make judgment calls in each situation. Any of these skills may be contested with a willpower

check.

**Physical Conditioning** — Physical conditioning is an extreme form of conditioning. It trains a character to deal with torture, drugs, gases, poisons, and other physical hardships. This skill must be taught to a character in a location where the character would be exposed to such things. Mercenary training schools or military academies are among the best locations. Characters with this skill gain a +1 on the roll to saves and a +1 to combat modifier per level of experience.

**Pilfering** — Pilfering is the art of sleight-of-hand. As a rogue skill, it is most often used to steal items from a person without being caught. In other contexts, it could be used to facilitate a magic show. Characters who are being robbed do gain a chance to notice it. They must make a perception check verses the pilfering roll.

**Pilot: Aquatic Vehicles** — This skill allows characters to successfully pilot boats, ships, canoes, and other aquatic vessels. Proficiencies cost double for larger or motorized boats.

**Pilot: Atmospheric Vehicles** — This skill allows characters to successfully fly atmospheric craft. The character gains basic knowledge of flying hazards and methods of dealing with them. This part of the skill uses intelligence instead of dexterity for a modifier. Characters with this skill can also attempt stunt maneuvers. The character also learns VTOL (Vertical Take Off and Landing) and emergency landing techniques. **Prerequisite:** Computer Operation 3

**Pilot: Ground Vehicles** — This skill allows character to pilot one specific type of



Nanotechnology

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ground vehicle such as cars, cycles, or transports. Additional areas of interest may be chosen with the purchase of a proficiency. Ground vehicles must remain within a meter of the ground. It is assumed that characters will only be able to pilot those ground craft that are indigenous to their own cultures, unless a good explanation is given to the game master. Proficiencies may be spent to learn how to run other races' vehicles.

**Pilot: Machine Vehicles** — This skill allows characters to operate machine vehicles, such as walking loaders, forklifts, and any other vehicle that is designed to be used as a machine.

**Pilot: Power Armor** — With this skill, a character can pilot power armor. The character will know how to activate thrusters, work life support technology, and many other functions that work with a suit. The character will also be able to handle any additional strength and speed a suit of armor provides.

**Pilot: Submersible Vehicles** — The character is trained to use submersible vessels and can deal with different circumstances, such as compression dangers, water depth limitations, and hull ruptures quickly and efficiently.

**Pilot: Stellar Vehicles** — This skill allows characters to pilot star ships. This skill requires that the character choose a proficiency for each style of ship that the character can fly. This is difficult because two different skills are needed: first, the race that built the ship (unless it was built under different specifications, such as by order of the parent race) and second, the type of ship, be it cruiser, fighter, frigate, or any other style. Characters with this skill can start out with one race and one style of ship. Piloting under any other circumstances is subject to all of the technology level rules.

**Pilot: Tanks and APCs** — Characters with the tanks and APCs skill can operate these vehicles. They will also know how to coordinate activities with the gunners to give them less of a neg-



ative T# when attacking.

**Pilot: Walking Vehicles** — Walking vehicles are vehicles that use mechanical legs for transportation. In many cases, they are much more difficult to drive than other vehicles, but they are useful on uncharted, undomesticated planets. Characters with this skill can operate and pilot these kinds of vehicles. **Prerequisite:** Computer Operation 3

**Play Instrument** — With this skill, the character has learned to play instruments professionally as well as read music. This skill must be selected for each instrument learned.

**Programming: Nanotechnology** — Programming nanotechnology is very tricky, as coding methods are diverse, and have to be based upon the physical structure of the nano-device. This skill makes it possible to program physical movements and to install sophisticated algorithms. Nanotech Programming can be com-

## Skill Descriptions - P

bined with Robot Programming, Computer Programming, and Artificial Intelligence (etc.) to link the nanite to other devices. **Prerequisites:** Computer Operation 3, Mathematics 5, Nanotechnology: Operation 5

**Programming: Pick One** — This skill teaches the character the fundamentals of writing programs in any environment. For each level of experience, the character may choose one program. The character will learn how to write, alter, update, and rewrite the program, as well as to find any problems in the program itself. Any program learned will always be at the same level as the skill no matter when the program was learned. The character will learn techniques for improving earlier programs. For each program that the character learns, the character gains a +1 towards working with that program on any computer. This skill can be applied towards programming computers, specialized devices, artificial intelligence, etc. **Prerequisite:** Computer Operation 4, Mathematics 4

**Programming: Robot** — This skill allows a character to program robots to do a multitude of tasks. Characters can design programs for the robot equivalent to their level of experience, but not beyond the level of the robot. **Prerequisites:** Artificial Intelligence 3, Computer Operation 6, Computer Programming 3, Mathematics 4

**Projectile: Ancient** — Bows, crossbows, slings, slingshots, etc. are all considered ancient weapons. Players must choose what kind of ancient projectile they learn.

**Projectile: Heavy Ordinance** — Characters with this skill know how to fire large weapons, cannons, mounted projectile weapons, vehicle weapons, etc. It teaches the character about aiming techniques, the kick of the weapon (if any), how to compensate for vehicle movement, etc.

**Projectile: Pistol** — With this skill characters can use projectile pistols, including slug throw-

ers, razor pistols, glyzeryt pistols, etc.

**Projectile: Rifle** — Characters with this skill learn the skills for working with projectile rifles such as slug throwers, razor rifles, glyzeryts, etc.

**Psyche Scan I** — Psyche scan I is a powerful skill that allows a character to gather basic information about the psyche of another individual. This covers the character's attitude and temperament, as well as what the character's intent may be at a particular moment. It does not give specifics about a situation. For example, Sehnya, a Sehlмна criminal psychologist, is watching a criminal deal with a rogue contact. A successful roll would let Sehnya know that the criminal is agitated and concerned about the situation. This skill may be used in place of the character's empathy.

**Psyche Scan II** — Psyche scan II is an advanced form of psyche scan I. It does everything that psyche scan I does and has the ability to get more detailed ideas about the person(s) targeted. If Sehnya (from the example for psyche scan I) had psyche scan II, (s)he could tell that the criminal had previous dealings with the rogue contact that were not exactly stable, and that the rogue is violent and has a small pistol and a knife. The criminal is going to the rogue as a last resort. This skill does not give specifics about the situation, such as the name of the rogue or meeting places. Sometimes a character with this skill can piece more information together if much is known about the particular targets of investigation. Details are left up to the game master, but should be fairly similar to the details given above. **Prerequisite:** Psyche Scan I 3

**Quickdraw** — Quickdraw is the art of drawing weapons quickly. Characters with this skill gain a tentative bonus of +1 to their initiative modifier per level of experience. It is tentative because it can only be used in situations where the character has lost initiative modifiers to begin with. The bonus can never go beyond the negative modifiers incurred during the conflict.

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**Read Lips** — Assuming that the character knows a particular language, this skill gives her the ability to discern what is being said by reading lip movements alone. The game master will determine modifiers for reading languages spoken by other races. The level of this skill cannot go beyond the level of the language that the character is attempting to read. Unclear. **Prerequisite:** The character must know how to speak the language being read

**Read/Write: Pick One** — Read/write languages teaches a character to read and write a language. This skill must be chosen for each new language acquired. As a general rule, any language learned that is from the same root language will give the character a -1 DL for learning that language.

**Religion: Pick One** — As a skill, religion provides a character with knowledge about one religion. What knowledge is contained depends upon the religion. Some religions will give in-depth knowledge of texts, symbolism, rituals, etc.

**Repair: Computers** — This skill allows the character to repair computers. It includes knowledge of hardware, software, OS, etc. Some problems may be impossible to repair due to poor programming, etc. In some situations, the character may need programming in order to repair the system. **Prerequisites:** Computer Operation 5, Tronics 2

**Repair: Force Fields** — This skill allows characters to repair force fields. **Prerequisites:** Force Field Operation 4, Physics 4, Tronics 4

**Repair: Matter Transferal Devices** — This skill allows characters to repair matter transferal devices. Repairs of this kind take up to 3 times as long as other devices due to their complexity. **Prerequisites:** Matter Transporter Operation Devices, Physics 4, Tronics 6

**Repair Miscellaneous** — This is a miscellaneous repair skill that allows characters to

repair small miscellaneous devices not covered by other repair skills. **Prerequisite:** Tronics 2

**Repair: Robots** — Characters can repair robots and other devices. Characters know the basic modes of movement, and the functions and operations of robots, including the robotic operating system, the mechanics of motion, etc. Some aspects of the robot may be impossible to repair without further skills such as robot programming. **Prerequisites:** Physics 4, Robotic Operation 4, Tronics 4

**Repair: Starships** — This is an advanced skill that encompasses many aspects of starship repairs. It includes the smaller parts of the ship, as well as hulls, etc. It does not include repairing items covered by other forms of repair. **Prerequisites:** Computer Operation 4, Science: Physics 2, Tronics 4, Welding 4

**Repair: Vehicles** — Characters know the inner workings of vehicles, how they operate, how the power and engines interrelate to the rest of the systems. **Prerequisites:** Computer Operation 4, Tronics 3

**Robot Operation** — This skill allows character to operate robots. Characters can do simple programming within the confines of the current programming abilities designed for the robot. The character cannot define any new parameters for the robot or in any way break the robot's old programming. Characters who wish to activate or deactivate robots must sometimes contend with security locks or repairs that need to be made.

**Scent Detection** — This skill indicates that the character has learned to distinguish between different smells and has become attuned to the scents of an area. This skill can be used to detect attackers approaching from upwind, animal scents, poisons and others.

**Science: Astronomy** — Astronomy is the study of stars and celestial motion. This skill allows characters to gain an understanding of



## Skill Descriptions - R

celestial movements and positions. Once a character gains a proficiency for a particular sys-



tem, she can tell where she is on a planet by the relative location of the stars. This skill will also allow the character to make a crude (+8 T#) estimation of her whereabouts on the Frontier by analyzing star positions. **Prerequisite:** Lore: Star Charts, Mathematics 5, Scanner Operation 3

**Science: Astrophysics** — This skill allows characters to study various astrological phenomena, including stars, nebulae, and black holes. It gives characters grounding in current astrophysical theory and the possible effects of each phenomenon. On a successful roll, a character can make an accurate judgement about the condition of a stellar phenomenon. **Prerequisite:** Mathematics 6, Science: Physics 6

**Science: Biology** — Biology is the study of plant and animal life. It integrates botany and zoology and is a prerequisite for many other skills. It allows a player character to study how organs within plants and animals function and possibly to use them if the situation arises. **Prerequisites:** Science: Botany 3, Science: Zoology 3

**Science: Botany** — This skill give the character knowledge of plants and plant physiology. It is a general knowledge and practice skill that is useful on most planets. With it, the character can determine which plants are poisonous and which are edible. A flora scanner will help the botanist to analyze samples. Proficiencies may be chosen as specialties in particular plants (i.e. orchids).

**Science: Chemistry** — This skill gives characters a basic understanding of the principles of chemistry. The course of study includes contemporary theory, as well as the practical applications of specific chemicals, and the use of related equipment. **Prerequisite:** Computer Operation 3, Mathematics 3

**Science: Force Field** — This skill allows the character to study the nature of natural and artificial force fields. The character can deter-



## Skill Descriptions - S

mine how to reinforce, destroy, or modulate the frequencies of different force fields. **Prerequisite:** Mathematics 5, Science: Physics 5

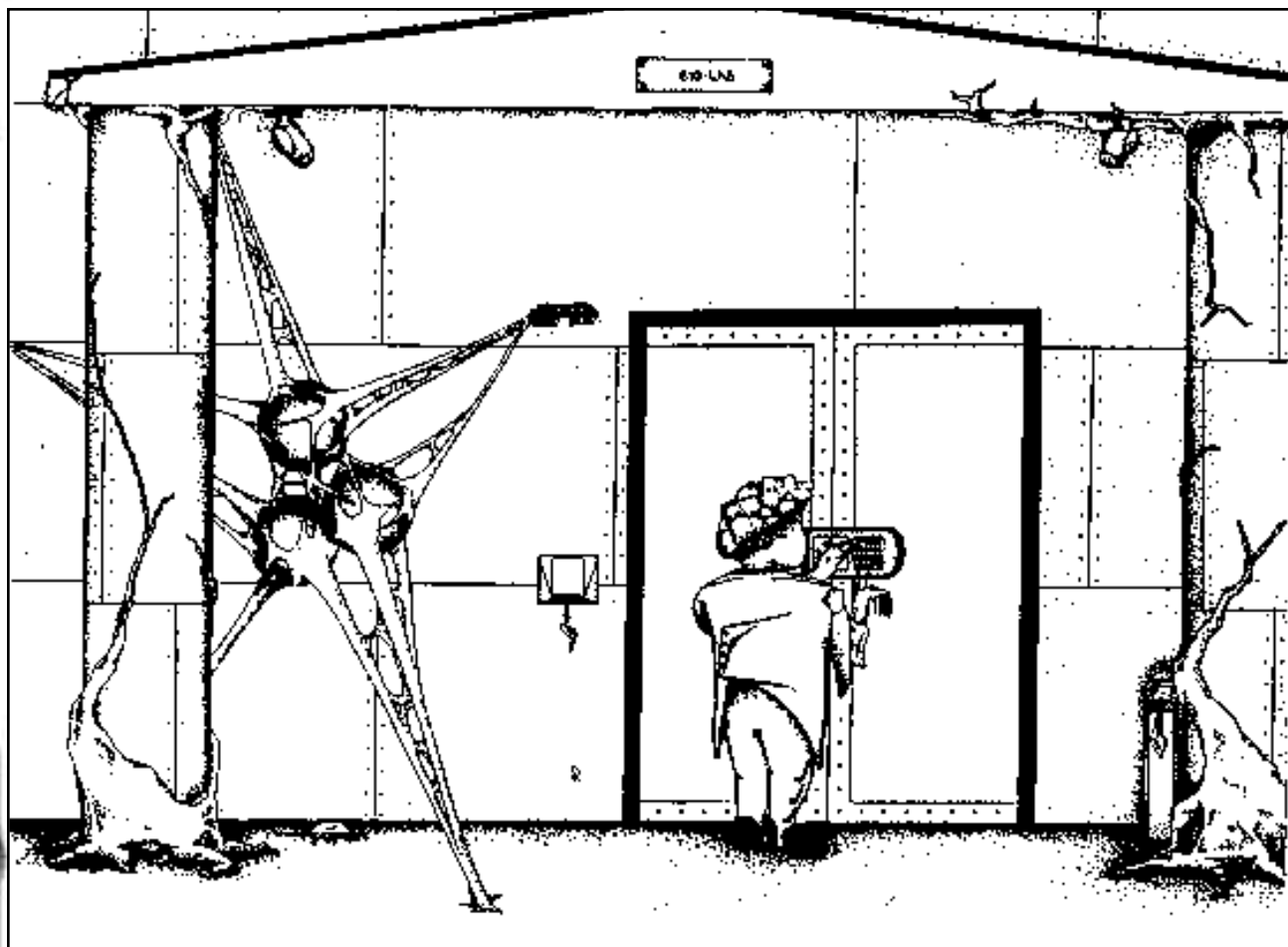
**Science: Geology** — Geology is the study of planetary phenomena. It covers the study of minerals, materials, and structures common to planetary surfaces. A character can analyze planetary phenomena and forces to provide a detailed analysis of the planet's current condition and predict what its future will be. The character can estimate the likelihood of volcanic eruptions and earthquakes. The character also has an understanding of plate tectonic theory. **Prerequisite:** Physics 2

**Science: Physics** — Physics is the science of the physical laws of reality. The character can calculate acceleration, rate, weight, and mass. The character will also learn about the fundamental laws of gravity, motion, electromagnet-

ism, hyperforce, and other related concepts. The character can also calculate planet distances, rotation angles, etc. This is a prerequisite for many other skills. **Prerequisite:** Mathematics 4

**Science: Quantum Physics** — Quantum Physics is the science of quantum mechanics. It allows the character to test and handle phenomena safely and accurately. **Prerequisites** — Science: Astrophysics 6, Math 6, Science: Physics 6.

**Science: Xenobiology** — Xenobiology is the study of alien biology. Characters who have biology can only work effectively with biology familiar to them. This skill allows characters to work effectively with new and different kinds of biology. Some schools of Xenobiology teach fundamental theories about the nature of life itself, which may give characters new ideas



## Skill Descriptions - S

about alien species. It may also lead them in the wrong direction. **Prerequisite:** Science: Biology 5

**Science: Zoology** — Zoology is the study of animals. This skill gives characters a firm understanding of animal anatomy. Zoologists can extract and preserve animal parts for different uses. For instance, if a scientist found a poisonous snake, she could extract the poison sac for later use. Often, it is important for a zoologist to watch live animals to gain a better understanding of the animals' habits and behaviors.

**Security System: Bypass** — This skill indicates the character knows about all kinds of locks. Mechanical mechanisms, card identification locks, field locks, genetic scanners, retinal scanners are all studied with the use of this skill (up to the character's technology level). The character can recognize possible ways of fooling the sensors that may be attached to the locking mechanisms.

**Security System Operation** — Characters with this skill have studied and worked on security systems. The character can operate and modify the system to deal with new contingencies. For example, a character with this skill could lower the frequency of a security system's infrared sensor to detect different light patterns. Game masters should use their discretion.

**Sensor Operation** — This skill allows characters to operate and manipulate sensor systems. Characters can use this skill to augment the sensors for new situations. This includes modulating frequencies, starting active or passive scans, etc. The characters can also operate shipboard scanners and sensors. For specific scanners, such as medical or geological, the character must take a proficiency to use each scanner effectively.

**Starship Gunnery** — This skill allows characters to aim and fire the large weaponry of a starship. The controls are quite different than handheld devices and the aiming is mostly computer

operated. This skill also allows characters to program and automate firing priorities and sequences from their terminal. **Prerequisite:** Computer: Operation 4

**Starship Operation** — This skill allows character to know the preflight preparations, maintenance schedules, record storing, and emergency procedures to keep a ship operating in most circumstances. **Prerequisite:** Computer Operation 3

**Stealth** — Stealth is the art of hiding and camouflage. Characters with this skill can walk past security guards, slip by an enemy unnoticed, or sneak up on someone. This skill also gives the character knowledge of how to get past certain optical systems without being detected.

**Stellar Cartography** — Stellar cartography is an invaluable skill for astronavigators. This skill allows the character to know and map star systems and other anomalies. In desperate situations, this skill may be used to determine where the character is in relation to the rest of the Frontier. Using the skill in this way gives the character a +10 T# to the attempt. **Prerequisite:** Mathematics 5, Science: Physics 5,

**Stellar Navigation** — Stellar navigation allows a character to pinpoint new locations and determine whether they are charted, and to plot courses to new destinations. The character takes into account unusual stellar phenomena and makes adjustments to avoid collisions. This skill can also be used to determine how long a particular ship will need to stay in hyperspace and what velocities are needed for what periods of time. This is crucial so a ship doesn't overshoot its projected destination. **Prerequisite:** Stellar Cartography 5

**Streetwise** — Streetwise is an indication that the character has spent time on the streets and is familiar with the etiquette and "laws" of the street. Characters who make successful skill checks can locate black market merchandise, weapons, drugs, mercenaries, and other under

## Skill Descriptions - W

world elements. It can also be used to detect when a character is walking into a bad situation, encroaching on another's territory, or about to make some other mistake.

**Surveillance** — This skill clues the character regarding the kinds of surveillance systems in operation, and the techniques in use for hiding the equipment. The character will spot these devices and disguises. This skill is useful for casual observation, particularly around scanners.

**Survival: Pick One** — This skill gives the character the knowledge to survive in harsh conditions. Possible terrain include jungle, forest, desert, and marsh. With this skill, the character can find food and water, make primitive shelters, and travel with the least amount of difficulty.

**Teaching** — Teaching makes it possible for characters to impart different skills to others. Characters without this skill have not thought about order or subject difficulty enough to teach effectively. This skill must be at the same level as the material taught. Characters that learn from someone with teaching can pay the usual amount of experience points to learn a new skill.

**Thrown Weapons** — This skill gives the character the ability to accurately throw knives, darts, daggers, boomerangs, and any other weapon designed to be thrown. A separate skill must be purchased for each kind of weapon. Characters may use other thrown weapons at +4 T# if they desire.

**Tracking** — Tracking is the ability to look at clues left on the ground or on a trail and to follow someone's path by these alone. Some races can track by smell and others by visual clues. This skill gives the character the ability to counter-track as well. The character will be able to cover her tracks. In some cases, this may take a long time.

**Tronics** — Tronics is the universal concept of electronics. Tronics contains the underlying principles of power transfers and converters and enables characters to use a multitude of otherskills. Many races rely on optronics instead of electronics — light instead of electricity. This skill is fundamental for any kind of engineering.

**Welding** — Despite the fact that there are several different types of welding, this skill encompasses most of them for the character's society. The only kinds of welding that require a proficiency are deep space welding, underwater welding, and welding in other exotic environments.

**Writing** — Writing allows characters to write effectively. It also applies to typing quickly. The character must determine what kind of writing she is proficient in when choosing this skill. Characters may choose novel formats, scientific formats, speech writing, or any other useful form of writing. **Prerequisite: Read/Write Language 4**

# Racial Skill Packages

## Skill Packages

Skill packages are skill sets that characters may choose to buy in bundles rather than purchasing individual skills when the character is initially created. One situation to keep in mind: sometimes a skill package may overlap with a profession package. In this case, a player may add the skill levels together.

Skill packages come in 2 possible levels; basic and advanced. In order to buy the advanced level, one must have at least 3 levels of the basic package (the profession packages exempted). The advanced skill levels should never be of a higher level than the basic. Once a character has chosen a particular skill package, that character will always gain the difficulty level that is lowest between the skill package and his profession.

Skill packages come in 4 different varieties: Racial, Life, World, and Profession. Characters receive Racial packages as a result of being of a particular race, but they may be chosen by members of other races if they have had quite a bit of contact with that race. Life Packages are chosen as a result of the direction the character has taken in life. They represent skills the character has picked up through life choices. World skill packages are skills the character acquired by growing up on a particular world. They represent basic survival needs and some knowledge gained through experience. The final packages are profession skill packages. Profession skill packages may ONLY be purchased by characters who have chosen a particular profession. No other character can pick up profession packages. These skills MUST be chosen individually by the player.

### Racial Packages

Racial Skill Packages represent the basic knowledge a character has of their race. Characters gain a bonus of 2 levels for all language skills. For example, most Middarians

start out with Sirrian. If they buy level 3 of the basic skill package, then their base skill level is five. In order to get the advanced skill package, the character must have purchased 3 of the basic skill packages.

#### Middarian

##### Basic

DL	Skill	Attribute
R	Culture: Middarian	Intelligence
R	Language: Sirrian	Intelligence
R	Language: Clan Tongue	Intelligence
R	Lore: Middarian	Intelligence
R	Melee Weapons	Dexterity
R	Thrown Weapons or Boxing	Dexterity

##### Advanced

DL	Skill	Attribute
R	Contacts: Middarian	Personality
R	Contacts: Midd. Government	Personality
A	Martial Arts II	Dexterity
R	Read / Write: Sirrian	Intelligence

#### Pjanji

##### Basic

DL	Skill	Attribute
R	Etiquette: Choose Three	Intelligence
R	Language: Choose Two Pjanji	Intelligence
R	Language: Choose Alien	Intelligence
R	Lore: Pjanji Clan	Intelligence
R	Lore: Pjanji	Intelligence
R	Read/Write: Choose Two	Intelligence

##### Advanced

DL	Skill	Attribute
R	Religion: Pjanji	Intelligence
R	Personality Skills: Choose One	None
B	Cuisine: Pjanji	Intelligence
R	Bluff, Lie, and Evasion	Intelligence

#### Quiizbenqq

##### Basic

DL	Skill	Attribute
R	Bureaucracy	Intelligence
R	Etiquette: Corporate	Intelligence
R	Language: Daib-laqq	Intelligence
R	Language: Choose One	Intelligence
R	Read/Write Daib-laqq	Intelligence
R	Contacts: Corporate	Charisma

# Life Skill Packages

## Advanced

DL	Skill	Attribute
R	Acquisition	Intelligence
R	Computer: Operation	Intelligence
R	Bluff, Lie, and Evasion	Intelligence
R	Mathematics	Intelligence

## Sehlmna

### Basic

DL	Skill	Attribute
R	Awareness	Perception
B	Cuisine: Sehlmna	Intelligence
R	Language: Sehluah	Intelligence
R	Lore: Sehlmna	Intelligence
R	Academics: Music Composition	Intelligence
R	Read/Write: Sehluah	Intelligence
R	Psyche Scan I	Empathy

## Advanced

DL	Skill	Attribute
R	Language: Daib-laqq	Intelligence
R	Mathematics	Intelligence
R	Psyche Scan II	Empathy
R	Academics: Psychology	Intelligence

## Terran

### Basic

DL	Skill	Attribute
R	Bureaucracy: Terran	Intelligence
R	Etiquette: Terran Military	Intelligence
R	Language: Choose Two Terran	Intelligence
R	Law: Terran	Intelligence
R	Lore: Terran	Intelligence
R	Read/Write: Choose Two	Intelligence

## Advanced

DL	Skill	Attribute
R	Lore: Terran Houses	Intelligence
R	Computer Operation	Intelligence
R	Etiquette: Terran Military	Intelligence
R	Personality Skills: Indoctrination	Charisma
R	Politics: Terran	Intelligence

## Life Skill Packages

Life skill packages represent the choices made about the use of spare time. The choices may be politics, hobbies, interests, views, etc.

**Religion** — This package represents the character's interest in religion — usually a particular religion. It often means that the character has joined

the religion with the intent of staying in that profession for life.

### Basic

DL	Skill	Attribute
R	Language: Pick One	Intelligence
R	Lore: Religious	Intelligence
R	Psyche Scan I	Empathy
R	Read / Write: Pick One	Intelligence
R	Religion: Pick One	Intelligence
R	Writing	Intelligence

### Advanced

DL	Skill	Attribute
R	Contacts: Religious	Charisma
R	Indoctrination	Empathy
R	Meditation	Willpower
R	Academics: Religious Philosophy	Intelligence
R	Teaching	Empathy

**School** — Those with the school option have spent the time in official school or school like pursuits, such as one might find in Sehlmna societies.

### Basic

DL	Skill	Attribute
R	Mathematics	Intelligence
R	Language: Choose One	Intelligence
R	Lore: Choose One	Intelligence
R	Read/Write: Choose One	Intelligence
R	Computer: Operation	Intelligence

**Holistic Medicine Advocate** — The character believes in the value of holistic medicine over other modern medicines. This does not mean that the character rejects modern medicine, it merely represents an inclination.

### Basic

DL	Skill	Attribute
R	Botany	Intelligence
B	Medicine: Natural: Herbalism	Intelligence
R	Lore: Medical Problems	Intelligence
R	Lore: Natural Medicine	Intelligence

### Advanced

DL	Skill	Attribute
R	Botany	Intelligence
R	Meditation	Willpower
R	Psyche Scan I	Empathy

**Leadership** — The character has always been a leader and this is reflected in her personality. These skills represent the skills the character has picked up



# World Skill Packages

in that direction.

DL	Skill	Attribute
R	Bureaucracy: Pick One	Intelligence
R	Personality Skill: Debate	None
R	Personality Skill: Oratory	None
R	Indoctrination	Empathy

**Street** — Due to circumstance, the character spent a great deal of time living on the streets.

## Basic

DL	Skill	Attribute
R	Bluff, Lie, and Evasion	Intelligence
R	Contacts: Drug Pushers	Intelligence
R	Lore: Street Icons	Intelligence
R	Stealth	Agility
R	Streetwise	Intelligence

## Advanced

DL	Skill	Attribute
R	Concealment	Intelligence
R	Culture: Street Contacts	Intelligence
R	Lore: Corp/Street Interaction	Intelligence
R	Lore: Drugs	Intelligence
R	Jury Rig	Intelligence

**Military** — Some planets mandate a short military service for everyone

## Basic

DL	Skill	Attribute
R	Communication: Operation	Intelligence
R	Computer: Operation	Intelligence
R	Etiquette: Military	Intelligence
R	Law: Military	Intelligence
R	Physical Conditioning I	None

## Advanced

DL	Skill	Attribute
R	Brawling	Dexterity
R	Bureaucracy: Military	Intelligence
V	Ranged Weapons: Pick One	Dexterity
R	Sensor Operation	Intelligence

## World Packages

These packages reflect the environment the character grew up in. Characters may choose more than one environment if they moved around.

## Colony or Planet

DL	Skill	Attribute
R	Bureaucracy: World	Intelligence
R	Communication Operation	Intelligence
R	Computer Operation	Intelligence
R	Law: World	Intelligence
R	Lore: World	Intelligence
R	Survival: Pick 1	Intelligence
R	Vehicle: Pick One	Dexterity

## Corporate World

### Basic

DL	Skill	Attribute
R	Acquisition	Intelligence
R	Bureaucracy: Pick One	Intelligence
R	Communication: Operation	Intelligence
R	Computers: Operation	Intelligence
R	Etiquette: Corporate	Intelligence
R	Bluff, Lie, and Evasion	Intelligence

### Advanced

DL	Skill	Attribute
R	Law: Corporate	Intelligence
R	Lore: Corporations	Intelligence
R	Mathematics	Intelligence
R	Read / Write: Pick One	Intelligence

## Space Station or Port

DL	Skill	Attribute
R	Communication: Operation	Intelligence
R	Computer: Operation	Intelligence
R	Computer: Interface	Intelligence
R	Etiquette: Station or Port	Intelligence
R	Language: Pick One	Intelligence
R	Lore: Pick One	Intelligence
R	Lore: Station	Intelligence
R	Surveillance	Perception

## Star Ship

DL	Skill	Attribute
R	Communication: Operation	Intelligence
R	Computer: Operation	Intelligence
R	Deep Space Survival	Intelligence
R	Etiquette: Starship	Intelligence
R	Lore: Astrophysics	Intelligence
R	Sensor Operation	Intelligence
R	Starship Operation	Intelligence

# Profession Skill Packages

## Untamed World

DL	Skill	Attribute
R	Communication: Operation	Intelligence
R	First Aide	Intelligence
R	Survival: Pick One	Intelligence
R	Botany or Geology	Intelligence
R	Astronomy or Zoology	Intelligence
R	Sensor Operation	Intelligence
R	Survival: Pick One	Intelligence
R	Vehicle: Pick One	Intelligence

## Profession Skill Packages

The profession packages are the heart and soul of the character. They represent the basic skills a character needs to perform her occupation. No other professions can purchase the profession skill package that the character has chosen.

The basic profession package costs double the normal number of packages. Players, who wish their characters to purchase an extra skill package in their profession, get all of the skills available in the profession, but only one higher skill level. For example, accounting for the Corporate skill package would be at level 3 if an extra package was purchased.

## Corporate

DL	Skill	Level	Attribute
B	Accounting	2	Intelligence
B	Acquisition	1	Intelligence
R	Bureaucracy: Pick One	2	Intelligence
R	Contacts: Corporate	4	Charisma
R	Contacts: Pick One	4	Charisma
R	Etiquette: Corporate	3	Intelligence
R	Etiquette: Pick One	2	Intelligence
R	Mathematics	4	Intelligence
R	Psyche Scan I	2	Empathy
R	Bluff, Lie, and Evasion	2	Willpower
P	*The Corporate Ladder	1	None

## Engineer

DL	Skill	Level	Attribute
R	Computer Operation	5	Intelligence
A	Computer Programming	1	Intelligence
B	Computer Specialized	1	Intelligence
R	Mathematics	5	Intelligence
B	Physics	5	Intelligence
B	Read / Write: Pick One	1	Intelligence
R	Sensor Operation	2	Intelligence
R	Tronics	5	Intelligence
P	*Engineer Sense	1	None



## Freelancer

DL	Skill	Level	Attribute
R	Awareness	4	Perception
R	Computer Operation	5	Intelligence
B	Computers: Interface	3	Intelligence
A	Computers: Security	3	Intelligence
B	Information Search	5	Intelligence
R	Psyche Scan I	3	Empathy
R	Surveillance	2	Perception
P	*Connections	1	None

# Profession Skill Packages

## Intelligence Agent

DL	Skill	Level	Attribute
R	Awareness	2	Perception
R	Computer: Operation	5	Intelligence
B	Computer: Interface	2	Intelligence
A	Computer: Security	2	Intelligence
R	Contacts: Espionage	3	Charisma
R	Espionage	3	Intelligence
R	Forgery	2	Intelligence
R	Read / Write	1	Intelligence
R	Stealth	2	Intelligence
R	Surveillance	3	Perception
P	*Espionage Hunch	1	None

## Medic

DL	Skill	Level	Attribute
R	Contacts: Medical	3	Charisma
R	First Aide	5	Intelligence
B	General Medicine	5	Intelligence
B	Lore: Medicine	3	Intelligence
B	Minor Surgery	2	Intelligence
B	**Physiology: Medical	5	Intelligence
A	Regeneration	1	Intelligence
P	*Physiological Intuition	1	None

## Merchant

DL	Skill	Level	Attribute
B	Acquisition	2	Intelligence
R	Appraisal	2	Intelligence
R	Bluff, Lie, and Evasion	2	Willpower
R	Contacts: Distributors	4	Charisma
B	Economics	3	Intelligence
R	Etiquette: Bargaining	2	Intelligence
R	Etiquette: Customer	2	Intelligence
R	Etiquette: Distributer	2	Intelligence
R	Lore: Antiquities	4	Intelligence
R	Psyche Scan I	2	Empathy
P	*Business Sense	1	None

## Rogue

DL	Skill	Level	Attribute
R	Bluff, Lie, and Evasion	3	Willpower
R	Brawling	3	Dexterity
R	Concealment	3	Intelligence
R	Contacts: Rogue	5	Charisma
R	Personality Skills: Intimidation	2	Charisma
R	Projectile Weapons	3	Dexterity
R	Psyche Scan I	2	Empathy
R	Streetwise	5	Intelligence
P	*Street Sense	1	None

## Scientist

DL	Skill	Level	Attribute
R	Computer Operation	3	Intelligence
R	Lore: Pick Specialty	4	Intelligence
B	Information Search	5	Intelligence
R	Mathematics	6	Intelligence
B	Read / Write: Pick One	2	Intelligence
B	Writing	5	Intelligence
P	*Hypothesis	1	None

## Technician

DL	Skill	Level	Attribute
R	Comm: Operation	1	Intelligence
R	Computer Operation	5	Intelligence
B	Computer: Specialized	2	Intelligence
B	Information Search	2	Intelligence
B	Jury Rig	3	Intelligence
R	Maintenance	4	Intelligence
R	Read/Write	1	Intelligence
R	Robotics: Operation	1	Intelligence
R	Sensor Operation	2	Intelligence
R	Tronics	4	Intelligence
P	*Technical Intuition	1	None

\* See the character's profession for this skill.

\*\* Pick Physiology: Medical: for 3 different races at level 5.

# Profession Equipment

## Professions

During the course of character creation, the player will need to choose a profession for her character. A profession is an indicator of the character's focus in life. It determines what skills are available, as well as the ease or difficulty of learning each skill. Not every character can learn each skill from any given category. Skill areas are listed under the skill program section of each profession.

Professions do more than just determine what skills are available. They determine, in part, the character's way of life. Many societies have independent guilds, corporations, trade houses, or governments that give characters backing, resources, information, and jobs. Some are political. Others are concerned with seeing their members employed.

Some characters choose not to belong to any organization. This means that they do not have to pay dues, fees, or owe allegiance to any group. In some situations, game masters may wish to have the characters working for a particular organization for the focus of a game.

**Profession Skill s** — Professions also give characters a special skill that is not available to any other characters. These skills represent the character's overall training in the profession. The skills always start out at level 1. These skills will always have a difficulty level of Advanced. No modifiers may be added to increase the character's chance of success.

Each profession is divided up into three separate categories described below. These help provide the player with detailed information about her character.

### Skill Programs

Under each profession is a skill program. The skill program lists skills that are within the skill areas (Basic, Advanced, and Professional). It lets the character know which skills may be purchased for a cheaper price because of the needs of the profession. Characters can still get skills that are outside of their profession, the

skills will just cost the normal amount. These skills should be marked on the character sheet from the professions first, because it says which skills will be cheaper.

### Profession Equipment

Certain kinds of equipment are needed for certain kinds of professions. This section is designed to give the characters the necessary equipment for their jobs. The sophistication of the equipment depends on many factors, but not all characters will have enough technology to perform a job adequately. While the equipment section listed under each profession details the standard equipment, the following chart modifies the equipment based upon the character's background.

It should be noted that this is a general and not an absolute rule for character creation. Game masters should feel free to alter the rules to fit new situations. If a character is working for a powerful organization, then it might make sense to alter the setup to fit a new campaign style.

The column labeled Computer Level indicates the computer level that the character will receive, if it is listed in the equipment section for the character. The computer should fit the profession and/or occupation if the character desires. Pjanji gain a bonus of +1 to the computer level. Sehlmina and Terrans gain a bonus of +2 to the computer level, and Quizzbenqq gain a bonus of +3.

Advantage	Computer Level
None	NA
Poor	1
Fair	2
Good	2
Great	3

None — Players who roll this poorly probably have characters that were ostracized from the community and are forced to do without a great number of things. The character, for purposes of working with technology, is 1d4 TL behind other members of the race. The character receives none of the starting equipment and

## Corporate

must make do with current spending money.

**Poor** — The characters in this category have very little in the way of amenities. All of the character's equipment will be out of date (-1d2 tech levels). The character will also be considered 1d2 technology level below other members of the race. For expensive pieces of equipment, the player must roll a 1d8. If the result is 1-5, then the character will receive the equipment. If the character has a computer, it will be level 1.

**Fair** — Fair indicates that the character has the standard technology of the race/culture. The character will receive all of the equipment listed under the profession equipment. The character's tech level will be equal to the tech level of the character's society. If the character has a computer, she may not add any bonuses to the computer level.

**Good** — Characters have the newest of the current technology. They have modern technology equal to the technology of their culture, and they are able to understand it fully. They gain all of the equipment listed under the equipment section, but they will have 1d4 extra accessories not usually available.

**Great** — The character has dealt with equipment on the cutting edge of technology. The character has a 1 in 4 chance of gaining an extra technology level as a result. The character will gain double the amount of accessories allowed by the profession, if desired.

### Occupations

After a character has selected a profession, she will need to choose an occupation. An occupation is an area of focus within the character's profession. Several occupations are listed under most professions. Game masters and players should not feel bound by the choices. If a player wants to choose a new occupation, she should consult the game master to see if the new occupation is acceptable. New professions should not be created at this time.

**Hallmark Skills** — Under most occupations, there is a Hallmark Skill. Hallmark Skills

are skills that represent the character's forte. Unless otherwise specified, the Hallmark Skill indicates that the character will gain that skill at level five as a result of the character's training. Hallmark Skills also give the character an additional -1 T# with that skill. The Hallmark Skill will also be available to the character at a -1 difficulty level in addition to any modifiers to the character's profession. If the occupation has multiple Hallmark Skills available, the player will have to choose which skill will gain the bonuses.

## *Corporate*

Whether starting their own business or fighting their way to the top of a corporation, these individuals are known as corporates. Some corporates are sleek professionals who enjoy the pain and strife of working for the mega-corporations. These individuals enjoy tremendous backing, paid vacations, the best equipment, and the most rules. They also run the risk of being left out on a limb if things go bad. Superiors who do not like people who walk the edge may have "special" assignments for their workers. A corporate also has to put up with the occasional assassination, treachery, bribery and many other inconveniences that are hardly noticed in the upper echelons. The small-time business owners and entrepreneurs have much less backing than people in the mega-corps. It is hard for them to afford equipment to match all situations. They also have to watch out for corporate takeovers, and saboteurs who wish to squash unwanted competition. The small companies are not as worried about how they accomplish a mission. They have fewer rules and regulations to follow, and they do not have to worry about assassinations and bribery.

**The Corporate Ladder** — This skill represents the knowledge and experience the character has had within the corporate hierarchy. The character is aware of who is above him and who is below — what position he is after, and which people want his job. The character can recog-



# Corporate

nize the strengths of his position and use it with full effectiveness. The character intuitively knows how far to push others, and what he can ask of others without going too far. The character can also solicit favors from various people within the corporation with this skill. Some favors, like borrowing a car for a company assignment will be automatic (if cars are readily available). Other favors will require that the character make a skill check.

**Current Attribute Modification:** +1 intelligence, +1 appearance, +1 Charisma

## Corporate Skill Program

### Basic Skills

(Purchased at Requisite Cost)

Academics: Politics	Intelligence
Awareness	Perception
Bluff, Lie, and Evasion	Willpower
Bribery	Empathy
Bureaucracy: Pick One	Intelligence
Communication Operation	Intelligence
Computer Operation	Intelligence
Contacts: Corporate	Intelligence
Contacts: Industry	Intelligence
Culture: Pick One	Intelligence
Etiquette: Corporate	Intelligence
First Aid	Intelligence
Forgery	Intelligence
Intimidation	Willpower
Lore: Pick One	Intelligence
Mathematics	Intelligence
Pilot: Ground Vehicles	Dexterity
Psyche Scan I	Empathy
Read / Write: Pick One	Intelligence

### Advanced Skills

(Purchased at Basic Costs)

Accounting	Intelligence
Acquisition	Intelligence
Appraisal	Intelligence
Computer Interface	Intelligence
Economics	Intelligence
Information Search	Intelligence
Language: Pick One	Intelligence
Law: Pick One	Intelligence
Linguistics	Intelligence
Read Lips	Intelligence



### Professional Skills

(Purchased at Advanced costs)

Industry Trends	Intelligence
Linguistics	Intelligence
Psyche Scan II	Empathy

### Corporate Equipment

Corporates start off with little equipment, but they often have access to more equipment for special purposes if they are on assignment. The amount of equipment provided on assignment should be based on the nature of the assignment, the amount of equipment made available by the corporation, and the social status of the character. The game master should determine this.

Corporates may start the game out with a place to live, a personal computer with 1d4 pro-

# Engineer

grams, 1d4 sets of dress clothing, a communication device, and miscellaneous living supplies. Some corporates may have a fashionable suit designed for protection, and maybe, a small pistol.

## Corporate Occupations

**Agent:**The corporate agent is a specialist at gathering strategic information about other corporations. They are usually given a great deal of latitude in obtaining information. Some are almost the equivalent of professional spies. Quite often, they are planted within different organizations as moles. **Hallmark Skill: Espionage**

**Ambassador:** The corporate ambassador is responsible for all protocol and etiquette.. This requires learning as much as possible about a group before the ambassador is to meet with them. In many situations, a corporate executive does most of the communicating, so the ambassador acts as her instructor in etiquette. The Ambassador is often much more, and can serve as a corporate spy. Different corporations have different policies regarding this policy. **Hallmark Skill Choice: 5 Etiquette skills (level 5) or Espionage**

**Entrepreneur:** Entrepreneurs are individuals willing to start a business on their own. They have the ideas, will, and drive to launch a business and have taken the first steps toward this goal. They are aware of the larger corporations and are wary of stepping underfoot. Many of them are dedicated to giving other entrepreneurs a chance in order to break the mega-corp's stranglehold on business. **Hallmark Skill: Acquisition**

**Executive:** Whether a junior or senior executive within a corporation, the executive's position is always wanted by a smaller dog. Their lives are always caught in a bind between superiors who want things done, and inferiors who are after their positions. **Hallmark Skills: Bribery and Contacts: Corporate**

**Investigator:**The corporate investigator is another corporate information collector. The investigator may be interested in collecting information, or determining the legality of the information sought. Both require great expenditures of time. The legal investigator may be interested in protecting the parent corporation, or in investigating the legality of another corporation's actions. **Hallmark Skill Choice: Espionage or Law**

# Engineer

The engineer is the creator of all the marvelous technology within the frontier. They create everything from force fields to weapons to cities. Anything that requires creating or building is the job of the engineer. Without them, the Frontier would fall apart in a matter of decades.

**Engineering Sense** — This ability indicates that the engineer has an intuitive grasp of the principles of engineering in his chosen area of expertise. The character will be able to modify existing systems and build adaptations to alien technology. On a successful roll, (which can only be made once per item) the character will receive a -1 instead of a +5 T# for dealing with alien technology.

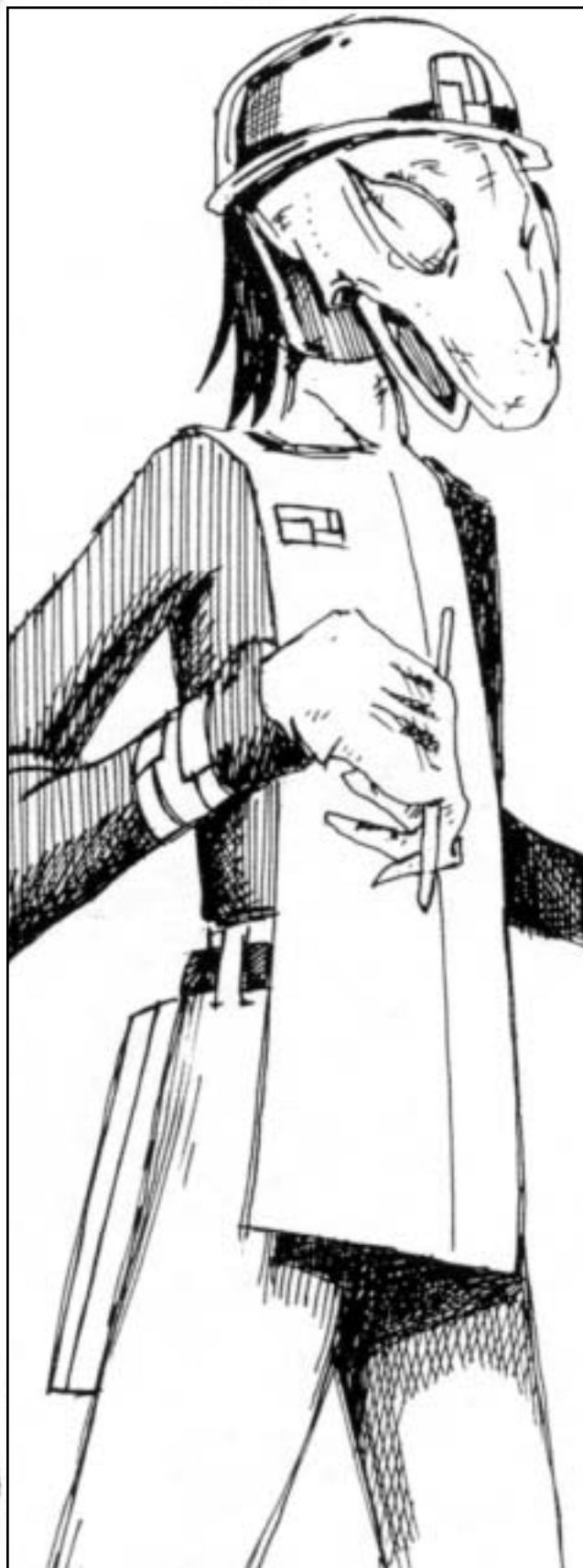
**Current Attribute Modification: +3 intelligence**

## Basic Skills

(Purchased at Requisite Cost)

Computer Operation	Intelligence
Mathematics	Intelligence
Robotic Operation	Intelligence
Sensor Operation	Intelligence
Tronics	Intelligence

# Engineer



## Advanced Skills

(Purchased at Basic Costs)

Chemistry	Intelligence
Force Field Operation	Intelligence
Life Support Systems	Intelligence
Matter Transporter Oper.	Intelligence
Physics	Intelligence
Repair: Computers	Intelligence
Repair: Force Fields	Intelligence
Repair: Miscellaneous	Intelligence
Repair: Robots	Intelligence
Repair: Vehicles	Intelligence
Security System ID	Intelligence
Security System Operation	Intelligence

## Professional Skills

(Purchased at Advanced costs)

Artificial Intelligence	Intelligence
Computer: Security	Intelligence
Engineer: Aeronautical	Intelligence
Engineer: Aerospace	Intelligence
Engineer: Bionic/Cybernetic	Intelligence
Engineer: Chemical	Intelligence
Engineer: Communication	Intelligence
Engineer: Computer	Intelligence
Engineer: Faster Than Light	Intelligence
Engineer: Force Field	Intelligence
Engineer: Matter Trans.	Intelligence
Engineer: Mechanical	Intelligence
Engineer: Nanotechnology	Intelligence
Engineer: Power Armor	Intelligence
Engineer: Robotics	Intelligence
Engineer: Security	Intelligence
Engineer: Sensor	Intelligence
Engineer: Starship	Intelligence
Engineer: Vehicle	Intelligence
Engineer: Weapon	Intelligence
Programming: Nanotech	Intelligence
Programming: Pick One	Intelligence
Programming: Robotic	Intelligence
Repair: Matter Transferral	Intelligence
Repair: Starships	Intelligence

## Engineering Equipment

Engineers always have access to a computer, whether at home or at the corporation. The computer will be double the level suggested for the profession. The character will also have the

# Freelancer

engineering software relevant to his studies. The character will have one suit of dress clothing and a comfortable place to live. The character may or may not have any weapons or defenses. Most likely, the character will not. Most engineers will have an engineering kit and most likely a tronic repair kit.

## Engineering Occupations

Because of the wide variety of engineering options, an engineer is not limited to any particular area. An engineer may pick out any engineering skill as the Hallmark Skill and receive all resulting and necessary prerequisite skills at the minimum necessary levels. Further, if a character decides on becoming an engineer that requires that the character get skills beyond what the engineer profession usually allows, the character can get those skills only for the purposes of the engineering for the base difficulty.

## Freelancer

Freelancers are individuals who refuse to work at a dictated time or place, and who work for whomever they wish, whenever they wish. This does not mean that they fail to recognize the importance of timing. They do, but they also recognize the importance of self and what they can accomplish. They are willing to try a variety of tactics to get jobs done. They tend to be curious and enjoy exploration.

**Connections** — Since Freelancers are always on the move, looking for new jobs and new opportunities, they find new connections wherever they go. With this skill they can find a job through someone they previously knew. This skill will also allow them to get better jobs as they reach higher levels. In addition, they can usually get more money from the jobs they find. Meeting someone they know is not always a good thing. If the character has a negative disposition, there is a good chance the person will be an enemy. Details are always left up to the

game master.

**Current Attribute Modifications:** +1 empathy, +1 charisma, +1 perception

## Freelancer Skill Program

### Basic Skills

(At Requisite Price)

Acting	Empathy
Awareness	Perception
Bluff, Lie, and Evasion	Willpower
Bureaucracy: Pick One	Intelligence
Computer Operation	Intelligence
Contacts: Pick One	Charisma
Dodge	Agility
Energy: Pistol	Dexterity
Energy: Rifle	Dexterity
Gambling	Intelligence
Intimidation	Intelligence
Law: Pick One	Intelligence
Mathematics	Intelligence
Projectile: Pistols	Dexterity
Projectile: Rifles	Dexterity
Psyche Scan I	Empathy
Sensor Operation	Intelligence
Stealth	Intelligence
Surveillance	Intelligence
Tronics	Intelligence

### Advanced Skills

(at Basic Price)

Academics: Psychology	Intelligence
Chemistry	Intelligence
Computer Interface	Intelligence
Criminal Science	Intelligence
Cryptography	Intelligence
Evidence Analysis	Intelligence
Information Search	Intelligence
Security System Operation	Intelligence

### Professional Skills

(at Advanced Price)

Computer Security	Intelligence
Criminal Psychology	Intelligence
Espionage	Intelligence

## Freelancer Equipment

Freelancers have on-the-go lives. They trav-

# Ingenii

el often in search of evidence and information and are always well stocked with supplies for the road. What homes they have are for strictly utilitarian purposes. Freelancers should start the game with a standard pistol, some basic kind of protection, a couple of energy cells, and a portable computer. Some will have 2d4 electronic devices to help with their investigations.

## Freelancer Occupations

**Adventurer:** Freelance adventurers tend to be explorers of the universe, choosing to make money from areas that interest them rather than at jobs. Freelance adventurers will hire themselves out for almost any job imaginable. **Hallmark Skills: 5 Hallmark Skills of choice (all at level 3)**

**Bounty Hunter:** Unlike the mighty cybernetic hunters of the Enhancer occupation, freelance bounty hunters operate on more civilized worlds, where cybernetics are not permitted. They also use more sociably acceptable techniques. Freelance hunters have the advantage of using a variety of methods to find their quarry. They are selective about their assignments and will not go after blood-crazed psychopaths. They prefer to use their intuition and resources to guide them through situations. **Hallmark Skills: Three of choice (level 3)**

**Private Investigator:** Freelance private investigators are individuals willing to take on no-questions-asked investigations. They love to catch mega-corporations breaking the law, which often gets them in trouble. They often rely on the media to protect them against the powers that be. **Hallmark Skill Exchange: 10 starting points**

**Reporter:** Freelance reporters are those independently contracted reporters willing to push the edge for a story. They are idealistic individuals who believe in the right to speak freely and are willing to risk themselves and others for this principle. Not all reporters are this idealistic.

Many are sensationalists, who enjoy violence and intrigue to the detriment of others. Whatever the reason, the reporter is an information specialist, who puts others in the spotlight. **Hallmark Skill: Information Search**

**Vigilante:** Vigilantes are individuals who feel that the justice system is not working. They feel it is up to them to set the balance of justice right. Many vigilantes recognize that what they are doing is wrong, but they consider their actions to be imperfect solutions for an imperfect world. Some are violent psychopaths who stop at nothing to set the record straight, while others are pacifists, content using psychological manipulation to accomplish their goals. **Hallmark Skill: Pick 1 of choice**

## Ingenii

The Ingenii are trained in one of the very elite schools of mental discipline. This training allows characters to learn faster and better than any ordinary person. They are literally trained to be computers that think on levels that are far beyond what the ordinary person can even comprehend. Some claim that people who have been through this training attain a higher level of consciousness. Characters must have an intelligence score of 15 (18 for Quizzbenqq) in order to be considered as applicants to any of the Ingenii academies.

The Ingenii are not a full profession. In addition to being an Ingenii, they take a second profession. Ingenii may choose from the corporate, engineer, intelligence agent, medic, or scientist. Ingenii gain all of the bonuses and drawbacks of these additional professions and the corresponding occupation. Ingenii start the game with 25 extra starting points in addition to any profession skills. All of those profession skills are purchased at -2 difficulty levels rather than -1 (i.e. Professional skills have Basic costs).

The training the young ingenii goes through is not a free process with no strings attached. It



# Intelligence Agent



is a very special kind of training that is taught by a well-trained and powerful group that wishes to see its own ends met. In many cases, the character may have to sacrifice up to 50% of her income just to receive the training. In other cases the character will belong (whether she wants to or not) to an organization that has its own purpose. The chart below is designed to give additional insights into how the character is incorporated into the game. Players and game masters may roll on the chart below or pick one that best suits the character.

Roll 1d10	Trainer
1	Benevolent Teacher
2	Corporation
3	Espionage Group
4	Government Agency
5	Military Agency
6	Mysterious Individual
7	Political Group
8	Psionic Guild
9	Secret Organization
10	Special Interest Group

**Intellectual Connection** – This skill indicates that the ingenii is aware of connections that the player may not be. In situations where the game master feels the character would make connections that the player may not, this skill should be rolled. A successful roll indicates that the game master will give the player a hint or tell her a direct connection to

the problem they are thinking about.

**Current Attribute Modifications:** +2 intelligence (in addition to bonuses from secondary professions)

## Intelligence Agent

The intelligence agent is a specialist at covertly gathering different types of information. Some agents are experts at computer infiltration, while others are experts at personal infiltration. Intelligence agents almost always belong to some organization. Governments, corporations, cults, political groups, and many others have special units designed for infiltration. Even characters that are specialists in intelligence still have a front for their operations. The Koqq act as the front for the Quiizbenqq. **Note – Intelligence agents gain a bonus of +2 to combat modifier**

**Espionage Hunch** – This skill indicates the character has a sense of the people involved in a situation. If the character knows all the people involved, then a guess may be made about their intentions and their involvement (if any) in a particular situation. For intelligence agents who are dealing with unfamiliar organizations, this skill will not be much use, but will develop usefulness with more contact.

**Current Attribute Modifications:** +1 intelligence, +1 charisma, +1 willpower

### Intelligence Agent Skill

#### Program

#### Basic Skills

(at Requisite Price)

Bureaucracy: Pick One	Intelligence
Communication Operation	Intelligence
Computer Operation	Intelligence
Concealment	Intelligence
Contacts: Pick One	Empathy
Detect Forgery	Intelligence
Dodge	Dexterity
Energy: Pistol	Dexterity
Energy: Rifle	Dexterity

# Professions

## Basic Skills (continued)

Etiquette: Pick One	Intelligence
First Aid	Intelligence
Forgery	Intelligence
Law: Pick One	Intelligence
Lore: Pick One	Intelligence
Martial Arts I	Intelligence
Melee Weapons	Intelligence
Pers. Skills: Interrogation	Intelligence
Pilot: Aquatic Vehicles	Intelligence
Pilot: Ground Vehicles	Intelligence
Psyche Scan I	Empathy
Read / Write: Pick One	Intelligence
Robotic Operation	Intelligence
Scent Detection	Perception
Stealth	Intelligence
Tracking	Intelligence
Tronics	Intelligence

## Advanced Skills

### (At Basic Price)

Academics: Psychology	Intelligence
Adopt Persona	Willpower
Assassination	Intelligence
Computer Interface	Intelligence
Criminal Science	Intelligence
Cryptography	Intelligence
Information Search	Intelligence
Jury-Rig	Intelligence
Lore: Pick Related	Intelligence
Martial Arts II	Dexterity
Matter Trans. Operation	Intelligence
Pilot: Atmospheric Vehicles	Intelligence
Pilot: Walking Vehicles	Dexterity
Security System Operation	Intelligence

## Professional Skills

### (At Advanced Price)

Academics: Criminal Psychology	Intelligence
Espionage	Intelligence
Psyche Scan II	Empathy
Security Systems: Bypass	Intelligence

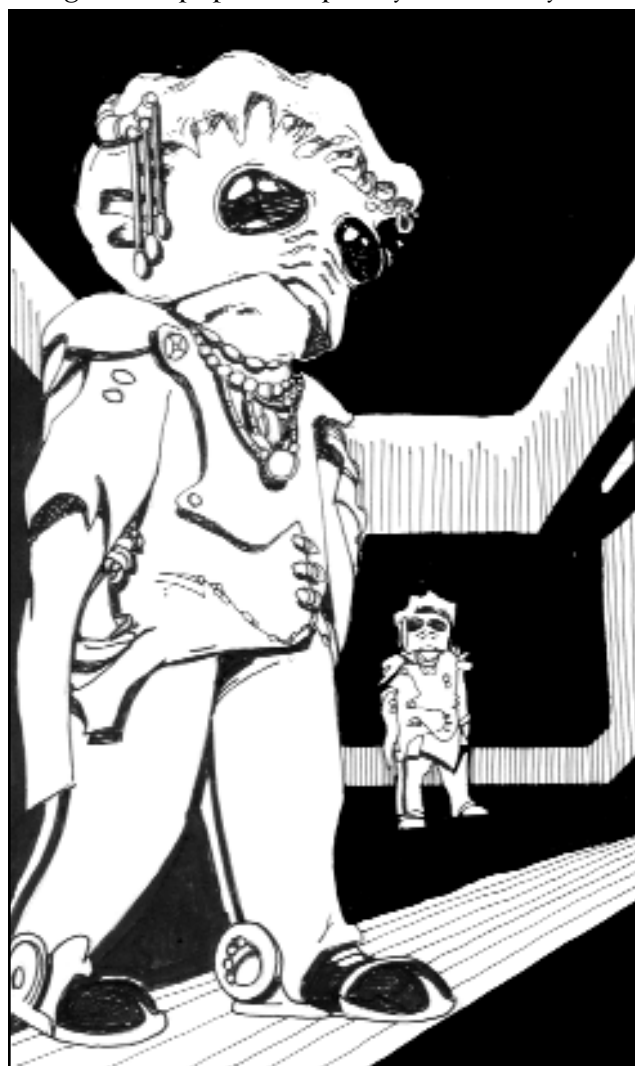
## Intelligence Agent Equipment

Intelligence agents usually enjoy fantastic backing from their employers. Most of their

equipment will be from the organization for which they work. The special equipment will always fit their assignment. The few intelligence agents that freelance will have a small personal computer, d4+2 programs. They also will receive a defense suit of choice. Most intelligence agents will have 3d4 devices from communication, acoustics, optical equipment, and other kinds of gear. All intelligence agents will start the game with at least one pistol.

## Intelligence Agent Occupations

**Courier:** The Courier is a messenger from one organization to another, or to agents within a particular organization. The courier can be used to carry information, news, technology, drugs, or equipment quickly and safely. The



# Medic

courier is trained in techniques of camouflage and surveillance. She knows how to avoid security cameras and to keep from looking suspicious. **Hallmark Skills: Adopt Persona, Stealth, and Surveillance (level 3)**

**Cyborg Agent:** The cyborg agent is heavily dependent on cybernetic devices to gather information. Some of them act as backup for other agents, detecting infra-red security grids, spotting hidden cameras, and relaying general security parameters to headquarters. Others may act as computer hackers, breaking and entering into computer systems with the latest 'face technology. Cyborg agents may also act as combat backup for heavy firefight situations. **Hallmark Skill Exchange: 1d4+1 bionic or cybernetic implants with 1d4 modifications made on each implant.**

**Free Agent:** Free agents are in the intelligence business purely for profit. They have no qualms about selling their services to the highest bidder and are willing to work for anybody. The free agent does not have the backing that other intelligence specialists have, but they usually draw from a broader range of experience, because they do not specialize in one area of intelligence gathering. **Hallmark Skills: Choose three Hallmark Skills (level 3)**

**Infiltrator:** The infiltrator is an expert at infiltrating enemy organizations and relaying information. An infiltrator may be a specialist in computers, or at certain infiltration tactics and personality altering. The latter are used as moles in the long term or given false identifications to quickly gain access to the interior of an organization. **Hallmark Skill Choice: Adopt Persona (level 5) or Computers: Interface and Security (level 4)**

**Operative:** The operative is a master of interpersonal relations. They use their abilities to gain access to information that is security-protected. The operative becomes friendly with the enemy (who is unaware of the operative's role) and finds out as much as possible from him.

Meetings with operatives are rare (and only in emergencies) where there is little risk of exposure. **Hallmark Skills: Choose 3 (level 3)**

## Medic

Medics study and learn about anatomy and physiology and use that knowledge to help, modify, or hinder living organisms. The definition of medicine is very broad, but it includes the study and application of cybernetics, holistic medicines, genetics, and medical-related equipment. Medics tend to be helpful people, who are willing to risk their lives to save others.

**Physiological Intuition:** This is a remarkable insight that medics have as a result of intensive work with many different races' physiology. The medic gains an intuitive understanding of the physiology of other races and can make estimations about how drugs will affect another race or what needs to be done in surgery.

Once the character has made a failed attempt to understand a physiology, then no further attempts may be made to circumvent that failed roll. The character must study to overcome the ignorance. This ability will turn the +5 T# modifier for dealing with alien races into a -1 T#.

**Current Attribute Modifications: +1 empathy, +1 intelligence, +1 perception**

### Medic Skill Program

#### Basic Skills

(At Requisite Price)

Computer Operation	Intelligence
First Aid	Intelligence
Mathematics	Intelligence
Sensor Operation	Intelligence

# Medic

## Advanced Skills (At Basic Price)

Genetics	Intelligence
Medical Devices	Intelligence
Medical Physiology: Pick One	Intelligence
Medicine: Cryogenics	Intelligence
Medicine: Forensic	Intelligence
Medicine: General	Intelligence
Medicine: Mind Matrix	Intelligence
Medicine: Natural: Pick One	Intelligence
Medicine: Veterinary	Intelligence
Minor Surgery	Intelligence
Science: Chemistry	Intelligence

## Professional Skills (At Advanced Price)

Bionics and Cybernetics	Intelligence
Cloning	Intelligence
Major Surgery	Intelligence
Medicine: Life Chamber	Intelligence
Medicine: Regeneration	Intelligence

## Medical Equipment

Most medics work for an organization. As a result, they have access to medical computers, programs, and databases, but they usually do not have the computers themselves. The small amount of medical equipment they carry around consists of 2d6 minor items from the medical equipment section such as painkillers, antiseptics, stimulants, and other first-aid equipment. Few medics will have other items unless there is good reason. They are well off and have no problems finding a nice place to live if they do not live on corporate property.

## Medical Occupations

**Cyberneticist:** The cyberneticist is an expert at the replacement of body parts with bionic or cybernetic enhancements, as well as the addition of different kinds of augmentation. Some are experts at the integration of cybernetics with the body, while others prefer the more technical aspect of prosthetics. Some cyberneticists live in the ghetto, working as Enhancer style cyber docs while others are sleek profes-



sionals working in hospitals. **Hallmark Skills:** Medical physiology (level 5), Bionics and Cybernetic (level 4), Engineer: Bionics and Cybernetics at Advanced Costs

**Geneticist:** The geneticist is a medic who works with cellular alteration for the integration of the body with new situations. For instance, if a new disease enters the body and does irreversible damage, the geneticist could adjust the cellular metabolism to help the character cope with the changes. Geneticists are also capable of creating new bacterial strains, micro viruses, and "good" viruses. **Hallmark Skills:** Genetics (level 5) and any prerequisites

**Medical Technician:** The medical technician is an expert at operating stasis fields, life chambers, medical databases, and other medical technology. Although not medics, they are a valuable part of medical teams. **Hallmark Skills:** Medical Physiology (6 levels (with no

# Merchant

single skill level above 4)) and 6 levels of **Medicine: General, Medicine: Life Chamber, or Regeneration**

**Holistic Medical Practitioner:**The holistic medical practitioner looks at medicine from a broader viewpoint. They study the body and the mind to integrate the two into a whole healing practice. Most holistic practitioners use herbs to naturally heal the body rather than use the harsh medicines of modern science. Other techniques such as acupressure, reflexology, meditation, and shiatsu are learned and applied as well. **Hallmark Skill: Holistic Medicine**

**Medic:**The medic is the primary medicinal practitioner. He is skilled in and knowledgeable about many aspects of medicine. Medical practitioners are not all skilled in the same area. There are surgeons, forensic specialists, pathologists, and veterinarians, to name a few. **Hallmark Skills: Medical Physiology (8 levels (no single skill level above 5) and one skill of choice from medical (level 4)**

chasing the product. The game master may also stipulate some conditions on the purchase. Characters may not always be picky about what they buy.

**Current Attribute Modification: +1 empathy, +2 charisma**

## Merchant Skill Program

### Basic Skills

(At Requisite Price)

Bluff, Lie, and Evasion	Intelligence
Bribery	Intelligence
Bureaucracy: Pick One	Intelligence
Communication Operation	Intelligence
Computer Operation	Intelligence
Contacts: Pick One	Empathy
Etiquette: Pick One	Intelligence
Forgery	Intelligence
Language: Pick One	Intelligence
Law: Pick One	Intelligence
Lore: Pick One	Intelligence
Mathematics	Intelligence
Personality Skills: Pick One	Intelligence
Psyche Scan I	Intelligence
Sensor Operation	Intelligence
Surveillance	Intelligence

## Merchant

The merchants are the buyers, sellers, and traders of the Frontier. They spend their lives looking for the best niche that they can fill and still make a profit. Some merchants work for trade houses, while others work independently, or for their family/clans. Merchants sell goods from one side of a planet to the other or from one side of a galaxy to the other.

**Business Sense** – This is the keen sense for business that merchants pick up after being in the market for a long time. The character with business sense can guess market trends and always gets the best deal in any situation. For every successful factor shift, the character will gain a bonus of +15% in her favor. For instance, if the character is selling a product and rolls a  $\times 2$  result, the character can sell the product for 30% higher than what the product was purchased for. The reverse will be true for pur-

### Advanced Skills

(At Basic Price)

Accounting	Intelligence
Academics: Psychology	Intelligence
Acquisition	Intelligence
Appraisal	Intelligence
Cuisine: Pick One	Intelligence
Economics	Intelligence
Information search	Intelligence
Read Lips	Intelligence

### Professional Skills

(At Advanced Price)

Industry Trends: Pick One	Intelligence
Linguistics	Intelligence

## Merchant Equipment

Merchants come in all varieties. They may or may not have a home and they are often in debt. To determine how much money/stock a



# Merchant



character has, roll 1d6×1000. Subtract 3d6×500 from the result to see how much the character owes. Wealthy characters should multiply this amount times 10, and rich characters should multiply this amount by 100. Merchants will generally have a computer with a security program, in addition to a management program to watch over their supplies.

## Merchant Occupations

**Charlatan:** The Charlatan is the infamous trader who knowingly engages in deceptive trading practices to make a profit. Charlatans are usually quite careful about, where, when and to whom they sell their goods. They may pass off imitation artifacts for genuine ones, but they would never attempt this on an archaeologist. Charlatans will often investigate who they are deceiving before they make a deal. **Hallmark Skill: Evasion and Fast Talk**

**Distributor:** The distributor is the character who takes goods from one seller to another for profit. They are the middle people who know the how, where, and to whom the goods are pur-

chased or sold. Using a distributor can be an effective way of getting products on the market, but can also be a way to bog down business. It is often much cheaper to locate individuals who are making a run and connect with them at a docking port. **Hallmark Skills: Acquisition and Contacts: Pick 2**

**Freelancer:** Freelancers have chosen not to be at the beck and call of a corporation. They choose their clients, make their own hours, and keep the profits when they hit it

big. Although they have much more freedom, they do not have the resources that others have. If they run into serious problems, there are few they can turn to for help. **Hallmark Skill: Locate Resources**

**Free Merchants of the Pjanji:** Free Merchants of the Pjanji are an unofficial fall-back group that helps and protects each other in times of need. They are willing to find good trade routes and markets for others because this helps their merchants receive better profits overall. The Free Merchants of the Pjanji are known to have the most exotic merchandise of any mega-corps.

They travel to distant parts of the Frontier to obtain their merchandise, whereas most companies design and make their products at home. **Hallmark Skill: Economics**

**Profiteer:** Profiteers understand the laws of supply and demand. They use their knowledge to make substantial profits. They constantly watch the rise and fall of prices to pinpoint the best time to make a profit. Some do this quite

# Rogue

successfully. Some profiteers actually drop out of the merchant business and become information brokers for other merchants. **Hallmark Skills: Economics and Acquisition**

## Rogue

Rogues are street wise and know the harsh realities of life. They are rugged individuals who know how and when to keep quiet. Rogues do not like the established system. Some have chosen to fight the system, while others are part of a subsystem that can be as complicated as the one they oppose. **Note – Rogues gain a bonus of +1 to combat modifier. They have no Profession skills.**

**Street Sense** – After living on the street for years, rogues gain an awareness of what is happening on the streets. They sense when things change but cannot always pinpoint the nature of the change. They know when a new drug hits or when someone is looking for a hit. They have a feel for the players involved on the streets, and the kind of power they have in the underworld.

**Current Attribute Modification: +1 empathy, +1 intelligence, +1 perception**

### Rogue Skill Program

#### Basic Skills (At Requisite Price)

Awareness	Intelligence
Bluff, Lie, and Evasion	Intelligence
Brawling	Intelligence
Bribery	Intelligence
Communication Operation	Intelligence
Computer: Operation	Intelligence
Concealment	Intelligence
Contacts: Pick Related	Charisma
Dodge	Dexterity
Energy: Pistol	Intelligence
Energy: Rifle	Intelligence
Etiquette: Street	Charisma
Forgery	Intelligence
Lore: Pick Related	Intelligence
Melee Weapons	Intelligence

#### Basic Skills (continued)

Personality Skills: Intimidation	Charisma
Pilfering	Agility
Pilot: Ground Vehicles	Dexterity
Projectile: Pistol	Dexterity
Projectile: Rifle	Dexterity
Psyche Scan I	Intelligence
Stealth	Intelligence
Surveillance	Intelligence

#### Advanced Skills

(At Basic Price)

Jury-Rig	Intelligence
Security Systems: Operation	Intelligence

#### Rogue Starting Equipment

Some rogues own possessions and have a place to live. Some have neither. Many are drug addicts and have nothing to show for their lives. Those that have homes will be either fairly rich or dirt poor. Rogues may start the game off with a small non-energy melee weapon and, maybe, a small pistol.

#### Rogue Occupations

**Bounty Hunter:** Rogue bounty hunters are among the most ruthless in existence. They have grown up on the streets and know where to look and who to ask. They are callous and will betray anyone for profit. They are the only bounty hunters who are willing to break the laws of the Night Hunters Guild. They are responsible for the nasty image of bounty hunters. **Hallmark Skill Exchange: 10 Starting points**

**Dark Agent:** Dark agents are the street equivalent of information brokers. They buy and sell secrets and investigate incidents in their territory. They usually have developed an extensive network of individuals willing to sell information for cash. The dark agent is one of the most feared people in the underworld. Although they try to keep their cover identities secret, most of them are highly recognizable to other agents. Many dark agents have made

# Scientist

arrangements to protect themselves. They have secret data caches that will be turned over to the authorities in the event of an "accidental" death. This is one reason criminal organizations do not have them killed. **Hallmark Skills:** 3 contact skills (Level 5)

**Night Shifter:** The night shifters are the true rogues of the Frontier. They are actively engaged in criminal affairs and organizations. Some are in it for the money, and others wish to get back at the system. They know the streets well and often have contacts on the black market. Night shifters can work for themselves or others. **Hallmark Skill Exchange:** 10 starting points

**Poser:** Posers are part of ordinary society, but they try to convince others (including themselves) that they are truly part of the criminal world. Many have picked up the skills common to rogues, but their hearts are not in their work. They are also willing to sell information to the dark agents more quickly and easily than most. **Hallmark Skill Exchange:** 10 starting points

**Vigilante:** The vigilante feels they have been forced into criminal activity to right the wrongs done to themselves or their families. Many are willing to risk their lives to uphold their principles. Others are active participants in bringing down criminal agents, but unfortunately, vigilantes rarely have the resources to accomplish much. **Hallmark Skill Exchange:** 10 starting points



## *Scientist*

Scientists are dedicated to the exploration of the universe through study and observation. Not all scientists are actually students of objective study. Some are social scientists who recognize the limitations of their discipline. Most scientists share a need to understand the universe around them. They differ on what the universe is, and how it should be investigated. Scientists do not gain occupations like many other classes. A scientist starts the game with a science skill at level five for a Hallmark Skill. If the skill has any prerequisites, then the character gains those prerequisites at the minimum level possible. The scientist's occupation is the skill area studied. A scientist who studied archaeology would be considered an archaeologist.

**Hypothesis**— Scientists are good at making educated guesses about the causes of scientific phenomena. With this skill, they can make a hypothesis as to how and why something happened, they can also posit what might be needed to make it happen. It is possible for scientists to hypothesize about technological solutions that are well in advance of the charac-

# Scientist

ter's own technology level. This skill will also allow the character to come up with a solution (if there is any) to a particular situation.

**Current Attribute Modification:** +2 intelligence, +1 perception

## Scientist Skill Program

### Basic Skills

(At Requisite Price)

Botany	Intelligence
Bureaucracy: Pick One	Intelligence
Computer Operation	Intelligence
Contacts: Pick One	Charisma
Lore: Pick One	Intelligence
Mathematics	Intelligence
Sensor Operation	Intelligence
Zoology	Intelligence

### Advanced Skills

(At Basic Price)

Anthropology	Intelligence
Archaeology	Intelligence
Force Field Operation	Intelligence
Information Search	Intelligence
Read / Write: Pick One	Intelligence
Science: Astronomy	Intelligence
Science: Biology	Intelligence
Science: Chemistry	Intelligence
Science: Faster Than Light	Intelligence
Science: Geology	Intelligence
Science: Physics	Intelligence
Teaching	Intelligence
Writing	Intelligence

### Professional Skills

(At Advanced Price)

Engineer: Chemical	Intelligence
Science: Quantum Physics	Intelligence
Quantum Theory	Intelligence
Science: Astrophysics	Intelligence
Science: Force Field	Intelligence
Science: Xenobiology	Intelligence

## Scientist Equipment

Many scientists live stable lives and have homes. They live comfortably and have access to a computer. They usually have their own



database and scientific programs to work on ideas at the office and at home. They will rarely have any kind of defensive suit or weapons unless there is good reason (such as a Middarian scientist.).

## Scientist Occupations

**Biological Scientists:** Biological scientists study life processes and the environment. Some study individual organisms, while others study the interrelation of organisms to the environment.

**Physical Scientist:** Physical scientists are primarily interested in the investigation of physical phenomena. Some study geology, but most are skilled in theoretical sciences.

# Technician

## Technician

A technician is a mechanical repairperson trained in one or more aspects of technology. Their fields include robotics, computers, security systems, etc. They can choose a specialization, or become jacks-of-all-trades. Whatever they do, technicians are the most valuable people in the Frontier. Without them, there would be few people with the expertise to work with the available technology.

**Technical Intuition** – The character has developed a technical sixth sense when working with any technology. With this skill, the character can roll to see if she can work effectively with a particular technology. Only one roll may be made with each piece of equipment. If the character is successful with any piece of technology, she may operate it with a +1 T# instead of a +5 T#.

**Current Attribute Modification: +3 intelligence**

### Technician Skill Program

#### Basic Skills

(At Requisite Price)

Computer Operation	Intelligence
Contacts: Pick One	Charisma
Machinery	Intelligence
Maintenance	Intelligence
Mathematics	Intelligence
Robotic Operation	Intelligence
Sensor operation	Intelligence
Surveillance	Intelligence
Tronics	Intelligence
Welding	Intelligence

#### Advanced Skills

(At Basic Price)

Acquisition	Intelligence
Communication: Deep Space	Intelligence
Communication: Satellite	Intelligence
Computer: Interface	Intelligence
Computer: Specialized	Intelligence
Cryptography	Intelligence
Force Field Operation	Intelligence
Information Search	Intelligence

#### Advanced Skills

(Continued)

Jury-Rig	Intelligence
Life Support Systems	Intelligence
Matter Trans. Operation	Intelligence
Repair: Computers	Intelligence
Repair: Force Fields	Intelligence
Repair: Miscellaneous	Intelligence
Repair: Robotics	Intelligence
Repair: Vehicles	Intelligence
Science: Chemistry	Intelligence
Science: Physics	Intelligence
Security System: ID	Intelligence
Security System: Operation	Intelligence
Starship Operation	Intelligence
Writing	Intelligence

#### Professional Skills

(At Advanced Price)

Artificial Intelligence	Intelligence
Computer: Security	Intelligence
Programming: Nanotechnology	Intelligence
Programming: Pick One	Intelligence
Programming: Robotic	Intelligence
Repair: Matter Trans Devices	Intelligence
Repair: Starships	Intelligence

### Technician Equipment

Technicians start the game off with a number of technical supplies and accompaniments. They begin with a computer (+1d4 levels higher than other occupations), technical scanner, technical kit, and any scanners or kits that go with their occupation. Since everything is driven by technology, they will have well-paying jobs and nice places to live. Most will also have appropriate clothes designed to hold technical supplies and equipment. They also have a plethora of extra equipment around their homes, making it possible to build new devices in a pinch.

### Technician Occupations

**Fixer:** A fixer is a technician who specializes in repairing technical items. Some fixers are



# Technician

specialists in repairing only one or two items. Others are trained to repair numerous items, but not with great expertise. Fixers gain Tronics at level 2 and a choice of Hallmark Skill combinations. **Hallmark Skill Exchange: 15 starting points towards repair skills**

**Gadgeteer:** A gadgeteer is a creator of miscellaneous technical items that can be useful in many situations. Often the characters have a variety of skills from many technological fields to facilitate their endeavors. **Hallmark Skills: Jury-rig (level 2), one Engineering skill (level 3), and pick one of choice (level 3)**

**Service Technician:** A service technician specializes in operating technical items. They are usually trained to operate only one kind of technology. They serve as transport technicians or as security system technicians. **Hallmark Skill: Pick 1 Operations skill (level 5)**

**Technical Specialist:** Technical specialists are experts in one field of study. They are trained to know everything about that field, and can operate, manipulate, and repair all of its systems. For their Hallmark Skill, technical specialists get to choose one area of interest (computers, robotics, security systems etc.). **Hallmark Skill Choice: Pick all of the skills in a technical area (i.e. computers, security systems etc.) (level 4)**

**Technical Strategist:** A technical strategist is an expert in knowing the strengths and weakness of different kinds of technology. They have studied many systems and know the best



ways to handle almost any problem. Technical strategists gain five Hallmark Skills of level three in the operation of any kind of technical systems. **Hallmark Skill: Lore: Technical Strategy and 2 of choice (level 4) from the technical skill area.**

# Determining Psionic Potential

## Psionics

Psionics is a form of mental ability that allows a character to perform amazing feats using only her mind. In the Xro Dinn Chronicles™ SE this is relatively uncommon. Characters usually do not start out the game with psionic abilities. Players who want their characters to have psionics must roll for it on the table described in the character creation section. If the character did not gain psionics through this method, the character cannot gain psionics through any other method. However, some game masters may allow methods in their game as part of a great reward, alien technology, or other reasonable possibilities.

While psionic abilities can be a great boon to the player character, it also can be a hindrance. If the character lives in a society where psionics are hated or outlawed, people who know about the character's psionics may be unfriendly or downright hostile. In many places, people with psionics must wear a badge denoting the fact. Some badges will denote the kind of psionics the character has.

But many psionists are far too valuable to go to waste. Governments, corporations, and espionage units will actively search out and employ people with psionic abilities. They can be paid a substantial sum for their services. They also can wind up dead if they betray the confidence of the people they are working for. All of these things need to be taken into account when working with a psionic character.

### Determining Psionic Potential

How game masters want to work psionics into their world is completely up to them, but in terms of simple game mechanics, here are some general guidelines to work from. First, read up on the psionics of the

particular race the character will be playing and determine how that character's psionics will fit into the game. Second, the chart below determines the minimum willpower that a player has to have in order to have psionics in the first place.

Will power	Level of Psionics
12 to 13	Minor
14 to 15	Major
16 plus	Master

The following are optional rules that players and game masters may wish to integrate into their game. The first rule is designed to give a possibility that character have psionics given the potential. This is for game masters who do NOT want to see all of the characters in a game have psionics. Remember, that this is a perfectly legitimate point of view because usually far less than 1% of any given population actually has psionics. Simply have the player roll 1d20 and add the character's willpower to the chart below and this will determine what level of psionics a character can get (limited by the level of psionics noted above). A section called "alternate" has been added in case game masters want to come up with another system that suits their own world visions. Obviously we do not want real world possibilities for psionics because then only one in 10,000 characters might have psionics and there would be little fun for the players.

### Starting Psionic Considerations

	Training	Maximum Starting Level	Number of Psionics	Starting Psi
Minor	None	2	1d4	Willpower
	Some	Age -1	unlimited	Willpower x 2
	Professional	As Age	unlimited	Willpower x 3
Major	None	2	1d4 + 2	Willpower x 2
	Some	Age -1	unlimited	Willpower x 4
	Professional	As Age	unlimited	Willpower x 5
Master	None	2	1d6 + 3	Willpower x 3
	Some	Age -1	unlimited	Willpower x 6
	Professional	As Age	unlimited	Willpower x 7

# Psionic Training Levels

1d20 + Will power	Alternate
Roll	Psionic Level
20	Minor Psionics
25	Major Psionics
30	Master Psionics

## Training Levels

All training levels are determined when the character is created. Unless the character is young, any training they receive from this point forward will have minimal effect. Only if they go to an advanced school and dedicate their lives to psionics will their abilities go to some and never to professional. Young starting characters have time to choose their path and can choose professional training if they work out the details with the game master.

The final thing that should be taken into account is that even minor psionics may have professional training and that the more powerful the psionic and the better the training that psionic has, the better their chances of getting a job, or the more a corporation will be after that character. Those with psionic abilities are covertly watched and tracked by several organizations.

**None** — This character has psionic abilities, but for whatever reason has chosen not to focus on the psionics. Some are interested in other pursuits, some are afraid of letting anyone know they have psionics, still others don't even recognize that they have much psionic potential.

Whatever the reason, they have few abilities and a basic understanding of the psionics they have.

**Some** — The character types for this level of training generally fall into two categories. Either the person has decided to focus on learning their psionics without the aid of a professional school, or the character has spent some time in or out of a professional school. They must spend 10% of their starting points in order to have this level of training.

For those that have chosen the path of a school, it should be remembered that often they are put on several lists that designate them as having psionics. They will usually be hounded by many different institutions wishing to study, measure, use, hire, manipulate, etc into doing their bidding.

**Professional** — Professional psionics are trained from the time they are very young to use their psionic abilities to the fullest. They have the greatest range of psionic abilities and the they are the most powerful of all the psionics.

Of course all of this training is not free. Players and game masters must decide how that character was trained. Was the character trained in a Middarian house and then loyal to that house and that house alone? Does the character come from a rich background and the parents were able to pay for such training? If the character does not come from a background

## Using Psionics

Using Psionics										
		Intensity Levels						Psionic Skill I Cost		
		Psi Cost	Attribute modifier	Base Damage	Save T#	Distance	Dur a tion	Minor Psonics	Ma j or Psionics	Ma ster Psionics
Minor	None	5	1	1	8	9	9	Professional	Not Available	Not Available
	Some	5	1	2	10	10	10			
	Professional	5	2	3	12	11	11			
Ma j or	None	10	2	2	10	11	1	Advanced	Professional	Not Available
	Some	10	2	3	13	12	12			
	Professional	10	3	4	16	13	13			
Ma ster	None	15	3	3	12	11	13	Basic	Advanced	Professional
	Some	15	3	4	16	13	14			
	Professional	15	4	5	20	14	15			

## Using Psionic Abilities

where they are tied down to one organization, then they are HIGHLY sought after for their abilities. Corporations are always willing to pay top dollar for professionally trained psionics.

Players and game masters should take this into account and really think about what it means to have a psionic character in the game that is professionally trained. They must spend at least one third of their starting points on psionics in order to be considered professionally trained.

### Using Psionic Abilities

Using psionic abilities is just like using a skill. Players should roll 1d20 and add their skill level and their willpower modifier. They should subtract the amount of psi it takes to use one of their abilities after each use (successful or not).

The chart designated Using Psionic Abilities is fairly easy to read. The Psi Cost column details the number of psi it takes to use an ability. The Attribute Modifier column details how many points the character can modify the attributes by based upon ability for somatic psionics. Base damage details the amount of damage that one can prevent or cause based upon their successful role. Factor shifts should be taken into account when determining damage, etc. The save T# is the base target number that an opponent needs to get in order to resist any psionics that are being projected onto an opponent. Distance and duration are the intensity level of the distance and duration that a psionic will last. Characters should always use the abilities of their maximum psionic level no matter what level the level of the psionic skill is (minor, major, or master).

Under Psionic Skill Cost, is the cost that psionic character must pay for new psionic skills. During character creation, players should use starting points to purchase psionic abilities.

### Regaining Psi

Once psi have been spent it takes a great deal of time for them to return. If the character is

active, the psi will return at a rate of 1 per hour. When the character is resting they will return at a rate of 5 per hour. In deep sleep they return at a rate of 10 per hour. If the character is meditating they return at a rate of 25 per hour.

### Psionics and Cybernetics

Because cybernetics change the body's energy, they also interfere with psionic abilities. Characters who change any part of the body with bionic or cybernetic implants will feel a noticeable difference. For every empathy loss the character takes, the character also loses that number of psi. In many instances the effect will be worse. Any cybernetic implant which alters or affects the nervous system will cause the character to lose triple the psi points. These cybernetics include body or mind programming, bio-booster, nerve pep, neural boost, neural editor, pain editor and sensory boost. Of the cybernetics mentioned, some have no empathy loss. Those that do not will cause the character to lose 1d4×10 psi. Any character who gets an artificial nervous system will forfeit all psionics permanently. Any psi lost through cybernetic augmentation cannot be regained. Further, if the character loses enough psi to wipe away a psionic category then the character will lose all psionic abilities from that category and lose the ability to ever learn any additional psionics.

### Sensitive

The sensitive psionic has the ability to sense things that are beyond ordinary perception. Some have the ability to perceive psionic influences, while others have the ability to sense the universe itself. The sensitive psionic is considered the least-threatening of all of the psionics. They do not have the ability to get data through the thoughts in people's heads or manipulate others into doing different kinds of tasks. They are only capable of sensing, not affecting. This means that all of the sensitive abilities are considered to be passive because they do not seek out anything with the use of psionics. The use of all other psionics is consid-

## Minor Sensitive

ered to be active.

### Minor Sensitive

Minor sensitive are only capable of sensing psionic-related abilities. This makes them highly sought by governments to recognize other psionics for security reasons. Their greater numbers mean it is possible to hire them more cheaply.

**Psionic Anchor** — This ability allows the sensitive to anchor her consciousness to the use of a particular ability within the psionics's range of aforementioned parameters. This means that this ability is a kind of trigger that is set off by the use of psionic abilities that are considered active.

**Psionic Awareness** — This ability allows the sensitive to become aware of any psionic abilities that are in use in the sensitive's range. It does not detail what kind of psionic is being used, but will give a general indication of how much psi is being used and how powerful the psionic is.

**Psionic Block** — Psionic block allows the sensitive to block all incoming psionics from affecting the character's mind.

**Psionic Detection** — This ability allows the sensitive to determine whether or not a particular individual has the potential to use psionics that the character already possesses.

**Psionic Identification** — This ability allows the sensitive to identify the particular psionic that was used in a particular situation. This can only work for psionics where there would be some residual evidence left over. The character must take a lore skill to have a clear definition of what kind of psionics cause particular kinds of results.

### Major Sensitive

**Attack Awareness** — This allows the sensitive to sense when others are strongly directing their attention towards the character in an immediate sort of way. The character will be aware of attacks before they happen. This is an automatic ability that triggers when the sensitive is

being watched.

**Bio-Anchor** — Sensitive with this ability are able to recognize the specific life form that they encountered because they have a specific life force. This is especially helpful when dealing with Borloan agents that are attempting to infiltrate a particular group.

**Bio-Cognition** — This ability allows the sensitive to recognize the "cognitive" abilities of the cells themselves. The sensitive can discern what the functions are and a general idea about how the cells work. This is exceptionally helpful in research related to the life sciences.

**Empathy** — Empathy allows the sensitive to perceive the emotional state of another within range. It will give general information like whether the person is happy, sad, angry, indifferent, or otherwise inclined.

**Health Sense** — With this ability a sensitive can discern the physical health of an individual. The details will be enough to let the sensitive know if there are any diseases, infections, infestations, or specific problems with certain areas of the body. This ability does not include forms of treatment, but a medic could use this to formulate a treatment.

**Intention Read** — This ability gives the sensitive the understanding of the basic intentions of others at that particular moment. The sensitive will know only a small aspect of the intentions, such as what the person is going to do, but not how that goal is going to be attained.

**Life Sense** — The sensitive is able to use this ability to sense life in a particular area. The sensitive will be able to distinguish between types of life and approximate sizes. The sensitive cannot use this ability to discern who a person might be.

**Mental Intuition** — Mental intuition allows the sensitive to gain an overall idea about the mental state of others and that there may be a few problems (psychologically speaking) with the individual.

**Mind Anchor** — This ability allows the sensitive to sense a particular mind and tell where it is going at a particular time. The sensitive will be able to give a generalized direction of where the person is located, but no more.



## Master Sensitive

**Presence Sense** — This ability allows the sensitive to sense when other sentient beings are around. There are the occasional races that this does not work on. The Xro Dinn is one such race.

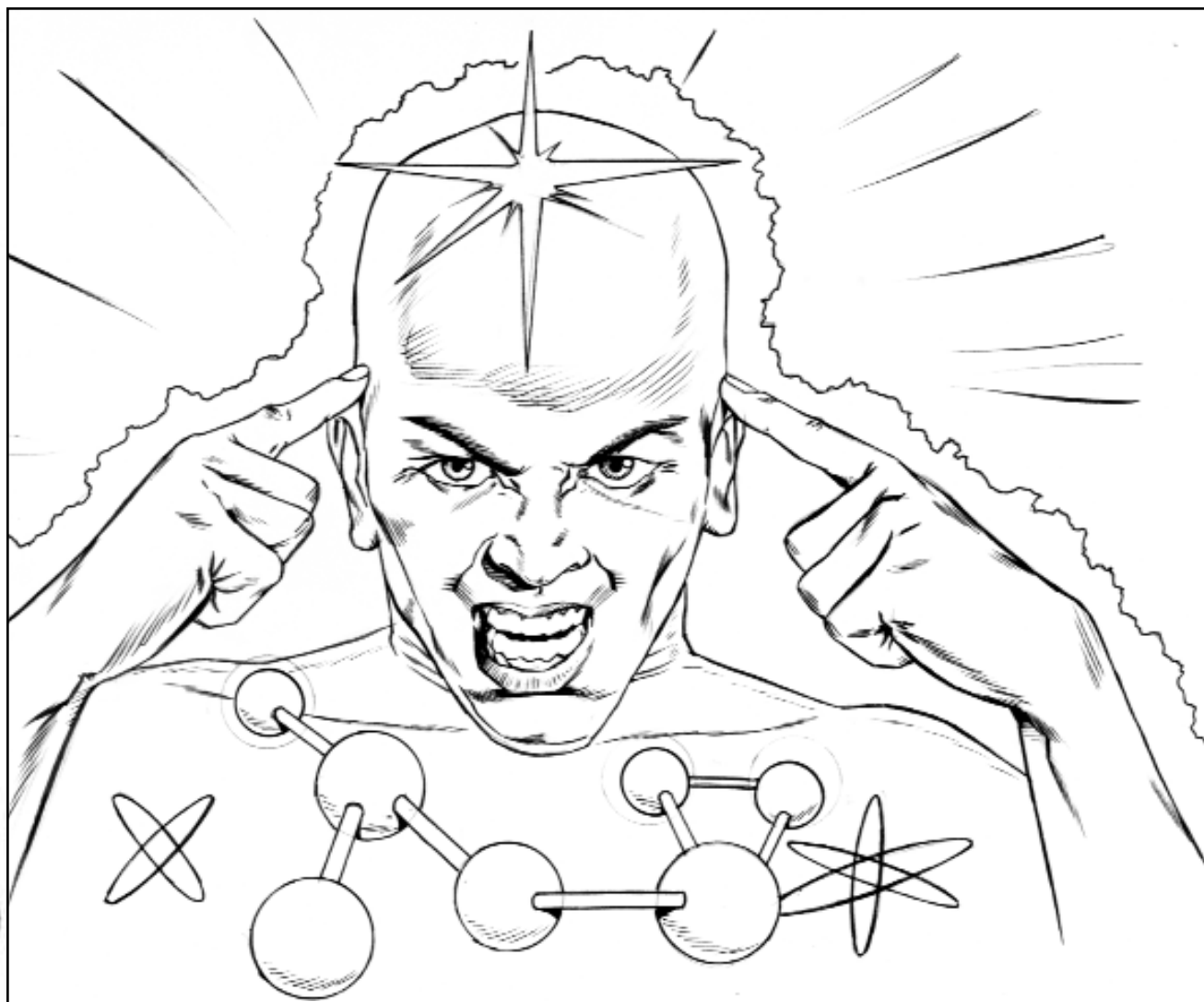
**Psychometry** — This ability allows the sensitive to gain an understanding of the impressions that were left on an object. The impressions are caused by a person being in contact with or near a certain object. They are the result of thoughts and feelings that have left trace evidence of their existence on an object. The game master may decide to give modifiers based upon how much contact the person had with the object and how intense an experience the person had while near the object. The sensitive can gain information about the person's

thoughts and feelings from being in contact with the object.

### Master Sensitive

The master sensitive is the most powerful of all of the sensitive, being able to see into the future and have ties to reality that few other individuals are capable of. They are often the source of religious movements and political changes because they are able to sense things that few others are capable of.

**Clairvoyance** — Clairvoyance is the ability to see glimpses of a possible future. The sensitive making the attempt must have a particular idea that is the focus of the attempt. Without it, the attempt will be completely random and left up



## Master Sensitive

to the imagination. When the character chooses to make an attempt, the game master must construct a few possibilities that will happen to the "objects" of the premonition.

**Commune** — This ability allows the sensitive to gain an understanding of her immediate area. The sensitive will gain a bonus of -1 T# per factor shift received to all actions that are done in that area that are affected by the surroundings. This could include tracking, hiding, and sneaking rolls.

**Direction Sense** — Sensitives with direction sense will be able to have a good idea of where they are if they choose to use this ability. The sensitive will have an idea which direction familiar locations are, but no idea of how far those things may be.

**Intuition** — Sensitives with intuition will gain a feeling as to what events are about to transpire. This will give the character an edge in combat. The sensitive gains a bonus of -1 T# per factor shift attained. The character will also be able to second-guess the actions that another individual is about to make.

**Mind Flight** — This ability allows the sensitive to send the "mind" out exploring without the body. The mind will register as an electromagnetic energy pattern and can be detected with sensors, but it cannot be detected by ordinary senses. The character will be able to see and hear everything as if the character is in the area that the mind is in.

**Quantum Anchor** — Quantum anchor allows the character to have a remembrance of the quantum signature of a particular area. The sensitive will know where that particular area of quantum relations are and can navigate back to that area from any location on a planet.

**Quantum Intuition** — This ability allows the character to be aware of events that are happening at the quantum level. The character will be able to tell what major events are happening on the level of physicality. Political, social and psychological events cannot be determined with this ability. The character can tell geographical changes, explosions, large amounts of changes that are about to happen. The character will further be able to "follow" the intuition down

certain lines of thought to discern the events around a particular area and see what kinds of events may happen as a result of the patterns that are caused by the certain set of events.

**True Sight** — Sensitives with this ability can see the truth behind specific events. The sensitive will be able to ignore illusions, holograms and all other phenomena that are meant to deceive the senses.

# Part III Props



## Part III

## Props

In the world of science fiction, props mean only one thing - technology. The technology of the Xro Dinn Chronicles is based upon real world scientific concepts giving the game a more realistic foundation. But technology is more than just "science". It is a product of the imagination limited only by the laws of physics. It can be developed in an infinite number of ways and reflects the culture from which it grew.

In this section you will find...

- I Introduction
- II Weapons
- III Defenses
- IV Computers
- V Robots
- VI Bionics and Cybernetics
- VII Cybernetic Interface Technology
- VIII Transportation
- IX Medicine
- X Miscellaneous Equipment
- XI Middarian Technology
- XII Pjanji Technology
- XIII Quiizbenqq Technology
- XIV Sehlma Technology
- XV Terran Technology

# Incident from the Chrounimar Shrine

## Introduction

A Vajjra who went by the name of Hekja hired Illbiqqkarq, a Quiizbenqq technician, well known for his expertise with alien technology. He was a member of the Koqq, an elite Quiizbenqq cybernetic organization. He was hired to place a Terran gun, the Eddington "Assassin", within a Middarian shrine in the Bauchaarist system — a simple job.

Illbiqqkarq knew that to accept such an assignment from a Vajjra was not his brightest idea, but something about the offer excited him. He would be paid 4 million credits for his services, half now and the other half when the job was done. He realized that the thought of buying new cybernetic implants attracted him more than the thought of getting past the Middarians.

He looked at the plans for the shrine for the umpteenth time. He had been over every square inch of the building. He knew the habits of all the guards, and the location of every electronic device. He had planned for every contingency and was prepared to enter the complex that night.

It was snowing as he slithered through the night, and he switched his cybernetic vision between infrared and ultraviolet wavelengths to scan for security guards, extra infrared detection devices, and the ultraviolet sheen that was the only sign of protective force fields. He saw nothing he could not account for. The temperature was below -25 degrees Celsius. He was glad for the heat retention suit that kept him warm and hid his image from infrared scanners.

He approached the entrance to the shrine. He knew that if he did not execute his plan perfectly, the mission would fail. If he were caught in a building full of angry Middarians — even religious ones — he would not live to see his final 2 million credits. He pulled out his technical kit and began to fiddle with the card lock on the door. Within 28 seconds the door was open. He crept down the hallway to the supply shaft, and coiled around the supply wire, carefully lowered himself down. He stretched over to a nearby maintenance shaft which led to the inner complex. He activated his sonic screen to silence any sounds he might make.

Going farther into the compound, Illbiqqkarq did

a passive scan of the area for any unusual readings. Two life forms were approaching the shrine. They were both Middarians.

Clank!!! Two swords struck against each other. Illbiqqkarq slowly moved toward the center of the shrine. He turned on his EM jammer to mask the presence of his equipment and settled in to watch the two Middarians fight.

After a few minutes, one of the Middarians fell dead to the floor. The winner of the battle cleaned up the mess and walked out of the shrine. Alone again, Illbiqqkarq hooked the microline around a pipe and fastened it securely. He lowered himself deliberately down the rope and into the center of the shrine. He placed the gun under the mantle where it would not be discovered. He sterilized the gun of any genetic material remaining on or around it. He slithered up the rope and untied it, leaving no trace of his presence behind, other than the unsettled dust.

A few minutes later, Illbiqqkarq was racing towards the exit. He did a passive scan of the area: Two Middarian guards patrolled the perimeter. As he narrowed the bandwidth he realized that they were scanning for ultraviolet and electromagnetic radiation. He reached for his ultraviolet jammer and grabbed air. He had left it in the shrine....

--Incident from the Chrounimar Shrine

## Introduction

Technology is exceptionally important within The Xro Dinn Chronicles™ SE. It defines a character's identity and abilities. It serves as one example of what has defined the character and how, in turn, the characters use that technology. Each race has been given its own unique technology, weapons, and armor. This helps not only to define how technology affects each race, but also how each relates to technology in a cultural context. This part of the book describes the racial equipment sections and provides a great deal of equipment for all of the races as well.

When designing characters, the players should keep in mind several factors (since they are not necessarily limited to the equipment of the character's own race). Equipment purchased from other races will always be more

# Technology

expensive than the list price because of shipping and handling charges — in addition to any fees the merchants may tack on. Players should be wary about choosing equipment that is different from the character's culture or anatomy, because it may be more of a hindrance than help. Some races will have trouble using differently designed handles and guns. They will have difficulty finding energy clips that fit these weapons if they are on a planet far away from the race that makes them. Furthermore, some races may have ethical objections to certain kinds of technology. The game master should be the ultimate arbiter in any situation.

There is some equipment that is commonly available to everyone (it is described in the miscellaneous equipment section). The Pjanji are partially responsible for this wide distribution of goods. They purchase equipment from all over the Frontier and distributed it wherever they can make a profit. Pjanji have the greatest access to alien technology because of the many business contacts that they have with other races. It should be noted that the price list is not considered absolute. Several factors may change the price of an item. Supply and demand have a huge influence on how much an item costs. Quizzbenqq equipment is always extremely expensive. Distance is also another consideration. A Terran attempting to purchase Sehlmna technology will have to pay exorbitant transportation fees because of the distance involved. Some planets will be in an economic depression, and equipment may be more costly. The game master will have the final say on cost.

The following sections give a general overview of the different categories under each race for different aspects of their technology. Some of the sections are mostly qualitative, giving details that give a feel for each particular race, while other sections are quantitative, giving specific details about which items are available to a particular race.

## Technology

Technology is used in a very broad sense in The Xro Dinn Chronicles™ SE to indicate all of the possible areas of interest that each culture

could develop as a skill. The technology section under each race gives a general overview of the race's technology. It indicates where that particular race has focused its attention, technologically speaking. Many cultures have focused on the development of religions and/or philosophies rather than on what is traditionally defined as technology.

Specific notes about systems should not be taken lightly. If the race is known for backup systems, then their products will work even when damaged to the point where others would be non-functional. Generally speaking, a piece of technology will not work when the damage rating is equivalent to wounded. This does not take into account the exterior shielding that may accompany each system. Each additional backup system will give the technology an additional 15% margin before the system breaks down.

The last item to note under each technology description is the technology level. Each race has a technology level that indicates how far the race has progressed in its field of study. This will not be uniform for each category. Some will vastly exceed their technology levels in some areas while being right on the mark in others. The technology level, while being fairly accurate, is sometimes arbitrarily given to indicate a general technology level.

## Energy Sources

Each race has its own energy sources with its own technological quirks. In many cases, more than one source of energy is listed. This usually indicates that the culture has one source of power for personal use and another source for industrial or large-scale uses. Both of these kinds of power are described for each race. It should be assumed that each race's clips fit only that race's technology. The races within the Xro Dinn Chronicles™ SE do not have a universal standard for their technology. Adapters for specific conversions may be purchased in many instances. The decision will ultimately be left up to the game master. Conversions cost from 200 to 800 credits.



# Weapon Categories

## Weapons

Weapons are highly individualized among the races. Each race has its own ideas about weapons manufacture and production, and their idiosyncrasies lend a characteristic flavor to each design. Weapons are therefore described under the technology description for each race.

Weapons are broken down into several categories, which are listed below. Weapons are often available on planets other than those of the race that made them, either through a few small communities or through the Free Merchants of the Pjanji. Players should be aware that this is not always the case. If a game master does not want a particular weapon to be available on a certain planet, that weapon is not available. The game master may also adjust the price to fit the situation. Black market prices for weapons will be double to triple the going rate for a particular item.

## Weapon Categories

**Cost** — the cost of the equipment in credits, the trading medium throughout the Frontier.

**Base Damage** — the amount of base damage that the weapon does before factor shifts are considered. Usually this is denoted by a number, but sometimes there is another designation. Those designations are listed below.

**Da** means darkness. No one without an extra sensing device can see anything in the area where this weapon is used.

**Dv** means double vision. Anyone affected by a weapon that causes double vision will have -1d4 to attack, in addition to having a 50% chance of shooting at the right target.

**En** is an attack that entangles the victim. The victim cannot attack until untangled.

**Pe** stands for per energy unit. It means that the amount of damage is multiplied by the number of energy units put into the attack.

**Sh** is an attack that causes shock damage. Critical strikes will knock the opponent out.

**Sl** is an attack that causes the victim to fall asleep unless it is contested with a constitution check.

**Sm** is an attack that causes the victim to be



slammed unless the strike is contested with a strength or agility check.

**So** is a smoke attack that clouds the vicinity so that no one can see. A perception check with a target number of 30 or higher is needed to see anyone within the blast radius.

**St** causes stun damage, unless a constitution check is used to contest the result. Victims who are stunned will not be able to attack and can only defend without attribute modifiers. Stun effects last for 1d4 turns per factor shift.

**T2** is a weapon that does full damage to technology and half damage to life forms.

**Td** is a weapon that does damage only to technology. It does not damage life forms.

**(#)** represents the amount of ammunition being fired in a burst. Multiply this number by the amount fired for the total base damage.

**##** indicates that a character suffers more than one kind of damage at a time. This is common in Quizbenqq weapons, which combine several kinds of energy or bullets into a single attack. The numbers indicate the damage for each kind of attack.

**Ammo Use** — is a measure of how much ammunition may be spent in one round. An "e" next to the letter indicates the amount of energy that one may expend in a round.

**ROF** — stands for rate of fire. It determines the maximum number of times that a weapon can be used in a turn. If the letter "B" replaces a number, it means that a burst can be fired. An "A" indicates that the weapon may be used a number of times equal to the character's actions. An "A2" indicates that the item may only be used a number of times equal to half the character's actions.

**Range Class** — There are two different kinds of range classes within this game. The first kind is for ranged weapons, described in the chart below. It determines how far a weapon will fire. Unless otherwise stated, the range is in meters.

The second kind of range class is based upon

# Defenses

melee distances. These are much less detailed, but are loosely defined as short, medium, or long range. Short range is a knee strike or elbow smash. Medium range is a punch, kick, or short weapon, and long range is a long melee weapon.

Range Class					
RC	Point Blank	Short	Medium	Long	Extreme
A	0-1	2-7	7-10	11-20	21-25
B	0-3	4-20	21-51	51-85	86-100
C	0-5	6-30	71-175	176-250	176-250
D	0-10	11-40	41-100	101-250	251-400
E	NA	10-100	101-400	401-900	901-1000
F	NA	20-250	251-750	751-2 km	2001-3 km

**Extras** — This is a list of modifications that have been added to the weapon that enhance its performance. A few possibilities are detailed below.

**Adjustable Frequency [AF]:** Adjustable frequency weapons can alter the frequency at which the gun is fired. This may be done to make screens less effective at defending against the weapon. Each race may modify the weapon to a different extent. Modification of the weapon depends on the TL of the weapon maker. These modifications are listed below for each race that makes them.

For every intensity level that a weapon or defense has, it nullifies the frequency of the opposing frequency. For example, if a Pjanji (IL 9) is shooting at a Quiizbenqq (IL 8) in a force field, the Pjanji would have a 1 IL advantage over the Quiizbenqq. For every intensity level advantage, a +1 FS may be added to the result. In the case of the Pjanji noted above, they would gain a +1 FS damage against the Quiizbenqq screens. The reverse is true for the defender. If the person with the screen has an intensity level advantage, then the damage done to the screen is at -1 FS.

Race	IL
Pjanji	9 (sonic only)
Quiizbenqq	8
Sehlma	6
Terran	5 (screens) 6 (weapons)

**Balanced [B]:** This weapon has been specially balanced to fit the character. The character gains +1 to strike and parry with the weapon.

**X-attach:** or exchangeable attachments are guns designed to quickly replace one kind of attachment with another.

**Heavy Construction [HC]:** This weapon was constructed more sturdily than other weapons. It can take double the usual number of damage points before suffering any effects.

**Interfaced [In]:** This weapon has been fitted with a cybernetic interface.

**Pressurized [P]:** The item has been pressurized for use in space or underwater.

**Scope:** A weapon fitted for a scope.

**Weatherized [W]:** This item has been made to withstand harsh weather conditions and gains a +5 when dealing with weather related problems.

**Accuracy:** This indicates what bonuses the weapon has to strike in combat. The bonuses are always bonuses to strike. Some melee weapons will have bonuses to parry, which are indicated by a "p" by the accuracy number.

**Initiative:** The initiative column indicates whether or not the character gains any initiative bonuses for using the weapon.

**Kilograms [KG]:** This is the item's weight in kilograms.

## Defenses

While there are many different kinds of protection possible, there are two main kinds used within the Frontier — energy absorption grids and screens (i.e., force fields). Energy absorption grids are suits designed to absorb more than one kind of energy. They are usually made from several alloys and polymers to absorb different kinds of energy attacks. Different races will have different specifications regarding the material and its effects. These will be described under each race.

Screens are a more difficult concept to grasp. They are designed by creating a powerful field (somewhat similar to a magnetic field) which is used as a protective barrier. When activated, screens produce an ultraviolet glow. Screens are typically large enough to entirely cover an indi-

## Screens

vidual. A few are smaller and serve specialized functions, but these are rare.

Screens are divided into kind and type. Kind indicates the force field's purpose and effects. Type indicates the manifestation of the screen and any additional effects it might display as a result of modification.

### Screen Kinds

**Albedo:** Albedo screens are designed to defend against lasers. They emit a powerful silvery sheen when activated.

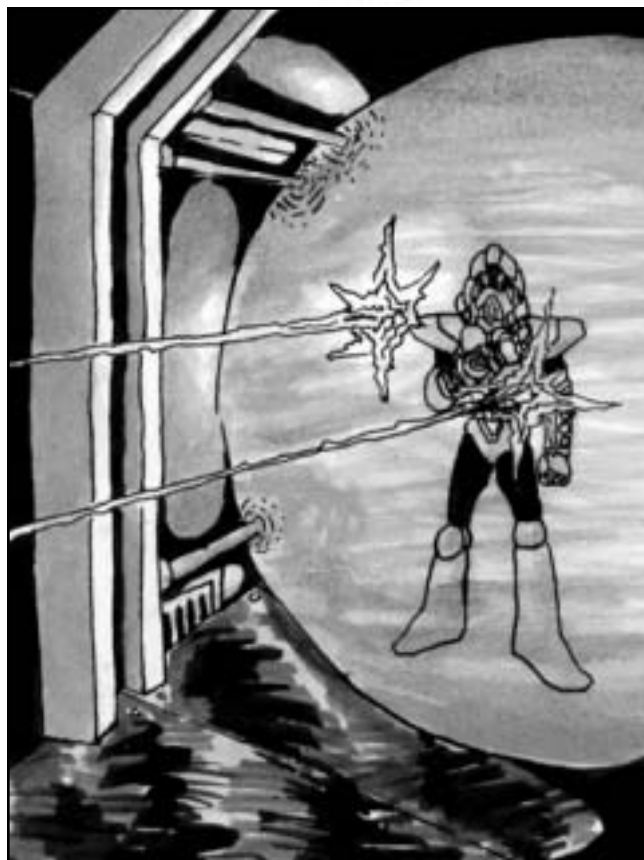
**Chameleon:** A chameleon screen is a complex interactive video system designed to mimic the surrounding areas in order to hide the individual from visual perception. Once the camera system takes in the surrounding area, video projectors create a holographic field around the wearer that renders him or her close to invisible. Of course there are flaws in the system, and a wearer may be seen if the observer has a keen eye. Quick movements will also create distortions within the field.

**Cloaking:** This is an advanced screen that causes space around the wearer to "fold in on itself" into a perfect barrier, rendering most modes of detection completely useless. Cloaking devices are not completely effective because the theory is often different than practice. Quizbenqq are the only race to make a personal cloaking screen.

**Energy:** An energy screen is a complex force field capable of absorbing the force of any energy weapon through the expenditure of its own energy.

**Holographic:** Holographic screens are designed to create specific false images, causing the character to look like someone or something else. The images are designed to interact with the user, not the environment. The images are linked via computer to the movements of the character's body in order to create more realistic images. The image cannot be smaller than the character's body. The sharp observer can tell that the image being presented is a holographic one.

**Inertia:** The inertia screen is designed to limit the kinetic energy entering the field. Objects



such as bullets, swords, darts and other material phenomena will be reduced in power and strength upon entering this field. The field gives off a slight glow when objects enter it. Ultraviolet sensors can detect it.

**Ion:** This screen protects the wearer against charged particles. Electron, proton, and ion weapons fall into this category.

**Light:** Light screens differ from albedo screens in that they are designed to manipulate sources of light. There are three different kinds of light screens available. The first type absorbs all light coming into an area, creating a black hole. The second type reflects images that are coming in from the surrounding area. This can make a character seem like a wall, place images in unusual areas and perform all kinds of interesting visual effects. The third kind creates duplicate images of the surrounding area to help confuse opponents. Light screens can protect against lasers, but are never as efficient as albedo screens.

**Maser:** Maser screens defend against

# Armor

microwave damage. The field is virtually invisible (except by UV sensors) until a microwave burst hits it, causing a bright blue spark

**Particle:** Particle screens are the most solid of the screens. They are also the most costly to use. Particle screens emit a field of particles that gives the character an armor rating against any incoming attacks.

**Radiation:** Radiation screens are designed to absorb all radiation particles that may damage living tissue. They are powerful enough to be used in atomic engine chambers and to defend against radiation weapons. Radiation screens emit a light blue glow at all times.

**Repulsion:** Repulsion screens work on the same principle as tractor beams, but have a reverse field. They are capable of protecting characters against all physical attacks. Repulsion fields are invisible until they come into contact with an object, which causes them to give off a blue glow.

## Screen Types

**Hard:** Hard screens can be so dense, they provide physical protection (such as a particle screen would), in addition to its normal effects.

**Shift:** Shift screens can be modified to more effectively handle different attack frequencies. For instance, an albedo screen that was turned into an albedo shift screen would be able to compensate better for variable laser frequencies. Any bonuses for determining the weakness of the field are negated by a shift screen.

**Weave:** A weave is a combination of different force fields to create a new field that provides better protection. The strength of each kind of protection, however, is decreased.

## Armor

Most races in the Frontier wear some kind of armor. All armors are assumed to have 100 times the effect in total points before they are destroyed. The inertia number should be used for the flexware armor.

**Energy Adsorption Grid [EAG]:** The EAGs are the most popular kind of armor in the

Frontier. They are capable of adsorbing large amounts of energy per attack. The effect indicates the amount of damage the suit can absorb from any energy except sonic.

**Flexware:** Flexware armor is designed to absorb inertia and melee damage from physical objects. As an incidental side effect it absorbs a small amount of energy damage. The number with the "i" next to it describes the amount of inertia damage the suit can absorb per hit. The number with the "e" next to it describes the amount of damage it can absorb from any energy-type attack except sonic.

**Hardware:** This armor is designed as a high-strength, rigid armor that is meant to provide a



# Computers

great deal of protection. It is illegal on many planets and is primarily used by people expecting to go into combat situations. The effect describes the amount of damage the suit can take in energy (except sonic) and inertia attacks before the suit is penetrated. People who wear hardware armor receive a -2 towards all actions due to the encumbrance.

**Sonic:** More of a lining than an actual suit, it's armor rating indicates the amount of damage the lining can take from sonic sources before the wearer will take any damage from each attack.

## Computers

Computers are the mainstays of most technology throughout the Frontier. No other single system is so heavily relied upon. Computers are vital for interstellar travel, commerce, information retrieval, engineering, data storage, and communications. Without computers modern life would be impossible.

Since their inception, computers have proliferated. There are cybernetic interface computers that attach directly to the person's mind, mainframe computers that are used for large corporations, think tank computers that are capable of independent extrapolations, and much more. Only a few kinds of computers will be described here.

### Computer Attributes

There are four basic attributes that computers are rated by: total memory, active memory, speed, size, and power. Storage (ST) is the amount of space that a computer has to hold programs. A computer cannot hold more programs than the total memory allows. Memory (Mem) is the amount of space that a computer has to run programs at a particular time. The computer can not run more programs from the active memory than it has space for. This means that a computer can potentially run several programs at once. Speed (Spd) is the rate at which the computer runs. It is designated in intensity levels, which correspond to the speed subsection. The computer speed is averaged with the program speed to indicate how fast the

program is. Level (LVL) is the strength of the computer in relation to other computers. For each level, the character gains a -1 T#. All programs being run will have the same power as the computer that is operating them. Level is the level that the computer has for making saves, attacking, and making any other computer-related rolls.

With few exceptions computers are microscopic and have far more power than any modern computer. Middarians are the only race with low enough technology for computer size to be taken into account. Even so, the computers are much smaller and much more powerful than anything on modern Earth.

### Hardware

There are several options available to increase the utility of the computers. Below is a list of hardware that helps characters customize their computers to fit their specific needs. All of the items listed below are designed by many different races and can be adapted to the character's own needs.

Hardware	Cost	KG	TL
Cyberface	200-2000	0.1	13
Keyboard	20-400	0.5	11
Link	5-50	NA	13
Printer	40-5000	Va	11
Scanner	40-4000	Va	12
Thought Control	5000-20,000	NA	18
Voice Control	100-800	NA	13

**Cyberface:** This is a cybernetic interface adaptation that can be used to link a computer to cybernetic interface technology (see later section). It requires an access port.

**Key boards:** These are standard keyboards that have buttons that are pressed to operate the computer.

**Link:** This is an adaptation that allows the computer to link to another kind of information source. This source can be anything from a scanner to a robot to a communications relay.

**Printers:** Many cultures find printers to be outdated, but sometimes a hard output does prove useful. They come in a range of styles and



# Computer Programs

forms that can print varying amounts of information on whatever paper-like product the culture uses.

**Scanner:** Scanners are devices that allow the non-digital world to be transferred into data that can be easily accessed by the computer world. For the most part, scanners are integrated with hand held scanners that are exceedingly accurate

**Thought Control:** This is a replacement for a keyboard that activates on thought alone. It is a sophisticated piece of hardware that few races use.

**Voice Control:** This is the most common kind of computer interaction method throughout the Frontier. It is able to execute commands from voice alone. Almost always there are security protocols in place that verify who has access to the computer.

## Programs

While there are several different kinds of computers, there are only a few different kinds of programs. The programs themselves have four different attributes: total memory, active memory, speed, and power. Total memory is the amount of space that the program takes up in the main computer. Active memory indicates how much active memory is needed to run a program at a particular time. Speed indicates how fast the particular program is. Strength is always equal to the level of the program plus the computer level divided by 2.

## Running Programs

Running programs is a bit more complicated than just turning on the computer if the character decides to use the programs to enter the network (described under CIT Technology). The total memory and active memory are straightforward. The total memory of the programs cannot exceed the total memory of the computer. The active memory indicates the amount of space needed to keep the program running. The power for the program is equal to the level of the program purchased and cannot be of a higher level than the computer. The strength (str) is the level of the program unless

the computer is of lower level. In that case default to the level of the computer. Speed is the most complicated aspect of running a computer because it depends on the speed of the program and the speed of the computer being used. Speed is always determined in intensity levels. To determine the speed at which the program is running, find the average between the program speed and the computer speed and round down. This will be the speed at which the program is running on the computer. This is the total speed of the program and the computer.

## Purchasing Programs

Programs may be purchased from the selection below or from the cybernetic interface technology section. The programs below are for mainframe computers, but they may be loaded into personal computers, if desired. The details listed are only for level 1 programs. Higher level programs may be purchased, but additional modifications will be made to the statistics below. The total memory will increase by 10% for each additional level purchased. The active memory will increase by 1. The speed will drop by half an intensity level. The cost will be multiplied times the level of program purchased.

Program	ST	Mem	Spd	Cost
Communication	200	3	16	400
Coordination	150	2	14	250
Data Analysis	400	4	6	600
Database	300	3	8	400
Engineering	500	5	8	800
Life Support	300	2	13	500
Management	150	2	10	450
Navigation	275	3	10	750
Security	300	2	15	675

**Communications:** A blanket computer program, it is capable of handling many kinds of communications. Low-level programs can handle all personal communications, such as video-phones, data-links, message saving, electronic mail, and communication links within a home. Larger programs can handle all of the communication within a city, including satellite communications, electronic transfers, and commu-

# Computer Programs

nication lines.

**Coordination:** This is a broad program which must be tailored to fit the situation. It is capable of coordinating between different programs and systems within a computer network. For instance, if a computer had a power and robot system as well as a coordination program, the coordination program could be used to designate the amount of power that each robot system could have in times of high power usage. It is vital for management programs to handle all information from many different systems. High-level coordination programs can coordinate activities between traffic control and rescue departments to save people quickly and more efficiently.

**Data Analysis:** The data analysis program is used for analyzing information. The program must be tailored to an area of interest such as psychology or security systems engineering. The program must have the data input into the system before it can make an analysis, but it cannot challenge the validity of the data unless there are internal contradictions within. For instance, if a communication data program analyzed a communication problem, it could recognize that two contradictory sets of data had been entered, but it could not determine the cause of a traffic problem if an incorrect piece of data was input.

**Database:** This is a basic program designed to store data. A low-level program can store information about one product, while a high level program could store all of the information about the products in an entire field.

**Engineering:** An assist program designed to help with engineering problems, it must be specifically tailored to fit a particular kind of engineering. Low-level programs help write schematics for an application, while higher level programs provide feedback about material strengths and weaknesses, stress factors, and the like. This is a necessary tool for anyone who works on engineering problems.

**Life Support:** This program is designed to handle life support functions. Low-level computers take care of basic heating, cooling, and air circulation within a home or building complex on a world with comfortable living conditions. A

larger program would be needed to handle life support needs in hostile environments or deep space.

**Management:** A program with many different applications, it can be used to manage industrial waste, robot operations, or computer files. There are literally thousands of different ways this program could be used. It can calculate the most efficient way to get things done and still leave room for error. Low-level management programs can handle the money management of a single individual, while higher level programs are needed for a corporation.

**Navigation:** The navigation program can be used to guide surface travel on planets and to aid trips to interstellar destinations. Low-level programs can navigate within a city, while larger programs would be needed to travel from one star system to the next.

**Security:** This blanket security program can be linked to security cameras, security reports, and other systems. Low-level programs can deal with security in a single home, while larger programs would be needed to deal with corporate buildings.

## Robots

The term robot is a simple word indicating a broad category of mechanical, biological or cybernetic constructions that perform repetitive tasks often considered too menial for sentient beings. They can be used for manual labor or complex scientific processes depending on the level and/or programming. Thus, they can also be used to perform complex tasks. Many races only use robots in a fashion that is not important for game play. In these situations, the robots will be mentioned but not extrapolated upon. This section is designed to introduce the robot basics, plus a few considerations, but the details will not be elaborated upon until later books.

This section also contains the complete rules for creating robots. If the game master wishes to create robots to fit individual circumstances, she should feel free to do so. While not all of the terms describing robots are going to be use-

# Robot Definitions

ful in this book, they will be listed below for future reference.

## Robot Definitions

All of the following robots options may be purchased to augment the basic robotic form. The cost is the percentage upgrade of the basic robotic form without any additional increases in the programs, strength, etc.

**Android:** an android is any mechanical (or bio-mechanical) organism designed to have the appearance of any sentient being. The difference is that they are programmed machines that may or may not be artificially intelligent. Androids may be disguised to look and act like a real being. **Cost: 200%**

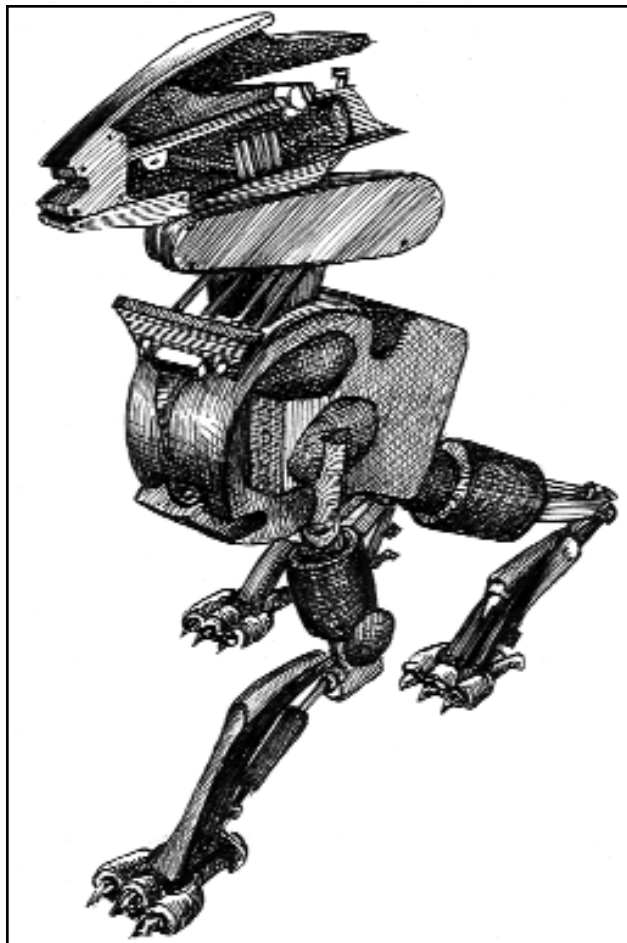
**Artificial Life:** Artificial life is made by customizing genetic structures for a specific intent. The creation of such a being can include specific programming and can be created to be virtually indistinguishable from normal life. Only a trained geneticist (Level 6 or above of the same tech level) can determine whether a creation is artificial life or not. Artificial life can be created at tech level 15 and above. **Cost: 300%**

**Artificial Intelligence:** Artificial intelligence is a strong part of robotic programming, as many robots need to think and act independently. It has the ability to grow, increase programming capabilities, remember and learn. At high technology levels (20 and above), artificially intelligent machines can be programmed to have emotions.

**Cybernetic Robots:** Cybernetic robots are artificial life robots that have had mechanical augmentation. Some cybernetic robots are designed to look like androids while other cybernetic robots will have artificial life interiors and mechanical exteriors. **Cost: 250%**

**Droid:** a droid is an automaton programmed to do specific tasks. They are distinguished from robots in that the term has a derogatory connotation where the work that they do is considered too remedial for the host race to perform. **Cost: 50%**

**Robot:** a robot is an automaton designed to do a specific set of instructions. They can be pro-



grammed to respond to contingent situations. Robots of a high level can actually be creative and have an imagination. **Cost: 100%**

## Robot Levels

**Level 1:** Level 1 robots are nothing more than programmed machines. They do not have the capacity to react to any kind of stimuli. They usually are connected to a computer with a robot control program to be able to work at optimum efficiency. They are not capable of independent movement.

**Level 2:** Level 2 robots are capable of independent movement and following simple commands. They can only respond to commands from computers or control panels.

**Level 3:** Level 3 robots can follow simple verbal orders and can travel beyond a certain sphere of activity without getting confused.

**Level 4:** Level 4 robots are capable of verbal responses and can follow complex sets of

# Robot Levels

Robot Attributes									
Level	Cost	Cost/DR	Attributes			Processing			Tech Level
			Maximum Strength	Other Attributes	Program Level	Storage	Memory	Speed	
1	10	1	1	3	1	1	5	4	11
2	50	2	10	5	2	5	10	6	12
3	100	5	30	8	3	10	20	8	13
4	500	10	60	12	4	25	40	10	14
5	1000	25	100	17	5	50	80	11	15
6	5000	50	150	23	6	100	160	12	16
7	10,000	100	210	30	7	250	320	13	17
8	50,000	250	180	38	8	500	640	14	18
9	100,000	500	260	45	9	1000	1280	15	19
10	500,000	1000	350	51	10	5000	2560	16	20
11	1,000,000	2500	450	56	11	10,000	5120	17	21
12	5,000,000	5000	560	60	12	50,000	10,240	18	22
13	10,000,000	10,000	680	63	13	100,000	20,480	19	23
14	50,000,000	25,000	810	65	14	500,000	40,960	20	25
15	100,000,000	50,000	950	66	15	10,000,000	81,920	21	25

instructions. They can adapt to new situations to complete their tasks.

**Level 5:** Level 5 robots can act semi-independently choosing particular ways of responding to a particular situation.

**Level 6:** Level 6 robots follow specific orders, but can choose to do otherwise based upon changing circumstances. They are capable of making limited value judgments.

**Level 7:** When robots are level 7 and higher they are capable of self programming. They must change their programming within the context of their mission.

**Level 8:** Level 8 robots have the capacity to think creatively. They are capable of creating innovative solutions to solve old problems.

**Level 9:** It is said that level 9 robots have a true imagination. They can revolutionize old ideas in unique, unexpected ways.

**Level 10:** Level 10 robots are semi-conscious. They have the capacity to be aware of themselves and their surroundings. They are capable of pondering their programmed existence.

**Level 11:** At level 11 and beyond robots are

conscious individuals. They are capable of questioning their own programming. They can even evaluate the aesthetic and utility of a particular set of commands. Many robots of this level and higher have their memories wiped to prevent them from going astray.

**Level 12:** At this level, robots are considered to be living beings. They are capable of questioning their own existence and quickly develop ideas that are well beyond their own programmed existence.

## Robot Attributes

Robot attributes are broken up into two distinct sections. The first section is the physical attributes of the robot. The second section is the processing speed. The attributes for the processing speed are identical to the computer attributes as that is essentially what the processing part of the robots is.

**Memory [Mem]:** memory is the same as it is for computer programs. It indicates the number of programs that a robot can run at a particular

# Robot Attributes

time.

**Cost:** The costs for specialized robots is determined a bit differently than other costs. The base cost is the cost for the level of the robot being purchased. This includes the Int, Storage, Memory, Spd,. The cost per structural point is the cost that needs to be paid to gain the full features of the robot.

**Damage Rating [DR]:** This is the structural equivalent of the Wound Modifier. The various levels of damage are determined in the same fashion as well.

**Level:** This is the level of the robot as described above. No one can purchase a robot at a higher level than their technology level except in specific circumstances detailed by the game master.

**Maximum Strength [MS]:** This is the maximum number of strength purchased based upon a size assumed to be 10 times the Damage Rating. Larger sizes should be proportionally equal.

**Movement:** This is the kind of movement that a robot has. It also mentions how fast a robot can move.

**Other Attributes:** represents all other attributes that a robot may have such as agility, dexterity, intelligence, and perception.

**Punching Score [ps]:** this is the amount of damage that a robot can do in a punch. It is figured the same way that it is for a player character. A bonus of +2 damage should be awarded to metallic robots.

**Speed [Spd]:** This is the same as speed for a computer. It details how fast a particular program can run and is used in the same way.

**Strength [Str]:** This is the amount of strength that a robot has. It is equivalent to the character attribute. Strength cost is not listed on the chart. For each point of strength purchased it costs 10 credits per Damage Rating (DR) purchased

**Storage [Sto]:** This is the same as the total memory for computers. Robots typically are designed with more total memory than computers to give extra room for needed programs.

puter programs in terms of functionality. They work exactly the same way with the same attributes and descriptions. Any computer program may be purchased for a robot if desired at the same cost. There are some unique programs that may be purchased which represent a skill-the same kind of skills that player characters may purchase. Any skill programs purchased can never be above the level of the robot. All prerequisites must be purchased for a skill before getting the skills.

**Basic Skills:** these programs are the simplest and easiest to work with. They have a memory of 2 and a speed of 16. **Cost: 100 credits per level**

**Advanced Skills:** the advanced skill programs almost always has prerequisites. In these instances the memory of the prerequisite skill must be on at the same time as the advanced skill program. They have a memory of 5 and a speed of 14. **Cost: 250 credits per level**

**Professional Skills:** all of the requirements for advanced skills also apply to professional programs. They have a memory of 10 and a speed of 10. **Cost: 500 credits per level**

## Fire Droid

This is the standard fire droid designed to put out fires. Similar designs can be found on any one of a number of planets. Fleets of them can be deployed to handle everything from forest fires to industrial fires.

Cost: 6250

Level: 6

Damage Rating: 25

Movement: legs

Strength: 50

Punching Score: 12

Intelligence: 15

Dexterity: 15

Agility: 15

Perception: 15

Speed: 20 meters per turn

Tech Level: 16

## Security Scout

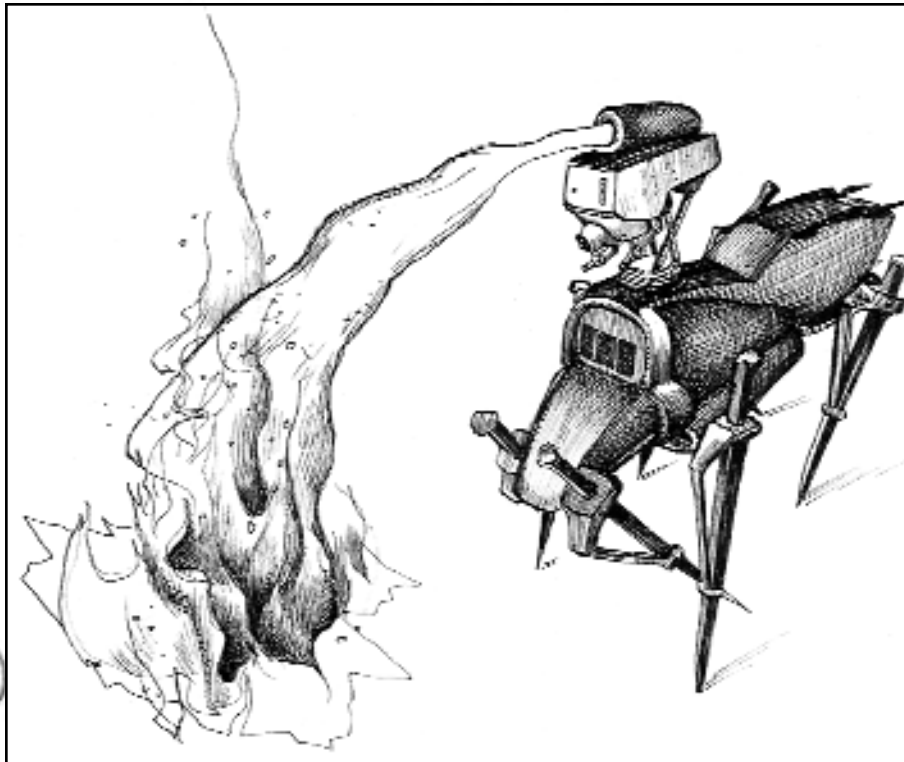
Security scouts are robotic sentries designed to guard everything from military installations

## Robot Programs

Robot programs are no different than com-



# Bionics and Cybernetics



## Bionics and Cybernetics

Bionics and cybernetics have flourished with the advent of nanotechnology. Although many races condemn both technologies, the majority considers them valuable commodities that enhance both lifestyle and the conduct of business. No matter what the opinion, bionics and cybernetics have changed the way people within the Frontier live.

Change has not come without a price. In many cultures, bionics and cybernetics have merely upped the stakes. Enhanced sol-

diers, better at killing and harder to kill, now fight wars. Atrocities that one person in the latest cyberware is far more deadly than facing someone without. The criminal element has gained strength from the technologies, making them harder to control. In essence, bionics and cybernetics are widely used throughout the Frontier, but their availability is a mixed blessing.

The character's culture and its attitude toward bionics and cybernetics must be considered. Cultures that love cybernetics will not lose as many empathy points. As a general rule, this has been taken into account for a particular piece of hardware, but sometimes an individual will want a piece of hardware that is not designed for his race. There are problems associated with this situation. First, the hardware is not built to be compatible with the character's physiology. This incurs a greater empathy loss than if the character chose hardware from his own race. Also, since the bias for and against cybernetic components are already figured into the empathy cost, that cost does not reflect the character's attitude towards bionic and cybernetic augmentation of an alien variety.

to corporate offices. They are often armed with additional weaponry to stun or kill intruders. Most are linked to security posts and/or local police or military units for faster response time.

Cost: 8,000

Level: 7

Damage Rating: 10

Movement: legs

Strength: 20

Punching Score: 4

Intelligence: 15

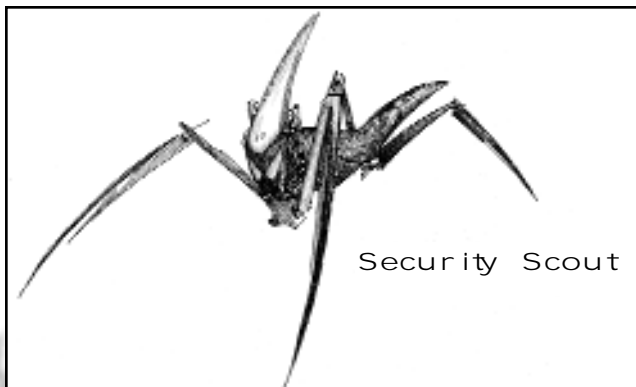
Dexterity: 15

Agility: 15

Perception: 15

Speed: 25 meters per turn

Tech Level: 17



Security Scout

# The Price of Augmentation

The cultures within The Xro Dinn Chronicles™ SE are fairly neutral towards cybernetics. The only real exception to this rule is the Quiizbenqq, who absolutely love cybernetics and think that they ought to be a routine part of life. Anyone who gets cybernetics not originally designed for his race will lose twice as much psyche as normal. The only exceptions to this rule are the Xro Dinn, whose bodies have adapted to, and can gain cybernetics from the race that they are imitating without gaining any additional effects.

The distinction between bionics and cybernetics has become blurred in many instances. Bionics is a system of machines designed to represent and replace living tissue and to function similarly to the original biological counterpart. Cybernetics increase or change the abilities of the original biological counterpart and are actively designed to out-do the bionic systems.

The purpose of this section is not to talk about the prices of items and individual specifications, but rather to describe what each implant can do. A few additional implants may be described under the racial equipment section of each race. The description there also discusses each race's views on augmentation. The descriptions in the bionic and cybernetic sections describe each implant. The following deals with the problems of augmentation.

## The Price of Augmentation

The price of cybernetics and bionics is two-fold. There is the great psychological impact of flesh changed into an artificial counterpart. Most people with bionic or cybernetic replacements lose some part of their sense of self and their connection to other people. They will lose psyche. Psyche, for this purpose, is 10 times the character's empathy. For every 10 points of psyche lost, the character loses one point of empathy – permanently. Characters lose psyche in accordance with the cybernetics they purchase. The loss is detailed under EACH implant.

Most recipients of bionic and cybernetic implants have a psyche loss that corresponds to the amount of augmentation that they receive.

This loss is broken down into 4 different categories, which are described below. Each category has a number of levels. Each level can handle a certain amount of empathy before the character descends to the next level. The amount that each level can take is equal in psyche to the character's empathy. A character with an empathy of 10 loses 10 psyche points, they drop one level. As the character goes through a level, he or she must determine the effect in the categories below:

**Note** – Some game masters may not like the idea of augmentation affecting sanity. Feel free to ignore this rule in your universe if you feel it is inappropriate. It is not recommended that apply the rule for some players and not others, as this may cause problems. Future books will assume that eventual insanity is standard, except in cases where cybernetics have been ergonomically – designed and become less and less invasive. This concept is already pervasive throughout this book.

**Minimal Loss** — The first category has one level and represents a minimal loss to empathy. There are no additional effects aside from the character's loss of empathy. The character will probably recognize how neat the gadgets are and feel a difference, but the effects will be minimal. The base T# is 10 for the empathy check.

**Moderate Loss** — This is the stage where the character begins to first feel changes within the personality. There are 2 different levels that correspond to this category. The character must make 2 empathy checks. Both checks will be made at a 15 T#. The first empathy check is versus each one of his or her personality traits. For each failed check, the character loses 1 level of the trait's strength (obsessively to extremely). The second check is made only once, at the beginning of each new level. For each failed check, the character gains one additional trait from the cybernetic personality traits listed below. The trait strength will start at "barely". For each further level lost, the character must make an empathy check equal to the save of the category of empathy loss the charac-

# Cybernetic Personality Traits

ter occupiers. Any failed roll indicates that the trait strength has changed one level higher. This reads like a case of too much augmentation.

**Great Loss** — At this stage, the character is really feeling the effects of the cybernetic augmentation. The character automatically loses one trait strength (of the character's original personality traits) for each level of empathy loss. In addition, the character must make an empathy check (T# 20) at each level to see if new traits appear.

Any failed check indicates that the character has a new trait. A roll of 1 indicates that the character has picked up a cyber-psychosis, and a trait must be rolled on that chart instead of on the cybernetic personality chart. This change will be considered to be strong and a new core of the character's personality.

**Extreme Loss** — At this stage the character is slipping very quickly into psychosis. All empathy checks will be made at a T# of 20. All of the character's original personality traits automatically drop by 1 level. In addition, the character must make an empathy check for each successive level. Any failed check indicates that the character gains a new psychosis. Some of these psychoses will be contradictory, which means that the character is on the edge of insanity with little hope of return.

## Cybernetic Personality Traits

The traits detailed on page 154 are for instances where the character gains cybernetic personality traits from the sections above. For each trait, roll percentile and consult the table on page 154. Players and game masters should feel free to embellish the situation, as the traits will always depend on the person receiving them.

## Cybernetic Related Psychosis

These are personality traits that the character picks up as a result of too much augmentation. These traits become a strong part of the character's identity and will dominate any contravening trait or disposition. As the character drops further into psychosis, he or she will

## Cyberpsychosis Personality Traits

Roll	Trait	Roll	Trait
1 - 2	abrasive	51 - 52	foolhardy
3 - 4	aloof	53 - 54	groundless
5 - 6	angry	55 - 56	impulsive
7 - 8	apathetic	57 - 58	indifferent
9 - 10	assertive	59 - 60	inflexible
11 - 12	autonomous	61 - 62	insatiable
13 - 14	belligerent	63 - 64	masochistic
15 - 16	blood-thirsty	65 - 66	mean
17 - 18	brutal	67 - 68	nihilistic
19 - 20	calculated	69 - 70	obdurate
21 - 22	callous	71 - 72	ornery
23 - 24	caustic	73 - 74	overconfident
25 - 26	chaotic	75 - 76	pompous
27 - 28	close-minded	77 - 78	quiet
29 - 30	cocky	79 - 80	reclusive
31 - 32	cold	81 - 82	ruthless
33 - 34	cold-hearted	83 - 84	sadistic
35 - 36	combative	85 - 86	surly
37 - 38	conceited	87 - 88	tactless
39 - 40	detached	89 - 90	temperamental
41 - 42	dispassionate	91 - 92	thoughtless
43 - 44	distant	93 - 94	uncaring
45 - 46	egocentric	95 - 96	unsociable
47 - 48	egotistical	97 - 98	vicious
49 - 50	erratic	99 - 100	violent

become more obsessed and adamant about developing mental complex. Players should roll 1d20 and consult the chart on the following page.

Recovery from cybernetic related psychosis can be difficult if not treated. The longer the character remains in his or her current condition, the more entrenched the psychosis will become. If the character has had the cybernetic implants for more than 1 year (game time), then the implants must be removed before the psychosis can be effectively treated. In some cases, even this is not enough. Characters, who choose to go through therapy, must see a counselor once a week for a number of years equal to the number of empathy points they have lost. If they choose this route, then they will lose only half the psyche they would normally lose as a result of the implant. Therapy costs anywhere from 50 to 500 credits per session.

# Cybernetic Psychosis

## Roll Psychosis

- 1 **Cybernetic Hero Complex** — The character realizes her superiority over mere biological life forms and believes that she is responsible for saving others from harm.
- 2 **Cybernetic Philosophy** — The character realizes that cybernetics is the answer to life's problems and will begin advocating that everyone get cybernetics. The character may become really pushy after a while.
- 3 **Cybernetic Superiority Complex** — The character believes that the cybernetic implants have made her superior to biological life forms. People begin to seem insignificant compared to the character's own desires and wishes.
- 4 **Cybernetic Fetish** — The character is totally absorbed by cybernetics. The character is excited by any cybernetic implant to the exclusion of everything else.
- 5 **Depressive** — The character becomes deeply depressed. All skills will have an additional +1d4 T# to the chance to succeed. The character will slowly grow more despondent and lethargic.
- 6 **Disgusted by Biology** — The character becomes disgusted by life of any kind. The thought of procreation, touching, nature, or anything else biological becomes revolting. Cybernetics and technology seem cleaner and safer. The character may even deny having any biology, claiming instead to be a machine.
- 7 **Disconnected** — The character becomes disconnected with her previous feelings. She cannot understand concepts such as morality or compassion. She does not understand values. Society is a convention.
- 8 **Fidgety** — The character becomes fidgety and bored easily. The character is extremely preoccupied with her own concerns and has trouble concentrating on anything but herself.
- 9 **Megalomaniac** — The character realizes how superior she is to others. She believes that it is she who should wield power and will stop at nothing to get it. The only people she may respect are people who have a large number of



# Cybernetic Psychosis

implants.

- 10 **Nervous Breakdown** — The character has become a wreck. The character is fidgety and can receive no positive modifiers on any skill. The character is at -1d6 on all actions. The character can barely understand what is happening in the world around her.
- 11 **Obsession: Hates Biology** — The character has developed a raging hatred of biological life forms. The character will focus that hatred against people, attempting to kill everyone in a psychotic rage.
- 12 **Obsession: Hates Cybernetics** — The character knows that cybernetics are bad and will attempt to stop others from getting bionic or cybernetic implants. There is a good chance that the character will remove all of her cybernetics and never replace them.
- 13 **Obsession: Hates People** — The character develops a loathing hatred of any and all people. Anyone who insists that the character be around people will be assaulted until the character leaves. This may cause the character to hunt people to satiate the hatred which feeds the psychosis.
- 14 **Obsession: Hates Violence** — The character hates violence to the point of becoming violent herself when others engage in violent activity. The character will attempt to stop those who are the perpetrators of the violent acts.
- 15 **Obsession: Loves Cybernetics** — The character develops a deep passion for cybernetics. The character will do anything to get more implants, no matter how irrational.
- 16 **Phobia: Germs** — The character develops an intense fear of germs. The character will do anything to become cleaner. The character will not even sit down in chairs without cleaning them thoroughly.
- 17 **Phobia: Life** — The character develops a deep fear of living things. The charac-

ter believes that all life is corrupt and technology is pure. The character may wish to get more cybernetics to hide the life within, or the character may deny that she has any biology at all.

- 18 **Phobia: People** — The character realizes how superior she is to everyone and wishes to hide that fact. The character is afraid that if anyone discovers her talents, they will harm her. As a result, the character is afraid of doing anything in front of people.
- 19 **Phobia: Technology** — The character has an intense fear of technology unless the character has immediate control of it. Being around an electronic device will make the character flee without making a willpower check.
- 20 **Schizophrenia** — The character becomes easily frightened and believes that the entire world is out to get her. She hears voices in her head telling her that things are getting worse, and that others are out to get her. All actions are at -1.

## Bionics

Since bionics are the mechanical equivalent of living organisms, they can replace major portions of the body, such as limbs and organs. Eyes and other body parts could be considered for bionics, but for ease of distinction, these will be left to the realm of cybernetics. The bionic implants describe the effects of modifications

**Access Port:** Access ports are de-signed to be places where cybernetic computers may be attached. Access ports may also be used to attach external feeds to power supplies to give the character extra power.

**Agility Boost:** gives the character a higher agility with the bionic part.

**Arm Attachment:** is a universal port that can have a number of items attached to it. Choices include a shield mount or force field for the port in case of emergencies and places for attaching tools.

**Climb Cord:** a reel of 50-meter microcord fit-



# Bionics

## Bionics and Cybernetics

Bionics	Notes	Middarian	Pjanji	Quiz.	Sehlma	Terran
Bionics	Perception	15	20	30	25	25
	Strength	18	20	24	22	22
	Dexterity	11	12	14	13	13
Foot	Agility	11	12	14	13	13
	Cost	3800	3200	NA	2800	2600
	Modifications	1	1	2	2	2
Lower Leg	Psyche	1d4	1d3		2d4	1d4
	Cost	6500	5500	NA	4500	4500
	Modifications	2	3	4	3	3
Full Leg	Psyche	3d4	2d5		3d6	3d4
	Cost	19,000	16,000	NA	13,500	13,000
	Modifications	8	9	12	10	10
Hand	Psyche	3d6+10	3d6		5d6+10	3d6+5
	Cost	3500	3000	2000	2750	2500
	Modifications	1	1	2	2	2
Lower Arm	Psyche	1d3	1d2	1	2d4	1d3
	Cost	4350	3650	3000	3500	3000
	Modifications	2	2	4	3	3
Full Arm	Psyche	4d4	3d4	3d4	6d6	3d4+2
	Cost	9500	8000	6500	7500	6500
	Modifications	5	6	8	7	7
Partial Conversion	Psyche	4d5	4d4	3d5	4d6+10	3d6
	Cost	NA	48,000	39,000	NA	39,000
	Modifications		30	40		35
Full Conversion	Empathy		1d6	1d10		1d6
	Cost	NA	NA	100,000	NA	65,000
	Modifications			65		50
Tail	Empathy			2d4		2d6
	Cost	NA	NA	55,000	NA	NA
	Modifications			50		
Access Port	Empathy			1d8		
	Cost	NA	NA	200	NA	195
	Cost / Point	75/point	125/point	200/point	150/point	125/point
Agility Boost	Maximum	+8	+10	+14	+12	+12
	Cost	NA	NA	105	105	100
	Climb Cord	NA	NA	165	NA	170
Clip Armport	Cost	NA	NA	210	NA	215
	Dexterity Boost	Cost / Point	75/point	125/point	200/point	150/point
	Maximum	+4	+5	+7	+6	+6
EM Shielding	Cost	23%	22%	20%	22%	21%
	Grappling Gun	Cost	NA	NA	165	175
	Hidden Holster	Cost	NA	NA	160	165
Spikes	Cost	NA	NA	125	NA	120

ted within the arm that can be easily fitted with the grappling gun enhancement.

**Clip Armport:** designed to easily remove and replace energy clips in weapons built into the arm.

**Dexterity Boost:** gives extra dexterity with the bionic replacement.

**Full Conversion:** the character's body has been almost entirely re-placed with bionic and cybernetic parts. The spinal column, some parts of the nervous system, and the brain are the only parts of the body which are still organic. There are no special features added to the converted person. These are purchased separately.

**Grappling Gun:** This is a mini grappling gun that may be placed inside the arm. It is designed with a short (10 m) cord that is used for climbing. It has a self-reeling mechanism for ease of use.

**Hidden Holster:** designed to hold pistol-sized weapons. Bigger wea-

# Bionics, Bionic & Cyber-Audio Chart

pons may be hidden in a large body part replacement, such as the Quizzbenqq's tail.

**Knuckle Blade:** a blade fitted within the knuckles of the character's bionics. The blade will do 4 points extra base damage in combat.

**Modular Tools:** an attachment designed to give the character a range of tools that fit inside of the arm or leg for use in many situations. If the character opts to have more spaces within the arm designated for tools, the game master should allow it.

**Partial Conversion:** The character's body has been partially converted into a cybernetic body. The arms and legs have been replaced, and a cybernetic skeletal support has been added so no damage will be incurred as a result of lifting objects or other strenuous activities.

**Pylons:** designed for characters that use heavy firepower. They shoot into the ground from the character's

Bionics	Notes	Middarian	Pjanji	Quiz.	Sehlмна	Terran
Knuckle Blade	Cost	NA	NA	275	NA	275
Modular Tools	Cost	NA	400	310	NA	340
Pylons	Cost	NA	NA	275	NA	265
Strength Boost	Cost	175/point	NA	375/point	375/point	275/point
	Maximum	+16	+20	+28	+28	+24
Tronic Shield	Cost	NA	475	460	460	460
Wrist Needle	Cost	NA	NA	80	NA	75
Wrist Wire	Cost	NA	NA	105	NA	105
Cyber-Audio	Cost	1100	750	450	450	335
	Perception	9	10	12	12	11
	Modifications	4	5	7	7	6
	Psyche	2d4	2d3	1d5	1d8	1d6
Audio Amplifier	Cost	80	80	75	75	70
	Psyche	1			1	
Audio Dampener	Cost	165	160	145	150	145
	Psyche	1			1	
Audio Enhancer	Cost / Point	375	250	250	200	175
	Perception	4	5	7	6	6
Audio Filter	Cost	450	400	325	350	325
	Psyche	1d3	1d2		1d2	1
Audio Link	Cost	50	45	40	40	35
Audio Reconstructor	Cost	630	610	550	575	565
Audio Track	Cost	675	640	600	585	575
	Targets	16	32	128	64	64
Audio Translate	Cost	NA	1500	1100	1300	1150
	Time	NA	1 second	instant	instant	instant
Clear Sound	Cost	475	440	375	400	375
	Psyche	1			1	
Compartment	Cost	85	80	75	NA	70
Decryption	Cost	2750	2500	2250	2400	2100
	Intensity	16	17	19	18	18
	Time	10 seconds	5 seconds	0.5 seconds	1 second	1 second
Master Audio	Cost	NA	2000	1750	1800	1600
Radio Filter	Cost	500	450	425	400	375
Radio Link	Cost	275	250	215	230	215
Recorder	Cost	50	45	45	40	35
Sharp Sound	Cost	250	225	200	190	175
	Bonus	+4	+5	+6	+5	+5
	Psyche	2d3	1d6	1d4	1d8	1d5
Sharp Sound (-1 TL)	Cost	185	165	150	140	130
	Bonus	+3	+4	+5	+4	+4
	Psyche	1d4	1d3	1	1d5	1d2
Sub-Sonic Amplifier	Cost	250	NA	200	190	185
Subspace Link	Cost	NA	NA	4500	NA	NA
Supersonic Amplifier	Cost	200	NA	165	160	150

# Bionics, Cybernetic Skin Chart

Cybernetic Skin / Armor		Quiizbenqq		Terran	
		TL -1		TL -1	
Cybernetic Skin / Armor	Cost	85,000	NA	80,000	NA
	Perception	8		7	
	Modifications	6		5	
Bioflex Armor	Empathy	1d6		1d8	
	Cost	90,000	67,500	85,000	62,500
	Armor Rating	30	25	22	15
Chameleon Skin	Empathy	1d6	1d4	2d3	1d5
	Cost	30,000	NA	29,000	NA
	Modifier	+2		+2	
Color Shifter	Cost	7500	NA	NA	NA
	Cost	200,000	NA	160,000	NA
Disguise Skin	Empathy	1d2		1d3	
	Cost	650,000	49,000	650,000	49,000
	Energy AR	52	40	36	25
EAG Armor	Kinetic AR	7	4	4	2
	Empathy	10d6	1d7	1d9	1d8
	Cost	100,000	750,000	NA	NA
Hardware Armor	Armor Rating	150	110		
	Empathy	1d10	1d10		
	Cost	5000	2500	NA	NA
Integument-Link	Empathy	1d2	1		
	Cost	70,000	52,500	69,000	52,000
Sharp Touch	Modifier	+5	+4	+5	+4
	Psyche	1d5	1d2	1d6	1d3
	Cost	1500	1125	NA	NA
Thermal Guard	Modifier	60 degrees	50 degrees		
	Perception	-3	-3		
	Psyche	1d6	1d4		
Touch Dampener	Cost	10,700	NA	10,600	NA
Touch Enhancer	Cost	2000/point	1500/point	1875/point	1425/point
	Perception	6	5	5	4
Touch Filter	Cost	70,000	NA	80,000	NA
	Psyche	2d5		2d6	
Tough Skin	Cost	90,000	67,500	60,000	45,000
	Armor Rating	45	30	30	15
	Perception	-3	-2	-3	-3
	Empathy	2d3	1d4	1d8	1d5
Wrinkle Manipulator	Cost	2550	1915	2550	1915
	Psyche	1		1d2	1

legs/feet for more balance and stability. Pylons give the character a bonus of -15 T# on any attempt to stay standing while in use.

**Spikes:** combat spikes that add 2 to 5 points extra base damage to the character's attack. They can be placed anywhere the character desires. For an extra 50 credits, the spikes may be collapsible.

**Strength Boost:** gives the character more strength for the bionic part in question.

**Tronic Shield:** provides shielding from sensors. Sensors will receive a +15 T# to determine if cybernetics are present.

**Wrist Needle:** Wrist needles can contain medicine or poison, depending on the character's purpose

**Wrist Wire:** a small wire placed inside the wrist, with a length of about one meter. Many rogues use it as a garrote.

## Cybernetics

Cybernetics is a much more individualized technique in terms of function than bionics. They augment the body's ordinary capabilities, rather than just replacing parts. They are sought after for their potential to enhance achievement in any field. Governments, bus-iness people, spies, and rogues use cybernetics.

Cybernetics can be

# Bionics, Cybernetic Smell Chart

divided into several different systems: audio, integument, olfactory, optics and somatic. Each has several subsystems, which when attached, increase the capabilities of the basic cybernetic system.

Each cybernetic has a particular perception value that corresponds to the cybernetic attachment, which can be increased by enhancer programs. The modifications indicate the number of cybernetics that may be added to each implant. The empathy cost is how much psyche or empathy is lost as a result of gaining the cybernetic implant.

**Cyber Audio**  
**Audio Amplifier:** allows the character to uniformly amplify the sounds.  
**Audio:Dampener:** a simple component that allows the wearer to dampen sound. It blocks out all sound at the same level.  
**Audio-Enhancer:** increases the per-

Cybernetic Smell		Middarian	Pjanji	Quiz.	Sehlma	Terran
Cyber-Olfactory	Cost	1275	865	500	600	550
	Perception	8	9	11	10	10
	Modifications	4	5	7	6	6
	Psyche	2d3	1d6	1d4	1d8	1d5
	Cost	NA	NA	500	500	475
	Sensitivity			+3	+2	+2
Chemical Sense	Psyche				1d2	1
	Cost	170	NA	175	170	160
	Cost	NA	NA	170	180	170
Olfactory-Link	Cost	NA	NA	600	600	575
Oxygen Cell	Time			50 hrs	20 hrs	20 hrs
Safe Smell	Cost	NA	NA	155	160	155
Sharp Smell	Cost	350	NA	325	325	300
	Modifier	+4		+6	+5	+5
	Psyche	2d3		1d4	1d8	1d5
Sharp Smell (-1 TL)	Cost	265	NA	245	245	225
	Modifier	+3		+5	+4	+4
	Psyche	1d5		1d2	1d6	1d4
Sharp Taste	Cost	400	NA	400	NA	350
Smell Enhancer	Cost	275/point	NA	250/point	250/point	225/point
	Perception	4		7	6	6
	Cost	NA	NA	1850	1800	1650
Smell Reconstructor	Cost	325/point	NA	300/point	300/point	275/point
	Perception	4	NA	7	6	6
	Cost	NA	NA	3000	NA	2500
Taste Enhancer	Cost	NA	NA	3000	NA	2500
	Perception	4	NA	7	6	6
	Cost	NA	NA	3000	NA	2500
Taste Reconstructor	Cost	NA	NA	3000	NA	2500
	Perception	4	NA	7	6	6
	Cost	NA	NA	3000	NA	2500
Cyber-Optics		1400	900	425	585	560
	Cost	1400	900	425	585	560
	Perception	9	10	12	11	11
	Modifications	4	5	7	6	6
	Psyche	2d4	2d3	1d5	1d10	1d6
	Cost	575	550	475	500	475
	Cost	NA	90	85	85	NA
Clear-Sight	Cost	NA	80	75	NA	70
Color Shifter	Cost	NA	300	260	NA	265
Compartment	Cost	NA	1d2		1d2	1
EM Sight	Cost	245	225	175	200	190
Infra Sight	Psyche	1				
	Cost	NA	1350	800	1000	1000
	Cost	NA	NA	550	NA	575
Master Sight	Psyche	1				
	Cost	850	650	425	NA	475
	Psyche	1d2	1			
Night Sight	Cost	NA	NA	95	95	90
	Cost	350/point	250/point	200/point	200/point	175/point
	Perception	4	5	7	6	6
Optic Link	Cost	350/point	250/point	200/point	200/point	175/point
Optical Enhancer	Cost	350/point	250/point	200/point	200/point	175/point
	Perception	4	5	7	6	6

# Cybernetic Audio, Cyber-Optics chart

Cyber-Optics		Middarian	Pjanji	Quiiz.	Sehlmna	Terran
Optical Filter	Cost	400	350	260	300	280
	Psyche	1d3	1d2		1d2	1
Optical Reconstructo	Cost	NA	640	575	600	575
	Psyche		1d5	1d3	1d6	1d4
Optical Recorder	Cost	665	640	575	600	585
	Psyche	1d3	1d2		1d2	1
Optical Track Polarizer	Cost	NA	800	725	NA	725
	Cost	145	125	95	100	95
Radiation Sight	Cost	NA	900	850	NA	825
	Psyche		1d3	1	NA	1d2
Selective Filter Sharp Sight	Cost	NA	120	75	90	85
	Cost	NA	325	285	300	290
	Bonus		+5	+6	+5	+5
	Psyche		1d6	1d4	1d8	1d5
Sharp Sight (-1 TL)	Cost	NA	245	215	285	220
	Bonus		+4	+5	+4	+4
	Psyche		1d4	1d3	1d6	1d3
	Cost	NA	70	65	65	60
Stylize Target Sight	Cost	350	345	325	330	325
	Strike	+2	+2	+3	+3	+3
Tele Sight	Cost	290	275	250	250	240
	Distance (IL)	18	19	20	19	19
Thermal Sight	Cost	425	425	405	410	400
	Psyche	1d4	1d4	1d2	1d4+1	1d3
Ultra Sight	Cost	340	325	300	NA	285
	Psyche	1				
Cybernetic Body Implants						
Adrenal Boost	Cost	1750	NA	1550	NA	1550
	Strength	+8	+10	+14		+12
	Initiative	+2	+3	+4		+3
	Strike	+2	+3	+2		+3
Artificial Nervous System	Cost (BN)	NA	NA	55,000	NA	NA
	Dexterity			10		
	Psyche			1d10		
Bio Booster	Cost	NA	3000	4100	3600	3400
	% increase		30%	75%	50%	50%
Bio Booster (-1 TL)	Cost	NA	2250	3075	2700	2550
	% increase		15%	50%	30%	30%
Body Program Basic	Cost / Level	NA	4500	4100	NA	4150
	Max Level		3	5		4
	Psyche		1d7	1d8		1d7
Body Program Advanced	Cost / Level	NA	7750	7350	NA	7400
	Max Level		2	4		3
	Psyche		1d7	1d8		1d8

ception that the character has with the cyber-ear. The perception is added to that for the cybernetic audio device.

**Audio-Filter:** a much more sophisticated version of the audio-dampener, the audio-filter can filter out specific sound qualities and frequencies on command.

**Audio-Link:** a link from the character's cyber-audio to a cybercomputer. The sound is fully digitized and mastered to provide perfect recordings. The link can be adapted to fit other computers.

**Audio-Track:** allows the character to track opponents by sound alone. This device requires a cybercomputer to work properly. (ST 125, MEM 2, Spd 18) The description under Targets indicates the number of targets that the device may track at one time.

**Audio-Translate:** a cybercomputer that can translate spoken words



# Cyber-Audio, Cyber-Body Chart

from one language into another. The time indicates the amount of delay time between receiving and translating the language. This program requires a cybercomputer to work properly. The program can translate every language the computer has in its memory. (ST 10, MEM 1, Spd 15(-1/language)). **Clear Sound:** requires a cybercomputer. It has the ability to artificially remove certain sounds in order to get clearer definition.

**Compartment:** a small space in the audio system that allows the character to hide small objects. Different kinds of compartments are available. Some of them are fake eye implants that look real, but have no outward function.

**Decryption:** a program capable of decrypting coded audio signals. It has a set

Cybernetic Body Implants		Middarian	Pjanji	Quiiz.	Sehlmnna	Terran
Body Program Professional	Cost / Level	NA	10,000	9600	NA	9650
	Max Level		1	3		2
	Psyche		1d8	2d4		1d8
Chromotech Hair	Cost	NA	NA	NA		230
Internal Filtration System	Cost	NA	12,100	10,500		10,500
	Modifier		-5	-7		-6
Medical System	Cost	NA	15,000	15,000	14,000	13,000
	Healing		1/30 min	1/5 min	1/10 min	1/10 min
	Critical		C1	C3	C2	C2
Medical System (-1 TL)	Cost	NA	11,250	11,250	10,500	9750
	Healing		1/hr	1/10 min	1/30 min	1/30 min
	Critical		W3	C2	C1	C1
Mind Editor	Cost	NA	15,000	11,000	NA	11,000
	Psyche		1d4	1d6		1d5
Mind Program Basic	Cost / Level	NA	7000	6600	NA	6650
	Max Level		2	4		3
	Psyche		1d12	1d9		1d10
Mind Program Advanced	Cost / Level	NA	10,000	7850	NA	7900
	Max Level		1	3		2
	Psyche		3d4	1d12		2d6
Mind Program Professional	Cost / Level	NA	NA	11,000	NA	11,500
	Max Level			2		1
	Psyche			3d4		3d6
Nerve Pep	Cost	NA	330	330	320	315
	Agility		+5	+7	+6	+6
	Dexterity		-2	-3	-2	-2
Nerve Pep (-1 TL)	Cost	NA	250	250	240	230
	Agility		+4	+6	+5	+5
	Dexterity		-1	-2	-2	-2
Neural Boost	Cost	1150	1500	2100	1700	1650
	Agility	+12	+15	+21	+18	+18
Neural Boost (-1 TL)	Cost	865	1125	1575	1275	1240
	Agility	+2	+2	+4	+3	+3
Neural Editor	Cost	NA	17,500	13,500	NA	14,000
	Condition		3	5		4
Neural Editor (-1 TL)	Cost	NA	13,000	10,500	NA	10,000
	Condition		2	4		3
Organ	Cost	NA	3000	2600	2750	2650
	Psyche		1d2			1
Pain Editor	Cost	NA	3500	2850	NA	2900
	Condition		3	5		4
Pain Editor (-1 TL)	Cost	NA	2625	2140	NA	2175
	Condition		2	4		3
Reality Slow	Cost	3900	3500	3225	NA	3150
	Bonus	+1	+2	+3		+2
	Psyche	1d10	1d10	2d4		2d4

# Cybernetic Skin, Cyber-Body Chart

Cybernetic Body Implants		Middarian	Pjanji	Quiiz.	Sehlma	Terran
Reality Slow (-1 TL)	Cost	NA	2625	2425	NA	2365
	Bonus		+1	+2		+1
Sensory Boost	Psyche		1d8	1d6		1d6
	Cost/ Point	NA	1500	1300		1325
	Perception	NA	+4	+6	+5	+5
Shock Nullifier	Psyche/4 pts	NA	1d4	1d3		1d4
	Cost	1300	1300	1200		1100
	Intensity Level	-4	-5	-7		-6
Skeletal Replacement	Cost	NA	88,000	77,000	NA	78,000
	Psyche	NA	1d6	1d2		1d4

**Bioflex Armor:** a unique integument that is a cross between cybernetic skin and armor. It has a weave of armor fibers that are placed into the cybernetic skin. The character will only have

of predetermined signals, which it can automatically decrypt, but new signals must be manually decrypted. Usually they must be recorded to do so. The time indicates the amount of time needed to decrypt, while the intensity indicates the complexity of the decryption process.

**Master Audio:** This system is designed to filter, remove, alter, amplify, or dampen specific sounds, etc. The sounds may be blocked out over a certain level or amplified under a certain level. This program requires the use of a cybercomputer. (ST 65, MEM 1, Spd 19).

**Radio Filter:** The radiofilter allows the character to "clean up" incoming radio signals.

**Radio Link:** allows the character to be hooked up to a radio. The character must have a microphone to talk back through the radio.

**Recorder:** a basic device that allows the character to record all sounds she hears.

**Sharp Sound:** a basic audio component that makes sounds much more distinct than they would normally be. The bonus indicates the number of intensity levels that sounds can be amplified.

**Sub-Sonic Amplifier:** allows the character to hear a translated version of sub-sonic sounds.

**Subspace Link:** a link to a subspace radio.

**Supersonic Amplifier:** allows the character to hear translated versions of supersonic sounds.

## Cybernetic Skin

Note that the cost in cybernetic skin is in empathy and not psyche. Getting the skin replaced greatly affects the characters much more so than other implants.

half the perception that the character would normally have.

**Chameleon Skin:** This is a chemical that is placed just under the skin that, when activated, changes the color of the surrounding area. This is done by a chemical reaction, which causes the colors to reflect the color of light that they absorb. Normally the color not absorbed would be the color reflected. This is not a perfect system, but it does work well in many environments. Characters also gain an additional +5 to any attempt to hide.

**Color Shifter:** another chemically-induced, color-changing skin modification that is much less sophisticated than the chameleon skin. The character must choose a set of colors that shift back and forth as well as the color shift triggers (light, chemicals, heat, etc).

**Disguise Skin:** gives the character the ability to alter the color, shape, and texture of skin. The skin can be softened to change its shape to match different kinds of structures.

**EAG Armor:** EAG (Energy Absorption Grid) armor is a powerful form of skin armor. The Energy indicates the amount of damage that the armor can absorb from an energy source, while the kinetic indicates the amount of damage that can be absorbed from other sources.

**Hardware Armor:** the most costly, but also the most powerful of all of the cybernetic armors. It is a strong metallic exterior that is designed to provide maximum protection, but is psychologically hard on the person wearing it.

**Integument Link:** allows the skin to link to a cybercomputer. Extremely sophisticated cybercomputers must be used to accurately translate

# Cybernetic Smell

all of the information. (ST 225, MEM 5, Spd 5)

**Sharp Touch:** an integument component that makes the sensation of touch more distinct. The number indicates the number of intensity levels among which the character may distinguish.

**Thermal Guard:** may be added to the integument to better protect the character against heat or cold. The modifier indicates the extra of degrees of temperature the character can withstand.

**Touch Dampener:** allows the character to reduce the amount of tactile sensation she is experiencing. Wounds will become less painful. Up to 2 T# difference may be ignored as a result of the dampener.

**Touch Enhancer:** allows the character to boost perception of the cybernetic skin. Wounds will become more painful as a result of the enhancer. Double the effect from any wounds the character may have until the wound level is reached.

**Touch Filter:** allows the character to filter out specific sensations. This requires a cyber-computer linked to the skin. It may be used to reduce any modifiers due to pain. Wounds that are beyond hurt will not be affected.

**Tough Skin:** an armor that is not quite as obtrusive as bioflex armor, yet still provides the character with an armor rating. The perception modifier applies only to the character's touch ability.

**Wrinkle Manipulator:** a disguise option that allows the character to manipulate her skin to create different disguises.

## Cybernetic Smell / Lungs

**Chemical Sense:** allows the character to sense particular chemicals through the taste buds or the nose. This sensitivity gives the character a bonus of factor shifts to her other perception rolls.

**Lung Filter:** will automatically filter out any harmful bacteria or chemicals.

**Olfactory Link:** allows the characters to link any olfactory augmentation that they so choose. A cyber computer is required for the link. (ST 10, MEM 5, Spd 15)

**Oxygen Cell:** an extra storage cell that allows the character to go without oxygen for an extended period of time.

**Sharp Smell:** makes smells more distinct. The bonus gives the character intensity level bonuses to detect odors.

**Sharp Taste:** makes tastes much more distinct. The bonus gives the character intensity level bonuses to perceive tastes.

**Smell Enhancer-** gives a bonus to the character's perception with the smell olfactory sense. Add the perception modifier to the implant's perception

**Smell Reconstructor:** With this augmentation, the character can reconstruct scents which he or she has previously experienced.

**Taste Reconstructor:** An enhancement that can be used to reconstruct specific tastes, which he or she has previously experienced.

## Cyber-Optics

**Clear Sight:** a program (it needs a cybercomputer) that can extract specific parts of what the character sees in order to get a clearer picture. It requires that the computer make some extrapolations on what might be seen in a particular instance. (ST 35, MEM 2, Spd 15)

**Color Shifter:** a simple chemical color shifter that allows the eyes to change color due to heat, light radiation, or other stimuli.

**Compartment:** a small area within the cyber-eye in which small objects may be placed. Some varieties occupy the entire orb and constitute a replacement eye.

**EM Sight:** This augmentation gives the character the ability to see into the electromagnetic spectrum.

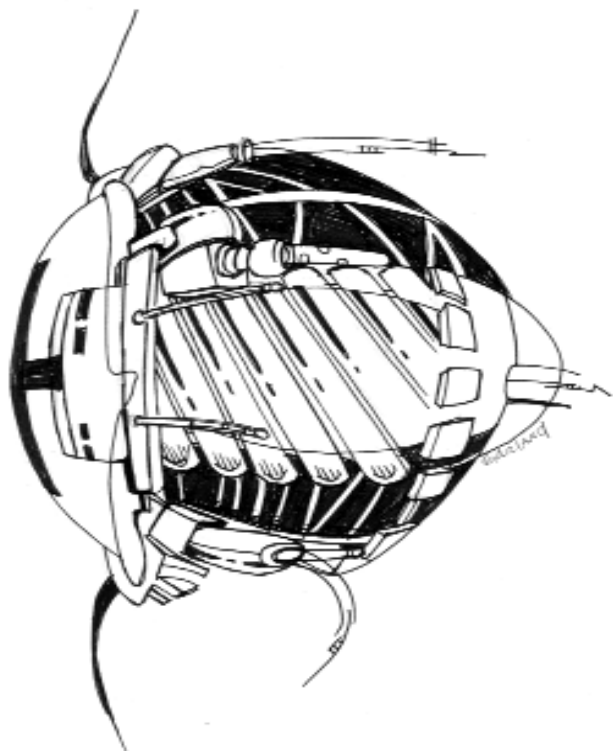
**Infra-Sight:** allows the character to see into the infrared spectrum.

**Master Sight:** This program is designed to maximize all of the functions that are linked into the character's cyber-optics implant. It is able to enhance certain spectrums of light in order to create different effects. This requires the use of a cybercomputer. (ST 65, MEM 4, Spd 10)

**Micro Sight:** The character can see microscopically with this augmentation.

**Night Sight:** a light enhancement device that

# Cybernetic Optics



can make dark situations appear to be much lighter. The character can see in close to total darkness.

**Optical Enhancer:** gives the character extra perception. Add this number on to the implant's perception.

**Optical Filter:** a micro-thin lens that changes colors, allowing the character to see in different colors.

**Optical Reconstructor:** a device that allows the character to reconstruct visions that he or she has seen in the past. It makes it possible to augment and change these images similar to an optical enhancement and reconstruction system.

**Optical Recorder:** This device records information that the eye sees. It is very much like a minicamera that is placed within the eye.

**Optical Track:** With this device, a character can track multiple targets (via a cybercomputer) without actually having to pay attention to them.

**Optic Link:** a device that allows the eye to be hooked up to a cybercomputer. (ST 15, MEM 2, Spd 20)

**Polarizer:** a micro-thin sheeting for the eye

that instantly polarizes in bright light. The polarization can be modified to match the character's own preference for different situations. It can prevent a character from being blinded.

**Radiation Sight:** The character can see radiation with this augmentation.

**Selective Filter:** an addition that allows the character to change the colors and make other small modifications to the visual spectrum. It cannot give the character any additional vision, but it can be used to see a little more clearly in many situations.

**Sharp Sight:** Sharp sight gives the character bonuses towards the intensity levels in vision-based perception.

**Stylize:** a fairly inexpensive way of giving the eyes a unique look. The game master may need to judge costs on some designs.

**Target Sight:** is a targeting scope built into the eye. It gives the character a bonus the same way a scope normally would. The targets column indicates the number of targets that the character may track with the target sight adaptation.

**Tele Sight:** enables a character to see a great deal further than is normally possible. The distance is equal to the intensity level.

**Thermal Sight:** This option changes the character's vision to detect heat patterns. Red colors are for hot and blue for cold.

**Ultra Sight:** used to see into the ultraviolet spectrum. Ultraviolet dyes and inks can be seen, as well as the sheen from force fields.

## Cybernetic body implants

**Adrenal Boost:** This device has several variations. Some actually stimulate the adrenal gland to prepare a character for combat. Others are nodes placed throughout the body, which release adrenaline when activated. The bonuses to strength, initiative and strike only, last for the time indicated. After that, the character is exhausted and needs to rest.

**Artificial Nervous System:** Of all the cybernetic modifications, this is the most difficult. It is a total replacement of the nerves. The dexterity listed under the description indicates the character's new base dexterity.

# Cybernetic Body Implants

**Bio Booster:** This device causes the character to act and think faster. The percent increase gives the character that much of a bonus towards completing intelligence-based skills more quickly. It also gives the character a bonus of +1 action in the matrix (see the section on cybernetic interface technology) for every 25% increase.

**Body Programming:** an extremely expensive process whereby the character's body can become programmed to perform physical skills. When activated, a complex program will cause the character to react with complicated maneuvers, such as martial arts, melee weapons, and energy weapons skills. The Basic, Advanced, and Professional indicate the difficulty level of the skill (before any profession modifiers are taken into account) that characters can obtain. These programs take time to learn. One day must be spent learning one level of each program.

**Chromatech Hair:** a replacement hair that has the ability to change colors. The character must choose what causes the change in colors (heat, light, radiation etc.).

**Internal Filtration System:** a set of small robots, implanted in the body, designed to attack poisons and filter out any harmful toxins. The modifier indicates the intensity level drop the toxin will have as a result of the filtration system.

**Medical System:** There are several kinds of cybernetic medical systems. Most consist of a series of robots placed in the body to help it heal. The healing indicates how much damage the medical system can repair in a given time. This corresponds to the wound modifier chart. Anything below this can not be healed.

**Mind Editor:** a complex program that allows the cyberneticist to program the mind to receive or block out certain kinds of data. It can also be used to control the person's mind. This device is illegal on many worlds.

**Mind Programming:** is the mental equivalent of cybernetic body programming. It can train the character with intelligence-based skills. The character will not know how to do the skill unless she activates the program. The letter

next to the mind programming indicates the base difficulty level of the skill that is being purchased.

**Nerve Pep:** a quick boost to the nervous system that causes the character to react more quickly. The downside of nerve pep is that the character is also less dexterous.

**Neural Boost:** This augmentation increases the level at which the neurons work, giving the character an edge in combat situations. Long-term use is not recommended because it has a tendency to wear out the neural pathways.

**Neural Editor:** makes it possible for the character to edit out certain sensations. Sensations can be amplified or reduced depending on what the character wants. Sensations can be completely edited out in many situations. The condition indicates how many conditions may be ignored while using the neural editor.

**Organ:** a standard artificial organ that replaces an already existing organ.

**Pain Editor:** a simplified version of a neural editor that can edit pain from the character's perception. The condition indicates the number of conditions from which the character will not feel pain while the editor is active.

**Reality Slow:** a complex device that causes the character to think faster than would be normally possible. The character experiences the world as if it were moving in slow motion, allowing the character to act with a greater degree of accuracy. The bonus indicates the bonus the character gains to all physical actions, including attacks.

**Sensory Boost:** With this augmentation, the character experiences the world much more vibrantly and clearly, boosting the neural pathways that transmit sensory information.

**Shock Nullifier:** nullifies many electrical attacks against the character by absorbing excess energy. It is an augmentation very useful for engineers working on power systems.

**Skeletal Replacement:** The character can choose to have portions of his or her skeleton replaced with stronger versions. This is extremely difficult to do, except at high tech levels.



# Cybernetic Interface Technology

## Cybernetic Interface Technology

Jacob Williams, a 'face punk known for being the best hacker on the streets, decided it was time to hack the big name - Government Prime. He knew others had tried and died in the process, but he wanted a name for himself, and if he hacked Government Prime, he'd have it. Besides, he knew he could sell whatever information he collected to a local Dark Agent with no problem at all.

After infiltrating House Archon, he quickly linked his computer into a side panel in the wall. He turned on the computer and loaded up several security programs to cover his tracks while he cavorted in Government Prime.

Jacob linked his computer to the access port in the back of his head and let his mind rush into the matrix. He easily slipped by House Archon's defenses, which were designed to watch for people outside their borders. He activated his false ID program so that an old enemy would take the blame. Hell, even if the brainprint didn't match, they'd catch him in the act of something.

Before he knew it, Jacob was floating invisibly before the Government Prime data fortress. He waited for someone else to enter the system. Another icon was approaching; Jacob switched on the carrier program that would link him to the icon for safe passage. He jumped on the signal as it stopped at the ID window. A through scan swept the area. Jacob's luck held, and the scan slid off the icon and over him. He was in. He decided to ride the carrier wave for a while, hoping it would take him further into the system.

Ten seconds later, the carrier went straight to the heart of the secret information files. Jacob rode it through the three other ID Windows. Just as the carrier was leaving, he turned off the carrier program. He was sitting in the information center. Barrier programs guarded everything. He collected information on the security protocols with an intrusion program, and flipped on the reflection program to protect him from any damage, then he turned on the decryption program and started into the files.

Before Jacob finished decrypting the first barrier, the security protocol activated, and he was frozen in place. He tried to move, but to no avail. Several

beams hit him, but bounced off the reflection program. He knew that the beams would penetrate the shield within minutes if he didn't react. Suddenly he was aware - Government Prime had located his source within House Archon. He tried every ploy he knew to get out of the matrix, but he was trapped. He felt his consciousness start to slip away. This was no mind wipe. The kill program was too strong to resist. He knew he was dying, and he could do nothing. The last thing Jacob saw was total blackness.

--The Death of a 'Face Punk

### Introduction

Cybernetic interface technology has become the best way to collect information. It is faster and more efficient than any other method, and can be accomplished relatively safely and from almost any location. The danger occurs when people hack into heavily guarded locations. Hacking has become an everyday crime in many cities around the Frontier. In response, new programs have been developed which ups the stakes for hackers. Some people do not condone the new programs, which can be deadly, but others contend that they must protect data and restricted files. The only sure way of protecting data is to keep it from any outside system. The problem with this is, it is terribly inconvenient - especially in this fast-paced world based upon information and knowledge.

### What is CIT?

Cybernetic interface technology works from the same premise as most communication technology, except the user is connected to the system. It begins with a basic communications network focused through satellite relays or optronic cable. In cybernetic interface technology (often referred to as CIT), a caller would use a system to call from one location to another, just as one would use a telephone today. The difference is that the caller can make that call using a cybernetic link attached to his or her brain or nervous system. At lower technology levels (from 13 to 14), the link will most likely be a physical line into the system. Higher tech-

# Backbone Technologies

nology levels will be able to use remote access - and sometimes even direct access systems - to get from one place to another in the interface.

The difference when using CIT is that characters can have their minds directly linked to the computer and communication system. Information sent directly to the brain about the interface would be confusing and disorienting. Instead, the signals are transcribed into images to which the character can react. The images are referred to as icons. These icons represent something of cultural significance to the character. Different programs can customize the look of these icons to fit the character's taste. For instance, a Terran would probably see a cityscape that would have many of the features of a typical city. Buildings could be sections of data, and doors would be simple codes that give access to different locations (such as ID Windows). The programmer and the player decide on the "look" they want. There is no set way that particular signals should be interpreted, so many different picture schemes are represented. This iconoscape is referred to as a matrix.

A computer is a necessity for CIT. The different kinds of computers are described under each race. Both normal programs and cybernetic programs may be used on the same system. The computer acts as a buffer to prevent the character from getting hurt from feedback systems and booby traps implanted in the system. It can also house a number of programs that help the character do a variety of things. Some of the programs let the character evade detection, encrypt codes, provide protection, and other things. Many of these programs are illegal and can be bought only on the black market.

While many programs for the interface computer can be purchased as regular programs, some are unique to CIT technology and are expanded upon below. The CIT Program chart indicates all of the costs and abilities of the CIT pro-

grams. CIT programs work the same as other computer programs and have the same attributes.

## Backbone Technologies

CIT does not exist on its own. It is completely dependent upon the technology that links locations to one another. Depending on the resources available, the quality of those connections may vary greatly from system to system and from race to race. Distance is the major consideration in most instances for determining how fast connections are. Generally speaking there are three different connection speeds that should be taken into account for any technology level. These are designated the Inner Net, The Outer Net, and the Star Net.

**Inner Net-** The local planetary network including any moons that are relatively close by. Generally speaking the Inner Net has the fastest speeds and the lowest lag time. For the most part this is where 80% of the traffic takes place on any given planet.

**Outer Net-** is the network connected to any planet or station within a solar system. The lag speeds are slightly slower which can be frustrating for some users.

CIT Backbone Technologies (in Duration Intensity Levels)			
Tech Level	Inner Net	Outer Net	Star Net
12	6	NA	NA
13	6	9	NA
14	5	8	23 / LY
15	5	7	20 / LY
16	4	7	17 / LY
17	4	6	14 / LY
18	3	6	11 / LY
19	3	5	8 / LY
20	2	5	7 / LY
21	2	4	6 / LY
22	1	4	5 / LY
23	1	3	4 / LY
24	1	3	3 / LY
25	1	2	2 / LY

# Cybernetic Programs - Attack

**Star Net:** This is technology that allows for network communication from one star system to the next. These kinds of communications are generally left for scripts or daemons to run as it can take hours for a response to a communication depending on the distance of the communication.

The Backbone Technology Speeds chart details the general speed of each of the kinds of networks. This can, and is often modified by the level of interactivity that one is getting. The numbers are indicative of the Duration Intensity Level. The Star Net is denoted in intensity levels per light year. Today the Star Net is largely created and controlled by the Pjanji with some exceptions.

## Attack

Attack programs are designed for combat in the matrix. Some of them are small programs that can jack into small interface computers, while other programs are only good from main terminals. The strength of the programs depends on the race that built them. These programs are only used to protect secured sources that are not meant for outsiders.

**Beam:** allows the user to make direct attacks against the carrier's signal in an attempt to disconnect the user. A successful attack can be contested by using the computer level as the contesting result.

**Disorient:** allows the user to send out a pulse that will disorient the opponent. The opponent will not be able to recognize where he is unless he makes an intelligence check higher than the factor of the attack.

**Freeze:** allows the user to send a pulse out over the matrix to freeze opponents in place.

**Homing:** If the security program has already identified the user and is able to track him or her, this program may be initiated. It allows the user to gain a bonus to strike in net combat because the signal is always moving towards the opponent.

**Kill:** This program is designed to attack the

user of net technology. It sends out a forced pulse over the matrix to the location of the user. Obviously, the source location must be tracked down first, and the kill program must get past the defenses of the character's computer. Use the contested result rules to do this. If the attack succeeds, the character must make a constitution check. If the character gets a critical failure, the character dies. If the character gets a normal failure, the character is hit and loses 1d4 intelligence permanently. A successful save means the character receives 5 points of damage per factor shift of the attack.

**Mind Wipe:** another high tech program that requires knowledge of the opponent's location. It is designed to overload the signal going into the opponent's mind and fry the brain cells.

**Sensory Loss:** designed to attack the opponent in the matrix. It makes the opponent unable to perceive anything that is going on in the matrix. A successful perception check above the factor of the attack will allow the character to perceive things at a negative factor shift equal to the number of successful factors against the character.

**Stun:** designed to stun the user so he or she cannot do anything. Any successful strike made against someone with a stun program will require that the victim make a constitution check against the attack, or the character can do nothing for 2d4 turns.

**Trip:** Trip programs allow the user to temporarily trip someone out of the matrix. The opponent will be unable to do anything for a short period of time (usually a turn or two) and will reappear in his or her previous matrix location. While in the other track, the character can decide to put up any defenses desired.

## Cybernetic Programs

Cybernetic programs are a little different from the rest of the CIT programs, because they are not designed for combat in the matrix. They are designed to be used in conjunction with cyberware and can act as a secondary backup system if the character is injured or is dealing with serious problems. The programs have the same parameters as other kinds of pro-

# Cybernetic Programs - Cybernetic

CIT Programs						
Attack	Space	Memory	Speed	Pjanji	Quiizbenqq	Terran
Beam	25	1	1	NA	145	125
Disorient	30	1	2	130	120	105
Freeze	40	2	4	265	240	210
Homing	60	3	5	170	155	135
Kill	80	3	6	NA	480	420
Mind Wipe	125	5	25	NA	1200	NA
Sensory Loss	75	4	5	395	360	315
Stun	35	1	3	185	170	150
Trip	40	1	2	170	155	135
Cybernetic						
Audio Action	10	1	NA	330	300	265
Combat Mind	60	4	NA	365	330	290
Executor	100	6	NA	1055	960	840
Mind Action	80	4	NA	660	600	525
Reconstructor	65	6	NA	555	505	440
Second Mind	40	4	NA	570	515	450
Sensor	15	1	NA	345	310	275
Vehicle Link	5	1	NA	410	370	325
Intrusion						
Blast	20	1	8	210	190	170
Carrier	65	4	80	370	335	295
Code Cracker	90	1	100	165	150	130
Copy	5	1	25	100	90	80
Data Base	5	1	15	265	240	210
Decrypton	100	5	95	330	300	265
False ID	40	2	40	145	130	145
Free Link	100	6	75	NA	1440	NA
Invisibility	65	3	30	540	490	430
Multi-Key	30	4	120	105	85	85
Reflection	50	2	20	490	445	390
Shadow	45	2	40	345	310	275
Shield	55	2	50	450	410	355
Smart Code	70	3	60	660	600	420
Relay						
Burst	40	2	45	685	625	545
Dissemble	45	3	90	790	720	630
Hide	55	2	95	275	250	220
Save	0	1	30	120	110	95
Security						
Barrier	40	2	100	265	240	210
Brainwave ID	85	4	95	635	575	505
Codifier	25	1	15	160	145	125
Containment	40	2	80	370	335	295
Frequency	45	3	90	250	230	200
ID Window	35	1	10	225	205	180
Link	10	1	10	130	120	105
Lock & Key	25	1	15	230	210	185
Source Track	60	4	125	210	190	170
Space Track	65	5	115	300	275	240
Track Link	70	4	85	385	350	305

grams and are used in the same way. Damage will be determined by the power (described under computers) of the computer. The power is equal to the base damage. Any defenses will protect up to the square of the power of the program (2=4, 3=9 etc.).

**Audio Action:** a program attuned to the character's own voice, allowing the character to activate any program by voice alone.

**Combat Mind:** is designed for people in potential combat situations. It must be hooked up to a set of sensors so that the computer can identify possible threats to the character. The program will alert the character to possible sabotage, ambushes, weapons arming, nearby explosives, and similar dangers. The abilities of the program are limited to some degree by what kind of sensor the program is linked to. The game master should make a roll for the computer to determine if the computer senses danger. The dangers may be disguised in some manner, making them harder to detect. The game master determines individual situations.

**Executor:** is designed to carry out a set of instructions in certain situations. The program can also be made to activate switches, turn on emergency beacons, and do other actions at the character's command. The limitations should be left up to the game master, but the generalizations listed here should be followed. This program needs to be linked to a sensor and sensor program in order to work properly. **Mind Action:** designed to allow the character to activate another program by thought alone. It is

# Cybernetic Programs - Intrusion

otherwise similar to the audio action program.

**Reconstructor:** The program is necessary for any cybernetics that have reconstruction capabilities. A particular reconstruction program must be chosen for each type of reconstruction that the character is able to do (sight, sound etc.).

**Second Mind:** similar to the combat mind program, except it may be programmed to do other tasks while the character is busy. The computer may be programmed to work on math formulas, geometric problems, or any other skill that the character has linked to the program.

**Sensor:** a program that transforms data from sensors into a form usable by a computer. It does not interpret data, a task which must be done by another program.

**Vehicle Link:** The programs allow the character to be linked into a vehicle, driving and performing all of its regular functions, by thought. This increases response time and gives the character a +1 bonus to all vehicle actions.

## Intrusion

Intrusion programs are designed for breaking and entering into security-protected areas of the matrix. Some are designed for breaking through protected areas, while others are designed for sneaking in through subversive techniques.

**Blast:** Blast is a program that knocks through data walls to get into other areas that are usually off-limits. It is an easy way to get through security protocols but is extremely noisy; warning programs will often pick up on the intruders quickly. The program needs to get a number of contested successes (factor shifts) equal to the level of the program it is trying to break through. For instance, if a level 4 blast program were trying to break through a level 5 barrier program, 5 factor shifts would need to be done before the barrier program would fall.

**Carrier:** an ingenious program that allows the user to link his or her signal to another in order to avoid detection. It is often used with a shadow program to disguise the character as background noise.

**Code Cracker:** a breaking and entering program that allows the character to break security codes to gain entry into a system.

**Copy:** designed to make duplicates of programs.

**Data Base:** a program designed to collect and hide data within the programming of the matrix user.

**Decryption:** A program designed to decipher the codes encrypted into computers, it enables the character to slip past security protocols by accessing the program to determine what it requires for acceptance.

**False ID:** Programs that create false identification for the user come in a variety of forms. Some of them will merely give the user a false name and ID when they connect to the matrix. Other programs will give the character modified brain wave frequencies so the character cannot be identified.

**Free Link:** a very high tech program that allows the user to break the tie to the source computer and go traveling throughout the matrix independently. This makes tracking much more difficult (+10 T#), but also means that the character must get back to the computer, through the matrix, to get out of the suit and disconnect from the system.

**Invisibility:** advanced forms of shadow programs that make the character indistinguishable from other kinds of "noises" within the matrix.

**Multi Key:** a traditional decryption program that systematically checks all possible combinations to break through security protocol. This can be a long and laborious process, or it can be relatively short. The game master should roll two percentile dice and add the two results together to determine how much time is needed to get into a system. Many security systems will not allow multiple chances to guess the correct password.

**Reflection:** designed to deflect incoming attacks. Characters with this program contest any attack that hits them by making a roll. If the program gets a successful save, the character receives no damage or effects from attack programs.



# Cybernetic Programs - Security

**Shadow:** Shadow programs disguise users in the matrix as background noise. They are still perceptible, but appear as shadows or anomalous readings to most scans.

**Shield:** gives the character an armor rating while in the matrix. Excess damage will go to the character's connection.

**Smart Code:** This program is designed to make educated guesses as to what kind of passwords or data are needed to get past a particular security device. They are much quicker than multi-key programs and are a bit more expensive.

## Relay

Relay programs have become especially important in the matrix. They hold onto programs and transfer them at a different time or a different rate, which makes them harder to track down and trap.

**Burst:** is designed to download programs in a sudden burst so that the computer houses the information instead of the user in the matrix.

**Dissemble:** Dissemble programs break down and encode other programs so they can only be used by the character. It is an encryption program that must be deciphered for any information. Once a program is dissembled, it will "float around" in the matrix until the creator of the dissembled product decides to collect it or send it to another source.

**Hide:** This program hides programs in a secured area within the matrix that seems like background noise to the casual observer.

**Save:** not really a program, but an area of the matrix purchased by the holders for the purpose of saving files and data.

## Security

Security programs are among the most important of all the matrix programs. They can be used to track down and stop intruders, track locations, and stop people from entering into areas of great importance. Some programs are designed to detect intruders, while other programs are meant purely to capture. Security programs are often linked up with attack programs.

**Barrier:** allows the user to create an artificial barrier within the matrix to entrap other users. This is especially useful if the target is a free linker, because it prevents her from punching out of the matrix.

**Brain Wave ID:** designed to identify the brain wave signal that accompanies the user when he enters the matrix. To get an exact match, the identifier must have the brain wave pattern on file.

**Codifier:** a security protocol program that requires specific codes in order to gain entry. It may be programmed to allow only a certain number of wrong entries from one source before it alerts a security protocol program.

**Containment:** a more advanced version of a barrier program that puts up an artificial wall around the icon in question. Moving targets require an attack at +5 T# to succeed.

**Freeze:** causes the background "noise" to become hyper-agitated, causing the icon in the area to become frozen. Characters wishing to escape from a freeze program must roll an T# higher than the attack in order to escape.

**Frequency:** identifies the frequency of the users in the matrix. This will give the program a clue to the user's race (regardless of the hardware or software used - except disguise programs), hardware used, software used, and the general location. It can also detect if they have used a satellite to get to their current location.

**ID Window:** Identification windows are spaces that open up in the matrix only if the person is properly identified for access into a particular area.

**Link:** designed to link one computer to another via the matrix. Multiple computers may be linked in this manner.

**Lock & Key:** creates a door which only opens when someone inputs a specific identification code.

**Source Track:** designed to track people back to the computer terminal that they are using to gain access to the matrix. Obviously, they must be in the matrix in order to be tracked.

**Space Track:** designed to track the whereabouts of particular users in the matrix. It relies

# Transportation

on currents and eddies of background noise to find the individual. It is less effective in areas of high volume that quickly disrupt the signal.

**Track Link:** modifies the output on the opponent's signal to make tracking easier.

**Trap:** a safety protocol program that will automatically capture anyone who does not resonate with the appropriate protocol.

**Warning:** Warning programs can have many different functions, but they usually alert the operator of a security breach in specific protected files.

## Transportation

The transportation section covers both interstellar and atmospheric vehicles. It gives a brief overview of what kinds of transportation methods are used by each particular race. It also covers vehicles unique to some of the races. The section below describes how the vehicles work. The section following describes how to create personalized interstellar vehicles. Atmospheric vehicles are not described because they are mass-produced. Specific interstellar vehicles will also be described under the racial equipment section.

**Acceleration:** determines how much speed a vehicle can pick up in a turn. For atmospheric vehicles, this will be listed in kilometers per turn.

**Cargo Capacity:** the amount of space a vehicle has for carrying excess cargo. It is usually measured in cubic meters.

**Deceleration:** determines how much speed a vehicle can lose in one turn. For atmospheric vehicles, it will be listed in kilometers per turn.

**Energy Use:** the amount of energy a craft uses in energy units per kilometer.

**Flight Ceiling:** for atmospheric craft only. It is a generalized indication of how many kilometers a craft can travel into the atmosphere.

**Maneuvering:** indicates how many 60-degree turns a craft can make in a turn. It is generally equal to the acceleration or

deceleration of the engines.

**Maximum Speed:** only for atmospheric craft. It indicates the maximum speed that a craft can travel.

**Mode of Travel:** indicates the vehicle's propulsion method.

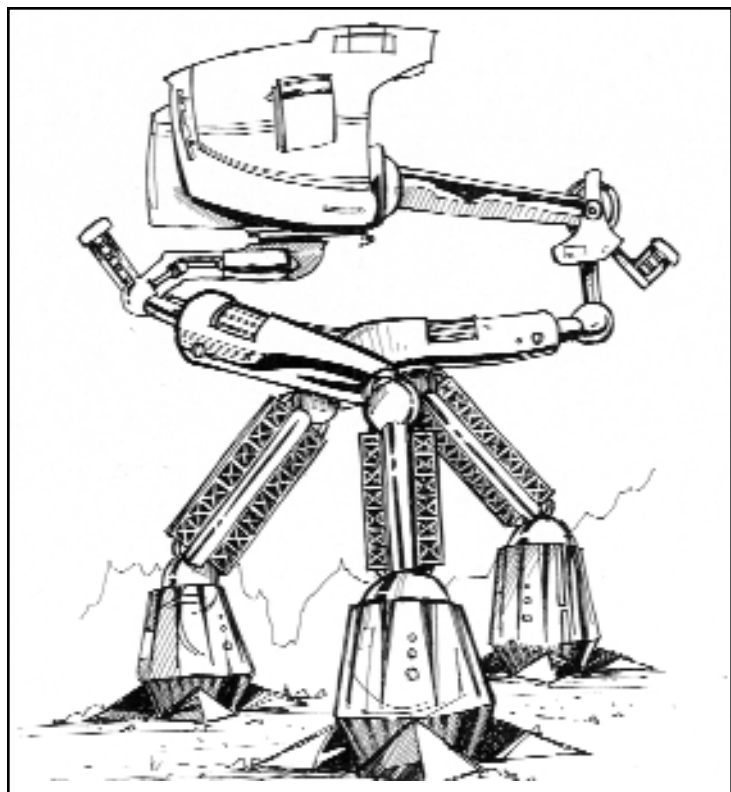
**Occupants:** the number of people that can travel in the vehicle.

**Damage Rating:** is the same things as wound modifier for people. The division is the same as well.

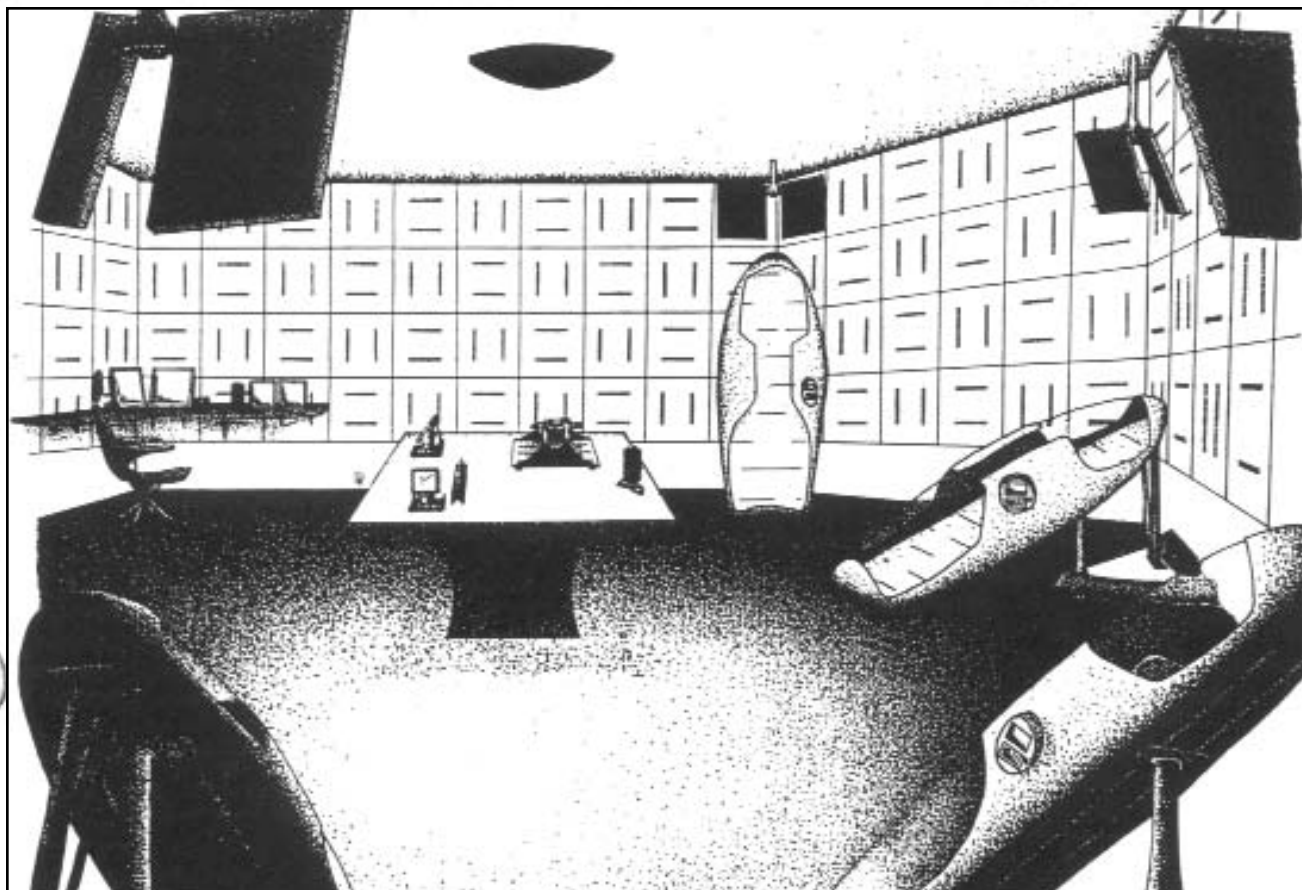
**Structure Size:** the size of the vehicle in intensity levels. Its importance is listed under the vehicle combat section.

## Medicine

Technology has allowed the medical field to proliferate in many different directions. From nanotechnology, to cloning, to naturopathic and holistic medicines, the field of medicine has become a virtual wonderland of technology. Nanotechnology alone has allowed medicine to take a proactive approach to dealing with viruses, infections, infestations, and their ilk. Armies of nanoscopic robots now can ferret out



## Medicine



individual bacteria and kill them before they have a chance to spread. They can even work to boost the body's own natural immune functions to help fend off would-be invaders. They have also helped to thoroughly identify almost every aspect of the body.

Most of today's space faring races (aside from the Middarians), have mapped out every genome of their specie and have chosen to eliminate any deformities before that person is born. This does not mean that they are attempting to create a super soldier or enhance their performance (although the Terrans obviously do), but prevent any negative genetic diseases from coming to fruition. This kind of advanced work has also made it possible to perfect cloning techniques that have virtually eliminated the need for transplants.

Combining this with the ability to freeze patients with force fields, alter virtually any pathway of information and recreate any damaged tissue, means that those in the medical profession can heal almost any malady except

those that are exceptionally pernicious. Still, these kinds of problems can and do show up from time to time which is why it is so important to continue with more research – especially when it comes to critical injury. Out in the Frontiers of space, one is often far from the best medical care and has to make do with whatever medical resources may be available.

Below is a table that represents what the best hospitals may do for people. The critical column details how far the critical healing can go given a condition. The cost is the standard cost it takes to heal people from that condition. Many cultures are willing to absorb the cost because of their corporation, their clan, etc. Game masters should make the final determination for their location.

# Acoustic Equipment

Race	Critical	Cost
Middarian	W2	1200/pt
	W1	900/pt
Pjanji	C2	675/pt
	C1	425/pt
Quiizbenqq	C3	1500/pt
	C2	1000/pt
	C1	500/pt
	W1	250/pt
Sehlmna	C2	650/pt
	C1	550/pt
	W1	450/pt
Terran	C3	1000/pt
	C2	750/pt
	C1	500/pt
	W1	400/pt

## Miscellaneous Equipment

The following sections list the different kinds of miscellaneous equipment that are available. For ease of use, and taking into consideration the different racial variations in the performance of equipment, the equipment abilities will be given in base intensity levels. A racial modifier will add an intensity level for each piece of equipment. For example, if a Quiizbenqq purchased a communicator, the player would look up the intensity level for the item and the Quiizbenqq. If the communicator has an intensity level of 16, and the Quiizbenqq has a modifier of +6, the player would assume that the communicator for the Quiizbenqq has an intensity level of 22. The player would then look under the distance table to see what the range is for the item. An IL 22 has a range of 250 km. This would be the range for the communicator.

For ease of application, the prices are assumed to be the same for all races. Game masters, who wish to, should feel free to make price differentiations. The racial modifiers are listed below. Common sense should be used in the application. Deep space items will use the stellar distances for the range. Most of the descriptions and uses for the items are clearly spelled out in their sections. Game masters and players should use their discretion in these sit-

uations.

Race	IL
Middarian	+3
Pjanji	+4
Quiizbenqq	+6
Terran	+5
Sehlmna	+5

### Acoustical Equipment

Equipment	IL	KG	TL	Cost
Audio ERS	10	2.0	13	3000
Audio Recorder	10	0.1	9	10-500
Contact Microphone	11	0.1	11	100
Sound Amplifier	+5	2.0	11	200+
Speakers (small)	9	1.0	10	20
Speakers (large)	10	10.0	11	5000
Stereo	10	5.0	11	20+
Subdermal Receiver	5	NA	14	350
Translator	NA	0.25	13	450
Vocal Distorter	VA	0.3	11	375

**Audio ERS:** The audio enhancement and reconstruction system is a computerized audio system capable of synthetically reproducing sound and augmenting certain aspects of a particular sound to construct a new sound. This can be used to filter out ambient noise in a room, to give a fuller sound to a particular conversation, musical recordings, or just about anything sonic a character may wish to tweak. The system allows the character to splice tracks into different areas for special synthesizing purposes.

**Audio Recorder:** a basic recorder that allows a character to record ambient sounds. Directional microphone attachments may be purchased for 5 to 50 credits.

**Contact Microphone:** a small device that can be placed on a window. It will pick up the surface vibrations and translate those vibrations into a discernable sound pattern.

**Equalizer:** used to adjust (to a limited degree) the frequency amplitudes of different audio input that is going into the system.

**Microphone:** a standard microphone with a variable pickup that can adjust the focus, frequencies, and bandwidths. It is often linked to communication systems.

# Communication Equipment

**Sound Amplifier:** uses a parabolic field that is able to amplify distant sounds and make them seem closer.

**Speakers:** come in all shapes and sizes. Characters should decide on the relative size of the speakers. The larger the speaker, the more expensive it will be.

**Subdermal Receiver:** radio/phone receivers that are underneath the skin next to the ear. They allow the character to have conversations without having any phone jacks. They also allow the character to alter tuning frequencies and listen to different radio/subspace frequencies. Characters, who are near the receiver, need a 30 or higher T# just to hear something coming through the receiver, and a 35 target number to pick up on a few words. This device may be linked to other cybernetic systems.

**Translator:** receives and translates different languages. This device requires a chip (50 credits per language) for each language that it can translate.

**Vocal Distorter-** scrambles voices (and other sounds) beyond recognition. The randomizing pattern used makes it impossible to do a voice check or verify other key voice patterns.

ments that can withstand extremes of cold temperature.

**Dress Clothing:** formal clothing worn at official functions and some other events.

**Espionage:** can have a variety of effects, from suits that turn into camouflage gear to outfits with secret or scanner-proof pockets.

**Gill Suit:** underwater breathing apparatuses capable of changing water into oxygen so the character can breath underwater for an indefinite period of time. The suit needs some chemicals to make the conversions. It costs 50 credits for 10 hours of use.

**Rain Gear:** comes in several different sizes and shapes. Some are waterproof while others are merely water-resistant. Some of them have breathable waterproofing, but are usually expensive.

**Stealth:** comes in many different forms. Some are simple camouflage items, while others are designed to maintain normal body temperature for each race in different climates.

**Tunic:** A tunic is a basic coverall that extends from the shoulders to the top of the legs. It comes in different lengths and is the common apparel among Middarians.

## Apparel

Clothing	Cost
Basic Clothing	30-100
Chill Suit	400
Dress Clothing	100-3000
Espionage Clothing	800-1500
Gill Suit	5000
Boots	100-750
Rain Gear	30-250
Stealth	50-40023
Tunic	40-300

**Basic Clothing:** entails one piece of standardized clothing from the character's own culture. Some clothing will be more or less expensive than others.

**Boots:** Boots range from plastics to various forms of leathers and polymers. They range from small to knee-high.

**Chill Suit:** comes in a variety of different fashions and styles. They are cold-weather gar-

## Communication Equipment

Equipment	IL	KG	TL	Cost
Comm Descrambler	10	1.0	11	50
Comm Jammer	10	1.0	11	850
Comm Relay	1	20.0	12	2400
Comm Satellite	10	1500	12	15,000
Comm Scrambler	10	10	12	500
Comm System (small)	8	1.5	12	250
Comm System (large)	10	250	13	95,000
Communicator	16	0.1	13	100
Deep Space Comm	12	1.0	14	600
Deep Space Jammer	1	25	14	25,000
Hypercomm System	15	10	15	20,000
Hyperspace Comm	13	5.0	16	4000
Micro-Comm	12	NA	14	400
Satellite Access	20	NA	13	200
Visual Comm	20	0.1	13	175

**Communication Descrambler:** Various forms of communication descramblers are available on the market. Most of them are sold as part of a basic package with a descrambler code for a standardized system. Other descramblers hook



# Locking Mechanisms

into a communication system that can descramble a variety of messages.

**Communication Jammer:** blocks all communications from getting into or out of an area. The jammer has a range of 50 meters.

**Communication Relay:** This is not an actual communication system. It is only capable of receiving and boosting communication signals.

**Communication Satellite:** a standard satellite designed to receive signals from a ground source and transfer them to another ground source or to some place within the star system. It is not designed to send quick interstellar messages.

**Communication Scrambler:** a basic system that can scramble communications.

**Communication System:** There are many kinds of communication systems, ranging from small portable radios to console-style systems that are best used aboard starships or in large corporate offices. Ranges for portable systems can run up to 50 km, with the larger ones capable of deep space communications.

**Communicator:** Communicators are small devices that can be attached to the wrist or used as some kind of ornamental decoration/communicator. They have a range between 5 and 500 kilometers depending on the model.

**Deep Space Communicator:** the cheapest way of getting messages to local destinations within a star system. It can take years to send messages from one star system to the next, but only minutes to transmit from one planet to another within a system.

**Deep Space Jammer:** is the same as the Comm jammer, but designed for use on board a space ship.

**Hyper-communication Systems:** Hyper-communication systems are capable of sending messages through hyperspace. This means that messages between star systems arrive in a few minutes.

**Hyperspace Communicator:** is a remarkable breakthrough in hyperspace technology and small enough to be portable. It weighs about five kg and is useful on scouting trips into uncharted wilderness.

**Micro-communicator:** an extremely small communicator that can be almost invisible. It is often disguised as a piece of jewelry or other

innocuous item.

**Satellite Access:** This is direct access to a Satellite array through a handheld communication device or computer. Some planets charge for the use of specific satellite time, while for others this is general yearly fee for using the system. Obviously, different planets will have different charges.

**Visual Communicator:** Visual communicators come in different sizes. The larger the size of the screen, the higher the cost. The visual communicator makes a screen available for multiple kinds of signals and may be adaptable to many different conditions.

## Locking Mechanisms

Kind of Lock	KG	TL	Cost
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### Mechanical Locks

Level 1	0.1	4	5
Level 2	0.5	6	20
Level 3	1.0	8	250
Level 4	10	10	400
Level 5	20	12	1000
Level 6	50	14	5000

### Card Locks

Level 3	NA	12	250
Level 4	NA	13	450
Level 5	NA	14	750
Level 6	NA	15	900
Level 7	NA	16	1200
Level 8	NA	17	1550

### Field Locks

Level 5	NA	14	900
Level 6	NA	15	1000
Level 7	NA	16	1450
Level 8	NA	17	2000
Level 9	NA	18	2450
Level 10	NA	19	3400

Kind of Lock	KG	TL	Cost
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### Personalized Locks

Body Scan (12)	NA	15	35,000
Brain Scan (10)	NA	16	30,000
Genetic Scan (8)	NA	14	12,000
Hand Print (Level 7)	NA	13	7000
Psychological (13)	NA	19	37,500
Voice Recognition (5)	NA	13	6000

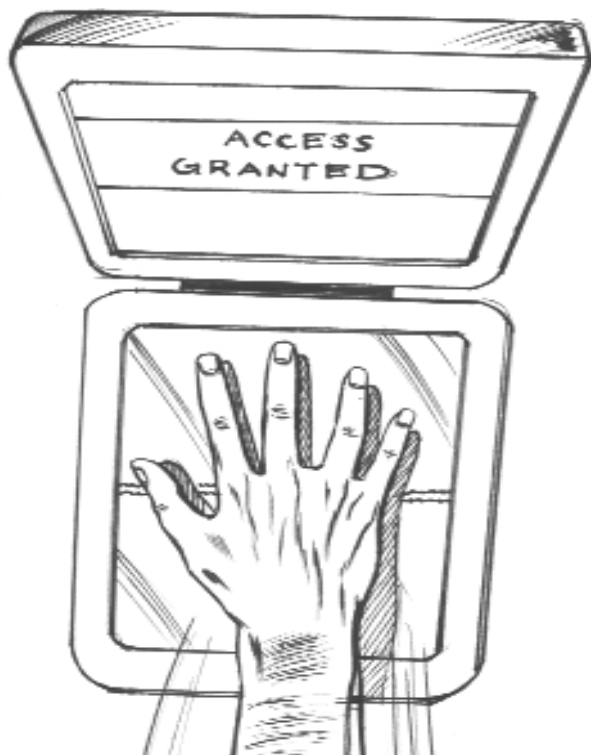
# Medical Equipment

**Mechanical Locks:** simple locks that usually require a key. They do not have any kind of electronic surveillance systems. Mechanical locks range in level from 1 to 6.

**Card Locks:** require a special kind of electronically-sealed lock. They are imprinted with special holographic projections that make duplication difficult. Card locks may be fitted with additional security measures, such as computer identification programs and/or additional codes that need to be entered when using the card. The card locks usually range from level 3 to level 8.

**Field Locks:** the current trend in security equipment. There are many different forms of field locks. Most of them use intricate force fields to create a unique signature that is difficult to reproduce. When exposed to different fields from the input device, many emit particular field amplitudes, making them an extremely safe and reliable form of technology. Field locks range in level from 5 to 12.

**Personalized Locks:** There are several different kinds of personalized locks. They basically do what the name implies. The number next to the name indicates the general level of the lock type.



## Medical Equipment

Only trained medics may use Medical equipment. Untrained personnel will not know the proper administration or operation techniques to get effective results. First aid will train a character to apply a few antiseptics, but it will not provide training in the use of advanced technical equipment.

Equipment	KG	TL	Cost
Acid Neutralizer	0.05	13	40
Antibody	0.05	11	70
Antiseptic	0.1	9	15
Biosuspension Drug	0.05	14	120
Bone Fusion Unit	0.25	14	450
Clone Growing	NA	15	6000
Clone Sample	1.0	15	750
Clone Sample Storage	5.0	15	200
Coagulant Spray	0.1	13	135
Gravity Drugs	0.05	15	350
Life Chamber	60	14	35,000
Mind Matrix	0.5	16	25,000
Oxygen Drugs	0.05	16	200
Pan Immunity Drugs	0.05	14	470
Pain Killer	0.05	9	5
Plastiskin	0.1	13	85
Pressure Drugs	0.05	14	325
Regeneration Booth	50	16	45,000
Rejuvenation Tank	35	16	40,000
Revival Drugs	0.1	14	145
Spore Kill	0.05	14	30
Stasis Field	2.5	15	550
Stimulant	0.05	11	10
Surgeon Plus	3.0	15	2350

**Acid Neutralizer:** can be used internally, but they are commonly used externally to neutralize any acid that has spilled on the character.

**Antibody:** a general antibody to protect characters against certain kinds of diseases. Specific doses must be used to inoculate effectively.

**Antiseptic:** This is a general antiseptic to clean and disinfect wounds before healing is done.

**Biosuspension Drug:** will halt the life processes, preventing aging, circulation, and death. It is often used to suspend patients until they can be taken to a medical facility to be properly healed. It will also prevent the spread of poison throughout the body.

**Bone Fusion Unit:** Bone fusion units can be

# Optical Equipment

used to heal any hard organic surface, such as a shell. It is capable of reintegrating the body's own cellular structure after it has been broken.

**Clone Growing:** a process where the clone is actually grown from a genetic sample. It is a reconstitution process from the genetic structure of the cells to create a new individual.

**Clone Sample:** a sample of the character's DNA that is taken specifically for the purpose of growing a clone.

**Clone Sample Storage:** Clone samples are very prone to disintegration, hence they need to be stored in a special stasis field to remain viable. This process can be quite expensive because they require a special backup unit in case the power fails.

**Coagulant Spray:** designed to stop bleeding by adding additional coagulants to the bleeding area.

**Gravity Drugs:** combats the physiological effects of gravity on the individual. In low gravity environments, the drugs will prevent muscles from deteriorating. Drugs for high gravity environments allow easier breathing and help to balance blood flow throughout the body.

**Life Chamber:** a self-contained chamber designed to speed healing. This is the device that most hospitals use to heal patients. For information on how well the typical life chamber works, see the earlier section on medicine.

**Mind Matrix:** process of collecting every piece of information from the brain in order to plant the engram into another clone. The engram duplicates the character's personality so perfectly that the clone believes it is the actual person.

**Oxygen Drugs:** can be used to implant oxygen into the character's body rather than having him breathe normal air.

**Pan Immunity Drugs:** universal antibodies to give the immune system a tremendous bonus against fighting off many kinds of diseases.

**Pain Killer:** numbs the effects of pain on the character. Up to one condition may be negated in this fashion.

**Plastiskin:** is a substitute for skin in situations where the victim has been injured so badly that he has no skin to cover his body.

**Pressure Drugs:** are designed to combat the

effects of different levels of pressure on the character's system.

**Regeneration Booth:** is a complex medical device capable of bringing a "dead" character back to life. At tech level 16 only a critical 1 can be brought back. At each successive tech level, one additional critical can be healed. For example, at tech level 18, a critical 3 can be healed. For each tech level beyond 16, one hour can pass before the body of the individual has degenerated too far to heal properly.

**Rejuvenation Tank:** consists of a bio-nutrient solution that is designed to accelerate the healing process. The patient is placed inside the tank with a breathing port to prevent drowning. A medic trained in medical devices is needed to operate a rejuvenation tank. At tech level 16 the tank can heal 5 points of damage per hour. For each successive level, the tank can heal an extra 5 points per hour.

**Revival Drugs:** will bring a character to a conscious state out of a coma.

**Spore Kill:** Spore kill is a medical drug that is designed to kill fungal spores that may have entered the character's body.

**Stasis Field:** will stop the flow of time for the individual inside of the tank. She will not suffer from the effects of anything while inside. A trained medic is necessary to operate a stasis field.

**Stimulant:** negates the effects of sleep drugs and can also be used to keep the individual awake. It takes effect quickly.

**Surgeon Plus:** is a computerized, self-contained robotic surgeon that helps the medic perform surgery. It is useful for opening wounds, injecting drugs, and doing simple surgical operations. It also monitors the patient's condition and gives advice for simple standard procedures.

## Optical Equipment

The optical equipment listed below is designed for use by the lay person and does not require any kind of specific training to use. All the jammers require powerclips to operate effectively.

## Scanners

Equipment	KG	TL	Cost
Electromagnetic Jammer	1.0	16	1250
Electromagnetic Visor	0.1	13	300
Holocam	0.2	13	85
Hologfilm	0.05	13	5
Holographic Projector	0.75	13	450
Image ERS	5.0	13	3000
Infrared Jammer	0.75	14	775
Infrared Visor	0.1	11	225
Light Enhancing Visor	0.1	12	475
Magnivisor	0.1	11	80
Microcamera	0.05	12	250
Solar Visor	0.1	11	55
Thermographic Visor	0.1	13	365
Ultraviolet Jammer	0.75	15	875
Ultraviolet Visor	0.1	13	295

**Electromagnetic Jammer:** blocks EM frequencies from view. Anyone attempting to scan for them in the vicinity of the character will receive a +10 T# to the attempt.

**Electromagnetic Visor:** designed to view the electromagnetic signature of many kinds of force fields as well as different kinds of engines.

**Holographic Film:** a standard 3-dimensional film for a holographic projector.

**Holographic Projector:** a projector that plays 3-dimensional film.

**Holocam:** a holographic camera capable of recording images in 3-dimensions.

**Image ERS:** The image enhancement and reconstruction system (ERS) is designed to sharpen, focus, fill in, and extract details from an image. It will give the user a better chance of gleaning information from an image. It has an IL of 10 for the amount of detail that it can work with.

**Infrared Jammer:** jams all of the heat images in an area around the user. Anyone attempting to scan in the infrared spectrum will receive a +20 T# to succeed.

**Infrared Visor:** allows viewers to see into the infrared spectrum of light. They can see some heat images as a result.

**Light Enhancement Visor:** enhances the ambient light in an area to allow the user to see in nearly dark situations as if it were normal daylight.

**Magnivisor:** used to magnify images that are

far away, however it cannot be used for sighting when firing through a scope.

**Micro Camera:** a small camera, ideal for espionage situations. It is a 3-dimensional camera, or it takes 3-dimensional images.

**Thermographic Visor:** is sensitive to heat images and allows the user to see any heat variation.

**Ultraviolet Jammer:** blocks out the ultraviolet wavelength around the character. Anyone attempting to scan within the area will receive a +20 T# to the attempt.

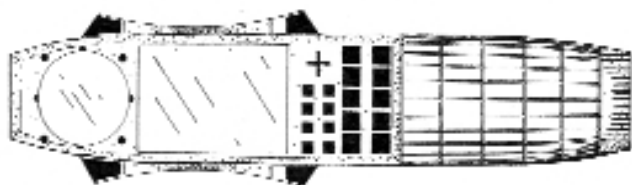
**Ultraviolet Visor:** allows the wearer to see in the ultraviolet spectrum. They are good for spotting ultraviolet inks and dyes as well as some force fields.

## Scanners

While scanners come in many different forms, they are usually handheld devices that are capable of both active and passive scanning techniques. Active scanning techniques send out an energy pattern to complete the scan. Active scanning techniques are much easier to spot (-5 T#) than passive techniques, but they are much more accurate (-5 T#). Passive scanning techniques rely on information that has come to the scanner without using any kind of energy pattern to do the detecting. Passive scans will gain a -5 IL to distance and complexity of the scan.

Scanners	IL	KG	TL	Cost
Atmospheric	17	1.0	14	400
Biological	8	1.0	14	300
Chemical	6	1.0	14	800
Field	8	1.0	14	500
Full Spectrum	10	1.0	14	1500
Geological	12	1.0	14	600
Medical	8	1.0	14	700
Motion	10	1.0	12	150
MultiScanner	-2	1.0	15	+20%
Optronic	5	1.0	15	450
Radar	15	1.0	11	75
Sonar	12	1.0	10	75
Subspace	1	5.0	16	2500
Technical	8	1.0	16	475
Thermal	10	1.0	13	265

# Security Equipment



**Atmospheric:** Atmospheric scanners are capable of analyzing atmospheric conditions, composition, and ability to support life.

**Biological:** Biological scanners are able to analyze information about all kinds of life. They can tell if an organism is poisonous or edible and what its classification might be.

**Chemical:** useful for analyzing the chemical composition of samples taken. A chemist may tell what the effects of a particular chemical are by making a skill check.

**Field:** Field scanners are useful for analyzing the type and composition of a particular force field.

**Full Spectrum:** the most complete and expensive scanners available. They are able to give readouts on general information regarding the chemical composition, construction, and physical makeup of a substance. They cannot recognize force fields.

**Geological:** designed to analyze the formations in an area. They are programmed to recognize rock formations, their causes, and the stability of their area.

**Medical:** designed to analyze the nuances of the body and help in diagnostic procedures. They analyze enzyme levels, blood counts, the presence of foreign bacteria, etc.

**Motion:** one of the simplest scanners available. It simply notes if there is any movement in the area, its location, and vector. No additional information is given aside from movement and a vague idea of size.

**MultiScanner:** combination scanners devised to effect a more accurate scan. The scanners must be linked in similar areas. A biological/chemical scanner would be an appropriate scanner. A subspace/medical scanner would not. Game masters should use their discretion.

**Optronic:** a standard scanner for looking at the optronic systems. It can help a technician

determine what the cause of a problem is and what to do to remedy the situation.

**Radar:** sends out radar pulses, which reflect back to the scanner. It acts as a more powerful version of a motion scanner and can also suggest the relative density of a scanned item.

**Sonar:** Sonar is an active scanner that sends out sound waves that reflect back to the scanner. It is best used underwater and can be useful in determining the depth as well as the range and vector of incoming vessels.

**Subspace:** scans the realm of subspace, detecting anomalies and determining their causes.

**Technical:** designed to look at the technical construction of machines. They are useless for determining the optronic cause of a malfunction, but they can analyze any other piece of technology.

**Thermal:** scan for the differentiation of heat patterns within a specified domain.

## Security Equipment

Security equipment is best installed and used by a security technician, but can be used by anyone familiar with the technology. Sensors are distinguished from scanners because they are designed to be part of a larger security network and usually have a much more limited range. The other equipment listed is used by spies and agents to track others, listen in on conversations, and carry out espionage.

Equipment	IL	KG	TL	Cost
Chemical Sensor	6	1.0	14	90
EM sensor	8	1.0	13	40
Hand Cuffs	NA	0.5	5	100
Infra-red Sensor	6	1.0	12	30
Microphone Detector	6	0.25	13	300
Motion Sensor	10	1.0	12	20
Pressure Sensor	5	1.0	12	40
Radioactive Sensor	8	1.0	11	35
Stress Evaluator	7	1.5	14	110
Thermal Sensor	10	1.0	12	40
Transmitter	10	0.1	11	85

**Chemical Sensor:** detects minute chemical differences in a given area.

**Electromagnetic Sensor:** detects the electromagnetic signature that technological devices



# Technical Equipment

leave behind.

**Hand Cuffs:** are designed to grip a number of different races and are made out of a strong alloy.

**Infrared Sensor:** emits an infrared laser (non-lethal) across a particular area. If the beam is broken, an alarm sounds.

**Microphone Detector:** picks up on the frequencies of microphones to determine if anyone is listening.

**Motion Sensor:** activates an alarm if it detects any motion

**Pressure Sensor:** sounds an alarm if there is an increase or decrease in pressure within a defined space. The opening or closing of doors is enough to activate these scanners.

**Radioactive Sensor:** emits a stream of harmless radiation across an area to another sensor. The advantage of using radiation is that it is much harder to reflect and re-create. When the beam is interrupted an alarm is sounded.

**Stress Evaluator:** an effective piece of technology that determines if the subject is experiencing stress.

**Thermal Sensor:** measures the ambient heat of an area. If there is a region with a markedly different temperature, an alarm is sounded.

**Transmitter:** used as a locator beacon. When placed on a subject it can be used to track that person. It can be disguised as such as a button or a pin. Players and game masters may decide the exact style of transmitter they are using.

## Technical Equipment

Technical equipment is designed for use by experts in these fields. A person who is not trained to use the equipment will be at a loss. A few exceptions should be noted: a person familiar with first aid will be able to use the first aid equipment within the medical kit, but nothing else. The operators must have all of the technical kits necessary to properly perform their skills in their respective fields.

Equipment	KG	TL	Cost
Cartography Kit	5.0	6	475
Computer Kit	5.0	12	700
Engineering Kit	5.0	13	2000
Lubricant	0.1	10	10
Medical Kit	5.0	11	1000
Robotic Kit	5.0	13	800
Tronic Repair Kit	5.0	12	650
Technical Kit	5.0	12	800

**Cartography Kit:** comes in many different styles. Some of them are simple pieces of paper with precision tools for measuring the layout of a planet. Others have computerized scanners for giving more explicit details of an area.

**Computer Kit:** contains all of the essential equipment needed for fixing computers. Optronic cable, photon capacitors, snips, etc. are all available within this kit.

**Engineering Kit:** contains everything needed to build and repair one specific kind of technology. This does not include the parts with which to build it, but does include the supplies to build the equipment. Possible engineering kits include computer kits, robotic kits, and security kits.

**Medical Kit:** contains everything necessary for emergency surgery and lesser medical emergencies. Laser scalpels, disinfectant, disinfectant fields, bio-suture, and realskin replacement are all available within the medical kit.

**Robotic Kit:** contains enough equipment to repair any problems within a robotic system.

**Technical Kit:** designed to repair technical systems that do not include tronic parts. Tools and parts such as pry bars, gears, pumps, screws, and soldering irons are all available within the technical kit.

**Tronic Repair Kit:** designed to repair all kinds of systems. It contains tools and parts such as optronic capable, photon capacitors, and memory crystals.

# Middarian Equipment - Technology

## Weapon Attachments

Attachment	KG	TL	Cost
Adjustable Firing Pattern	0.5	15	2000
Bandolier Sling	0.1	8	25
Flash Muzzle	0.5	11	100
Holster	0.25	8	20
Mount	0.05	8	25
Muzzle Extension	0.2	12	300
Recognition Grip	0.1	14	500
Scopes	0.1	11	sensor
Slide Mount	0.4	11	400

**Adjustable Firing Pattern:** The adjustable firing pattern (AFP) is an attachment for an energy weapon that changes the way the weapon fires. With this attachment, the character can choose to fire more shots in one turn or put all the power into one shot. The base damage will never increase or decrease for one turn. For instance, if a character chooses to fire a gun once in a turn instead of the gun's normal twice, the character may add the base damage for the gun into the one shot.

**Bandolier Sling:** a piece of material useful for slinging a rifle over the shoulders. Many races have their own versions.

**Flash Muzzle:** a device designed to suppress the light that comes out of a projectile weapon.

**Holster:** is a classic holster for a gun. Some have been designed for difficult access by anyone but the wearer, by the positioning of the gun. Many races have versions of holsters.

**Mount:** placed on the end of a gun to attach a knife or another useful tool.

**Muzzle Extension:** a device placed on the end of a pistol that will reduce the range by one level (short to point blank) for purposes of combat. It cannot be used with energy weapons.

**Recognition Grip:** Recognition grips have the character's hand print placed in the handle to prevent anyone else from using the weapon.

**Scopes:** There are many different kinds of scopes available in the Frontier. Each of them has the same ability as the scanner of the same name, with the exception of the laser scope. The laser scope sends out a straight beam of light that can be used to pinpoint where the

shot will hit. Scopes reduce the apparent range the character is shooting at. Laser scopes provide a bonus of +3 to strike.

**Slide Mount:** a simple mechanical device, usually hidden within the sleeve of a shirt or coat. By jerking the arm forward quickly, a small pistol is pushed forward into the hand. It will reduce the initiative modifier by 1.

**Tripod:** a mount for large ordinance weapons. It allows guns to swivel in multiple directions.

## Middarian Equipment

### Technology

Middarian technology is characterized by a fear of energy. While they have beliefs in the supernatural, they feel that they should stand with the most corporeal substances possible. This philosophy has extended to equating energy with the supernatural. The Middarians see themselves as being powered from a supernatural origin, just as vehicles, computers, and other energy devices are powered by supernatural origin. In almost all struggles, the Middarians prefer to use physical weapons such as projectiles or melee weapons. These weapons are bulky and use a lot of ammunition. Furthermore, it is hard to protect the inside of a starship, if hit by a projectile, from the vacuum of space. The Middarians find this both an advantage and a disadvantage, because it reminds them of the reality of cold, lifeless space.

Most important systems within Middarian technology will have a backup system. Computers, robots, and information sources are the most apt to have some kind of built in redundancy. Starships can reroute power through one other source in emergency situations. Small weapons and technical devices do not usually have any kind of fallback, unless they are very important.

# Middarian Equipment - Weapons

Section	TL	Section	TL
Armor	16	Self Mastery	18
Communication	16	Social	12
Computers	16	Technology	16
Energy	16	Transportation	16
Medicine	15	Weapons	16
Sciences	15		

## Energy Sources

Middarians are capable of using power from many different sources. They completely ignored nuclear technology, believing it impossible to use until they had contact with the Terrans. They still view it as far too dangerous. Small antimatter reaction chambers power today's clan houses and provide enough power for any wants the Middarians have. Rechargeable hydrogen cells power most of their minor devices. Middarians use solar cells to recharge the hydrogen cells in emergency situations.

**Gae Clip:** a small lightweight clip that weighs 0.25 kg and holds 10 energy units. It is 5 cm long and 3 cm thick with a cylindrical shape.

**Lin Clip:** a 0.5 kg clip that is about 10 cm long and 6 cm thick. It can be found in many shapes and sizes. It holds 25 energy units.

**Pau Clip:** a 1 kg clip that is a 15 cm long by 12 cm thick cylinder that holds up to 45 units of energy.

**Hydrogen Pack:** a small backpack that (30 by 18 cm) that holds up to 90 units of energy and weighs 2 kg. It is mostly used for emergency situations that call for a lot of power.

**Solar Charger:** The Middarians use a lightweight solar charger to power most of their powercells in emergency situations. It weighs 1 kg and is able to collect 9 energy units per hour in most situations.

## Weapons

Projectile and melee weapon technology has gone far among the Middarians. Where most races had given up on this archaic technology, the Middarians have learned to adapt it to deadly purposes. Their guns have an advantage

over most ordinary projectiles. Some have homing devices, while others have cybernetic interface systems. Their melee weapons are the most advanced among the star-faring races. They have taken personal combat to its extreme. Melee weapons usually have a sensor interface that draws the weapon to the target. Some weapons are almost molecule-thin.

## Melee Weapons

**Flag:** the Middarian version of daggers. They are small, lightweight, and easily concealed. Most of them have hand guards for extra protection.

**Fynti:** small vicious maces that Middarians use in combat. They are excellent for getting past shields and other barriers. They usually have a small blade/hilt, which can be used for close-range attacks.

**Lyntar:** a three-pronged punch dagger with an extended outer blade that serves to protect the upper portion of the arm and act as a parrying tool.

**Karzy n:** a Middarian axe that has a large rounded blade on one side and a uniquely shaped blade on the other. It often has a small, extended blade on the hilt, which is sometimes used for surprise attacks.

**Kwy r:** the Middarian sword. There have been several versions of these weapons used throughout the ages.

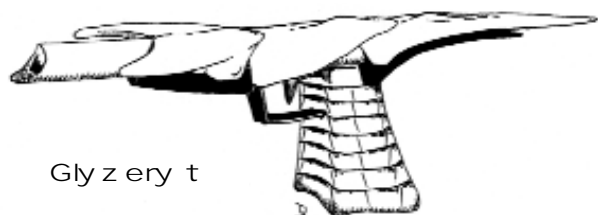
**Synzy r:** The Synzyr, while not actually a melee weapon, is a common thrown weapon among the Middarians. Its heavy build and construction can only be effectively used by people with a strength of 20 or higher. The Synzyr is considered to be the symbol of strength and courage by many Middarians



# Middarian Equipment - Weapons

## Ranged Weapons

**Glyzeryt:** a projectile weapon that has a small round razor blade for ammunition. They are wider than other guns, but can hold more ammunition in a similar sized clip.



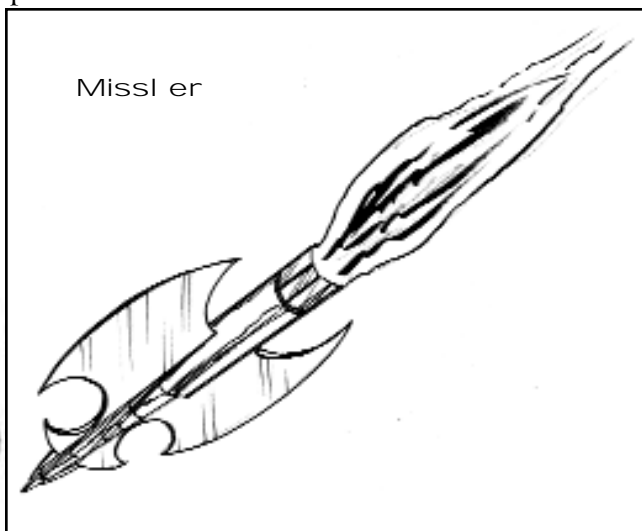
Glyzeryt

**Gy roblade:** is similar to a glyzeryt, except it is thicker and has a small jet located on the back of the bullet, which projects it farther and faster.



Gy roblade

**Missil er:** the Middarian equivalent of a missile launcher. They come in three different sizes, capable of adapting to the smaller missiles of a particular warhead. Missilers are only used by Middarians who are expecting to do combat with heavily armed forces or non-sentient people.



Missil er

## Weapon Types

**Demon:** The demon series of weapons are the most feared of all of the Middarian firearms and swords. The firearms are designed with an expensive homing computer that relies on a tracer bullet to enter the victim and act as a homing beacon for other bullets. The homing computer gives the weapon a +1 until a tracer bullet has successfully hit the target. Once a tracer bullet has entered, all subsequent bullets gain a bonus of +3 to strike the opponent. This kind of ammunition is expensive, but many feel it is worth the extra money. All Demon series ranged weapons use a gae clip, which is useful for one hour of combat.

The melee version of demon weapons relies on an inverse inertia field that attracts an inertial object towards the weapon and vice-versa. The result is a powerful swing that makes the weapon deadly in combat situations.

**Skorpi an:** well-made weapons that are reliable and dependable. They are the most common Middarian weapons.

**Singer:** are almost exclusively melee weapons with sonic heads. They do the damage of an ordinary weapon and a sonic weapon all in one attack.

**Spider:** the fully automatic version of skorpi-ans. It is considered dishonorable to use them in combat situations because they give the user a tremendous advantage. They are used against individuals who have lost all honor.

**Stal ker:** has an extended range, giving the user an advantage in many combat situations.

**Glyzeryt Ammunition:** comes in a compact razor blade holder that slides easily into the glyzeryt. Each clip is 15 cm long and 12 cm wide. Each clip holds up to 35 glyzeryt blades. Individual clips are detailed below.

**Demon Clip:** the most expensive and powerful of the glyzeryt clips. They are used with the demon series glyzeryts. This is what gives them the +3 to strike. **Cost: 450 credits**

**Gae Boost Clip:** all have micro-pressurized vents, which release while the glyzeryt is flying. The Gae Boost clip does an extra 2 points of

# Middarian Equipment - Weapons

## Middarian Weapons

Weapon	Cost	Base Damage	Ammo Use	ROF	Range Class	Extras	Accuracy	Initiative	KG
<b>Pistols</b>									
Glyzeryt Demon SK	645	6	1e	3	B	Homing			1.0
Glyzeryt Demon RL	965	6	1e	3	C	Homing	+1		1.5
Glyzeryt Demon MX	1250	8	1e	3	D	Homing	+2		2.0
Glyzeryt Skorpion SK	300	6		3	B		+1		1.0
Glyzeryt Skorpion RL	425	6		3	C		+2		1.5
Glyzeryt Skorpion MX	575	8		3	D		+3		2.0
Glyzeryt Spider SK	675	3(10)	10	3/B	B		+1		1.0
Glyzeryt Spider RL	1025	3(15)	15	3/B	C		+2		1.5
Glyzeryt Spider MX	1275	3(20)	20	3/B	D	X-attach	+3		2.0
Glyzeryt Stalker SK	400	7		3	C				1.0
Glyzeryt Stalker RL	600	7		3	D		+1		1.5
Glyzeryt Stalker MX	800	10		3	E		+2		2.0
<b>Rifles</b>									
Demon Gyroblade SK	775	8	1e	3	C	Homing			1.5
Demon Gyroblade RL	1175	8	1e	3	D	Homing	+1		2.5
Demon Gyroblade MX	1550	12	1e	3	E	Homing	+2		3.0
Skorpion Gyroblade SK	365	8		3	C		+1		1.5
Skorpion Gyroblade RL	550	8		3	D		+2		2.25
Skorpion Gyroblade MX	730	12		3	E		+3		3.0
Stalker Gyroblade SK	420	8		3	D				1.5
Stalker Gyroblade RL	625	8		3	E		+1		2.5
Stalker Gyroblade MX	850	12		3	F		+2		3.0
<b>Missiles</b>									
Demon Missiler Gae	600	1 WH		3	B	Homing			1.0
Demon Missiler Lin	1000	2 WH		2	C	Homing			1.5
Demon Missiler Pau	1500	3 WH		1	D	Homing			2.0
Stalker Missiler Gae	300	1 WH		3	C				1.0
Stalker Missiler Lin	450	2 WH		2	D				1.5
Stalker Missiler Pau	750	3 WH		1	E				2.0
<b>Melee Weapons</b>									
Demon Kwyr Gae	750	6	1/m	A	M	fs +1	+2		2.0
Demon Kwyr Lin	1200	10	1/m	A	M	fs +1	+3	-1	4.0
Demon Kwyr Pau	2500	22	1/m	A	L	fs +1	+4	-2	6.0
Kwyr Singer Gae	325	3 / 3	1/m	A	M			-1	2.0
Kwyr Singer Lin	450	5 / 4	1/m	A	M		+1	-2	4.0
Kwyr Singer Pau	675	11 / 6	1/m	A	L		+2	-3	6.0
Flag	200	4		A	S			+1	1.0
Fynti	155	7		A	M		+1	-1	2.5
Lyntar	325	6		A	S				1.5
Karzyn	400	10		A / 2	M		+1	-2	3.5
Kwyr	450	12		A	M		+1	-2	2.5
Synzyr	200	12		A2	A	fs +1	+3	-3	3.0
Synzyr Singer Gae	800	12 / 4	1/m	A2	A	fs +1	+3	-3	3.5
Synzyr Singer Lin	1200	12 / 6	1/m	A2	A	fs +1	+3	-3	4.0
Synzyr Singer Pau	1500	12 / 8	1/m	A2	A	fs +1	+3	-3	4.5



## Middarian Equipment - Weapons

base damage. **Cost: 50 credits**

**Lin Boost Clip:** does an extra 3 points of damage. **Cost: 85 credits**

**Marker Clip:** used by Middarians who wish to let others know they are being hunted. When it strikes, it lets out a short electrical burst that does no extra damage. It is often used as an intimidation tool. **Cost: 45 credits**

**Pau Boost Clip:** These clips do an extra 5 points of damage. They are never used in honor-related combat. **Cost: 120 credits**

**Standard Clip:** the normal razor blade rounds used in glyzeryt weapons. **Cost: 30 credits**

**Yst Clip:** is a vicious clip that, once implanted in a victim (x2 strike or higher) does an extra 5 points of damage for three rounds. It inflicts extra damage by continuously spinning in the wound. The victim of such an attack must make a willpower check against the pain. For every result factor received, the character gains one action (up to the character's maximum). These clips are only used to test another's courage and battle prowess, because they are so painful. **Cost: 150 credits**

**Gy roblade Ammunition:** comes in many different forms. Each blade is thicker and has a small jet on the back. Each clip holds 10 blades. It is often used for dealing with people who are dishonorable, or who have military training. It is considered an honor to be attacked by such an impressive weapon.

**Acid Clip:** has acid inside of them, which forcefully ejects from the blade when it impacts the target. It does 6 extra points of damage the first turn. The damage is reduced by one each turn until no damage is done. A Middarian will never use this kind of ammunition against an honorable opponent. They will only use it against those who have no hope of redemption (such as the Sharr'Dann). **Cost: 150 credits**

**Demon Blade Clip:** the famous demon version of the gyroblade. Once a homing version of these weapons has hit the target, all of the subsequent shots are at +5 to strike. **Cost: 600 credits**

**Demon Claw Clip:** another version of the demon clip. Once one of these strikes, the character gains the bonus of +5 on subsequent shots. Each blade is equipped with 10 small "fishhook" projections, which enter the victim upon impact. While these hooks only do an extra 2 points of damage, pulling the blade out of the victim is extremely painful and causes an additional 2 times the FS of the attack damage (unless it is painstakingly extracted by a physician). These are often used as a test of courage and strength against an opponent. **Cost: 800 credits**

**Explosive Clip:** is equipped with a micro-explosive warhead, which detonates on impact. The damage does an extra 8 points of base damage. Most limbs will be torn off in such an attack. Middarians usually use this to hunt people who have dishonored them in the past, and who have no honor themselves. **Cost: 200 credits**

**Gae Booster Clip:** is enhanced with rocket fuel. It does an extra 2 points of damage on impact. **Cost: 125 credits**

**High Explosive Clip:** the same as the explosive clip, except it uses a more powerful explosive. These clips do an extra 15 points of base damage. These are rarely used directly against sentient beings. **Cost: 450 credits**

**Lin Booster Clip:** has a powerful fuel that makes the gyroblade much more powerful. This adds +5 to the base damage of a gyroblade. **Cost: 175 credits**

**Pau Booster Clip:** These are powerful booster clips that will often punch right through a victim. They are used only against the most powerful opponents. They add an extra 10 points of damage to any strike. **Cost: 250 credits**

**Singer Clip:** sonic-enhanced gyroblades. They emit a high-pitched whine as they hurl through the air. If they attach to a victim, they will continue to damage the victim for up to 5 turns. They do an extra 5 points of damage each turn (unless they are removed) and the turn that they strike. **Cost: 300 credits**

**Standard Clip:** This is a standard clip.

# Middarian Equipment - Defenses

## Cost: 75 credits

**Missile Ammunition:** differs from other kinds because warheads comprise all of the ammunition. Each weapon should have a number next to the base damage. This indicates the number of times of damage that each warhead can do. For example, if a character purchased a high explosive warhead, for a weapon that did 3 times the warhead in damage, the base damage would be 90 points. Of course 3 high explosive warheads would have to be purchased.

The use of Missile weapons against most foes is strictly forbidden, even against those trained in the military. They are only used against foes that are well armored, in vehicles, or who deserve to die (-50 honor or less) for their lack of honor. Of course, all Sharr'Dann are viable targets.

**Acid Spray:** The acid spray warheads are commonly filled with metallic acids which corrode vehicles, machinery, and anything metal. They do 50 points of base damage per strike. They do 5 points of damage to organic life forms. **Cost: 25 credits**

**High Explosive:** These warheads are very volatile. They deliver an explosion with a 5-meter radius. Each warhead does 30 points of base damage. **Cost: 100 credits**

**High Impact:** warheads designed to "bump" an opponent. The damage they do is merely from the impact of the strike. On a successful strike, a high impact warhead does 15 points of base damage. Middarians commonly use them against people wearing power armor to let them know that they are ready for their arrival. **Cost: 15 credits**

**Homing Sensor:** equipped with targeting sensors, which provide a bonus of +3 to strike. It is thermal-activated so it is possible to mask oneself from the sensor. **Cost: 300 credits**

**Shrapnel:** These weapons do minimal amounts of serious damage. When they strike, they explode over a 5 meter radius, but the base damage is always 5 points. These are the only warheads that are marginally acceptable to use in personal combat. **Cost: 50 credits**

## Defenses

Middarians do not rely on force fields for protection. They prefer more conventional forms of protection. As a result, the Middarians have become masters at creating mesh and weave armors. These suits are flexible, lightweight, and perfect for dealing with day to day combat situations. They have also created suits with dampening fields to give them protection from sensors. Anyone attempting to scan for a Middarian while the Middarian is wearing one of the suits will receive a +5 T# modifier as a result. The typical suits are described below.

**Energy Absorption Grid:** Middarians have made energy absorption grids capable of absorbing up to 30 points of energy damage and 10 points of kinetic based damage. **Cost: 2100**

**Flexware:** provides 20 points of protection from kinetic based attacks and 5 points of protection from energy based attacks. **Cost: 2500**

**Krylinn:** is a fiber found only on the Middarian home world. It is an energy absorbing plant, which when cured properly, will provide 15 points of protection against energy attacks. It also provides 20 points of protection against kinetic attacks. **Cost: 1750**

**Nystin:** a loose leather tunic that Middarians sometimes wear for protection, warmth, or fashion. Although it can serve a protective purpose, it only covers the main body, leaving the arms and legs exposed. It has an armor rating of 10. **Cost: 60**

## Computers

Middarian computers are built for ease of use. They do not like cybernetic interface technology, hence they have to be large for accessibility. The computers are designed with a substantial total memory and fast speed. Their security programs will fry anything illegal in the system. This means death for hackers using cybernetic interface technology. Standard Middarian computers are detailed on the next page:

# Middarian Equipment - Transportation

Function	Level 1	Level 4
Memory	15	16
Storage	100	310
Speed	8	10
Size	16 cm <sup>3</sup>	35 cm <sup>3</sup>
Cost	130 credits	1260 credits

Function	Level 2	Level 5
Memory	15	16
Storage	350	800
Speed	9	10
Size	20 cm <sup>3</sup>	50 cm <sup>3</sup>
Cost	360 credits	5200 credits

Function	Level 3	Level 6
Memory	15	21
Storage	480	1050
Speed	9	11
Size	25 cm <sup>3</sup>	100 cm <sup>3</sup>
Cost	360 credits	30,000 credits

**Memory :** Middarians can double the amount of active memory in their computers. **Cost: 40 credits per point**

**Storage:** Middarians can triple the amount of total memory they have in their computers. **Cost: 15 credits per point**

**Program Speed:** Middarians can add one intensity level to the speed of their computers. **Cost: 375 credits**

## Bionics and Cybernetics

The Middarians are fond of using small amounts of cybernetic technology. They use this technology to give them added advantages in combat. A Middarian will never become dependent on technology, believing it to be a sign of weakness. They will also never accept any kind of bionic replacements because they feel that bionics interfere with the normal ability to deal with problems. Middarians will accept bionic replacements only if the character has lost that particular appendage by some natural (any combat situation is seen as natural) means.

## Nanotechnology

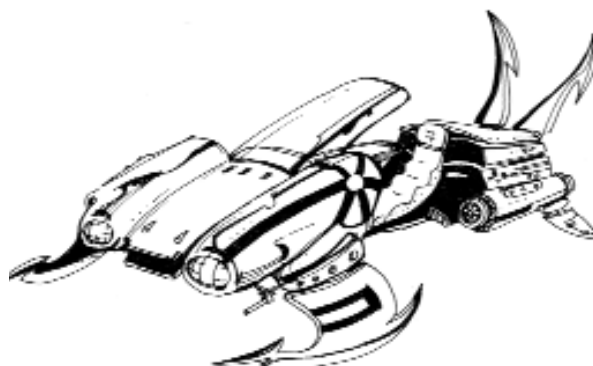
The Middarians loathe nanotechnology, perceiving it as the tool of the weak and dishonorable. Anyone bringing nanotechnology into Middarian space virtually signs a death warrant. In the aftermath of the Obsidian plague, Middarians avoid ALL kinds of nanotechnology. They feel that nanotech is the tool of the Sharr'Dann, and that anyone who uses it is a puppet of the Sharr'Dann invaders.

## Transportation

Repulsor technology is just becoming common among Middarians. They have relied on antigravity vehicles for a long time, and they still remain popular **on** Middarian worlds. Most of the vehicles that Middarians use are sporty and travel just under mach speeds with nothing but safety straps to hold the pilot in place.

**Wind Blade:** the vehicles that sweep Middarians through the skies and trees They are open-air vehicles designed to be water tight. They are capable of delicate maneuvers between trees when needed. A couple of basic wind blades are detailed below:

Function	Effect	Function	Effect
Engine	Antigrav	Structural Size	10
Acceleration	100 kph	Damage Rating	25
Deceleration	150 kph	Cargo Capacity	1 m <sup>3</sup>
Maneuver	3 turns	Occupants	1
Speed Limit	600 kph	Energy Use	4 eu/km
Flight Ceiling	2.5 km	Cost	14,000



# Pjanji Equipment - Technology

Function	Effect	Function	Effect
Engine	Antigrav	Structural Size	10
Acceleration	900 kph	Damage Rating	35
Deceleration	125 kph	Cargo Capacity	1 m <sup>3</sup>
Maneuver	3 turns	Occupants	1
Speed Limit	650 kph	Energy Use	5 eu/km
Flight Ceiling	2.5 km	Cost	14,000

## Medicine

Middarian medicine is based upon the premise that only the worthy survive. People die. Regardless of the way they lived their lives, the dead are dead and remain so. As a result, Middarians have no life-saving equipment for emergency situations. Middarians are, however, proficient at helping the injured to recover from minor traumas and injuries.

## PJANJI EQUIPMENT

### TECHNOLOGY

Pjanji are a technology level 17 society with a love of sonic technology, which is technology level 19. Pjanji technology is best characterized by its utilitarian aspects, with clan markings and designs rounding out the style. The Pjanji believe that each system should have only one backup system, so that if the primary one fails, a secondary system can easily take over. In theory, the secondary back up would only fail, if the damage were severe enough to destroy the whole system. The only time this has not proved true was during combat against the Borloans. The Pjanji do not make much of their own technology anymore, other than clan-built star ships, vehicles, and a few weapons. Since they began a more lucrative business buying and selling products across the Frontier, they usually decide to make do with whatever equipment they sell and trade. Much of it is better than what they are capable of producing anyway.

Section	TL	Section	TL
Armor	17	Self Mastery	17
Armor (sonic)	19	Social	15
Communication	17	Technology	17
Computers	17	Transporation	17
Energy	17	Weapons	15
Medicine	18	Weapons (sonic)	19
Sciences	17		

### ENERGY SOURCES

The Pjanji rely primarily on plasma infusion units to run most of their starships, however relatively modern fusion units power some of their old ships. Most of their cities use fusion energy. For personal items, the Pjanji use rechargeable hydrogen cells. To find out how much the recharging costs, divide the cost of the cell by ten.

**Ayja Clip:** the largest of the Pjanji clips. It is a 15cm sphere with 6 access ports. It is usually attached to a miniature harness or placed in a backpack for ease of carrying. It holds 175 units of energy. **Cost: 800 credits**

**Converter:** come in many different shapes and sizes. They are adaptable to other races' power sources. **Cost: 250 credits**

**Pjtja Clip:** the average-sized clip that Pjanji carry. It is a spherical energy clip approximately 6 cm across. It can be easily fitted to up to 3 devices. It holds 60 units of energy. **Cost: 350 credits**

**Tdaja Clip:** the smallest Pjanji clip available for working with small Pjanji devices. It is a small spherical device approximately 2.5 cm across. It holds 30 units of energy and can only be attached to 1 device at a time. **Cost: 175 credits**

### WEAPONS

The only personal weapons the Pjanji produce are sonic weapons. They produce other kinds of weapons for their star ships, mainly an advanced laser capable of frequency modulations to better penetrate shields. If a Pjanji wants something else, they will buy the equip-



# Pjanji Equipment - Weapons



ment or weapon from other races. The Pjanji's love of sonic weapons is almost obsessive. They make everything from stun weapons to paralyzation weapons. The impressiveness of their sonic weapons outstrips even the Quiizbenqq. The meanings of the words for the Pjanji weapons are listed below instead of a detailed description. The effects are exactly the same as described in the combat section.

Name    Meaning    Name    Meaning



Sju	Pistol	Mjell	Damage
Jetji	Long Pistol	Shjak	Paralyze
Rjesra	Short Rifle	Shjal	Stun
Srelje	Rifle	Shjik	Shock
Sarji	Sonic	Shjrim	Pain

## DEFENSES

Because of their strong desire for sonic weapons, the Pjanji have developed some of the best sonic defensive technology. They have fields that can block all but the most powerful sounds. The Pjanji have also developed many devices capable of protecting their nerves against sonic attacks as well. Since they borrow much of their technology from others, they will (at the game master's discretion) have access to other kinds of suits and screens for their own protection. The Pjanji have never been fond of power armor and avoid it whenever possible.

The jewelry that the Pjanji love to wear often has a defensive as well as ornamental aspect to it. There are several kinds listed on

the chart below. The number indicates the cost of the piece. This cost should be multiplied by 2 for medium-sizes pieces of jewelry and times 5 for large pieces. If the character receives a strike on a part of the body wearing a piece of jewelry, the character should roll 1d10. If the jewelry is small, a result of 1-2 signifies that the attack hit the jewelry. If the jewelry is medium-sized, the attack hits the jewelry on a result of 1-4. For a large piece, the attack hits the jewelry on a result of 1-7. The kind of jewelry has an impact on the effect. The three types of jewelry are described below:

**Jkistjar:** the bulkiest and best made of all the Pjanji jewelry. It is designed with an armor rating of 75 and has advanced sonic protection guards placed inside of each piece. The guards are so effective that if a sonic weapon strikes the body in the vicinity of the jewelry, the effect will be at +10 T#.

**Jl elic:** the cheapest of the Pjanji jewelry armors. It provides no protection against sonic weapons, but it does have an armor rating of 25 against all other types of weapons. Pjanji will usually purchase this jewelry as an accessory rather than as a defensive measure.

**Kj enj ik:** a moderately expensive form of armor that provides some protection against sonic attacks, aside from the protection against normal types of damage. It has an armor rating of 50 and provides the wearer with a +5 T# modifier against all sonic attacks if the result of the 1d10 roll was 6 or under.

Name	Location	Jl elic	Kj enj ik	Jkistjar
Djad	lower leg	200	300	400
Djall	upper leg	250	375	500
Dsan	neck ring	55	85	110
Jjestle	bracelets	30	40	50
Kjaja	ear rings	40	55	70
Kjod	lower arm	145	190	250
Ksol	head piece	175	225	300
Pajdi	torso piece	500	600	800
Pjick	upper arm	225	265	350
Sjesju	finger ring	35	50	65

**Sonic Screen I:** the simplest sonic screens the Pjanji have built to date. They are designed



# Pjanji Equipment - Weapons

PJANJI WEAPONS									
Weapon	Cost	Base Damage	Ammo Use	ROF	Range Class	Extras	Accuracy	Initiative	KG
<b>PISTOL</b>									
Sju Sarji Shjik	265	sh +1 fs/pe	1-4	2	A	AF	+1		1
Sju Sarji Shjal	225	st +1 fs/pe	1-5	2	A	AF	+1		1
Sju Sarji Shjrim	275	pn +1 fs/pe	1-3	2	A	AF	+1		1
Sju Sarji Shjack	300	pa +1 fs/pe	1-2	3	A	AF	+1		1
Sju Sarji Mjell	250	6 pe	1-4	2	A	AF	+1		1
<b>LONG PISTOL</b>									
Jetji Sarji Shjik	395	sh +1 fs/pe	1-4	2	B	AF	+2		1.5
Jetji Sarji Shjal	325	st +1 fs/pe	1-5	2	B	AF	+2		1.5
Jetji Sarji Shjrim	425	pn +1 fs/pe	1-3	2	B	AF	+2		1.5
Jetji Sarji Shjack	450	pa +1 fs/pe	1-2	3	B	AF	+2		1.5
Jetji Sarji Mjell	375	6 pe	1-4	2	B	AF	+2		1.5
<b>SHORT RIFLE</b>									
Rjesra Sarji Shik	530	sh +1 fs/pe	1-4	2	C	AF	+3		2
Rjesra Sarji Shjal	425	st +1 fs/pe	1-5	2	C	AF	+3		2
Rjesra Sarji Shjrim	575	pn +1 fs/pe	1-3	2	C	AF	+3		2
Rjesra Sarji Shjack	600	pa +1 fs/pe	1-2	3	C	AF	+3		2
Rjesra Sarji Mjell	500	7 pe	1-3	3	C	AF	+3		2
<b>RIFLE</b>									
Srelje Sarji Shjik	790	sh +1 fs/pe	1-4	3	D	AF	+4		3
Srelje Sarji Shjal	650	st +1 fs/pe	1-5	3	D	AF	+4		3
Srelje Sarji Shjrim	850	pn +1 fs/pe	1-3	3	D	AF	+4		3
Srelje Sarji Shjack	900	pa +1 fs/pe	1-2	3	D	AF	+4		3
Srelje Sarji Mjell	750	10 pe	1-3	3	D	AF	+4		3
<b>MELEE WEAPONS</b>									
Shjik Stick	215	sh +1 fs/pe	1-2	A	L	AF	+1	+1	1.5
Shjal Stick	175	st +1 fs/pe	1-2	A	L	AF	+1	+1	1.5
Shjrim Stick	225	pn +1 fs/pe	1-2	A	L	AF	+1	+1	1.5
Shjack Stick	235	pa +1 fs/pe	1-2	A	L	AF	+1	+1	1.5
Mjell Stick	200	5 pe	1-2	A	L	AF	+1	+1	1.5

merely to knock out ambient sound. They are not capable of blocking any kind of sonic attack. They reduce all sound-related prowl modifiers and ensure that they can walk in silence. **Cost: 300 credits**

Sonic Screen II: one of the standard sonic screens the Pjanji use to protect against sonic attacks. They create a powerful bubble capable of absorbing 3 FS of damage. Any strike above this will reduce the damage by 3 FS. They come with a built in modulator to give the Pjanji extra protection in other situations. **Cost: 2500**

## credits

Sonic Screen III: a very expensive version of a sonic screen. It is capable of absorbing any level of sound. It automatically modulates to the most effective frequency. It can absorb damage up to 4 FS. **Cost: 5500 credits**

Sonic Screen IV: some of the best-designed sonic screens the Pjanji have to offer. They have amazing hard sonic barriers, which provide physical protection against kinetic based attacks. They can absorb up to 40 points of damage from any one attack. Against sound,

# Pjanji Equipment - Bionics and Cybernetics

they absorb up to 3 FS worth of damage. **Cost: 15,000 credits**

**Sonic Stabilizer:** suppresses some of the Pjanji's natural ability to hear. A simple surgical technique implants small activators under the ear to provide the Pjanji with the ability to ignore the extra factor shift damage from sonic weapons. These are not used all the time, because the Pjanji feel uncomfortable without their hearing. **Cost: 3500 credits**

**Sonic Suit:** one of the basic suits that Pjanji use for protection. They have military, business, and espionage suits available. They all cost about the same price. **Cost: 3000 credits**

## COMPUTERS

Pjanji have put a great deal of effort into building computer systems that are right for them. The computers are designed to access information anywhere to help their business ventures. The computers are slower, but they have a large memory capacity to store business information. The computer programs are designed to be simple and user friendly.

Function	Level 1	Level 5
Memory	18	21
Storage	450	900
Speed	9	10
Size	0.016 cm <sup>3</sup>	0.035 cm <sup>3</sup>
Cost	28 credits	875 credits

Function	Level 3	Level 6
Memory	18	24
Storage	600	1100
Speed	9	11
Size	0.02 cm <sup>3</sup>	0.05 cm <sup>3</sup>
Cost	75 credits	4500 credits

Function	Level 4	Level 7
Memory	19	28
Storage	740	1400
Speed	10	12
Size	0.025 cm <sup>3</sup>	0.1 cm <sup>3</sup>
Cost	237 credits	26,250 credits

**Active Memory :** Pjanji can purchase up to

triple the amount of active memory in their computers. **Cost: 50 credits per point**

**Total Memory :** Pjanji can purchase up to 5 times as much total memory and have it fit in their computers. **Cost: 5 credits per point**

**Speed:** Pjanji can add up to 2 IL worth of speed on their computers. **Cost: 400 credits per intensity level**

## BIONICS AND CYBERNETICS

It is somewhat uncommon for Pjanji to use bionics or cybernetics except for medical purposes. They will never get any kind of visible augmentation unless it is absolutely necessary. Even the few Pjanji that serve as guards or technical advisors will keep whatever cybernetic implants they have hidden. Some are information retrieval systems designed to connect faster with potential clients, business opportunities, etc. This has caused Pjanji to focus on cybernetic interface technology. If a Pjanji can locate information faster over the matrix, then they can better help their customers.

**Customer Connection:** an amazing set of programs and hardware which allow the Pjanji to locate information about an item requested without having to spend time on an unsightly computer. It is a complex neural coordinator which, when activated, can look for the customer's wants without having to touch a button. It is the most sophisticated piece of commercial-related hardware in the Frontier. If the Pjanji has a cybernetic eye, the program will display the information on a marquee set up inside the eye. It will then transfer the information to another computer if the customer wishes. The customer connection can up the price, if needed. It has all the features that one would expect in a complex program. It has a working database that allows Pjanji to link their own computer systems to billions of others to satisfy their customers in as quickly as possible. **Cost: 18,500 credits**

**Neural Stabilizer:** This amazing piece of hardware is implanted into the hearing network of the Pjanji. It is a complex device that allows the Pjanji's nervous system to recuperate from

# Quiizbenqq Equipment - Technology

devastating sonic attacks. Once implanted, it gives the Pjanji a bonus of -1 FS (instead of the +1 FS) towards all sonic and nerve-related attacks against the Pjanji. **Cost: 6500 credits**

**Profiler:** part sensor and part computer program. It was designed as a tool for retailers to read the emotional state of their customers. It indicates if they are in the mood to purchase, if they are happy with their purchase, or if they intend to steal something. It provides the Pjanji with only basic insights, but is quite useful. It has a total memory of 50 and an active memory of 15. The speed is equal to 12. So far, it has a +8 on the roll to succeed on Pjanji, but only a +4 when dealing with other sentient races (a few races may be excluded). **Cost: 18,500 credits**

**Secure Guard:** In many parts of Pjanji worlds, theft is more than common. This device was designed to let the Pjanji know when something is stolen, and its location. It has a radius of 2.5 kilometers. In addition to the Secure Guard system, the owner must purchase extra alarms that go on each piece of equipment. The devices look like a 1 mm flat disk that easily slips on to just about anything. They cost 25 credits a piece. **Cost: 2300**

## NANOTECHNOLOGY

Pjanji use of nanotech varies from clan to clan. Clans specializing in trading goods and services with the Middarians obviously avoid any kind of nanotechnology, though clans that engage in espionage or covert assassinations tend to rely heavily on nano-devices.

## ROBOTS

The Pjanji use robots to load and unload goods, look up information, perform maintenance duties, etc. When they deal with races who are not comfortable with robots, the Pjanji keep them out of sight. Pjanji do not make simple automatons. They prefer robots with personality modules programmed into their systems so that they can interact on a (seemingly) more personal level.

## TRANSPORTATION

The Pjanji use repulsor technology when they travel. They almost always build large craft that are capable of collecting and transporting sizable cargoes. For merchants who are mostly planet bound, the Pjanji build huge skiffs, capable of holding large families and of traveling from planet to station and back- and no farther. Some of the skiffs are so huge that they are capable of holding other vehicles. The Pjanji have developed matter transporters that can only operate from the power of large skiffs, space stations, or starships.

## MEDICINE

The Pjanji are always ready to travel. This means that most of their medical technology is lightweight and portable. They do not build hospital-sized equipment. Instead, they have developed mobile hospital equipment that is capable of efficient treatment in a smaller area. The technology is not as quick, nor as effective as larger units, but it is usually good enough in a pinch. The Pjanji also practice holistic medicine and herbalism.

# Quiizbenqq Equipment

## Technology

The Quiizbenqq are the most technologicaly sophisticated player characters in The Xro Dinn Chronicles™ SE. They have a technology level of 19. The Quiizbenqq are obsessed with perfection. Once they have attained a goal, they raise the standard and keep improving the product. If a piece of equipment is perfected mechanically, they fixate on making it stylish. These are the primary considerations of anything the Quiizbenqq build. The Quiizbenqq are also thorough. Most of their equipment has at least one backup system, and is usually adaptable to many different contingencies. Cybernetic adapters and computer interfaces are standard components in all computer equipment. They are equally thorough in building weaponry. Quiizbenqq do not like clutter in

# Quiizbenqq Equipment - Weapons

their lives or their technology the smaller the equipment, the better.

Once a piece of hardware becomes outdated, Quiizbenqq will replace it with a faster, better, and more sophisticated model. The need to upgrade and improve systems is a fetish among the obsessed Quiizbenqq. Each piece of technology must have the latest options and features. Overall, their technology is reliable, dependable, and stylish.

Section	TL	Section	TL
Armor	19	Self Mastery	20
Communication	19	Social	18
Computers	19	Technology	19
Energy	19	Transportation	19
Medicine	19	Weapons	19
Sciences	19		

## Energy Sources

The Quiizbenqq use gravitic energy to power most of their land-based equipment. It is the quickest, cheapest, and most plentiful source of energy anywhere. In situations where gravitic energy cannot produce enough fuel to meet their needs, they usually turn to cold fusion or antimatter. Cold fusion has been used mainly for portable situations, but within the past five years Quiizbenqq physicists have discovered a way to make antimatter containment pods that are easily carried. These are quickly becoming the mainstays of personal energy sources among the Quiizbenqq. If one of the antimatter containment fields breaks, the damage is equal to the number of energy units left in the device times 10 to a range in meters equal to double the amount of energy left in the pack.

**Antimatter clip:** The antimatter clips that the Quiizbenqq have perfected are 15 centimeter long and 7 centimeters wide. They can withstand up to 300 structural points in damage before they break. A standard clip contains 250 energy units and weighs 1 kilogram. **Cost: 800 credits**

**Antimatter Side Pack:** small rounded hip packs that can easily be attached to a belt.

They weigh 3.5 kilograms and hold up to 1250 energy units. They can withstand up to 500 points of structural points of damage before they will break. **Cost: 3750 credits**

**Antimatter Backpack:** It is only used in rare occasions, when an extreme amount of power is needed in a specific situation. They weigh 5 kilograms and can withstand up to 1000 points of structural damage before they break. Each backpack holds up to 2500 energy units. **Cost: 7500 credits**

## Weapons

Quiizbenqq make weapons that do several kinds of damage at the same time. They feel this is more efficient because it is harder to defend against multiple types of attacks. They combine projectile and energy weapons, or mix together different energy patterns. The Quiizbenqq find the combination of different kinds of technology particularly effective. They also foresee weaponry that can short out the opponent's equipment.

The Quiizbenqq prefer to use ranged



weapons, but they are drawn to the physical excitement of a fight with melee weapons. Most of their melee weapons are grafted to bionic and cybernetic implants. Their melee weapons are always energized in some manner, and they usually use a combination of ancient



# Quiizbenqq Equipment - Weapons

weaponry and modern technology. Below is a list of words and the corresponding meanings for the weapons that the Quiizbenqq use.

Wor d	Wea pon	Wor d	Wea pon
Bqoh	Electron	Qbribnq	Slicer
Cheqllb	Stun	Qhibzenq	Twister
Culbq	Ultra	Qkibanq	Vibro
Debnq	EM	Qlobcq	Photon
Doqqs	Ion	Qtubsanbq	Hyper
Lobcq	Laser	Quelb	Sonic
Pqilliqb	Inertia	Qzubtanq	Projectile
Qbanq	Radiation	Zulbq	Infra



## Defenses

As with all of their technology, Quiizbenqq armor serves more than one purpose. They make armors that are able to protect against multiple sources. They have developed some of the best energy absorption grids (EAG's) available. The armor they build is light, durable, and fashionable. The armor looks like everyday clothing (stylish) and is virtually indistinguishable from it, except under close inspection.

The Quiizbenqq are quite famous for their force fields and power screens. They can interweave completely different force fields into one working system. They can also make any kind of screen into a shift screen. They have perfected this technology far in advance of any other race.

**Chameleon Screen:** the most advanced screen on the market today. Anyone attempting to spot a chameleon screen in use will need to get a T# of 30 or higher to detect its presence. **Cost: 25,000 credits**

**Cloaking Screen:** The Quiizbenqq are the only people who have perfected a personal cloaking screen. It is invisible. Anyone attempting to scan for someone wearing a cloaking screen will receive a +10 T# modifier.

**Cost: 45,000 credits**

**Energy Absorption Grid:** can provide the Quiizbenqq with 70 points of protection against energy attacks per turn. **Cost: 1000 credits**

**Energy Screen:** The Quiizbenqq screens absorb 4 points of damage for every energy unit used. They can absorb up to 400 points of damage per turn in this fashion. It can be adapted to a shift screen if desired. **Cost: 12,000**

**Flexware:** provides 45 points of protection verses kinetic-based attacks and 16 points of protection verses energy-based attacks. **Cost: 1200 credits**

**Hard Screen:** This adaption gives the character 45 points worth of additional protection. Weapons can be made which do up to 9 points of damage. **Cost: 13,500 credits**

**Hardware:** Quiizbenqq hardware provides 125 points of protection against all attacks. **Cost: 6000 credits**

**Inertia Screen:** gives the wearer a bonus of -5 T# to be struck and -2 FS against all kinetic-based attacks. There are hard versions of this screen available. **Cost 4250 credits**

**Ion Screen:** gives the character a bonus of -3 FS verses ion-based attacks. Both hard and shift screens are available for use with ion screens. **Cost: 5000 credits**

**Light Shift Screen:** provides all of the functions suggested under the equipment section. One energy unit provides the wearer with 15 points worth of protection up to 400 points. Shift screen and hard screen versions are available. **Cost: 7000 credits**

**Maser Screen:** can provide 15 points of protection from maser weapons for every energy unit used up to 400. There are hard and shift versions of this screen available. **Cost: 3250 credits**

**Particle Screen:** provides the wearer with 70 points of protection per turn from any source. Shift and hard versions of the screens are available: **Cost: 11,000 credits**

**Repulsion Screen:** provides the wearer with +10 T# worth of protection from any kinetic force. Hard and shift screens are avail-



# Quiizbenqq Equipment - Weapons

## Quiizbenqq Weapons

WEAPON	COST	BASE DAMAGE	AMMO USE	RANGE ROF	CLASS	EXTRAS	ACCURACY	INITIATIVE	KG
<b>PISTOL</b>									
Electron Projectile 45	325	7 or st /11	1	1	A	Interface			0.75
Ion Laser 47	375	2 pe/3 pe	1-2	1	A	Scope/Interface			0.75
Ion Radiation 49	400	td[4/4]	1	1	A				0.75
Ion Projectile 44	340	4/11	1	1	A				0.75
Ion Slicer 67	415	4 pe/3 pe	1-2	1	A				1.0
Laser Radiation 37	390	3 pe/2 pe	1-2	1	A	A-Freq/X-attach/Interface			0.75
Radiation Slicer 70	425	3 pe/2 pe	1-3	1	A	A-Freq/Interface			1.0
Vibro 80	465	5 pe	1-2	1	A	A-Freq/X-attach/Interface			0.75
Sonic Ion 44	375	3 pe/2 pe	1-2	1	A2	X-attach/Interface			0.75
Sonic Slicer 64	390	4 pe/2 pe	1-2	1	A2	Interface			1.0
<b>LONG PISTOL</b>									
Electron Projectile 96	540	7 or st/11	1	1	B	Interface	+1		1.15
Ion Laser 89	630	2 pe/3 pe	1-2	1	B	Scope/Interface	+1		0.95
Ion Radiation 92	650	td[4/4]	1	1	B		+1		1.15
Ion Projectile 77	560	4/11	1	1	B	X-attach/Scope/Interface	+1		1.15
Ion Slicer 104	675	4 pe/3 pe	1-2	1	B	Interface			1.5
Laser Radiation 92	635	3 pe/2 pe	1-2	1	B	A-Freq/Interface	+1		1.15
Radiation Slicer 135	685	3 pe/2 pe	1-3	1	B	A-Freq/Interface	+1		1.5
Vibro 200	750	5 pe	1-2	1	B	A-Freq/X-attach/Interface	+1		1.15
Sonic Ion 83	615	3 pe/2 pe	1-2	1	A	X-attach/Interface	+1		1.15
Sonic Slicer 128	635	4 pe/2 pe	1-2	1	A	X-attach/Interface	+1		1.5
<b>RIFLE</b>									
Electron Projectile 361	875	7 or st/11	1	2	D	Scope/Interface	+2		1.5
Ion Laser 375	1165	4 pe/6 pe	1-2	1	D	Interface	+2		1.5
Ion Radiation 388	1200	td[4pe/4pe]	1-2	1	D	Interface	+2		1.5
Ion Projectile 312	1015	4/11	1	2	D	Scope/Interface	+3		1.5
Ion Slicer 475	1245	5 pe/4 pe	1-2	1	D	Scope/Interface	+2		3.0
Laser Radiation 197	1165	6 pe/4 pe	1-2	1	D	Interface	+2		1.5
Radiation Slicer 512	1255	6 pe/4 pe	1-3	1	D	Interface	+2		3.0
Vibro 700	1395	9 pe	1-2	1	D	Scope/Interface	+2		1.5
Sonic Ion 310	720	6 pe/4 pe	1-2	1	C	X-attach/Interface	+2		1.5
Sonic Slicer 410	1170	6 pe/3 pe	1-2	2	C	Scope/Interface	+2		3.0
<b>GRENADES</b>									
Stunner I	100	st +1 fs		A	T		+3		0.5
Stunner II	150	st +2 fs		A	T		+3		0.5
Stunner III	275	st +3 fs		A	T		+3		0.5
Ultra	100	sd		A	T		+3		0.5
Ion Twister	250	18		A	T		+3		0.5
Pqillubq	115	15		A	T		+3		0.5
Radiation	50	t2 40		A	T		+3		0.5
Slicer	165	19		A	T		+3		0.5
Hyper Sonic	85	sh		A	T		+3		0.5
Zulbq	40	sd		A	T		+3		0.5
<b>MELEE WEAPONS</b>									
Vibro Blade	300	4 pe	1-3	A	T			+1	0.5
Vibro Saber	675	6 pe	1-4	A	A2			+2	2.0

# Quiizbenqq Equipment - Bionics and Cybernetics

able for repulsion screens. **Cost: 10,000 credits**

Shift Screens: can handle up to 8 intensity levels worth of difference in degree. **Cost: 3500 credits**

Sonic Screen: provides the character with +15 T# defense against sonic attacks. Hard and shift versions are available. **Cost: 3000 credits**

## Computers

As with everything else, the Quiizbenqq make some of the best computers and programs in the Frontier. They are designed with a tremendous amount of active memory, which gives them huge advantages when working with other systems. The computers have a low total memory, meaning that they usually can run most of their programs on a single computer at any time. The philosophy behind the computers is to get things done quickly without taking up too much space. Their computers tend to be slightly slower than those of other races, but the Quiizbenqq's higher level computers compensate for this.

Function	Level 4	Level 7
Memory	60	72
Storage	1100	1610
Speed	6	9
Size	0.00016	0.00035
Cost	85	7560

Function	Level 5	Level 8
Memory	62	80
Storage	1200	1880
Speed	7	9
Size	0.0002	0.0005
Cost	385	48,000

Function	Level 6	Level 9
Memory	66	90
Storage	1410	2050
Speed	7	11
Size	0.00025	0.001
Cost	1620	360,000

Memory : Quiizbenqq can triple the amount of active memory in their computers. **Cost: 25**

**credits per point**

Storage: Quiizbenqq can add up to 50 times the total memory into their computers. **Cost: 10 credits per point**

Speed: Quiizbenqq can add up to half of their computer's level in intensity levels of speed. **Cost: 215 credits per intensity level**

## Bionics and Cybernetics

Bionics and cybernetics are the height of fashion among the Quiizbenqq. While many of the implants serve useful purposes, the augmentation will always be primarily a matter of style. Eye implants may have temperature-sensitive colorizers. Ear implants may have a unique style, and fashion elements are always taken into consideration. No matter what the situation, cybernetics are seen as stylish and professional. Any good corporate should have several implants to keep up to date with the professional databases and current reports.

The best cybernetics, used only in rare instances, are listed below. No other race has created comparable cybernetic technology. The cybernetic systems integrate Quiizbenqq physiology with the system to make a better-functioning person. The only exception is the chemical augmentation system, which is implanted and may cause harm if used too often or for too extended a period. Most of these systems will improve the character, if she continues working with and using the implanted system.

Quiizbenqq have also created some of the most advanced cybernetic interface technology in the Frontier. They have some of the most advanced programs for the technology as well. They believe that everyone should be hooked up to the net to collect information in the fastest manner possible. They also have formidable security protocols. Very few people risk breaking into Quiizbenqq computers for fear of swift and lethal retribution.

**Cybernetic Chemical Augmentation:** This system is designed to quickly deliver chemicals to the character's body when needed. It is an internal chemical harness with a chemical adaption system for inserting drugs. It is usual-

# Quiizbenqq Equipment - Bionics and Cybernetics

ly located on the hip for easy access. The Quiizbenqq on the racial description page has a chemical augmentation system attached to his tail. There are three different drug systems detailed below that help Quiizbenqq characters in numerous ways. These systems must receive a new supply of chemicals after 25 uses. Each dose lasts for 2d4 hours. Effects for multiple doses are not cumulative. This uses 3d6 of the character's empathy. When using the drugs, there is an additional temporary cost of 2d6 psyche. **Cost 350,000 credits**

**Combat Program:** gives the character a bonus of 6 to agility, 14 to strength, and 25 to life. The effects are temporary, and as soon as the drugs wear off, the character loses the bonuses. Any effects on the character's life will be ignored. **Cost: 1500 credits**

**Life Program:** offers bonuses that affect the character's life. The character gains a bonus of 20 to constitution, 9 to willpower, and 25 to the wound modifier. The effects of this drug program only last for 4d6 minutes instead of hours. **Cost: 1750 credits.**

**Mental Program:** gives bonuses to the character's mental abilities. Characters gain bonuses of 15 to intelligence, 9 to willpower, and 15 to empathy. **Cost: 4000 credits**

**Reflex Program:** gives the character an agility bonus of 12 and a dexterity bonus of 7. **Cost 1500 credits**

**Cyberwiring:** is the replacement of the character's autonomic system with a cybernetic version. This provides the character with incredible bonuses. They gain a bonus of +12 to strength, +2 to dexterity and +4 to agility. Further, the character may choose to practice with the new cybernetics to gain more bonuses. The cyber enhancement costs professional difficulty level and is assumed to start at level 1 for purposes of game play. With each successive level, the character gains 3 strength, 2 agility, and 1 dexterity. This implant uses 3d6 worth of psyche. **Cost 750,000 credits**

**Mindwiring:** a cybernetic rewiring of the brain to give it enhanced abilities. Characters gain a bonus of +4 intelligence, +1 dexterity,

+2 willpower, and +3 perception. The character may exercise the mind to gain further bonuses. The character must pay professional difficulty level experience points per level. Level one is assumed when the character gains the implant. For each additional level of experience, the character gains 1 to intelligence, 1 to willpower, and 1 to perception. This has a psyche cost of 2d6+4. **Cost: 1,000,000 credits**

## Nanotechnology

The Quiizbenqq love technology in all of its permutations, and nanotechnology is not an exception. More than any other race, nanotechnology has become a common fact of life in Quiizbenqq society, necessary both in everyday situations and against dangerous nanotech devices.

## Robots

The Quiizbenqq use robots for almost everything. Whole compounds are devoted to automation. This allows the Quiizbenqq workers to spend more time creating and perfecting their technology. Robots are also used for exploration. Large scientific drones are dispatched to other planets to investigate the atmosphere and send back data on natural resources, life-forms, and technology. Quiizbenqq also use robots to do chores that they feel are menial.

## Transportation

Quiizbenqq vehicles are built to be stylish. They are constructed in accordance with the latest fashions and are customized with the latest cyberware. The vehicles are sleekly designed repulsorcraft, capable of travel to lunar sites and beyond. These are some of the most remarkable planetary vehicles available.

The Quiizbenqq are also on the cutting edge of matter transporter devices. Quiizbenqq make transporters, which are compact enough to fit on small shuttle craft. Quiizbenqq engineers are currently working on devices capable of transporting people to lunar sights.

**Mezbanq:** small transport vessels of repulsor-

# Sehlma Equipment - Technology

craft design, capable of traveling to different planets within a solar system. They are large enough to hold considerable cargo and are used in locations where no interstellar vessel is available. The details are listed below:

Function	Effect	Function	Effect
Engine	Repulsor	Structural Size	13
Acceleration	1200 kph	Damage Rating	1000
Deceleration	2000 kph	Cargo Capacity	5 m <sup>3</sup>
Maneuver	3 turns	Occupants	20
Speed Limit	10,400 kph	Energy Use	2 eu/km
Flight Ceiling	None	Cost	250,000

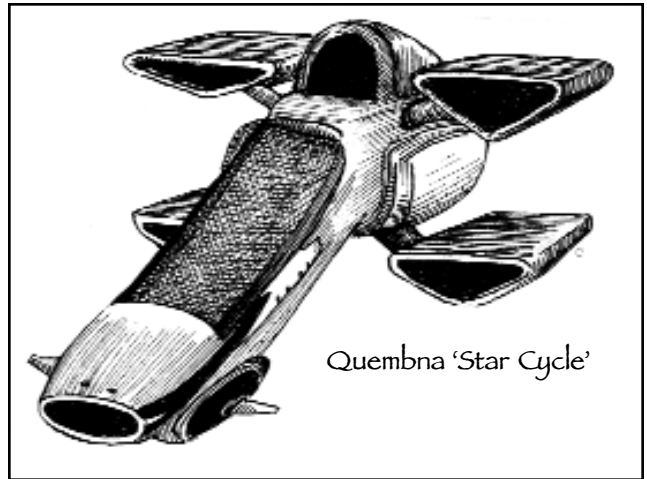
Quembna 'Star Cycle': the primary means by which Quiizbenqq travel if they are traveling alone. They are sleekly designed to fit only one person. The shuttles can travel to any lunar sight, but they do not contain enough energy to travel to other planets within a system. The basic statistics for these vehicles are listed below:

Function	Effect	Function	Effect
Engine	Repulsor	Structural Size	9
Acceleration	1400 kph	Damage Rating	40
Deceleration	2450 kph	Cargo Capacity	1/2 m <sup>3</sup>
Maneuver	5 turns	Occupants	1
Speed Limit	10,400 kph	Energy Use	1 eu/km
Flight Ceiling	None	Cost	55,000

**Transporters:** The transporters that the Quiizbenqq have built are capable of transporting people from planetary to lunar sights. They weigh about 100 kilograms and cost 5000 credits to use for those distances and 500 to planetary destinations. The Quiizbenqq use their communications satellites to transport people around their planets. **Cost: 300,000 credits**

## Medicine

Quiizbenqq medicine is highly advanced. They have medical databases that dwarf those of some governments. They have developed millions of medicines capable of healing nerves, restoring equilibrium, healing damaged parts (including the brain), synthetic growth hormones, and others, all with few ill effects. They



Quembna 'Star Cycle'

are also known for the combat drugs that have become available in corporate combat units and on the streets. Their technology is capable of healing people so seriously wounded they would be considered hopeless cases by other races.

# Sehlma Equipment

## Technology

The Sehlma are at technology level 18. They create their own technology without relying on others. They make parts without concern for any standardization. They only purchase outside technology if they wish to study its construction. They usually have at least one backup system. Their technology is well built and reliable. It is built with sensitivity for the subtle differences of each person. Sehlma like things to be comfortable for the user, and that is how they make everything. Their goal is to put the individual at ease.

Section	TL	Section	TL
Armor	18	Self Mastery	19
Communication	18	Social	21
Computers	18	Technology	18
Energy	18	Transportation	18
Medicine	18	Weapons	18
Sciences	18		

# Sehlmna Equipment - Weapons

## Energy Sources

The Sehlmna build large gravitic generators to power most of their cities. They have borrowed and redesigned many of the Quiizbenqq generators. For personal equipment, the Sehlmna use solar-powered chemical cells that store a great deal of energy in one small area. They can reuse this energy source by placing it in the sun or any heated area for a period of 1 minute per energy unit. They rarely rely on other types of energy, because they feel that solar is the safest and most efficient method for portable energy.

**Mehrna Energy Cell:** the smallest chemical cells the Sehlmna produce. Each cell contains 28 energy units. They are shaped like elongated rounded rectangles. They are no more than 7cm long and weigh 0.1kg. **Cost: 50 credits**

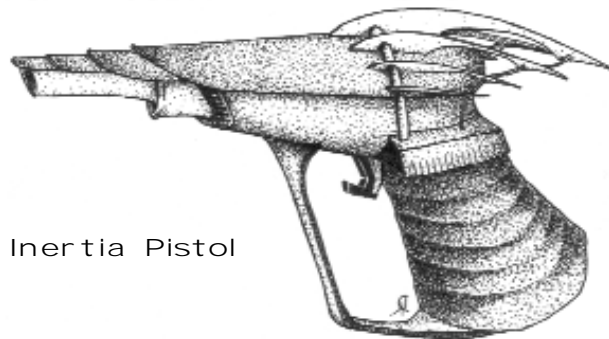
**Suhrmnua Energy Cell:** twice as big as the mehrna energy cells and holds 57 units of energy. **Cost: 100 credits**

**Zehryan Energy Backpack:** holds 300 energy units and weighs 3.5 kilograms. **Cost: 600 credits**

## Weapons

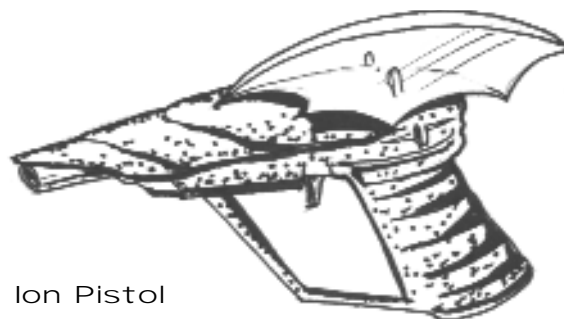
The Sehlmna use a variety of weapon styles. They feel that this gives them an advantage in combat situations, since no one can fully defend against all forms of attacks. Their weapons are made to be reliable and dependable, but also multipurpose. The Sehlmna only make rifles and pistols, because they feel that these are the most utilitarian weapons available. The pistols are all designed with extended range, which ensures that they can be used in many situations. The rifles are standard issues used in wartime combat. Sehlmna rarely rely on melee weapons because they are

Plasma Rifle



Inertia Pistol

opposed to drawing blood. To do so with their own hands places an eradicable stain on their being. They have developed a few, mostly defensive martial arts. The list of words below describe the basic weapons that the Sehlmna use:



Ion Pistol

Word	Meaning	Word	Meaning
Allule	Ion	Quellna	Vibro
Behdga	Particle	Ragruhl	Radiation
Ennuui	Inertia	Sahrma	Sonic
Enrah	Pistol	Umnah	Grenade
Krehnis	Slicer	Vrehnna	Plasma
Mohnra	Laser	Xehla	Rifle



Laser Rifle

## Defenses

Since the Sehlmna make many different weapons, they also design many different armors. They have armor to cover multiple contingencies, but most of the protection is spread a little too thin. Sehlmna are also fond



# Sehlmna Equipment - Weapons

Sehlmna Weapons								
Weapon	Cost	Base Damage	Ammo Use	ROF	Range Class	Extras	Accuracy	KG
<b>PISTOL</b>								
Ion Pistol	330	3 pe	1-4	2	C			1
Particle Pistol	365	4 pe	1-3	2	C			1
Inertia Pistol	405	1 pe	1-5	1	C			1
Slicer Pistol	365	2 pe	1-5	2	C			1
Laser Pistol	300	6 pe	1-3	2	C			1
Vibro Pistol	600	1 pe	1-10	2	C			1
Radiation Pistol	350	3 pe / T2	1-4	2	C			1
Sonic Pistol	275	5 pe	1-3	2	B			1
<b>RIFLE</b>								
Ion Rifle	990	5 pe	1-4	2	E	A-Freq / Interface	+2	3
Particle Rifle	1095	5 pe	1-4	2	E	A-Freq / Interface	+2	3
Inertia Rifle	1215	1 pe	1-5	2	E	A-Freq / Interface	+2	3
Slicer Rifle	1095	4 pe	1-4	3	E	A-Freq / Interface	+2	3
Laser Rifle	900	9 pe	1-4	2	E	A-Freq / Interface	+2	3
Vibro Rifle	1800	2 pe	1-15	2	E	A-Freq / Interface	+2	3
Radiation Rifle	1050	6 pe / T2	1-4	2	E	A-Freq / Interface	+2	3
Sonic Rifle	825	8 pe	1-4	2	D	A-Freq / Interface	+2	3
Plasma Rifle	1600	2 pe	1-18	1	E	A-Freq / Interface	+2	3
<b>GRENADES</b>								
Ion Grenade	25	15		A	T		+3	0.5
Inertia Grenade	60	6		A	T		+3	0.75
Slicer Grenade	45	19		A	T		+3	0.5
Radiation Grenade	25	20 / T2		A	T		+3	0.5
Sonic Grenade	15	21		A	T		+3	0.5
Vrehnna Grenade	40	18		A	T		+3	0.5

of making different kinds of force fields.

**Albedo Screen:** The Sehlmna albedo screen provides 10 points of protection against lasers for every energy unit used up to 200. Shift versions of albedo screens are available. **Cost: 3400 credits**

**Chameleon Screen:** The Sehlmna bought the technology from the Quiizbenqq to make the chameleon screen. One needs to get a ×2 or higher in order to see the screen. **Cost: 28,000 credits**

**Chameleon Suit:** is a camouflage device invented by the Sehlmna that consists of color-mimetic chemicals that automatically blend in with the surroundings. Wearing this suit gives characters a bonus of -10 T# to any attempt to shadow or prowl, in addition to any attempts to

hide. **Cost: 1500 credits**

**Energy Absorption Grid:** provides 52 points of protection against energy-based attacks. **Cost: 900 credits**

**Energy Screen:** provides 2 points of protection for every energy unit put into the screen up to 200. Shift versions of this screen are available. **Cost: 12,500 credits**

**Flex ware:** provides 35 points of protection against kinetic-based attacks and 11 points of protection against energy attacks. **Cost: 1200 credits**

**Inertia Screen:** provides +4 T# and -2 FS versus all kinetic-based attacks. There are shift versions of these screens available. **Cost: 4200 credits**

**Ion Screen:** provides +15 T# worth of protection against all ion-based attacks. Shift ver-

# Sehlmna Equipment - Defenses

sions of these screens are available. **Cost: 5100 credits**

**Radiation Screen:** provides 9 intensity levels worth of protection from radiation. Shift versions of these screens are available. **Cost: 5500 credits**

**Shift Screen:** The shift screen adaption provides a modification of up to 6 intensity levels worth of change within the screen. **Cost: 3500 credits**

**Sonic Screen:** provides +10 T# modifier to all sonic-based attacks. Shift versions of the screen are available. **Cost: 3000 credits**

**Weave Screen:** Weave adaptations can mesh two different types of screens together. **Cost: +30% more than the original screens**

## Computers

Sehlmna computers are designed to deal with multiple contingencies. They can run any program and handle information in much the same ways as Terran computers. The only difference is in the large size of the Sehlmna computers. The computer security programs are designed to knock people off the system and identify them. They would never design a program that could hurt or kill, even where important material is at stake. The computers are always designed to be comfortable and user-friendly.

Function	Level 3	Level 6
Memory	21	27
Storage	375	615
Program Speed	8	9
Size	0.016 cm <sup>3</sup>	0.035 cm <sup>3</sup>
Cost	45 credits	2025 credits

Function	Level 4	Level 7
Memory	22	31
Storage	450	735
Program Speed	8	10
Size	0.02 cm <sup>3</sup>	0.05 cm <sup>3</sup>
Cost	132 credits	10,500 credits

Function	Level 5	Level 8
Memory	25	36
Storage	525	900
Program Speed	9	11
Size	0.025 cm <sup>3</sup>	0.1 cm <sup>3</sup>
Cost	875 credits	75,000 credits

**Memory :** The active memory may be doubled on any given computer. **Cost: 25 credits per point**

**Storage:** The total memory may be increased by a multiple of 10. **Cost: 15 credits per point**

**Speed:** One-third the level of the computer may increase program speed. **Cost: 265 credits per intensity level**

## Bionics and Cybernetics

For a long time, the Sehlmna feared cybernetic attachments that were more than medical prosthetics. This was due in large part to the highly augmented Sharr'Dann, who used cybernetics to control their Sehlmna puppets. They saw the terrible price to be paid for the increased powers of augmentation. They witnessed the painful deaths of Sehlmna whose nervous systems were destroyed by the convulsions of neural shock. Living with the Quiizbenqq for centuries, however, has helped the Sehlmna to overcome their fear of cybernetics. They will never augment themselves in the way the Quiizbenqq do, but the sight of a Sehlmna with cybernetics is not uncommon. The Sehlmna still do not like using any cybernetic interface technology.

## Nanotechnology

Sehlmna originally disliked nanotechnology because of its resemblance to the technologies used by the Sharr'Dann to control them, but after years of seeing its wonders and uses among the Quiizenbenqq, the importance of nanotechnology finally began to outweigh their fears. The Sehlmna quickly bought much of the existing Quiizbenqq technology and currently use it to a great extent (though not to the

# Terran Equipment - Technology

extent that the Quiizbenqq).

## Robots

The Sehlmna use robots for menial chores. The Sehlmna will never relate to a machine as they do to other people, because they feel it is important to empathize with living beings rather than with automatons. They use robots to act as servants in their homes and in similar situations. They build their robots with lifelike appearances and program them to have personable demeanors, so that people do not feel alienated from being around machines.

## Transportation

The Sehlmna can build almost the same standard of repulsor craft as the Quiizbenqq. They have designed crafts to meet every need within their society. They have personal crafts (4-6 people), as well as large transports to carry goods across the planet. The Sehlmna have not yet developed matter transporter technology, but they are working toward that end.

**Zunnuha:** These are repulsor vehicles which are standard on Sehlmna worlds. The Sehlmna like to travel in groups; when several of them agree on a destination, they all pile in and go.

Function	Effect	Function	Effect
Engine	Repulsor	Structural Size	12
Acceleration	800 kph	Damage Rating	700
Deceleration	2000 kph	Cargo Capacity	5 m <sup>3</sup>
Maneuver	5 turns	Occupants	12
Speed Limit	6000 kph	Energy Use	3 eu/km
Flight Ceiling	2500 km	Cost	200,000

## Medicine

The Sehlmna spend a large portion of their resources on medicine. They are interested in saving lives. They devote much research to geriatrics, so older people can live fully. The Sehlmna rely on traditional healing practices (herbalism, holistic medicine) to keep healthy. They feel that this is the way to a balanced life.

# Terran Equipment

## Technology

Overall, Terrans are technology level 18. There are differences in technology levels because of the great variety in their cultures. The Merianic and Koriandric are always technology level 18. They are professional people, who maintain high standards in every field. The Nidic and the Fridic have a lower technology level, but they have made several devices that are the equivalent of technology level 18. Most of their domestic products are under technology level 18. To determine the level of technology for Nidic and Fridic, roll 1d4 and add the result to 14.

Most Terran technology is standardized. It is well built to deal with a variety of situations. Because of their large number of mutants, the Terrans build equipment that is easily adaptable, with parts that are interchangeable and can be replaced at little cost. The Merianic set the standard against which all other technology is judged in the Frontier.

Section	TL	Section	TL
Armor	17	Self Mastery	19
Communication	18	Social	17
Computers	18	Technology	18
Energy	18	Transportation	18
Medicine	20	Weapons	18
Sciences	17		

## Energy Sources

Terrans use atomic generators to power larger industrial sites and housing complexes. They use both cold and hot fusion sources, depending on the situation. Small cold fusion generators are used for vehicles, while hot fusion drives star ships. Terrans rely on rechargeable hydrogen cells to fuel most of their ordinary needs and weapons.

**Mini clip:** rectangular in shape. It carries 40 energy units. They are 12.5cm high, 5 centimeters long and 4 centimeters thick. They weigh 0.35 kilograms. **Cost: 250 credits**

## Terran Equipment - Weapons

**Standard Clip-** has the same look and dimensions as the miniclip, except that it is 20 cm long. It weighs 0.5 kilogram and carries 80 energy units. **Cost: 500 credits**

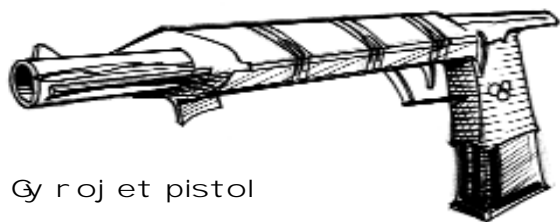
**Minibackpack:** is 30 cm by 20 cm by 8 cm. It carries 400 energy units and weighs 2.5 kilograms. **Cost: 2500 credits**

**Hydrogen Cells:** the replacement cells for Terran weapons. They are half the weight of the counterpart pack or clip. **Cost: 10% cost of item being replaced**

### Weapons

Terrans have a great variety of weapons. Some weapons are available to only a few groups, who wish to keep them from others. Terrans use mostly laser and ion technology for their weaponry. They use sonic weapons, but those are confined almost exclusively to melee types. Terrans use gyrojet weapons, which are the only projectiles that they still make. They are proud the traditional use of gyrojets and use a variety of warheads to give them an added advantage. These warheads are described below. Most of the weapons are self-explanatory, so they are not listed.

**Huinan Gyrojet Weapons:** the most finely crafted gyrojet weapons made by the Merianic. Originally made by a small family (Huinan), their line has become the standard for gyrojet weapons among Terrans.



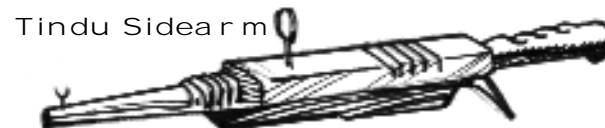
Gyrojet pistol

**Koran:** originally designed to fight the Merianic, they now serve as fine examples of powerful plasma weapons. Infantry units use them.

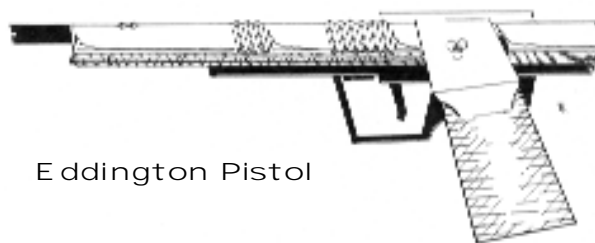
**Puran Plasma Weapons:** Koran plasma weapons were a Koriandric original. This is

another Merianic-style weapon still used in combat. All Terrans now have the design so it has become a standard throughout Terran Space.

**Tindu Weapons:** Few weapons are better designed for variable settings,. They can really dish out damage, or do just enough to get someone's attention. The Koriandric developed this line.



**Eddington Weapons:** The Eddington Series was developed by a long line of family weapon makers. In terms of craft, these are some of the finest weapons to hit Terrans. The Eddingtons have become a full-fledged house, and they have earned the respect of the Merianic.



Eddington Pistol

**Gyrojet Ammunition:** All gyrojet ammunition clips contain 15 gyrojets. All guns can fire every type of gyrojet ammunition without any penalties or modifications. All clips weigh 1 kilogram. Each gyrojet is 10.76 cm long and 4.32 cm wide.

**High Explosive Clip:** is filled with highly volatile crystalline explosive. The base damage of each rocket is 25. These are illegal on most worlds. **Cost: 350 credits per clip**

**Homing Clip:** has a locking mechanism built into it that takes 1 second to lock. If the locking mechanism is used, the character will receive a -4 to initiative in addition to the normal modifiers. If the character's initiative runs out before the gun is ready, then the character cannot take all of the actions. The advantage is a +4 to strike. **Cost: 400 credits per clip**

**Jet Clip:** have a more powerful jet built into

# Terran Equipment - Weapons

Terran Weapons									
Weapon	Cost	Base Damage	Ammo Use	ROF	Range Class	Extras	Accuracy	Initiative	KG
<b>PISTOL</b>									
Huinan Gyrojet Pital	190	15		3	C	EA/In	+1		1
<b>LONG PISTOL</b>									
Edison Laser Side Arm	450	7 pe	1	3	D	EA			1.12
Koran Plasma Asni	550	4 pe	1-5	1	C	EA	+1		2.0
Puran Slicer XR	550	12 pe	1	2	C		+2		1.5
Shosu Special	450	7 pe	1	3	C	AF/TD			1.12
T-Line Pulse Laser	450	7 pe	1	3	C	Hm	+1		1.12
<b>SHORT RIFLE</b>									
Puran Slicer ZT	750	12 pe	1	2	C	EA	+2		1.75
<b>RIFLE</b>									
Huinan Gyrojet Rifle	570	15		3	F	Hm	+3		3
Koran Plasma Anki	1095	5 pe	1-7	1	E		+2		4.0
Puran Slicer ED	1095	15 pe	1	2	D		+3		2.25
Walter Laser Shotgun	900	10 pe	1-2	2	E	EA/In	+2		2.25
<b>MELEE WEAPONS</b>									
Sonic "Kry" Blade	350	5 pe	1-2	2	M			-1	1.5
Sonic Cutter Blade	300	3 pe	1-4	2	M				1.5
Stun Baton	275	st +1 fs/ p	1-3	2	M		+2		2
<b>GRENADES</b>									
EM Burst	135	td		A	T		+2		0.5
Fragmentation	50	25		A	T		+3		0.5
Ion Blast	85	15		A	T		+3		0.5
Neural Thread	200	st +1 fs		A	T		+2		0.75
Sonic Blast	65	st +2		A	T		+4		0.5
<b>FRIDIC PISTOL</b>									
Keirtakk Laser Rifle	900	10 pe	1-2	2	E	EA/AF	+2		2.25
<b>FRIDIC RIFLE</b>									
Kirsith "Protector"	300	7 pe	1-2	2	B	EA/In			0.5
<b>FRIDIC MELEE</b>									
Spear	80	6		A	T			-3	1.0
War Hammer	160	8		A	M		+1	-2	3.5
Whip	65	5 / en		A	L			-1	1.0
<b>KORIANDRIC WEAPONS</b>									
Tindu Laser 34x	300	7 pe	1	3	C				0.75
Tindu Laser 49r	450	7 pe	1	3	D		+1		1.12
Tindu Laser 95t	600	10 pe	1-3	1	E		+1		1.5
Tindu Laser 97f	900	10 pe	1-2	2	F		+2		2.25
Sword, small	100	6		A	M			-1	1.5
Sword, medium	150	10		A	M		+1	-2	2.5
Sword, large	250	22		A/2	L		+2	-4	5
<b>MERIANIC WEAPONS</b>									
Eddington Kingsport	450	7 pe	1	3	C	EA	+2		1.12
Eddington Royal	600	10 pe	1-3	1	D	AF	+2		1.5
Eddington "Assassin"	750	10 pe	1-2	2	E		+4		2.25
Sun Ki Ion Blaster	330	7 pe	1	2	B		+1		1.0
Sun Ki Ion Blazer	660	7 pe	1	3	D		+2		2.0
<b>NIDIC PISTOL</b>									
Ferregin Laser Pulser	600	10 pe	1-3	1	D	EA/AF/In	+1		1.5
<b>NIDIC SHORT RIFLE</b>									
Meran Holdout Pistol	300	6 pe	1-2	2	B	EA	+1		0.5
<b>NIDIC PISTOL</b>									
War Staff	70	8		A	L				1.5



## Terran Equipment - Defenses

the rockets. This gives the rockets an additional range type for the gun being fired (C to D) and an additional range category (medium to short) for the distance. **Cost: 300 credits per clip**

**Microline Clip:** actually a grappling gun modification made to be fitted with the gyrojet. The clip is put into the gun and fired as normal, except for a microthin wire attached to the clip inside the gun. It has a range of 50 meters. Only 3 rockets are inside the clip. **Cost: 400 credits per clip**

**Standard Clip:** has the normal rockets inside, which do a base damage of 15. **Cost: 45 credits per clip**

**Stun Clip:** fitted with a sonic warhead that emits a hypersonic pulse designed to knock out the victim. Victims are +5 T# to save. **Cost: 120 credits per clip**

**Tangle Clip:** filled with a super-sticky polymer designed to attach to any surface. The polymer can be removed only with a special solvent (20 credits per application), but otherwise will stick to the victim for several days until it becomes brittle enough to break. **Cost: 230 credits per clip**

### Defenses

Terrans have fallen behind in force field technology, but have made strides in more conventional kinds of armor. Except for the Pjanji, only the Terrans make energy absorption grids capable of using sonic linings. Some Terrans do not like force fields, because they feel that the power needed to supply the fields makes them easy targets.

Terrans have made an amazing amount of power armor over the last centuries. They feel that it is safer than a space suit (which can be punctured). The armor is usually a few of feet taller than the person inside, but within recent years they have made huge battle armor, for use chiefly in military strikes.

**Albedo Screen:** can deflect up to ten points of laser damage per energy unit up to 200. There are shift versions of these screens

available. **Cost: 3200 credits**

**Energy Absorption Grid:** can absorb up to 52 points of energy per attack. **Cost: 850 credits**

**Flexware:** can absorb 25 points of damage from kinetic-based attacks and 11 points of damage from energy attacks. **Cost: 1100 credits**

**Hardware:** provides 100 points of protection from any source (except sonic). **Cost 5500 credits**

**Holographic Screen:** can cause someone to seem invisible unless a target number of 20 is reached. There are shift versions of these screens available. **Cost: 3250 credits**

**Inertia Screen:** provides +4 T# and -2 FS against all kinetic-based attacks. **Cost: 4000 credits**

**Ion Screen:** provide a modifier of +15 T# versus any ion attack. Shift versions of the screen are available. **Cost: 5000 credits**

**Maser Screens:** provide 10 points of protection for every energy unit spent up to 200. Shift versions of these screens are available. **Cost: 3250**

**Power Armor:** This is only one kind of power armor that the military uses. It has an armor rating of 200. It also comes equipped with a level 5 computer and at least one military-style gun. The shielding provides the character with excellent protection from radiation sources (-12 IL) and is self-contained, making it perfect for use in space. **Cost: 275,000 credits**

**Radiation Screen:** provides 9 intensity levels worth of protection. Shift versions are available. **Cost: 5250 credits**

**Shift Screen:** provides up to 6 intensity levels worth of difference of protection if needed. **Cost: 3250 credits**

**Software:** similar to hardware, but much more flexible. It is layered with flexible nylon padding that absorbs up to 50 points of damage from any source. **Cost: 2000 credits**

**Sonic Nullifier:** provides 10 points of protection against sonic attacks or +5 T# if there is no damage allotted. **Cost: 250 credits**

# Terran Equipment - Robots

**Sonic Screen:** provides a +10 T# modifier against sonic attacks. Shift versions of these screens are available. **Cost: 2800 credits**

## Computers

Terrans have made remarkable strides in the field of computers. They make well-balanced systems that are capable of handling a fair amount of information and still have enough active memory to run programs. The computers are used for almost all Terran jobs. Almost all Merianic and Koriandric use computers in their homes, and many of them use CIT links to their computers. The Nidic and Fridic make computers, but they are not as dependent on them as other Terrans.

Function	Level 3	Level 6
Memory	21	27
Storage	375	615
Speed	8	9
Size	0.0016 cm <sup>3</sup>	0.0035 cm <sup>3</sup>
Cost	60 credits	2700 credits

Function	Level 4	Level 7
Memory	22	31
Storage	450	735
Speed	8	10
Size	0.002 cm <sup>3</sup>	0.005 cm <sup>3</sup>
Cost	175 credits	14,000 credits

Function	Level 5	Level 8
Memory	25	36
Storage	525	900
Speed	9	11
Size	0.0025 cm <sup>3</sup>	0.01 cm <sup>3</sup>
Cost	585 credits	100,000 credits

**Memory :** Terrans may add up to 6 times the amount of active memory in their machines. **Cost: 30 credits per point**

**Storage:** Terrans may add up to 25 times the amount of total memory in their computers. **Cost: 12 credits per point**

**Speed:** Terrans can increase the speed of their computers by half the level of the machine worth of intensity levels. **Cost: 255 credits per**

**intensity level**

## Bionics and Cybernetics

Terrans have developed bionics and cybernetics for different situations. The Merianic and Koriandric see both as useful, but will avoid bionics if possible. The Fridic and Nidic will not use any bionics, feeling that it interferes with their mutations. Many are unwilling to get cybernetic implants. The Nidic feel this way, and may mutilate themselves to be rid of such pollution.

**Synchronicity :** a powerful cybernetic system almost exclusively used in military applications. It joins all of the soldiers' brains in one system to ensure that they act in unison or at an appropriate time. Obviously, highly trained experts do not need this system, which is usually instituted in time of war, when precise planning is needed. When in military formation, it gives the wearers a bonus of +1 FS towards any and all surprise attacks, and a -1 T# towards all military skill uses. **Cost: 35,000 credits for the main system and 3000 credits for each soldier**

## Nanotechnology

Terrans use nanotechnology, especially in areas of security – particularly in defense against Borloans and other shape shifters. However, Terrans are not overly fond of nanotech because of its invasive nature. Reluctantly, they see it as an unfortunate necessity for personal security and defense in an uncertain world. Among the Terrans, the Nidic and Fridic are much less likely to utilize nanotechnology than the Merianic or Koriandric. The Nidic fear nanotechnology because it is often destroyed by the radiation that constantly surrounds their homes, and the Fridic prefer to rely on their natural abilities.

## Robots

Robots used to be a prominent part of Terran life, until they let robots run their society. Now Terrans hate the thought of robots and will only use simple automatons to manufacture equip-

# Terran Equipment - Transportation

ment. They will never create intelligent robots again, because they allowed the Terrans to be manipulated and abused.

## Transportation

Terrans use many variety of vehicles for transportation on their planets.. Some of the transportation uses ancient magnetic rail systems to get from place to place, while other societies, such as the Merianic and Koriandric, have access to repulsor technology. They build vehicles to meet just about any contingency.

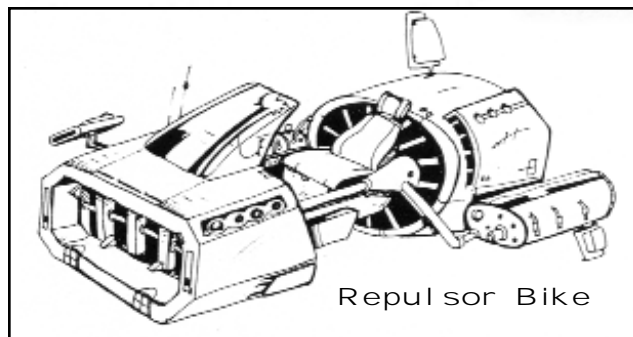
They are also experts in creating starships, but most of them are designed as part of the military. The energy screen provides 1 point of protection against energy attacks per power unit put into it. The inertia screen provides the same kind of protection as described under defenses, except the energy is in power units. Below are the sample vehicles:

**Repulsor Bike:** a classic Terran vehicle for modern living. It is a solo craft that can take on many Terrains. It is a favorite vehicle on planets without much rainfall.

Function	Effect	Function	Effect
Engine	Repulsor	Structural Size	10
Acceleration	200 kph	Damage Rating	80
Deceleration	450 kph	Cargo Capacity	1 m <sup>3</sup>
Maneuver	4 turns	Occupants	1
Speed Limit	800 kph	Energy Use	1 eu/km
Flight Ceiling	10 km	Cost	35,000

**Terrain Hopper:** a typical scientific research vessel used to study planetary effects. It is stable in any terrain. The statistics are listed below:

Function	Effect	Function	Effect
Engine	Walker	Structural Size	12
Acceleration	40 kph	Damage Rating	720
Deceleration	50 kph	Cargo Capacity	25 m <sup>3</sup>
Maneuver	4 turns	Occupants	8
Speed Limit	75 kph	Energy Use	4 eu/km
Flight Ceiling	NA	Cost	175,000



Repulsor Bike

## Medicine

Terran medicine is technically oriented. They feel that any medical problem can be fixed. The Terrans put a sizable effort into genetic research in hopes of discovering why their race is so genetically unstable. The result of this intensive research is an impressive technology level 20. They have begun experimenting with genetic alteration as a form of augmentation (detailed in an upcoming book). Even the Quiizbenqq have difficulty understanding their medical experts.

# Part IV Stage Setting



## Part IV Stage Setting

Setting the stage when playing the Xro Dinn Chronicles™ SE consists of bringing together the various elements introduced so far. The one thing missing is what does the stage look like? What do the worlds look like that the characters live upon? What are the various organizations inhabiting these worlds? What other forces are at play? In this section we explore the stage that will become your game.

In this section you will find...

- I Organizations
- II The Frontier

# Organizations

## Organizations

The following organizations are found within the Frontier, supplying the characters with information and adding intrigue to the game. Characters may belong to one or more of the following organizations, and the game master should feel free to design new ones. The game master may also wish to use these organizations during adventures to foil the characters.

Each organization has several attributes that help define it. These attributes are described below. They serve as only estimates of how the organizations operate. Many of the specifics will be left up to the game master.

**Salary:** the basic wage that the company pays to the employees. Some places will choose to barter or trade services in exchange for work. The game master will determine individual preferences. For more information concerning salary, see the Story Telling section under Payment (page 241).

**Training:** the kind of training the character receives after joining the company. Most freelance operatives are only given a quick overview of the situation. Characters who become permanent (or at least long-term) employees may receive training to help them with their duties. Training can be in the form of immediate assistance or continuing seminars. Seminars are common on Quizzbenqq worlds.

**Internal Security:** the amount of security an organization has. Some races will have different interpretations of what the term means. Furthermore, not every race can provide superb security. Some must settle for less.

**External Infiltration:** the amount of infiltration that a company is experiencing at any time. It is related to the level of security and the importance of the material being protected.

**Reputation:** The importance of reputation varies from one organization to the next. Some organizations prefer to remain anonymous, while others rely on a high profile to flourish. This description indicates just how well known

an organization is.

**Sponsorship:** indicates who started or is backing the group. This support can be in name, goods, or funds. Special interest groups sponsor some organizations, which makes their objectives questionable in many instances.

**Administration:** refers to the level of administrative control that an organization possesses. Some organizations have loose or no control, while others have very strict control. This can also indicate if the organization is considered to be within the law or above it.

**Offensive Potential:** indicates what kinds of forces may be expected from a particular organization. The rough description should be filled out to meet the specifications of the race and organization, so that game masters may create a more complete story.

**Starship Capabilities:** the number and kind of starships that are available to the organization. Some organizations only use passenger liners, while others have a full line of research and military vessels.

**Vehicles:** the number and kind of vehicles that an organization has available. Some have nothing more than a few transport vehicles, while others have fully-automated facilities for processing ores. Not all vehicles listed will be described in this book.

**Communication:** describes the kind of communication an organization has. It also may describe the distance that the communication network (if any) covers.

**Equipment:** the kind of equipment available to the organization's members. Some of the equipment will only be given out for special assignments. Game masters should use their judgment in these situations.

**Headquarters:** If a company has a locus of power, it is usually where the people with the most control reside.

**Subsidiaries:** a list (incomplete in many cases) of groups that are affiliated with and supported by an organization. The amount of freedom that each subsidiary has changes with each situation, so it should be left to the game master's discretion.



# Brotherhood of the Archive

**Public Intent:** the organization's overt goal, which represents the image they want the general public to accept. Any advertising campaign will support and try to legitimize this goal.

**Real Intent:** an organization's real goal. Sometimes the workers are not even aware of the true goals of a particular organization. In some cases, the public intent and the real intent may be the same.



The Brotherhood of the Archive is a special interest group, started by the Xro Dinn, which has spread throughout the Frontier. The Brotherhood of the archive has also traded information with other alien species outside the Frontier, including the Borloans and the Vajjra. The Xro Dinn do not allow others to have access to Xro Dinn records. They also do not allow others to view information concerning the Tuluantos empire.

This organization, alone among the Xodar Xro Dinn establishments, has allowed other races to set their own goals. Most of the people who work for them are well paid but constantly watched. Still, no spy has broken into any of their computers or obtained restricted information.

**Salary:** The Xro Dinn always pay a high salary

**Training:** The Xro Dinn train their workers to obtain computer information and conduct transactions. The security division will be expertly trained by the Xro Dinn to handle any situation.

**Internal Security:** The Xro Dinn security network is made up of many layers. The security teams are identified by organic technology that constantly watches for intruders. Anyone who is not welcome into the system is killed instantly. The computer systems have annihilation programs, which seek out and destroy intruders. These computer viruses are capable of permanently wiping all memory from a brain.

**External Infiltration:** No one has ever man-

aged to infiltrate the Brotherhood of the Archive.

**Reputation:** It has an excellent reputation for providing information if one is willing to pay the price.

**Sponsorship:** Xodar Xro Dinn

**Administration:** They have complete immunity from all crimes and are very strict about only killing those who attempt to infiltrate them.

**Offensive Potential:** They have all of the resources of the Xro Dinn.

**Starship Capabilities:** They have several starships that are available only to the Xodar Xro Dinn.

**Vehicles:** They usually keep a small contingent of alien vehicles for the use of the host races working for them.

**Communication:** They have an advanced communication network that even the Quiizbenqq do not understand

**Equipment:** Only the guards are given equipment for dealing with intruders. The host race always manufactures this equipment.

**Headquarters:** Unknown

**Subsidiaries:** None

**Public Intent:** To collect information

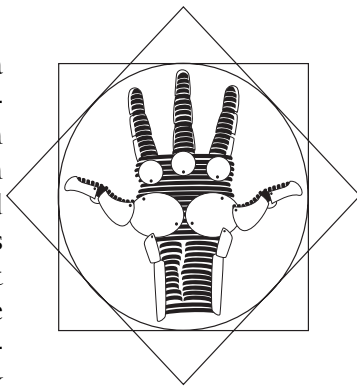
**Real Intent:** To collect and process information

## Cybertronix

Cybertronix is a Quiizbenqq cybernetic corporation that specializes in computer-related cybernetic systems that allow direct access between the mind and the computer. Cybertronix

is on the cutting edge of this technology. It is a highly specialized organization that caters to Quiizbenqq worlds and a few select people across the frontier. Most of its clientele are extremely rich and powerful people, who require the best systems.

**Salary:** The people working for Cybertronix are among the best-paid people in the Frontier.



# Free Merchants of the Pjanji

**Training:** Cybertronix has the finest learning and training facilities in the Frontier. They have continuing education seminars that employees must attend to keep up with the latest changes in technology, and the latest theories in cybernetics and computers.

**Internal Security:** Cybertronix has the most advanced security protocols in the Frontier. They have automated defense systems that stun or kill people who are not wearing protective identification badges, as well as deep probe genetic scanning stations, biofilters, and retinal print scans.

**External Infiltration:** They have no external infiltration.

**Reputation:** Cybertronix has a well-deserved reputation for excellence. Its merchandise is top of the line in performance and quality.

**Sponsorship:** Private industry

**Administration:** The administration within Cybertronix is fairly lax aside from the tight security.

**Offensive Potential:** Professional guards and infiltrators with cybernetic modifications. They also have secret espionage agents.

**Starship Capabilities:** They have several starships for trade and transportation, in addition to a few TL 20 starships that have been designed especially for them.

**Vehicles:** Specialty ambassadorial vehicles for the scientists

**Communications:** Secured cyber-enhanced systems

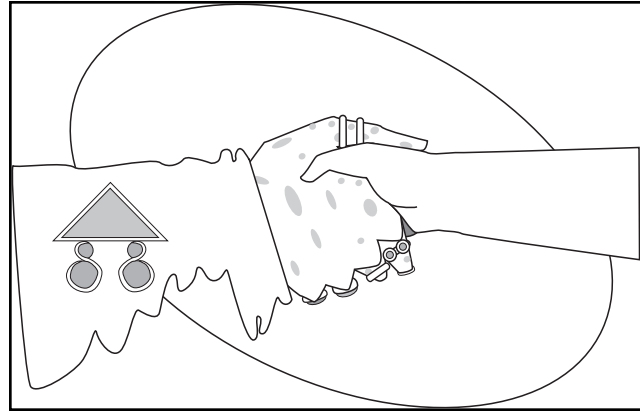
**Equipment:** New technology and advanced supplies not yet available on the open market

**Headquarters:** Querbtinq in the Quubsanqq system

**Subsidiaries:** None

**Public Intent:** Selling the best cybernetics possible

**Real Intent:** While they are interested in profit, they also want to create cybernetic augmentation capable of defeating the Sharr'Dann.



harm each other. They are bound by their honor to help those in distress and provide emergency care for other Free Merchants. A member need not be a Pjanji. They will accept anyone into the organization for a small fee and a willingness to wear the Free Merchants' pendant. An applicant must be financially independent and demonstrate a willingness to help when need arises.

**Salary:** People must be independently wealthy to join the Free Merchants.

**Training:** People receive no extra training as part of the Free Merchants.

**Internal Security:** Variable

**External Infiltration:** Variable

**Reputation:** Well-known and respected

**Sponsorship:** Pjanji clans

**Administration:** Loose

**Offensive Potential:** None

**Starship Capabilities:** Variable

**Vehicles:** Variable

**Communication:** Variable

**Equipment:** None

**Headquarters:** None

**Subsidiaries:** None

**Public Intent:** To sell exotic merchandise

**Real Intent:** To sell exotic merchandise and protect small companies from large organizations.

## House of Kazair

The House of Kazair is one of the largest and most respected of the Middarian houses within the Frontier. It is also one of the most militant and powerful. It is best known for its military

## Free Merchants of the Pjanji

The Free Merchants of the Pjanji is not so much an official institution as a non-aggression pact among its members. They agree not to



# Mind Tech

hardware and professionally made weapons. Despite its comparatively low technology



level (compared to the other races), it is a powerful adversary. The House of Kazair's business is mostly with other Middarians, but it sometimes sells to the Nidic or Fridic, who are often in desperate need of reliable technology at a good price. The House of Kazair will occasionally allow aliens to train with them (The tuition is substantial). They also have the highest percentage of Xro Dinn military instructors of any Middarian House.

**Salary:** The House of Kazair pays a fair wage to those who work for it. The cadets consider the prestige of being in its military academy reward enough.

**Training:** The House of Kazair provides the best training it can afford. Individuals are taught some of the most advanced fighting techniques in the Frontier, in addition to the training they receive in their regular professions.

**Internal Security:** Paranoia about security abounds, but gets results with the best record of any Middarian House for catching Borloan and Terran Shapeshifters. It takes some of the deadliest security programs in the Frontier to protect the files. Many races find them too harsh on trespassers.

**External Infiltration:** There are few trespassers. Those that try find no mercy. They are often put to death.

**Reputation:** It has a reputation across the Frontier for its professionalism and harsh training.

**Sponsorship:** Needs none.

**Administration:** Control Central. Strict and leaves very little room for personal judgment calls.

**Offensive Potential:** Several small strike forces and espionage units as well as many military vehicles.

**Starship Capabilities:** over 250 starships of the best quality that Middarians can currently make. Even their transports are designed with military weapons and armaments.

**Vehicles:** Military vehicles are standard transportation.

**Communication:** An advanced communication network relies on secret encoding to keep it secure.

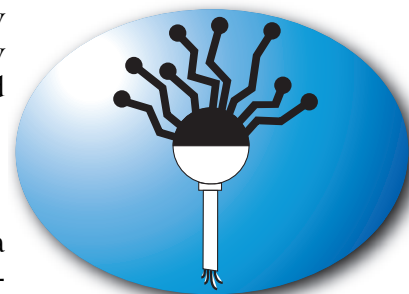
**Equipment:** Surprisingly, ingenuity is valued over technology in seeking solutions to problems. Maybe that's why in house equipment is often substandard.

**Headquarters:** The City of Nor Fiath in the Krea From system.

**Subsidiaries:** None

**Public Intent:** The House of Kazair is active in the political circles of the Middarian empire and constantly trying to expand its operations and increase its military strength.

**Real Intent:** To gain more power within the Middarian Empire with the hopes of uniting all Middarians under one banner. They believe that they are most qualified for that position.



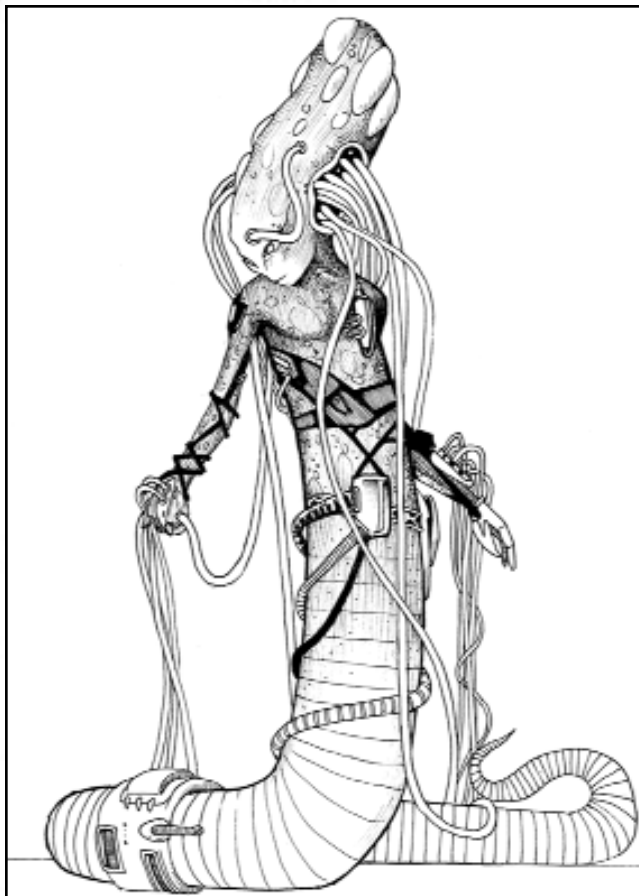
## Mind Tech

Mind Tech is a Quizbenqq corporation that has spread to several of the surrounding systems around their home world. They are well known for the creation of artificially intelligent machines, mental programming devices, learning stations, and top-of-the-line computers. They only build machines for advanced corporations, who need large computers for specific purposes. Many other corporations rely heavily on the industry for computer support.

**Salary:** Mind Tech pays its employees an outrageous salary, but they well deserve it. The workers and their families and all have very high standards of living.

**Training:** Mind Tech trains its employees in the most advanced computer engineering tech-

# The Arkane



niques from the time they are young. They are among the best trained people in any field and are qualified to answer almost any computer design problems.

**Internal Security:** Mind Tech is known for having the best security of any corporation. The corporation has no direct connection between the design computers and the business computers, which enhances their security. They also have a well-trained compliment of cyber-enhanced guards around the premises at all times.

**External Infiltration:** Other than a couple of Terran metamorphs, Mind Tech has no external infiltration.

**Reputation:** Mind Tech is respected for its quality (if expensive) merchandise. Few in the market offer a better product.

**Sponsorship:** Quiizbenqq Corporation

**Administration:** The administration is strict, and all employees are expected to live up to code. Those that do not are severely chastised and fined.

**Offensive Potential:** Guards and military personnel are cybernetically enhanced.

**Starship Capabilities:** Mind Tech has a few star ships that are TL 20. Once a new starship design is available, they sell the old ones.

**Vehicles:** The only vehicles that Mind Tech personnel use are military-style vehicles that offer them protection when they leave corporate property.

**Communication:** They have an advanced security network that has been broken only by the Sharr'Dann. Few others are capable of getting through.

**Equipment:** Mind Tech offers its workers the best environment with the best equipment and tools for researching and designing new computers.

**Headquarters:** The city of Quembq in the Qualliqqd system.

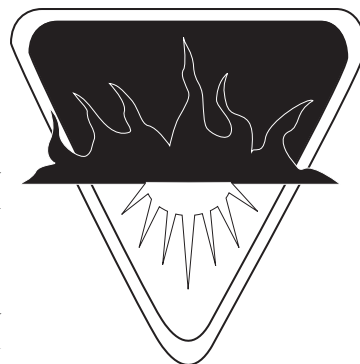
**Subsidiaries:** Mind Anchor, FreeWorld Computers, Thought Communications, etc.

**Public Intent:** Selling the best commercial and government products available.

**Real Intent:** To make money and create supercomputers. They already have several artificial-intelligent computers on the market.

## The Arkane

The Arkane is a Nidic organization dedicated to researching and understanding the ancient cultures that existed throughout the Frontier. They are especially interested in the Xro Dinn and their origins, but they also research the Tuluantos empire, the Qualarians, the Sharr'Dann, and several other ancient races. They also sponsor research groups to study the mysterious races of today. They have sent scientific vessels into the Jayadjou system to learn about its inhabitants. Over the years, The Arkane have garnered a huge following. All of the major races, except the Kordron, have members in The Arkane. Many believe the forces that have threatened the Frontier in the past are





# Universal Medical Corporation

waiting for the right time to return. Many are attracted to The Arkane by its quasi-religious stance. They believe that the ancient races are not myths but divinities, and that the Fridic are privileged because they can see the gods in action. These ideas have cost them the respect of all the mainstream organizations.

**Salary:** The Arkane cannot afford to pay its members more than a minimal salary. Many work for free to learn about the ancient mysteries.

**Training:** They try to train members to handle evidence professionally, but many are nothing more than enthusiastic amateurs.

**Internal Security:** The security is excellent.

**External Infiltration:** Some at the lower levels, but there is little in the upper ranks, where the most sensitive information is kept.

**Reputation:** See above.

**Sponsorship:** Nidic religious groups sponsor The Arkane.

**Administration:** At the lower levels, administration is fairly lax, but the inner circle tightly controls sensitive information.

**Offensive Potential:** Beyond volunteers, no official offensive potential.

**Starship Capabilities:** They have about 50 old starships available.

**Vehicles:** A few jalopies.

**Communication:** Old subspace radios or public broadcasting systems are the limit.

**Equipment:** Minimal

**Headquarters:** None

**Subsidiaries:** None

**Public Intent:** To research the Tuluantos Empire and their affiliates

**Real Intent:** To get closer to Gusu.

## Universal Medical Corporation

This is a Terran (Koriandric in particular) organization, which developed from the Terran war with the Middarian Empire. The Koriandric saw an opportunity to gain solidarity with other races and began training their doctors in alien anatomy and medicine. A few years of research and millions of credits later,

they started offering their services to planets all over the Frontier. Today they are famous for their medical teams, especially the medical combat teams who

willingly brave firefights to save lives.



**Salary:** The Universal Medical Corporation (UMC) pays its doctors well. Combat medics receive a very high wage.

**Training:** The UMC trains its doctors to treat a wide variety of medical problems. The training is the best that Terrans have to offer.

**Internal Security:** The UMC has good Security. There is a contingent of soldiers on the premises at all times in addition to sophisticated security systems.

**External Infiltration:** Some.

**Reputation:** Respected professionals in the field of medicine

**Sponsorship:** The Koriandric are the sole sponsors of the UMC.

**Administration:** The UMC is run professionally and strictly, with a strong hierarchical chain of command.

**Offensive Potential:** Medical combat teams have vehicles designed to survive a firefight.

**Starship Capabilities:** They have about 20 medical starships to carry survivors and medical supplies/teams to new planets.

**Vehicles:** They have thousands of medical vehicles on planets throughout the Frontier.

**Communication:** Limited hyperspace communications, but unlimited subspace communications.

**Equipment:** They have some of the best medical response teams and equipment available. Sometimes they must rely on outdated medical gear if a huge disaster erupts.

**Headquarters:** Their headquarters is located in the city of Zeus Prime in the Nexus Prime sys-



# The Frontier

tem.

**Subsidiaries:** Medical Prime, Nexus Healing Industries, Universal Healing Company, Prime Chemicals, and hundreds of smaller organiza-

tions

**Public Intent:** The UMC's primary public goal is to heal others in a quick, efficient manner.

**Real Intent:** To gain solidarity.

## The Frontier

The Frontier is the area of space in which the first book of The Xro Dinn Chronicles™ SE takes place. It is only one small part of a galaxy, distant from the Milky Way. The stars are closer and more compact in this galaxy, and it has much more life in it than other galaxies. The Frontier is the general name given to all of the space shared by the major races, despite the fact that some members classify this space differently.

The star map on the following page is the map of the Frontier. It is a tool for game masters and players alike. It is designed to give a better feel for the planets' locations, and the races' situation in relation to each other. Some races have explored many star systems, while others remain in or near their own solar system.

The list of planets on the next few pages gives detailed information about each of the planets, its inhabitants, their culture, etc. The sections below give players and game masters basic information about each planet. The section after that fills in a few gaps concerning each of the planets and any phenomena for which there are no references in the star charts.

### System Information

The following information explains how to understand the system information chart. The order in which the features are listed below is the same order in which they appear on the chart. If an abbreviation is used, the abbreviation for each section is listed in parenthesis.

**System Name:** the name of the star and the general name given to all of the planets which circle around the star.

**Star Classification [SC]:** the class that each star belongs to, according to the chart below.

**Sequence:** refers to the spectral class of the star. All other information is extrapolated from it.

**Color:** the color of the star.

**Temperature [Temp]:** the temperature of the star in 1000 degrees Kelvin.

**Life:** the life expectancy of the star in millions of years.

**Radius [Rad]:** the radius of the star. The number is in comparison to Earth's sun.

**Luminosity [Lum]:** how bright the star is.

**Number of Planets [#P]:** the maximum number of planets that will naturally occur within the system.

### Stellar Information Table

#### Main Sequence Stars

Seq	Color	Temp	Life	Rad	Lum	#P
O	d blue	30,000	10	15	8000	0
B	blue	15,000	80	5	6000	0
A	l. blue	10,000	1,000	2	75	5
F	white	7,000	3,000	1.5	50	10+
G	yellow	5,500	10,000	1	1	15+
K	orange	4,000	80,000	0.5	0.1	15+
M	red	2,500	125,000	0.2	0.01	10+

#### Non-Main Sequence Stars

Seq	Color	Temp	Life	Rad	Lum	#P
BSG	blue	10,000	0.1	500	100,000	0
RSG	red	3,000	0.1	500	100,000	0
RG	red/or	4,500	0.5	15	100	5
WD	white	8,000	soon	0.01	0.001	0
BD	brown	1,300	soon	0.1	0.0001	0
RD	red	3000	soon	0.5	0.01	0

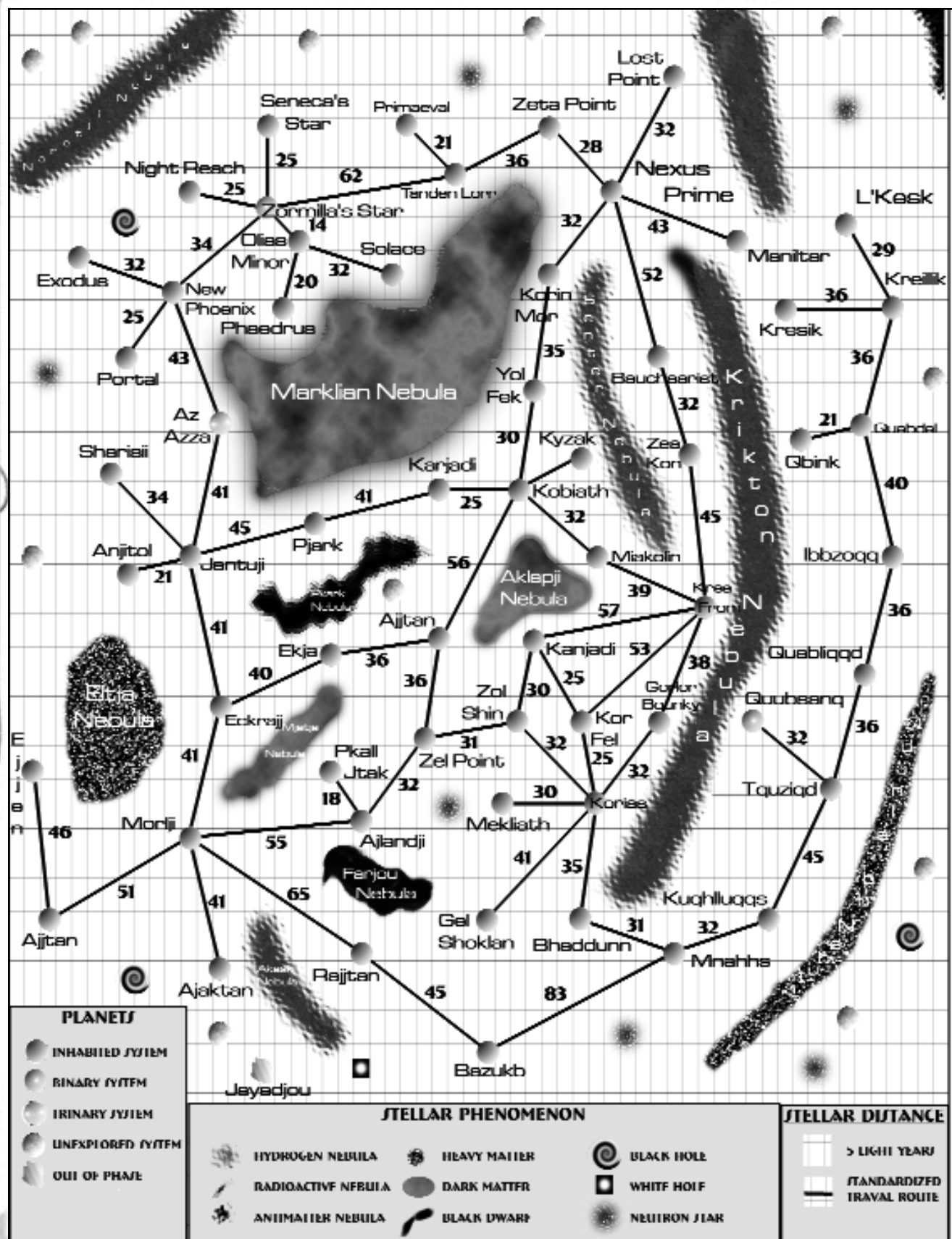
**Number of Planets:** the total number of planets in the system, including the habitable ones.

**Planet Name:** the name of the habitable planet(s) within the system.

**Gravity:** the planet's gravity.

**Number of Moons:** the number of moons that the planet has.

# The Frontier



# The Frontier

## Planets of the Frontier

System Name	Star Color	Number of Planets	Planet Name	Gravity	Moons	Space Stations	Population	Culture
<b>The Middarian Empire</b>								
Dorran Sol								
Gel Shokolin			Yzan				Very Light	Colony
Gorlor Bounky	A	4	Kadoria	1.2	1	4	Light	Colony
			Sendaria	0.9	0	1	Moderate	Training
Jantuji	K	9	Kanji	1.04	2	3	Moderate	Tourist
Kanjadi	G	8	Midjudiar	1.2	2	4	Heavy	Various
Kobiath			Borkian				Moderate	Manufacturing
Korias			Tynos				Moderate	Various
Kor Fel			Banyk				Moderate	Various
Korin Mor			Mkyth				Moderate	Military
Krea From	K	6	Modaith	1.2	3	0	Very Heavy	Various
Kyzak			Tyzyk Py				Moderate	Scientific
Mekliath			Tyan				Light	Various
Miakolin	K	4	Logostan	0.82	0	1	Light	Military
			Perain	1.14	2	3	Moderate	Variable
Yol Fek			Koryst				Moderate	Agriculture
Zea Kon			Myt				Moderate	Various
Zel Point			Chyg				Light	Colony
Zol Shin			Thym				Moderate	Tourism
<b>The Kuahlluqqs Compact</b>								
Bazukb	G	14	Nahrta	1.05	1	6	Moderate	Trade
Bhaddunn	A	6	Lhoudous	0.83	2	12	Heavy	Religious
Ibbzoqq	G	8	Noblanqq	1.26	1	5	Light	Resource
			Quobmolq	0.67	1	2	Moderate	Trade
Krielikk	F	7	Killikan	1.1	2	4	Heavy	Various
Kresik			Kikkan					Various
Kughlluqqs	G	4	Sholiaqth	1.43	2	5	Very Heavy	Government
L'Kesik			Kemisik				Light	Various
Mnahhs	K	7	Nahrik	0.92	1	4	Very Heavy	Various
Quabliqqd	F	9	Queqchaibn	1.05	2	12	Very Heavy	Corporate
Qbinqq		4	Lequelbb	1.4	2	13	Moderate	Corporate
Quubsanqq	K	8	Lenqqar	1.2	3	2	Moderate	Corporate
Rajjtan	F	13	Marlianji	1.28	2	0	Heavy	Various
			Sahrjan	1.35	4	0	Moderate	Various
Tquziqd	F	10	Chqell	1.33	8	10	Heavy	Resource
<b>The Pjanji Trade Federation</b>								
Ajaktan	F	6	Kajtic	0.94	4	12	Heavy	Recreation
Ajjtan	A	8	Pjatti	0.88	4	3	Heavy	Various
			Senjit	1	0	1	Light	Various
Ajlandji	F	6	Mjandji	1.2	2	4	Light	Tourism
Ajtian	F	12	Jekiti	1.15	1	3	Moderate	Tourism
			Mezjarious	1.3	2	1	Moderate	Various
Anjitol	G		Anjoas	1.25	4	18	Heavy	Various
Eckrajj	K	11	Sendajju	1.24	3	1	Moderate	Tourism
Ejjen	A	4	Arjis	1.6	1	4	Light	Science
Ekja	M	4	Jekja	0.98	1	3	Moderate	Various
Jantuji	K	9	Kanji	1.04	2	3	Moderate	Tourism
Morlji	G		Merkethka	2.4	17	22	Moderate	Trade / Resource
Pkark	K	6	Thrykan	1.1	0	2	Moderate	Various

# The Frontier

## Planets of the Frontier

Star of		Number of		Space				
Sy stem Na me	Col or	Pl a n e t s	Pl a n e t Na me	Gr a v i t y	Mo o n s	St a t i o n s	Pop u l a t i o n	C u l t u r e
<b>The Terran Confederacy</b>								
Bauchaarist	K		Sirik	1.14	2	1	Moderate	Religious
Exodus	K	8	Jyhad	1.1	2	1	Moderate	Religious
Karjadi	G	12	Forward Prime	1.02	2	4	Moderate	Government
			Front	1.47	14	0	Light	Military
Lost Point	BSG	0	Maktji	0.78	8	5	Moderate	Various
			None					Sceintific
Maniltar	G	8	Odin	1.33	1	8	Light	Military
New Pheonex	F	4	Phoenix Prime	0.78	3	3	Moderate	Various
Nexus Prime	G	12	Alpha Prime	1.02	4	6	Very Heavy	Various
			Omega	0.64	1	1	Light	Colony
Night Reach	RG	3	Netherworld	1.27	6	1	Moderate	Various
Olias Minor	G		Altan	0.98	1	1	Moderate	Farming
Phaedrus	K		Socrates	1.07	2	4	Moderate	Education
Portal	G	7	Haven	1.1	2	3	Heavy	Various
Primieval	K	9	New Hope	1.19	1	4	Heavy	Various
Seneca's Star	G	3	Bastion	0.87	3	10	Heavy	Military
Solace	G	10	Quiet Prime	1.1	0	2	Light	Various
Tanden Lorr	F	6	Puzzle	1.06	2	6	Very Heavy	Science
Zeta Point	G	14	Blockage	0.94	1	10	Heavy	Various
Zormilla's Star	G	7	Conflict Prime	1.11	2	10	Moderate	Military
<b>The Undiscovered Worlds</b>								
Quahhstair	G	4	Tahhlis	1.41	6	12	Moderate	progressive
Tabansia	G	7	Valaen	0.86	2	1	Light	stagnant
Jayadjou	G	16	Unknown	Uknown	Unknown	Unknown	Unknown	Unknown
Az Azza	F	6	Kazza	1.1	3	1	Moderate	Various
Sharisii	K	9	Unknown	Uknown	Unknown	Unknown	Unknown	Unknown
<b>Distputed Worlds</b>								
Ajtian	F	12	Mezjarious	1.3	2	1	Moderate	Various
			Moreth Frol	0.76	1	1	Light	Various
Bauchaarist	K	13	Charinar	1.35	8	3	Moderate	Religious
Jantuji	K	9	Kanji	1.04	2	3	Moderate	Various
Karjadi	G		Maktji	0.78	8	5	Moderate	Various
Rajjtann	F	13	Marlianji	1.28	2	0	Heavy	Various
			Sahrjan	1.35	4	0	Moderate	Various

**Artificial Satellites:** the number of satellites a planet has. Specific information about the satellites will have to be detailed by the game master.

**Popul ation:** a rough estimate of the number of people that live on a particular planet. The

categories are listed below.

**Very Light-** up to 100,000 people.

**Light-** from 100,000 to 10 million.

**Moderate-** from 10 to 500 million people.

**Heavy-** from 500 million to 10 billion people.

**Very Heavy-** more than 10 billion people.

# The Middarian Empire

## Frontier Descriptions

The descriptions below give game masters and players a more complete description of each of the planets within the Frontier. These descriptions are designed to give major details about what to expect on each planet. Game masters should fill in additional details to make the planet relevant to their campaign. The planets are listed alphabetically, system first, just as they appear on the preceding pages.

## The Middarian Empire

Over its 500-year history, the Middarian empire has become one of the most powerful and influential forces within the Frontier. It has started more wars and conquered more species than any race other than the Sharr'Dann. Its victories were not won by powerful technology, but by skill, cunning, and determination. No other government has earned more fear and respect than the Middarian Empire.

Truth be told, the Middarian empire is not a single voice leading an entire empire, but a conglomeration of hundreds of clans all trying to stake their claim on honor and prestige. With each honorable battle fought and won, each clan gains more power towards the end goal of being the leader of the great empire.

### Travel Into Middarian Space

Entering into Middarian space without prior authorization is always dangerous. The Middarians view it as a violation of territory – an act of war. They will usually take the opportunity to attack to gain yet more honor. If the opponent seems too weak to be worthy prey, they may be ignored, possibly warned, and told to be on their way. Due to centuries of interaction, Pjanji vessels are the only vessels that do not require special authorization to enter their territory.

Those with authorization to enter Middarian space are usually ignored and allowed to travel wherever they please, unless they head towards military bases or other important installations or commit a crime.

### Currency

The Middarians have traditionally used the currency of their clan. If they were part of a small clan, they used the currency of the largest, most influential clan within the area. Slowly, as a result of trade with the Pjanji, they have started to standardize their currency. Today, almost universally, they use the currency of clan Kazair, the most respected clan within the Empire. The chief unit of currency is referred to as the Kazair. Except for the Dozoktan, the Middarians use credits as a secondary currency throughout the Empire. Conversions are detailed below.

### Currency Conversions

Middaran	Pjanji
1 Kazair	15 Credits
1 Zylteth	7 Credits
1 Mirfail	2 Credits
4 Lykzian	1 Credit

### Relations with Others

Middarian races living with other cultures are governed primarily by their moral views, basically that they are superior to all others. They are easily angered by behavior that they deem dishonorable and will not hesitate to attack others on site. This has been the source of more than one war with the Middarians.

At the same time, the Middarians hold the view that others are not worth their time or effort. This has been true of their dealings with the Sehlmna. They will also use this as an excuse to back down against superior opponents.

Still, many Middarians feel indebted to races such as the Quiizbenqq because of their role in defeating the Sharr'Dann. Despite the "lack of honor" that Middarians perceive in other races, they do give them some measure of respect.

The Middarians do have expansionist ambitions. They often use flimsy excuses to expand their territory. If some members of a race behave dishonorably, they will use it to justify executing them or conquering their world. They have even committed genocide to extend



# The Middarian Empire

their borders.

## Middarian Star Systems

### The Aytian System

**Moreth Frol** — Moreth Frol is a Middarian world blanketed in snow most of the year. It has a one hidden Middarian military base. A wide variety of life forms have made this world their home.

### The Bauchaarist System

**Charinar** — Charinar is a beautiful world with great, untamed jungles and temperate forests. Because of its huge size, slow rotation, and long days, there is a large difference between its day and night temperatures. During the day, it can reach up to 60 degrees Celsius, while at night it gets well below freezing. Every morning, this world is covered with snow that melts by midday. Charinar is also the home of the only lasting peace between the Middarians and the Terrans. The people who

inhabit Charinar are religious. The Nidic (Terrans) claim that the world has special spiritual significance. The Middarians consider it to be a place of refuge that can "cleanse the soul." While there are many political problems, both peoples have put aside their differences in their common wish to pursue spiritual truth.

**Sirik** — Sirik is a hot desert world with few life forms. Most of the water is underground or in great trees known as "Billik," which are scattered throughout the planet. It is inhabited primarily by lizard and insect Koriandric. There is constant squabbling among the inhabitants, but they present a common political front against outside threats.

### The Gel Shoklan System

**Yzan** — Yzan is a small world on the edge of Middarian space. It is an outpost with a space station convenient for secret meetings etc. The planet is a gas world, but rich in oxygen from the floating plants and animals in the atmos-



Sirik in the Bauchaarist system

# The Middarian Empire

phere.

## The Gorlor Bounky System

**Ka d o r i a** — Kadoria is a searing desert world with temperatures that reach above 100 degrees Celsius. It has one moon, called Barren, with a synchronized orbit that matches the rotation of the planet. Barren's close orbit creates a huge shadow, which covers about a tenth of the planet. This shadow creates the only habitable location on the planet. Many life forms have adapted to living under the shadow, since few can survive the desert heat. The planet is owned by the Middarians, who have founded a penal colony on the edge of the shadow. Small cities have cropped up over the years beneath the shadow. For the most part, the inhabitants have been released from the penal colony or have been ostracized from the Middarian Empire. It is also a recruiting place for the Kire Ring, a Terran smuggling organization.

**Send a r i a** — Sendaria is a huge watery world that has ten percent of its surface covered by land. There is a large active volcano chain that erupts on a continual basis. Quakes are quite common, but they are rarely above 6.0 on the Richter scale. It is otherwise a plentiful world with huge forests and many life forms. It is owned by the Middarians, who use the world to rest and hone their instincts for struggling against nature.

## The Jantuji System

**Ka n j i** — Kanji is a world created by the Tuluantos Empire. The seas are designed to change color with the season. The life forms have been bred to optimize crop production. The Middarians control the planet, but have leased rights to several Pjanji clans, who have set up business here and opened several resorts. The Middarians are determined to prevent others from obtaining the Tuluantos technology.

## The Kanjadi System

**Midj u d i a r** — Midjudiar is a planet full of heavy rain forests, great savannas, and vast stone deserts. It is a planet struggling with

many social problems. It is the site of the first Terran (Koriandric)/Middarian government. The Middarians believe that the Terrans have no concept of honor, while the Koriandric believe that the Middarians waste time on trivialities. The Sehlma have been asked to mediate, but tensions remain high.

## The Kobiath System

**B o r k i a n** — The Kobiath System is the stronghold of House Kazair, the strongest of the Middarian Houses. It is a mild planet, rich in minerals, ores and strange energy fields that House Kazair has harvested to produce their starships. House Kazair considers it a highly spiritual world, and they refuse to allow anyone other than members of their house into the system.

## The Korias System

**T y n o s** — The Korias system is a central point for Middarian relations with the Sehlma, Quiizbenqq, and Pjanji. The political structure is difficult for the other races, as Middarian law takes precedence over all other forms of justice.

## The Kor Fel System

**B a r y k** — The Middarians committed genocide against the inhabitants for "atrocities" performed in defense of their home. They conquered the land, and took what they wanted. None of the native race survived. The Middarians now control this rich jungle world and have turned it into a thriving jungle metropolis, complete with many trees from their home world.

## The Koren Mor System

**M k y t h** — This world is hotly contested by the Middarians and the Terrans. The Middarians have a large defensive force on the system and have bombed all of the Terran settlements on the planet. It is the third largest military outpost within the Middarian Empire. As it is so close to Terran space, the Terrans are always on guard, and major skirmishes are frequent.

# The Middarian Empire

## The Krea From System

**Modaith** — Modaith is the home world of the Middarians. It is a moderate sized world of huge forests filled with trees that reach over 5 kilometers in height. The Middarians have taken to living in the trees as their homes. All of the plant life has grown to tremendous proportions on Modaith. A piece of fruit is big enough to serve over twenty Middarians.

Socially, Modaith is the center of the Middarian Empire. Thousands of Middarian Houses struggle for power. It is also a planet that the Middarians feel is sacred and should be protected at any cost.

The Middarian Empire is the largest military organization in the Frontier. It is ninety-eight per cent Middarian. Few outsiders have decided to join the Empire. At present, the Middarian Empire claims 19 systems and many planets. They are constantly attempting to expand their borders, but have run into opposition from the Terrans and the Sehlma.

The Middarian Empire does not have a strong central government. It is held together by a loose council of leaders, each from a separate clan. The clans have freedom to choose and pursue a policy even if it deviates from the stance taken by the Empire. In a time of crisis, the oldest and most respected Middarian may take charge to deal with the situation.

## The Miakolin System

**Logostan** — Logostan is a small snow-covered planet. It has huge trees, each with one giant convex leaf spreading out from its top. When too much snow accumulates on top of the leaf, it folds down, shedding the snow. There are a few other life forms, but most of them live on or around the trees. The Middarians have made a few small houses inside the trees, but the planet's primary importance to the Middarian Empire is a secret military base that houses about a fifth of the Middarian power.

## The Kyzak System

**Tyzyk By** — Surprisingly enough, this is a planet dedicated to scientific pursuits. They

have large manufacturing facilities to fill the needs of the Middarian Empire. Many of the great houses reside on this planet.

## The Mekliath System

**Tyan** — Mekliath is another world claimed by the Middarian empire and cleansed of its inhabitants because of offenses against Middarian honor. Many houses have moved here, because they cannot survive in the Krea From system, which is full of outcasts who disdain Middarian honor.

## The Miakolin System

**Perain** — Perain is a cylinder-shaped world that is an artifact left from the Tuluantos Empire. Much of it is still functioning. The planet turns to face Miakolin as it rotates around the star. The broad side of the planet always faces the star. It is a lush world with very sophisticated plants, and animals. The Shakrain and the Dozoktan Middarians are the only inhabitants of the planet.

## The Yol Fek System

**Koryst** — Koryst is another lush world with a wide array of animal life. Its jungles are so dense, and the creatures in it so vicious, that living outside of city compounds is exceptionally dangerous, even for a race with the physical prowess of the Middarians. This rich world allows them to grow super-abundant crops that feed many of the surrounding systems. It also has many mineral deposits needed to build starships, and the Middarians have taken full advantage of these.

## The Zea Kon System

**Myt** — Myt is a large, heavily forested world similar to the Middarian home world. In fact, the forests, trees, and evolutionary structures of the two worlds are remarkably similar. The Middarians found it ripe for the taking.

## The Zel Point System

**Chyg** — At the farthest reaches of the Middarian Empire lies Zel point, nothing more

# The Kuqhlluqqs Compact

than an outpost until the Pjanji terraformed the world into something habitable for them and the Middarians. It has fewer defenses than most Middarian worlds.

## The Zol Shim System

**Thym** — This world is also known as Ky Shokok, or "the blue world". It has massive turquoise deposits all over the planet that give everything a bluish hue. The waters, the plant life, and much of the animal life have a bluish color. After living on the planet for a few years, most people begin to take on a blue color as well.

Thym is a moderately populated world that has become a tourist attraction, despite the objections of the Middarians. The Pjanji, as usual, are behind the planet's resort theme.

## The Kuqhlluqqs Compact

The Kuqhlluqqs Compact was originally a defense treaty designed to protect the Quiizbenqq and Sehlмна from the Sharr'Dann. When the Krik joined the treaty, and the Terran metamorph's involvement with the Sharr'Dann was revealed, the governments of all three civilizations met to find a better way of defending themselves from the Sharr'Dann. The conference lasted for years. Today, the Kuqhlluqqs Compact has authority over local governments to ensure the safety of the citizens.

The Compact has opened up trade and technology negotiations as well as defense strategies against the Sharr'Dann,. Many corporations have prospered as a result of the ever-growing treaty. It even allows for unrestricted trade with the Pjanji.

## Travel Into the Kuqhlluqqs Compact

Entry into the Kuqhlluqqs Compact varies depending on the point of entrance, as the racial differences strongly influence how visitors are treated. Entering the Quiizbenqq systems, you will be treated a potential business partner. They will be polite, courteous, and if you offer

economic opportunities, they will roll out the red carpet. If you have nothing to offer, they will be polite, courteous, and allow you to go on your way. You will, of course, be expected to pay your own way.

The Sehlмна, on the other hand, wish to get to know people who visit their system on a personal level. To a reticent visitor, this can be disconcerting. The Sehlмна's empathetic nature allows them to pick up on the intentions and desires of others. They let people travel freely as long as they don't pose a security risk.

## Currency

The Kuqhlluqqs Compact has formed an economic alliance with the Pjanji. They have chosen to change their currency to the credit, the Pjanji unit of exchange. This has made commerce VERY easy within those systems. There are even three Quiizbenqq corporations that are allowed to mint credits when needed.

## Relations with Others

The Kuqhlluqqs Compact has developed excellent relations with most of the other races. They have trading agreements with the Pjanji. Pjanji ships come and go as they please. The Middarians have learned to respect the Kuqhlluqqs Compact and leave them alone unless a specific grievance emerges. The Compact still deeply mistrusts the Terrans and strictly controls their movements in the area.

## The Kuqhlluqqs Compact Systems

### The Bazukb System

**Nahrla** — Nahrla was explored and colonized by the Sehlмна centuries ago. Its most striking features are the thousands of gigantic lava caves just beneath its surface. There is little volcanic activity today. The life forms on the planet have evolved in a variety of ways. Many of them live in the caves. Nahrla has strategic importance as the only habitable planet at the edge of the territory owned by the members of the Kuqhlluqqs Compact. A large number of Quiizbenqq have taken up residence

# The Kughlluqqs Compact

there because of its rich mineral deposits. Several Pjanji clans also live there. The planet was inhabited by the Xodar Xro Dinn before the Sehlмна arrived.

## The Bhaddunn System

The Bhaddunn system is well known for strange anomalies. The Quiizbenqq have established a permanent scientific outpost to study the phenomena. Despite the reams of data generated, no conclusions have been drawn as to the reasons for the phenomena. For centuries, there have been reports of ships disappearing into temporal anomalies. The Sehlмна own this system.

Lhoudous — Lhoudous is the only planet in the Bhaddunn system capable of supporting life. All other planets in the system are regularly exposed to the vacuum of space. Lhoudous is a fairly lush world with an unusual variety of life-forms. It has a small population of religious Sehlмна who feel the strange location is suited to spiritual development. There is a small colony of Nidic as well.

## The lbbzoqq System

Nobl a nqq — Noblanqq is a world rich in rare minerals and metal deposits. Centuries of plundering the planet's resources have left it barren and small. Over two dozen Quiizbenqq corporations own and mine the land. It is a main source of the Quiizbenqq's wealth. There are half a dozen military/corporate space stations that orbit Noblanqq.

Quobmol q — Quobmolq is a biologically rich world filled with life-forms much akin to dinosaurs. There are lizards up to fifty feet tall roaming the lands searching for prey. The Quiizbenqq have built a few gigantic cities and buildings from which to view the huge fauna. Hundreds of Quiizbenqq and Krik (detailed in the next book) research centers are located there. The planet is primarily used for negotiations and corporate retreats. The Kirrak of the Krik have made it their home. There is a large pop-

ulation of these outcasts who have chosen a path of adventure and artistry on this world.

## The Krielikk System

Killikan — Killikan is the home world of the Krik (featured in the next book). It is a dark, moist world with large jungles around its poles and vast deserts around its equator. There are three major oceans. The dominant species on Killikan are insects. There are a few mammals, but they are mostly small and must reproduce in great numbers to survive. The Krik live progressive, stable lives and have few worries.

## The Kresik System

Kikkan — Kikkan is the only world that the Krik have colonized outside of their home world. It is a volcanically active planet teeming with insect life. The mineral deposits are rich enough that many Quiizbenqq and Koriandric have started developing the world independently of the Krik, but with their permission.

## The Kughlluqqs System

Sholiaqth — Sholiaqth was pockmarked by huge meteor swarms thousands of years ago. It has tremendous mountain chains and huge rolling forests, as well as oceans and rivers. The waterfalls are some of the biggest in the Frontier. Sholiaqth is also the site of the first Sehlмна/Quiizbenqq treaty, which established peace and trade between the two races. The government is a cross between a Sehlмна commune and a Quiizbenqq corporation.

## The L'kesk System

Kio — For the Krik who desire to leave the home world or its responsibilities, there is Kio. It has an alternate government that represents these Krik. This world has many different climates, from snow covered mountains to deserts to vast oceans.

## The Mnabhs System

Nahrik — Nahrik is the home world of the Sehlмна. It is a dark, overcast world full of life. Spores, insects, fungus, and many other life-



# The Kughlluqqs Compact

forms inhabit this world. It is a heavily populated, but the Sehlmna are comfortable here. Although they have depleted its mineral resources, the Sehlmna have preserved most of the biosphere.

## The Quabliqqd System

Queqchaibn — Queqchaibn is the home world of the Quiizbenqq. It is a warm, dry world with only two bodies of water large enough to be called oceans. There are other sources of water throughout the planet so it is not a scarce commodity. Queqchaibn is mostly desert with a few jungle regions in the middle latitudes and two temperate zones near the polar regions. The Quiizbenqq populate most of the planet and have built great cities in the deserts. The Quiizbenqq live in the lap of luxury, although they import most of their supplies.

## The Quubsanqq System

Lenqqar — Lenqqar is a planet in a binary system. Lenqqar has a 43-degree orbit, giving it strong seasonal variations. Once every 213 days, the other sun orbits past Lenqqar, warming the planet for many days. The planet is fairly hospitable, except for the previously mentioned seasonal disparities. Lenqqar has numerous gems and trace minerals. Some Quiizbenqq corporations have moved there to escape the prying eyes of their competitors. Several corporations engaged in scientific research have sites on Lenqqar.

## The Qbink System

Lequelbb — At first glance Lequelbb appears to be sterile, but upon closer examination, it is revealed to be a world of grays. Life on the planet consists of many different plants and animal-fungi - all of them gray. It is a biologist's dream. Most of the plants and animals are inedible. The planet is largely occupied by Quiizbenqq corporations. About seventy companies manufacture products ranging from electronics to starship parts. The plants and animals feed off special nutrients found on the planet. The

Quiizbenqq have integrated many of the nutrients into their production methods, which has only added to the planet's value.

## The Rajitan System

Marlianji — Marlianji is a bright, world with vast plains and tall mountains. There are thousands of lakes, but none large. The Pjanji discovered the planet and now share it with the Sehlmna. They respect each other's way life, so there are few political problems. The planet is still in the process of developing, and in many areas it is very much like a frontier community.

Sarjan — Sarjan is in synchronous orbit with Marlianji, except that it is always on the opposite side of the orbit. It is a deeply forested world with a great deal of volcanic activity. There are 12 oceans and a great number of lakes. It is the home of the Sehlmna and the Middarians. The inhabitants are always a step away from war. The Middarians feel that the Sehlmna are weak and lack the honor to stand up for themselves. They have attempted to create joint governments, but most of them have failed because the Sehlmna prefer to "discuss issues rather than act on them," while the Middarians are "too hung up on their petty honor to get in touch with their true feelings." Many within the Middarian Empire are planning to seize Sarjan for themselves.

## The Tquziqd System

Chqell — Chqell is famous for its richly colored deserts and tropical islands of red, white, black, silver, purple, and yellow. Each has a rich, flowing desert ecosystem. It was the first planet discovered by the Quiizbenqq. They prize it for its beauty and its extensive mineral wealth. Chqell is now heavily populated and almost as famous as the Quiizbenqq home world.

# The Pjanji Trade Federation

## THE PJANJI TRADE FEDERATION

The Pjanji Trade Federation began as an attempt by a few Pjanji clans to set up a network to store inventories and to direct traffic flow to where goods and services were most needed. Since its inception it has grown to the size of the Frontier and beyond. It also functions as a mutual defense treaty among its members. Anyone who does not come to the aid of another clan will be banned from the Federation, unless they can plead extenuating circumstances. As with other Pjanji organizations, the company's character depends on the particular clan in charge. As a result, information will vary. Game masters should determine the specific information.

### Travel into the Pjanji Trade Federation

The Pjanji are quite open to travelers within their territory. They scan ships for anyone hostile to the Pjanji. A few Middarian clans and the Sharr'Dan qualify as undesirables. Overall, the Pjanji have few enemies.

Behind the scenes, the Federation often pays for information about travelers: crew compliance, needs, wealth, etc. They then alert the clans that are best positioned to make a profit from the hapless wayfarers.

### Currency

The Pjanji have several forms of currency, but they have established the credit as the standard. Although everyone does not accept it, the majority of races consider the credit the universal standard, often in conjunction with their own currency.

### Relations

It is almost second nature for the Pjanji to trade and to work well with others. Over the centuries, their polite dickering has become a welcome part of life within and beyond the

Frontier. They are at war with no one and only on occasion skirmish with particular clans or groups. Even the rough Middarians (who reject the credit as a universal standard) have developed a respect for the enterprising Pjanji and allow them to trade within their borders.

## THE PJANJI TRADE FEDERATION SYSTEMS

### THE KAJTIC SYSTEM

Kaj tic — Of all the Pjanji worlds, none is more dedicated to pleasure and gambling. From the beginning, clan Ptajitic designed the world to house many and draw crowds from around the Frontier. They hired the best clans to build palaces for kings, arenas for Middarian fights, discussion areas for Sehlmna, high tech for the Quiizbenqq's tastes. They did this for areas of space and for races well beyond this book. Their efforts have paid off, and races from around the universe call Kajtic the hottest vacation spot on the star map.

### THE PJATTI SYSTEM

Pj atti — Pjatti is the Pjanji home world. It is a massive planet with few mineral resources and a collapsing economy. It is largely arid with a few jungles and massive stretches of deserts. It is very humid. Socially, Pjatti is a declining world that is split among the different Pjanji cultures. There are many ancient ruins, but tourism is down, and the sites are decaying. The planet has critical pollution problems.

Senj it — Senjit is the Pjanji home away from home. It was colonized over a thousand years ago. Massive terraforming has restructured the planet into a beautiful world, capable of sustaining life under its thick poisonous clouds. It is a dynamic world that has become a center of learning and creative thinking for the Frontier. The Pjanji who can afford it choose to live on Senjit instead of Pjatti. The population is quite affluent.

# The Pjanji Trade Federation



Pjatti - The Pjanji home world

## THE MJANDJI SYSTEM

Mj and j i — Mjandji is a planet with spectacular geographical formations. It boasts the largest crystalline mountain chain in the system and unique species of fish and insect life. The Pjanji use the world for tourism and scientific inquiry. It also has some significance for its strategic position between the members of the Kuqhlluqqs Compact and the Middarian Empire. It is sometimes used as a neutral meeting ground for debate between the two groups.

## THE AJTIAN SYSTEM

The Ajtian system deserves special mention because it is currently contested. There are several members of the Karjinju (Pjanji) clan who claim that they have paid for the system and own it. The Middarian Empire has other plans for the system and claim it as theirs by right of battle.

## THE ANJITOL SYSTEM

An j o a s — Anjoas is one of the few planets where Borloans (shape-shifters) are still accepted without too much bigotry. Elsewhere, they are hunted down and often killed. These enigmatic beings live in the huge cities that fill the planet. Corruption is rampant. The Borloans have taken over most positions of power and could live here securely if it were not for the constant rivalry among the Borloan houses.

The planet's climate is quite mild, one reason why many people have come to live here. The atmosphere acts to balance the temperature around the planet despite its tilt (which produces the seasons). Temperatures usually range from 50 to 80 F degrees across the planet.

## THE ECKRAJJ SYSTEM

Sendaj j u — Sendajju rotates at a 92-degree angle. The result is a year with four distinct seasons. One season is perpetually dark. Another is perpetually light, and the other seasons have periods of day and night. During the

# The Pjanji Trade Federation

summer/winter months (winter for one side of the world is summer for the other side), huge storms rage across the threshold between the light and dark halves of the world. The winters are frigid, with temperatures below -50 degrees centigrade. All life hibernates or travels to the other half of the planet. The summers are unbearably hot, reaching temperatures of 70 degrees Celsius. The spring and fall periods are the only comfortable times of the year. It is then that Sendajju is considered a nice place to visit.

Jekiti — Jekiti is a warm planet with a comfortable climate and one season (the planet does not tilt on its axis). It is a Pjanji planet, practically owned by the Karjinju clan. It has many well-known vacation spots and is the destination of choice for the wealthy. It is also highly valued for its mineral deposits.

Mezjarious — This is a hotly contested world. The Middarians and the Pjanji lay claim to it. Many Middarians died protecting it from the Sharr'Dann, while the Pjanji did nothing, knowing the Middarians would respond to the attack. The Middarians feel that they have a right to the system. It is primarily a middle-class world with deep political problems. The Pjanji reject the whole concept of government, which of course, offends the Middarians. The typical Mezjarions (Middarian or Pjanji) do not wish to get involved in the political struggles and wants to live out his life in relative peace.

## THE EJEN SYSTEM

Arjis — Arjis is a barely hospitable world that has no magnetic field and little life. Because of the lack of a magnetic field, the planet has become an ideal site for performing scientific experiments, and there are research outposts scattered across the planet. There is one major city called Kramji that has enough agricultural equipment to survive indefinitely. Otherwise, the planet is barren.

## EKJA SYSTEM

Jekja — The Jekja system was colonized by the Pjanji hundreds of years ago and terraformed for both Pjanji and Middarian needs. Today it is a thriving metropolis with Pjanji, Sehlмна, Middarians, and Terrans living on the planet.

## THE MORLJI SYSTEM

Merkethka — Because of its location, Merkethka has become a perfect layover system for ships needing repair and fuel. Almost all of the planets in the system are next to worthless, but Merkethka has several features that make it ideal for providing fuel and power for ships. Giant energy collectors have been built around the planet, and heavily fortified mining ships plunge into the planet's mantle. Few people actually live on the surface. The entire population lives in the space stations surrounding Merkethka.

## THE PJARK SYSTEM

Thrykan — Thrykan was originally colonized by the Middarians over two centuries ago. It eventually had to be abandoned leaving several hundred Middarians trapped there. When the Pjanji discovered them, they were desperate for an opportunity to get off of the planet, so they attacked. The Pjanji won at the expense of the lives of all the Middarians. In their memory, they kept the planet's name and called the system for themselves.

Thrykan is a beautiful world with thick forests, wide deserts, and very few oceans. Most of the bodies of water are comparatively small but do help to provide moisture for the planet.

## THE PKELL JTAK SYSTEM

There are no habitable planets in this system. It is close to a dark matter nebula, and the Pjanji have set up research stations to study it. They encourage groups of tourists who wish to view the nebula and have built an educational facility that has attracted millions of people. Even the Xodar Xro Dinn has set up a permanent crystal base near these coordinates.

# The Terran Confederacy

## The Terran Confederacy

Government Prime is the ruling body of the Terran Confederacy. It is not an absolute government, as many of the Terrans would prefer. It represents the interests and viewpoints of the Korianic and the Merrianic. The Fridic and the Nidic strongly oppose many of Government Primes' goals, which are largely a result of Merianic and Koriandric beliefs. These divisions have prevented Government Prime from gaining the support it needs to enforce the authority that the Merianic and Koriandric desire and see as a stabilizing force.

### Travel in the Terran Confederacy

Visitors to the Terran Confederacy find many differences among the Terrans. The Merianic and Koriandric of the Governing body give the impression of being well ordered and civilized. The Nidic and the Fridic exhibit the irrational tendencies of the Nidic's bizarre religious rituals and the Fridic's obsessive pursuit of the "shadows".

### Currency

The Terran confederacy has no standard monetary unit. The Merianic worlds are relatively free of the credit, while the Koriandric, Nidic, and Fridic all use the credit and the Merianic Marc as currency. One marc is worth approximately 2 credits depending on the local economic conditions.

### Relations

Except for the Pjanji, Terrans have had a difficult time establishing good relations with other races. Their conflicts with the Middarians continue. The Kuqhlluqq's Compact distrusts them because of their involvement with the Sharr'Dann. The Pjanji are not fond of the Merianic. Even among their own ethnic groups, Terrans do not seem able to maintain peaceful relations.

## The Terran Systems

### The Exodus System

Jy had — Jyhad has natural radiation storms, which have become part of the planet's ecosystem. The plants and animals have adapted to the radiation. There are species that follow the radiation storms to feed off the carrion left in its wake. The Koriandric originally explored and colonized the planet. The Nidic, after finding out about Jyhad, came here in great numbers - to the surprise of the Koriandric. After a short war, the Nidic received full control of Jyhad in exchange for surrendering future rights to other systems, unless they had a high degree of radiation.

### The Karjadi System

Forward Prime — Forward Prime is a medium sized world terraformed to fit Terran standards. There are deposits of sulfur acidic sources on many parts of the planet, but on the whole the planet is a comfortable place to live. The Terrans control it, and the Merrianic wield the most influence. Forward Prime is of strategic importance because its location provides access to the Federation.

Front — Front is an icy cold planet with a dense, toxic atmosphere. It has no native life. Pockets of methane stretch hundreds of kilometers across the surface. The planet has thick, ionizing radiation fronts in addition to severe magnetic disturbances, which render sensors almost useless. It is the perfect home for a military base. The Merianic (Terrans) have built three secret military installations on the planet. They have over 20 starships, two carriers, and hundreds of smaller vessels there that can be summoned to action in minutes.

### The Lost Point System

The Lost Point System has no planets, but is filled with asteroid belts. The system is known for its strange spatial phenomena, into which ships and whole asteroids have disappeared. Random wormholes, giant spatial rifts



# The Terran Confederacy

causing folds in space that last for hours, severe temporal anomalies have all occurred. Vessels will appear from random locations around the galaxy, or from other periods of time.

It is impossible to predict what events will occur at Lost Point. Its mysteries have attracted scientists and profiteers. A Terran space station has been constructed just outside of the system and is used for commerce and trade, but also houses a strong military fleet.

## The Maniltar System

Odin — Odin is a small planet constantly wracked with lightning. The atmosphere contains toxins that inhibit life processes. The Terrans (Merrianic) commandeered it from the Sharr'Dann. It serves as an outpost for the Frontier around the Krikton Nebula. It is also a point of contact between the Krik and the Terrans. The Merianic have erected three space stations and a military base on the planet for defense.

## The New Phoenix System

Phoenix Prime — Phoenix Prime is a hot desert world with sparse vegetation, a thin atmosphere, and no wildlife except for a few insects. Droughts last for years, and all life is dormant until the next rain. Those that live on the planet import moisture from the nearby moons. There is a substantial effort to recycle moisture whenever possible.

## The Nexus Prime System

Alpha Prime — The Terrans were stranded on this world a few centuries ago. It is a temperate world with huge oceans, large crevasses, and life similar to Earth's. Alpha Prime's culture is split. Some of the people are self-motivated and strive for excellence, while others are decadent or spiritual. The gap between the rich and the poor is widening.

Omega — Omega is a Merianic (Terran) penal colony. The turbulent and stormy atmosphere makes survival difficult. The Merianic have devised a number of tortures and restraining

methods to control the overcrowded facilities. A network of escapees has developed into an Underground Railroad. The Koriandric make up most of the prison population.

## The Night Reach System

Netherworld — When viewed from space, Netherworld appears to be a dark, overcast planet that could not possibly support life, but it has several 50 kilometer suns that orbit within the dense atmosphere. From the surface, the suns appear to be semi-luminescent, and provide enough light and warmth to keep the surface in a constant daylight. Netherworld has many ground-dwelling organisms capable of flight. The Fridic have founded several colonies throughout the planet. Each colony has a specific variety of Fridic. All avoid contact with people from the rest of the Frontier.

## The Olias Minor System

Altan — The Koriandric and Fridic first discovered Altan, and they thought they had found paradise. Ninety per cent of its plants are edible, and almost all of them are rich in nutrients. The only animal life consists of insects, worms, and microscopic bacteria that all feed on the plants. The world is overflowing with vegetable life. Altan is the main source for food for the surrounding systems.

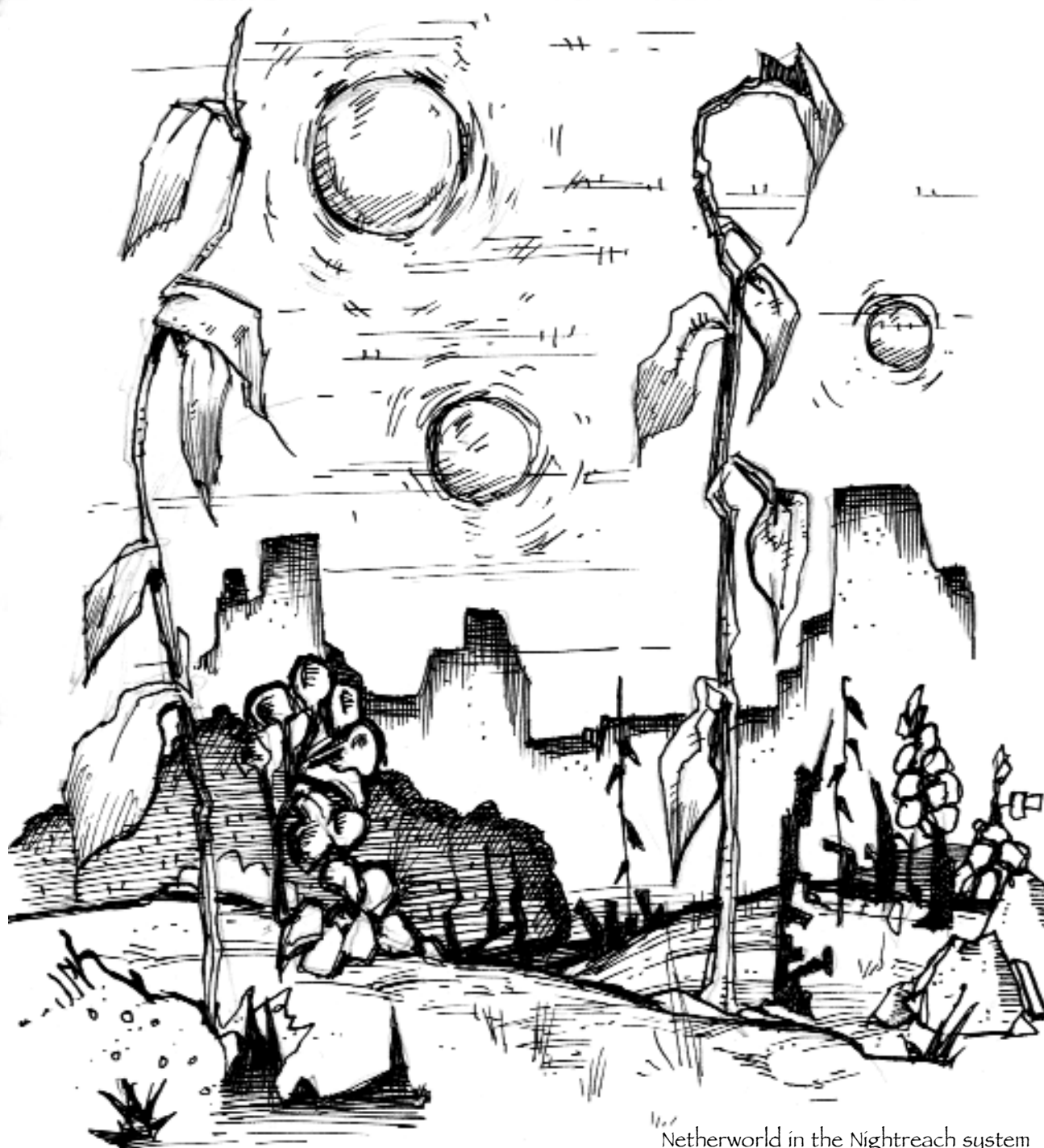
## The Portal System

Haven — Haven is a planet on the edge of the Frontier. It has become a Mecca for races from other parts of the Frontier, including the Borloans (shape-shifters), the Vajjra (an insect-like race), and the Tagoren. The Terrans have created space stations that serve these travelers' needs. The best known among them is a diplomatic station that serves ambassadorial functions. The Terrans have chosen the credit as the main form of currency to serve this cosmopolitan world.

## The Primaeval System

New Hope — New Hope is the planet that the Koriandric first colonized when they were try-

# The Terran Confederacy



Netherworld in the Nightreach system

ing to escape the Merianic. When they crash-landed on the planet, they had almost no supplies. Adapting to the new planet took time. Other than this, the planet is a beautiful world with a variety of climates and vegetation. There are an unusually large number of poisonous insects, plants etc., which does make cau-

tion necessary, however many inhabitants have developed an immunity to the poisons.

## The Seneca's Star System

**Bastion** — Bastion is the last and strongest of the Merianic strong holds. Within the last century there has been an effort to build up the

## Other Worlds

military and civilian presence through economic incentives. The efforts of the Terran military have paid off in this regard. It has become exceptionally popular, and its military strength has grown enough to provide protection to Terrans for many systems around.

### The Solace System

**Q u i e t P r i m e** — Quiet Prime is a planet without any moons or volcanic activity. The core is almost solid and the planet is in a perfectly circular orbit. There is no tilt on the planet's axis, so there is no seasonal variation. The planet has a large Temperate Zone because it is flattened at the equator. The poles are snow-covered. Terrans of all kinds have made this planet their home. There are a few military installations to defend the planet. The inhabitants live in diverse conditions. A few live in poverty, while others are wealthy. There is also some strife between the different Terran cultures, but they have learned live together more peaceably here than anywhere.

### The Tandem Lorr System

**P u z z l e** — Puzzle is a scientist's dream. It has thousands of minor spatial-temporal disturbances, as well as other strange anomalies. Environmentally, it is a bleak world with only a few fairly advanced plant and animal life-forms. The Koriandric and the Merianic own this world, and they have fought over it on numerous occasions.

### The Zeta Point System

Terrans quickly discovered that there was little room for expansion in this section of the galaxy beyond the Zeta Point system, so the planet was considered the last stop along the way. The Terrans consider it strategic to their interests as it is close to Nexus Prime.

**B l o c k a d e** — Blockade is the only barely habitable world in the system. Temperatures reach over 700 degrees Fahrenheit in the warmest regions and close to 150 degrees in the coolest. There is extensive terraforming underway to

make the planet more livable, but the Terrans still have two hundred years of work left to complete the project. The rich ore and mineral deposits make the planet very valuable.

### The Zormilla's Star System

**C o n f l i c t P r i m e** — Conflict Prime is the site of the largest Merianic military operation in history. During the Middarian wars, it was used as a supply depot, as well as the front for several major operations. Because of its decaying orbit, the planet warms about one degree every five years. Today the planet is mostly desert, with a polar southern region. The northern pole is a temperate forest.

### The Karjadi System

**M a k t j i** — Maktji is a world that is not native to the Karjadi system. Scientists theorize that it was a rogue planet for centuries before it was caught in orbit around Karjadi. There is evidence that intelligent life once lived on Maktji, but it did not survive. Maktji is a gaseous world with a solid central core. The inhabitants live on the core and one of the moons that circles the planet within the overextended atmosphere. The moons have some atmosphere of their own. Pjanji make up most of the population. Several Terran groups (all cultures) also live on the planet. The Pjanji grow some unusual crops based on the reconstruction of DNA patterns from the extinct Maktji life-forms. The planet has been populated for only a short period.

## Other Worlds

There are many systems that are controlled by races not included in this book, but that will appear soon. These worlds are detailed in this section. Game masters should feel free to embellish upon the information presented or wait for the supplements.

There may be many other worlds not listed, and there are many other stars that have not

## Other Worlds

been fully explored within the systems. This star map is a general guide to the most intriguing phenomena. There may be strange particles, quantum singularities, rogue asteroids, and ancient ships. The possibilities are endless.

### The Az Azza System

Kazza — Kazza was first inhabited by insect and lizard Fridic centuries ago, after they escaped from the Merianic. In the last hundred years, a mysterious race known as the Aenra Al Hazza came to the planet and found that it suited their physiology perfectly. The planet is a hot, desert world with ion and dust storms and plenty of light. Its sands are white from calcium deposits, the remains of extinct plants. The albedo allows the planet to be light even when the sun is shining on its opposite side. Its three moons reflect more light.

### The Jayadjou System

The Jayadjou system has been a source of myths and misconceptions for centuries, until Pjanji vessels brought back some hard evidence about it. Apparently, the whole system is "out of phase" with the rest of the universe. It is impossible to land on any of the planets or to communicate with them in any way. The inhabitants of the system are unknown, except that they assault and kill anyone who attempts to enter the system.

### The Sharisii System

Few planets within the Sharisii system have been visited because tremendous force fields blanket them. The few that have been explored are barren ice balls. The inhabitants, although they have never revealed their form, allowed the Pjanji to build space stations in the system for trade and docking purposes.

### Nebula

Aklapji Nebula — The Aklapji nebula is full of dense, ionized particles and contains several heavy metals. It is impossible to navigate through the nebula, and sensors are virtually

useless there.

Farjou Nebula — The Farjou nebula is known for bouncing sensor "echoes" back into space. These echoes can be single or multiple in effect. Sensor shadows are common as well.

Krikton Nebula — The Krikton nebula is a dense cloud of high intensity radiation and unusual stellar phenomenon. Reports have indicated that "heavy matter" is a primary component of the cloud, along with hydrogen, xenon, and fluorine gases. It is impossible for ships to travel through the nebula.

Marklian Nebula — The Marklian nebula is a huge, dark matter nebula that is extremely dangerous for travel. Few have entered and ever been seen again. It is also over three hundred and fifty light years thick.

Naretji Nebula — The Naretji nebula is a hydrogen nebula. It is difficult for ships to navigate. Travel faster than light is reduced to a minimum.

Senter Nebula — Senter nebula was named by the Nidic who discovered it soon after that race colonized the Bauchaarist system. They claimed that it had properties that "aligned the soul with Gusu." It is a radioactive nebula that is also exceptionally ionized.

# Part V Theme Setting



## Part V:

## Theme Setting

What ties the games together within the Xro Dinn Chronicles SE is the theme. The game masters are the ones responsible for taking all of the elements presented so far and putting them together in a context players will enjoy. The Xro Dinn Chronicles SE is based, in part, upon the mystery of the Xodar Xro Dinn. Other elements such as the Terran Metamorphs and the Sharr'Dann play a significant part in shaping the politics of the Frontier and beyond. Gaining an understanding of these aspects of daily life ultimately affect the theme that the game master will present.

In this section you will find...

- I Storytelling
- II The Major NPCs
- III The Sharr'Dann
- IV The Terran Metamorphs
- V The Xodar Xro Dinn



# Creating Campaigns

## Story Telling

The Xro Dinn Chronicles™ SE is an interesting game to play for many reasons. The races are designed to be alien. With this alien existence comes alien ways of living. This, in turn, affects how each race will react to the player characters. This is not to belie the individuality of each race, but to put them in a social context that defines the race as a whole.

Further, The Xro Dinn Chronicles™ SE is not a simple hack and slash game. Players have many ways of gaining power, but most have individual goals, which do not consist of merely gaining power. They are playing real people in real situations. If players are interested in power, then what form should the power take? Is the character interested in climbing the corporate ladder, or is the character interested in designing and creating a new kind of bionic or cybernetic part? These kinds of questions need to be answered by the player characters (PCs) and the game master for the NPCs. In many cases, there will not be clear-cut answers.

Due to these and other considerations, the following information has been provided to help game masters flesh out the campaign and characters. Not all of this information is needed every step of the way, but it is helpful in creating a setting and a theme for a game.

**Provide a Setting.** Players need to know what setting their characters will occupy. What planet are they on? Is the planet currently at war, or are there other considerations the character should know about? The section on the Frontier is designed to give basic information about the planets within the Frontier. Game masters should feel free to embellish this information and tailor the individual planets to suit their needs. This will help the players to design their characters to fit the situation.

**Create a Theme.** It is always helpful to create a theme to connect the player characters to the game. It provides a more in-depth set of goals for the players. Imaginative players will tailor their characters to fit into the campaign as a whole. Other players will create characters who must be forced into the campaign. Creative game masters will be able to devise

plausible ways of linking the characters to the current set of events without too much arm-twisting.

**Start Small.** When first game mastering The Xro Dinn Chronicles™ SE, keep the scope of the game small. Focus on one or two races, and slowly introduce new ones into the setting. The wide array of aliens and technologies may be too much for first-time players and game masters. Starting the PCs with one race may be a good idea. As the game progresses, game masters should feel free to slowly introduce more races. They should do this only when they are comfortable with the races they know. Within a short time, players will be ready to move on to more characters and more situations.

**Create an Alien Feel.** The Xro Dinn Chronicles™ SE is a game full of aliens with strange sets of morals and ways of life. If game masters focus on one or two races in the early stages, they can really delve into the spirit of the race. They can begin to see how each race reacts by examining their honor system and carefully reading the racial information. How would a Pjanji, a true anarchist, feel about being forced to work for a government agency? Some might go along with it, while others would resent the imposition. Getting a real understanding of the races will give the aliens a truly unique flavor. It will also give the game master a grasp of the characters' motivations.

## Creating Campaigns

The previous information is very important when designing a game, but it says nothing about the kinds of campaigns that are available. Below is a series of campaign styles that game masters may wish to use to get things started. Game masters should not feel limited to these styles of campaigns, but they can be an excellent way of introducing the player characters to a campaign.

## Adventurer Campaigns

Adventurer campaigns are the least directed of the possible campaigns. They are also the most carefree. Characters are not bound to a storyline. They usually make their money doing odd jobs and are free to do as they please. They can refuse to do a particular

# Creating Campaigns

assignment or accept it much more openly than many other characters can. The characters will be mostly freelancers or rogues, who have chosen to live life as they choose.

## Adventurer Campaign Ideas

- a) A corporation hires the characters to deliver a message into a dangerous situation. They may be expendable.
- b) The characters are hired to rescue an ambassador in a potentially volatile situation. They are asked to be involved because they have not taken sides in the conflict.
- c) An assassin hires the characters to deliver a package. Unbeknownst to the PCs, the package contains a bomb. They will become suspects in the upcoming investigation.
- d) The characters are hired back and forth by a number of corporations, which lands them in the middle of a corporate war.
- e) The characters are offered a large sum of money for a small assignment. Little do they know, someone is dumping the cash on them, and another agency will soon pin them as money launderers.

## Corporate Campaigns

Corporate campaigns can be interesting. The players will probably have bosses above them and personnel below them. This can provide many opportunities for characters to advance within the corporation. Dangers like treason and espionage are everywhere within a corporation. Listening devices and computer taps are only the beginning of what the character can expect within a corporate environment. If he/she stumbles on a damaging discovery, it could jeopardize another's chance at "the big chair". This could lead to an untimely demise or an unwanted "promotion".

But these are not the only angles the characters need to consider. The characters also need to make enough money to live, which means doing the right things to keep their jobs. Often they will deal with outside pressures. If they are not up to handling these problems, they may be cut out of the loop.

Almost any kind of player may be involved in a corporate campaign, provided they work for a corporation. They can be scientists, scholars and technicians, all working for corporate interests, from a scholar familiar with the corporate lore of a planet to

an ambitious rep on his way to the top.

## Corporate Campaign Ideas

- a) The characters have to deal with a repressive boss who obviously has a diabolical plan. How are the characters going to catch the boss without being detected?
- b) The characters make an important scientific discovery, which could put their careers on the fast track and maybe even make them famous. Unfortunately, a power hungry executive has stolen all the credit.
- c) Stock prices are falling due to damaging rumors from a rival corporation. The players must deal with the corporation or face the ax
- d) A Terran metamorph has replaced the character's boss and is thwarting an investigation of the Xodar Xro Dinn. Taking any action to expose the Metamorph could result in a character's death from unnatural causes.
- e) The character's corporation is trampling on something that the character cares about deeply. The character must decide what to do about the dilemma and still keep his job.

## Law and Order Campaigns

Law and order campaigns are perhaps the simplest kind of campaigns to run. The characters are members of a law enforcement agency and have to deal with a variety of situations. Not all of the characters need be combat-oriented. Technicians, lab assistants, engineers, corporates, almost anyone can take an active roll in the law enforcement campaigns. Some characters will excel at analyzing specific evidence. Others will be better at dealing with and reading people.

Game masters will need to set down some common guidelines for a particular planet's view on laws. Does one race's ideas dominate the thinking of the law enforcement agency, or are they open-minded? What are some basic rules that the characters will have to abide by to remain within their jurisdiction? These and other questions will have to be answered by the game master to develop the situation and gain a feeling for it. Game masters should feel free to elaborate on racial information to more fully create the campaign style for the characters.

# Creating Campaigns

## Law and Order Campaign Ideas

- a) The characters investigate a series of interrelated murders.
- b) The characters collect evidence to implicate a local crime lord. One of the officers creates evidence on the scene, and the characters must decide what to do.
- c) The characters discover that an officer might be taking bribes from the local crime lord. The characters have to decide how to handle the situation.
- d) The Xodar Xro Dinn are key witnesses to a crime, but they refuse to come forward. The player character must decide how to deal with the situation without breaking any treaties.
- e) The characters discover that one of the members of a large and reputable Terran house has committed a heinous crime. It has been made it clear through a third party that the characters will be executed if they arrest the perpetrator.

## Racial Campaigns

Racial campaigns focus on one or more aspects of a particular race. The game is designed to see the interactions of the races and their response to different situations. This can be entertaining, but it requires understanding of one particular race. Game masters and players should design characters that know a great deal about the race they are encountering. They should develop a few laws and situations to help move the game along. It is often best if most of the PCs are playing the race that is the focus of the game.

## Racial Campaign Ideas

- a) A Quiizbenqq corporation is poisoning people on the street as part of an experiment. The player characters investigate.
- b) A Middarian of another house has murdered a Middarian official of the house of Anu. They claim that the PCs are involved and have evidence to prove it. The players must prove their innocence or face an honorable combat against one of their greatest sword masters.
- c) The Pjeketji, a Pjanji clan, wants to open up their business to the Middarians, but the Terran government objects. The PCs are expected to help smooth relations.

- d) A Koriandric faction has declared war on Government Prime and all Merianic. The player characters are sent to negotiate a peaceful solution with the Koriandric
- e) The Sehlmma have discovered an ancient, abandoned Sharr'Dann factory on their planet. Given that they were once enslaved by the Sharr'Dann, they must decide how to deal with the situation.

## Rebellion Campaigns

Rebellion campaigns center on the characters' revolt against a local government or power. They can be refugees, idealists with a cause, or rogues who hate authority. To successfully run a rebellion campaign requires ingenious characters or a generous sponsor to keep them alive. They will usually be outmatched and outgunned by the powers they are trying to overthrow.

Rebellion campaigns can use many different kinds of characters. The characters often lack resources and manpower. They will take anyone they can get to help in the fight.

## Rebellion Campaign Ideas

- a) The characters are short of supplies and must travel into the heart of enemy territory to get more.
- b) A spy within the rebellion is discovered on her way to the enemy. The characters must stop her or face defeat.
- c) The government has captured an important official, and has sent for a psychic to scan his mind. If the characters do not rescue the official, vital information about the rebellion will fall into enemy hands.
- d) The characters' hideout has been discovered, and they have to move quickly to escape before they are destroyed.
- e) A rival within the rebellion has her eye on one of the PCs' positions. She is doing everything within her power to discredit the character.

## Street Campaigns

Street campaigns encompass any campaign where the characters live in shabby conditions and have little if any money.

They usually take place in over-developed urban environments, but they can be played anywhere.

## Payment



The people are usually tough and able to survive on their own. The characters are left out of the system, and often turn to criminal organizations to make a living. Whatever their choices, street people are always prey for those who live off human misery. They are the street urchins and crime lords who define how a person will live and what a person must do to survive. Sometimes they are the corporations who crush those who are not valuable and taking whatever they see fit. Other times it is the crime lords who control vast black market operations that defy local authorities. These are the settings that the characters within street campaigns must endure.

Street campaigns can be run from many different

sides. They can be run from the position of a local crime lord who is in control of a certain section of town, or from the viewpoint of freedom fighters attempting to keep the streets safe. Often the line between right and wrong becomes blurred in these campaigns. Bounty hunters, reporters, and others often make it impossible to tell who is on what side or if any side can ever be called "right".

### Street Campaign Ideas

- a) Some one had been cutting in on a local crime lord's business. A corporation has been "collecting" several street urchins. The crime lord offers a reward of 500 credits to anyone who can find out why.
- b) The characters are hired to capture the leader of a small street gang. They do not know that the gang is really a bunch of boosters who plan to murder the characters.
- c) A corporation has put an experimental drug on the street that is killing off the clientele. The characters are hired to look into the situation.
- d) A local gang has kidnapped one of the character's friends. If the characters do not kill another crime lord, the friend will be killed.
- e) The characters witness a drug deal gone bad. A third party moves in and kills both parties. The characters recognize the third party, who is rumored to have connections with the Sharr'Dann.

### Payment

Most characters need some kind of income to pay for expenses such as food, clothing, lodging, cybernetics, schooling etc. The chart below provides an estimated amount that the character should receive as a result of her economic status. This assumes that the character is good at her job and has a steady income. In many situations, this will not be true. Characters who are self-employed will not receive this payment. Only characters with steady jobs will have the amount of money detailed below. Game masters should feel free to modify the amounts to fit economic conditions, work status, job performance, employers, and any other factors that arise.

The first column is the character's economic status. This is the point of reference for the character's payment. The second column is the amount of money the character receives on a weekly basis (10

# Interstellar Travel

days). The costs column indicates the amount that is used each week for living expenses. This number is modified by the fourth column, which indicates the change in the percent of the third column. The amount of costs can vary greatly from character to character. If they can convince the game master, players who come up with believable explanations should be able to lower their costs. Game masters should tell the players to role-play out this aspect of the character.

Econ Status	Pay	Costs	Ex tra Costs
destitute	25	95%	+1d4%
poor	150	90%	+1d8%
uncomfortable	300	85%	+1d12%
comfortable	750	80%	+3d6%
well to do	2500	75%	+1d20%
wealthy	5000	70%	+3d8%
very wealthy	25,000	65%	+3d10%
rich	50,000	60%	+4d8%

## Interstellar Travel

Interstellar travel will be detailed in later editions of The Xro Dinn Chronicles™ SE. Still players and game masters may wish to have characters get from one planet to the next. Below is a chart detailing the average transit time it takes each race to travel from one planet to the next. This does not mean that all starships travel at this rate. Older starships will more than likely move more slowly while top of the line military vessels will undoubtedly be much faster. The cost for traveling each light year is also included. Of course these are averages and game masters should feel free to alter those based upon economic conditions, the age of the ship, special deals, etc.

Race	Average Transit Time	Credits / Light Year
Middarians	50 hours	250
Pjanji	15 hours	100
Quiizbenqq	1 hour	500
Sehlmna	5 hours	300
Terran	10 hours	250

## The Major NPCs

There are three NPC races that can never be played. These are the Sharr'Dann, the Terran Metamorphs, and the Xodar Xro Dinn. Each of

## Payment For Information

Information provided	Payment
any dimensional tech breakthroughs	up to 15,000,000
any low level classified information	up to 5000
any mid level classified information	up to 25,000
any high level classified information	up to 100,000
any Simulacrum Commission information	up to 250,000
classified military designs (ships, guns, etc.)	up to 50,000
classified Xodar Xro Dinn information	up to 100,000
classified Xro Dinn information	up to 8000
current military strategies	up to 10,000
current military objectives	up to 35,000
current scientific discoveries	up to 40,000
current Sharr'Dann information	up to 10,000
current sociological data	up to 3500
current psychological information	up to 6500
current secret passcodes etc.	up to 20,000
cutting edge secret technology	up to 75,000
delivered Qualarian artifact	upto 10 million
delivered Sharr'Dann technology	up to 1,000,000
delivered Tuluantos artifact	up to 2,500,000
delivered Xro Dinn in a crystal	up to 7,500,000
educated political perspectives	up to 6500
educated scientific information	up to 10,000
engineering techniques	up to 15,000
government or corporate espionage	up to 35,000
full mind retrieval	up to 1,000,000
location of a dimensional portal	up to 3,500,000
location of secret military facility	up to 2,500,000
location of secret scientific facility	up to 2,000,000
location of Xro Dinn inside of a crystal	up to 5,000,000
modern technological breakthroughs	up to 1,000,000
personal information	up to 25 per hour
Qualarian artifact location / information	up to 25,000,000
Sharr'Dann artifact information	up to 1,000,000
Tuluantos artifact location / information	up to 5,000,000

these races adds something unique to The Xro Dinn Chronicles™ SE universe. On its own, each race is much more powerful than any of the PC races. In hand-to-hand combat (unarmed), most of the PC races, with the possible exception of the Middarians, would die. Escape would be their only option. This changes the perspective of the game in several ways. First, any player characters engaged in hand-to-hand combat with them will most likely die unless they escape. Characters will have to resort to more intelligent means than a simple attack. This places strategy into situations that would otherwise be straight-



# NPC Information

Miscellaneous Non-Player Character Information														
Race	Str	Con	Dex	Ag	Emp	Int	App	Cha	Wil	Per	AR	Life	Height	Move
Sharr'Dann														
Gan	+15	+15	+5	+5		+3		+2	+6	+10	50	+150	2.8	15
Kor	+10	+4				+15		-2	+5		20	+50		12
Le'Marr	+50	+15	+10	+10		+2	-3	-4	+10	+6	75	+250	3.5	10
Mr'eShiggith	+10	+4	+2	+2		+15		-2	+2	+2	20	+50	2.5	10
Na'Sieth	+10	+4			+12	+4		+5	+25	+4	20	+50	2.5	10
Pra'Solam	+10	+4		+2	+10	+4		+8	+15	+10	30	+50	2.5	10
Zar'Shann	+10	+15			+5	+10	+2	+12	+10	+2	25	+100	3.0	10
Zwin'Ma	+10	+4	+5		+2	+13		-2	+2		20	+50	2.5	10
Terrans														
Alpha		+2	+1	+1	+1	+1			+3			+10	2.0	Va
Beta	+2	+4	+1	+2	+2	+2			+7	+1		+25	2.1	Va
Gamma	+5	+6	+2	+3	+3	+3			+12	+3		+50	2.2	Va
Delta	+10	+10	+5	+4	+4	+5			+20	+5		+100	2.3	Va
Xro Dinn	+9	+6	-2	-2	+4	+10	-3	-5	+6	-2			Va	+1
Xodar	+2	+2	-1	-1	+1	+9		-4	+9	-5	10	+50	Va	+1
Fug Xon	+5	+4	+3	+5							50	+100	Va	+5
Sar Olxon	+3	+3	+2	+3							25	+75	Va	+2
Xo Xog	+1	+5	+1	+1	+7				+5		25	+100	Va	+2

forward.

Second, the awesome power and the secretive nature of the races lends them mystery. The player characters will know very little about the daily habits, lives, purposes, and intents of the NPC races. They are enigmas that the players will want to explore. While this book contains little information about the Xodar Xro Dinn, it is enough to pique the interest of the players. Who are the Xro Dinn and what are they doing with all information they are collecting? What is the purpose of their existence, and why are they so secretive? What are their goals and what do they hope to attain?

The power of the NPCs brings with it temptation. Many characters will see them not as threats that need to be destroyed, but as possessors of the tools and the knowledge that will lift them out of their misery. This is perhaps the most dangerous path. The characters may seek the technology and power of the NPCs. Ignoring the perils, they may come too close to the enemy and pay with their lives.

Third, the power of these beings puts many characters in their place. They are not the kings of the universe, nor are they likely to be. Some grudgingly accept this position, while others openly defy it.

They all recognize their weakness against these powerful creatures. The NPCs know their own strength, but they also realize that they can be overwhelmed by sheer numbers. This makes strategy and subterfuge important to the NPCs as well. Often they can be found lurking in the shadows - just like everyone else.

## NPC Information

The chart on this page provides game masters with complete racial information about the NPC races. The Xro Dinn information should be added to the young Xro Dinn information from the character creation section. The first ten attributes are the same as for the player characters. The AR column lists the armor rating that each race naturally possesses. For more information about AR, see the combat section. The life column indicates the bonus to life of each race. Height is the average height of the race. The cold and hot table lists the bonuses to the temperatures found in the wilderness section. Move is the movement multiplier for the race. See step number 14 in the character creation section for more information. Assume all other information is equal to the player character information, if it is not listed under

# The Sharr'Dann

the chart.

## THE SHARR'DANN

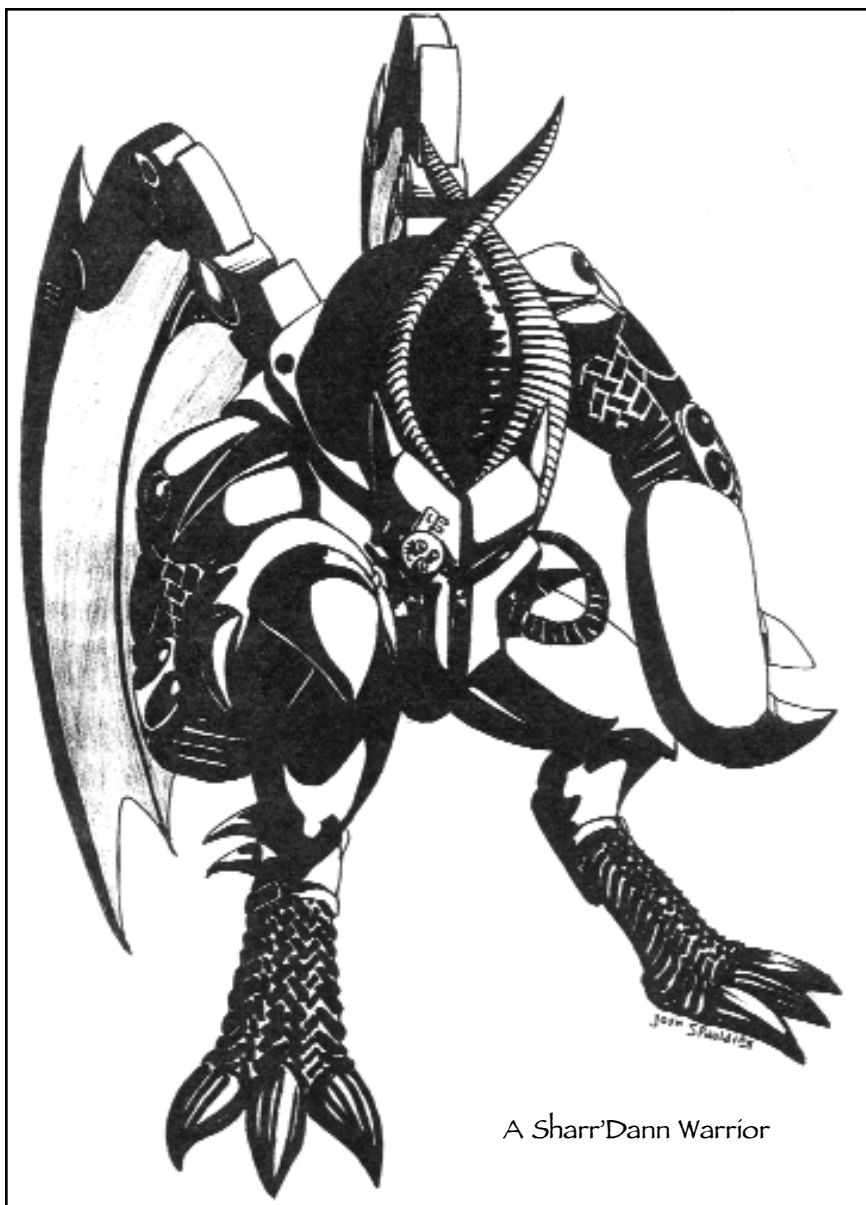
Perhaps the most hated and feared of the NPCs are the Sharr'Dann. Their physical appearance alone strikes fear into the hearts of most intelligent species. Their powerful technology and fearsome presence can terrify the bravest armies. Except those that are enslaved, few ever survive a frontal assault from a Sharr'Dann. Full scale military strikes against the Sharr'Dann are met with minimal success and heavy losses. Their technological sophistication has advanced at an unprecedented rate. No society in the history of the Frontier has matched their rate of increase. In the past, members of the Frontier fended off the Sharr'Dann by throwing everything they had against them. Most governments and corporations now realize that in a prolonged conflict with the Sharr'Dann they would be hopelessly outmatched and outgunned. An all out assault on the Frontier by the Sharr'Dann would wipe out most of the population. What few know is that the Sharr'Dann are fighting wars on five different fronts at the same time. Their resources are spread too thin to waste on the pitifully weak races of the Frontier. It is presently not worth their efforts. Within a few hundred years it will be, and this is what makes people afraid.

The Sharr'Dann's brutality and heartlessness make them even more feared than the worst Middarian. The Middarians are ruthless, but they are honorable. They do not use slaves, and they do not use torture to intimidate people. The Sharr'Dann have been known to enslave the populations of entire worlds. They have brought heartache and pain to

almost every member of the Frontier, seemingly without cause or justification. The members of the Frontier see a cold, emotionless exterior that uses horror as a weapon. For this the Sharr'Dann are not only feared, but hated

### USING THE SHARR'DANN IN YOUR CAMPAIGN

The Sharr'Dann are excellent adversaries in many senses. They are smarter, more powerful, and often have more resources than the characters. They also have an indomitable will to succeed. Often, the Sharr'Dann will be a more effective element in the game if they are used as a background feature. A direct confrontation is likely to have dire effects on a



A Sharr'Dann Warrior

# The Terran Metamorphs

story. Main characters may be killed. This can quickly disrupt stories and radically change the flow of the game. They are best used as a buildup to the climax, where they make their entrance as the arch-enemy. Even the Mre'Shiggith, the scientists and technicians among the Sharr'Dann, are more than a match for most player characters. They can be insidious, intelligent, and powerful enough to outwit most characters, including, upon occasion, the Ingenii.

The Sharr'Dann are also willing to work with disreputable NPCs who wish to barter with them for power. They have been known to supply people with favors in exchange for secret hiding places or tuning a blind eye to other activities. Those that are of use to the Sharr'Dann must already have positions of power. They need people willing to reprogram sensor nets to exclude their hideouts, or reroute airborne vehicles away from their locations. Government or military personnel are primary targets for their favors. Their Terran metamorphs scout for people willing to cooperate with them. Their favors are costly. Their collaborators are shortly replaced by Terran metamorphs if it is to the Sharr'Dann's advantage.

The Sharr'Dann are actually the lapdogs of the Xodar Xro Dinn. The Xro Dinn have written their whole existence for them, and they cannot escape it. They are programmed to obey their Ju'tann without fail. This duty is implanted deeply within their subconscious, and it is unlikely that they will ever know the extent that the Xodar Xro Dinn have manipulated them. Since they believe, on a genetic level, that they must obey their gods or become part of Zal'tann, they will choose to obey those gods (who were written by the Xodar Xro Dinn) to their deaths.

## The Terran Metamorphs

The Terran metamorphs are feared almost as much as the Sharr'Dann, but for different reasons. They are able to assume the shape and form of any race complete with the memories AND genetic structure of the host. This makes them virtually undetectable. It means that they can effectively infiltrate any organization.

But there is more to fear about the Terran metamorphs. Terran metamorphs remain a complete mystery, even to the Terrans. No mutation, no experiment, no biological augmentation has been able to

match the abilities of the Terran metamorph. Nobody knows where they came from. All genetic analysis suggests that the metamorphs, while having some genetic similarities to Terrans, are a completely separate species. Do they represent yet another force behind the Sharr'Dann or are they themselves puppets? Nobody within the Frontier really knows.

The metamorph presence has caused a great deal of mistrust. The accusation that an organization harbors a Terran metamorph has caused many people to back away from negotiations. They are so afraid of becoming agents of the Sharr'Dann that they are unwilling to form any alliances. Distrust, hatred, and fear has thwarted many attempts to deal with the Sharr'Dann threat. The Sharr'Dann know this and use it to their advantage. They are suspected of replacing a public figure with a metamorph and then exposing that metamorph to cause doubt and misgiving in the public.

Using the Terran metamorphs in your campaign

Terran metamorphs can be effective elements of fear and paranoia in any campaign. They are agents of chaos that add a new twist to any situation. Game masters should be careful. Shape-shifters are in short supply for many different reasons. The alpha shape-shifters are more common than the delta shape-shifters. Adding too many high-powered shape-shifters to a campaign can literally tear a campaign apart from fear and mistrust. The Sharr'Dann and the Xodar Xro Dinn shape-shifters are only used in key situations and in key areas. They do not add shape-shifters to situations that will not bring them power or advantage. A Terran metamorph will never take over the janitor's job at a local junior high.

## The Xodar Xro Dinn

After dealing with the Sharr'Dann and the Terran metamorphs, the Xodar Xro Dinn seem relatively benign, yet no other race has done more to add mystery to the Frontier. They claim that they are simple historians interested in the processes that form history and social reality, but many suspect their purposes. For the most part, except in matters of self-defense, they appear to be harmless. They do not attack members of the Frontier, nor have they

# The Xodar Xro Dinn

engaged in war with any of the races. They almost always respect property, laws, rules, and the accommodations that others offer them. In some instances they have been forward about a small acquisition of land on each planet, but this has not been a source of concern. They are not usually interested in acquiring land or any major resources.

Why such trepidation about the Xodar Xro Dinn? For some, it has been the sheer mystery behind their existence. People from all over the Frontier have tried to infiltrate the Xodar Xro Dinn's crystalline houses, but no one has ever succeeded. Even the young Xro Dinn who were raised by other races have never been able to complete a mission into the crystalline houses. No sensors or optical systems have ever penetrated them. No one has ever been able to decode their crystalline computers. Soon after the Xro Dinn are separated from the crystals, they tend to lose their cohesion, suggesting a symbiotic relationship between the Xro Dinn and the crystals.

The fact that no espionage attempt has succeeded in identifying the motives of the Xodar Xro Dinn is only part of the equation. Young Xro Dinn have been living among the Sharr'Dann. This has upset many races and aroused suspicions that the Xodar Xro Dinn have malicious intents. The Xodar Xro Dinn claim that young Xro Dinn live among most of the major races within the galaxy. The Sharr'Dann are no exception. Some see the logic of this, but many people still feel betrayed and believe that the Xro Din should also pay for the crimes of the Sharr'Dann. It has not gone unnoticed that no Xodar Xro Dinn has ever been attacked by the Sharr'Dann. Speculations have run rampant, yet no one has the military power or the will to do anything about the Xodar Xro Dinn. No one is willing to challenge them as long as the Xodar Xro Dinn do nothing outwardly threatening.

Many people have wondered why the Xodar Xro Dinn have escaped attacks from the Sharr'Dann. Some believe that they gather covert information for the Sharr'Dann. Others claim that the Xodar Xro Dinn actually control the Sharr'Dann. Either way, there is no evidence to support these conjectures. Little do they know that the latter is true, however, the purpose of these attacks is not what most people think.

The Xodar Xro Dinn are actually using the

Sharr'Dann to quickly strengthen the military strength of all of the races. When enslaved, races are forced to learn modern technology and modern ways of operating. It amplifies the need to kill. To this end, the Xodar Xro Dinn have been extremely successful. They have managed to increase the average level of technological sophistication enormously.

## Using the Xodar Xro Dinn in your campaign

There are several ways to effectively use the Xodar Xro Dinn in a campaign setting. Xro Dinn make excellent background characters for almost any kind of campaign. The fact that they are always collecting information means that they are usually willing to pay or trade for valuable data – the more obscure the knowledge, the more they are willing to pay. Below is a general guideline for payments and information. However, information is a fluid resource, and payment can vary greatly depending on how quickly the



A Xro Dinn in Quizzbenqq form

# The Xodar Xro Dinn

data is needed, where and how it must be acquired, etc. Of course, if the Xro Dinn already possess the information through one source, they will have not want to purchase it again. Nonetheless, if the information is a minor improvement on what they already know, they may pay up to 5% of the cost below. Game masters will have to use their own judgment based on the situation. Further, anyone attempting to stiff the Xro Dinn by selling the information to more than one buyer will usually have to face fines from the race's own legal system. Lying to the Xro Dinn about major information is not advisable, either, as the Xro Dinn will often execute traitors if no legal means of retribution are available to them. The Xro Dinn never award compensation before they have received the artifact / information. Furthermore, they are not easy bargainers, but are always fair.

Characters who wish to purchase information from the Xodar Xro Dinn are usually charged exorbitant rates, if they are able to get the information at all. The Xro Dinn never part with information regarding the Qualarians, the Tuluantos, dimensional phenomena or themselves. In other instances, the characters can expect to pay up to 10 times the rate below — especially for current information. Outdated or static information can go for as little as twice the amount below, depending on the circumstances.

But this is not the only way that the Xro Dinn can interact with the characters. Xro Dinn invariably have objectives of their own (which they try to keep secret at any given time), and spend a great deal of their time searching for information/resources that will further their private agendas. For the most part, Xro Dinn use the Shadow Walk crystal to pursue their objectives undetected. No sensor or scanner created to date can detect a Shadow Walking Xro Dinn. The only people who have ever seen a Shadow Walker are the Fridic, which most people ignore as insane. The Fridic are only aware of the Xro Dinn as a "shadow": a dark, faded and poorly-defined silhouette. This disturbs the Xro Dinn, but they have so far taken no action, possibly because most people ignore the Fridic.

Occasionally, the Xro Dinn will take an active part in the affairs of the Frontier. Usually, such action has to do only with key areas of interest that are so vital that they are willing risk blowing their cover pursue

or protect, such as the recovery of Tuluantos and Qualarian artifacts or the discovery of dimensional anomalies. The Xro Dinn move quickly and decisively when pursuing these objectives, doing whatever necessary to gain possession of artifacts and destroy dimensional openings. Also, Xro Dinn often kill anyone who becomes aware of their activities, and move to prevent the exploration of dimensional technology. To this end, they will wipe data banks, kill scientists and sabotage/destroy dimensional technology research. In these circumstances, the Xro Dinn prefer subtlety, but do not shy away from overt action when they feel it is necessary.

When interacting with the player characters, Xro Dinn know (not just think) that they are superior to the player characters, often exhibiting slightly condescending (and occasionally demented) way of interacting with them. Xro Dinn tend to treat other races like children — dangerous children who often get hold of things that could cause great harm to everyone. It is this knowledge alone forces the Xro Dinn to abandon their isolation and maintain a diplomatic façade with other races.

## Other Considerations

Three major factors will be introduced in the next book. These factors are the Ingenii, psionics, and nanotechnology. All three of these have had major impact on many aspects of life in the Xro Dinn Chronicles. Each of these topics is briefly discussed below.

### The Ingenii

The Ingenii are students of the mind that have been trained from a very early age in the mental arts. There are many different schools Ingenii, but suffice it to say that they have a distinct mental advantage over most people. However, the Ingenii's training often isolates them from others, preventing them from fully grasping the nuances of social and cultural behavior. As a result, Ingenii often feel out of place and out of touch.

There are many different varieties of Ingenii. Some are engineers, some are programmers, some are political strategists, and others are musicians or artisans. Trained with incredible focus and mental fortitude, Ingenii are invariably among the very best in their



## Other Considerations

profession. However, their presence has not gone unnoticed.

### Psionics

Psionics are quite another matter entirely. Many different kinds of psionics will be detailed fully in the next book. For now use only the psionics presented in this book.

Psionics are treated in numerous ways depending on the situation. Psionics are often feared, hated, or coveted. Many societies, like the Merianic, strictly regulate psionics, while in others, like the Pjanji, there is almost no regulation at all. In the end, the social treatment of psychic powers completely depends upon the cultural setting. Of course, while

all of this will be expanded upon in the next book, game masters should feel free to expound upon the ideas presented here as she wishes.

### Nanotechnology

Nanotechnology has already had a huge impact on the Frontier. Like the Ingenni and Psionics, nanotechnology comes in many forms, such as medicine, interneal medical units, the repair capability of starships, the integration of cybernetic with the body, communication networks, the micronization of powerful computers, etc. Still, there are many aspects of nanotechnology that have not been fully explored. Various advances and their implicit dangers will be discussed at length in the upcoming books.

## SHARR'DANN

### ANATOMY AND PHYSIOLOGY

The Sharr'Dann are a gargoye-like race with two arms, two legs, and a pair of large wings. Their overall body structure is semi-humanoid, but the resemblance is closer to an upright quadruped. The legs have two knees- one bending forward and the other backward. The arms have only one elbow. Their wings are large enough to propel them faster than most people can run.

The Sharr'Dann have very complex heads. They have small mouths and wide-set cheeks with large slanted eyes. They have small unobtrusive ears located on the sides of the head. The Sharr'Dann have two large horns, which are either twisted and extend back, parallel to the head, or are straight and extend out to the sides of the head. Most Sharr'Dann have several secondary sets of horns.

The Sharr'Dann do not reproduce. They are sterile. Each new Sharr'Dann is created by genetic manipulation. New Sharr'Dann mature in about four years.

Sharr'Dann have excellent perception. At creation, their abilities are tailored to their functions in life. Scouts have the best hearing and vision, but they all have keener senses than Terrans. They can see a greater range of colors and at more cycles per minute. What the Sharr'Dann lack is the ability to feel. Sharr'Dann have few nerves (which makes

them less sensitive to pain) and are incapable of feeling all but the most intense sensations. A Sharr'Dann will experience pain only when severely wounded.

### NATURAL HABITAT

The Sharr'Dann's home world, Karr'Lais, is a densely covered jungle world that has adapted to the harsh environment of space. Because of the strong pull of the twin moon/planet that share the same orbital path, the atmosphere is torn by the gravity of the twin world, exposing 20% of the planet to space at any given time. Both plant and animal life have adapted to surviving in space for hours at a time.

The Sharr'Dann are able to withstand temperatures from -100 to 50 degrees Celsius with only minimal losses. At temperatures below -20 degrees, they begin to freeze and go into a coma. It is said that a few of the new varieties are able to survive in deep space for relatively long periods of time- even years.

### LIFE TECHNOLOGY

The Sharr'Dann are one of the most technologically advanced races within the Frontier. They are also one of the most diverse. Growing up, the Sharr'Dann learn from memory implants. This is its only formal system of education. They improve themselves by eugenics and biogenic augmentation, which has made them adaptable and powerfully suited to most situations. To the Sharr'Dann, life is technology and technology is life.

The Sharr'Dann's main technology is enhanced

## Sharr'Dann - Natural Habitat

metal construction augmented into computerized systems that seem to have consciousness. While the Sharr'Dann command the things they construct, they also program them with the ability to make decisions and to take the initiative. The Sharr'Dann use technology to conquer. Having subjugated many races, they have learned a great deal about other people's ways of thinking and have gained an understanding of how they respond in different situations. Adaptive technology is the strongest advantage that the Sharr'Dann have over other races, aside from being technologically superior.

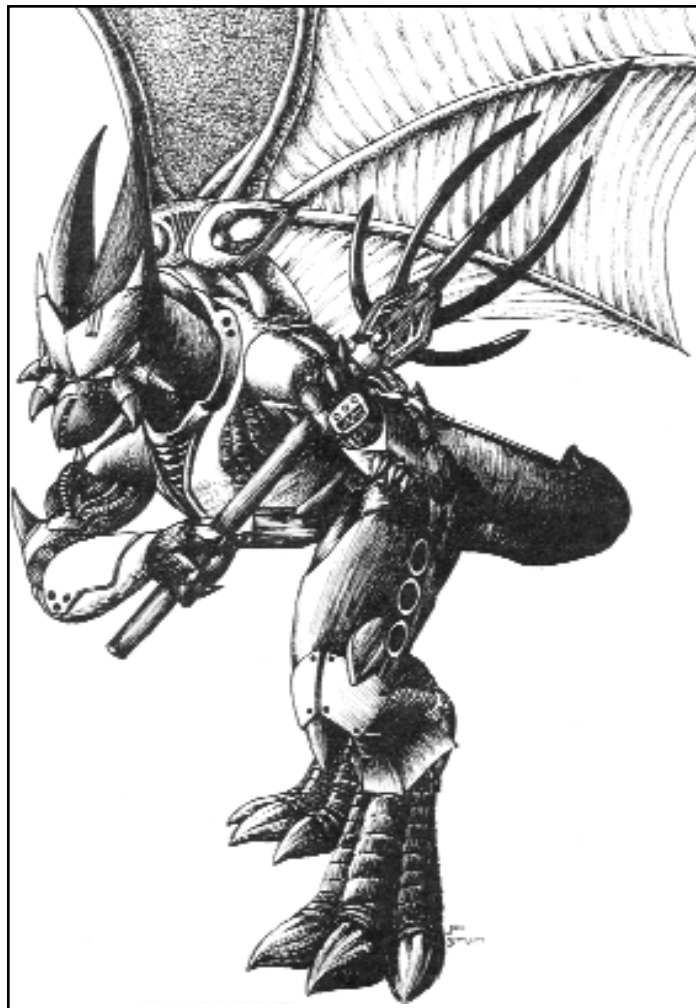
### SPEECH AND LANGUAGES

The Sharr'Dann have voices similar to Terrans, but gruffer and much deeper. Some of them have a wide range of sounds that enable them to imitate just about anything that they hear, except for infrasonic and ultrasonic frequencies.

The Sharr'Dann speak one main language that is understood by everyone within the Sharr'Dann culture. An additional language reflects the knowledge of an individual's cultural position. The primary language is referred to as Sharr'Dann and has many of the components of the other languages, but in a more simplified form. The secondary languages consist of individual trades and skills the Sharr'Dann have learned over a millenium of studying different behaviors and technologies. The additional languages have the same name as the cultures they imitate.

### SOCIAL STRUCTURES

The Sharr'Dann have one of the most strict hierarchical structures of any of the races encountered. The exact position of each individual is determined by ancient religious heritage as exemplified through the Zwin'Ma (genetic experimenters explained later) and the breeding patterns that they choose to work with. Before a Sharr'Dann is created, its exact function and position will be determined throughout its life. In addition to genetic structuring, each new Sharr'Dann is forced to learn what its role is in society through memory engrams. Religion is something that each of the Sharr'Dann knows from birth, due to different kinds of genetic manipulation instituted by the Zwin'Ma.



The Sharr'Dann have a strict hierarchical religion that reinforces the existing social structure. The Sharr'Dann believe in the interconnection of the afterlife with physical reality.

The Gods, or Ju'tann, are not seen as noncorporeal beings that are part of some other realm, but are part of the material realm as embodied through different aspects of the existing world. For instance, Zal'tann, the most powerful of the Ju'tann, is seen as the technology that surrounds the Sharr'Dann. When one dies, one becomes part of Zal'tann. Becoming part of Zal'tann is a twofold process. First, the mind of the dead Sharr'Dann is physically (the mind is considered to be a corporeal phenomenon that can be transferred through cybernetic interfaces) transferred to the technology around the individual. Second, Zal'tann takes on aspects of that individual in a small way. Zal'tann's personality does not change because part of the personality is determined by the

# Sharr'Dann - Social Structures

position of the Ju'tann and part by the number of minds that embody it, so the change will be slight.

Death, becoming part of Zal'tann, is terrifying to all Sharr'Dann. It is the natural way of things, which must be overcome to avoid an eternity of torment. Zal'tann is seen as a powerful Ju'tann that is the embodiment of power, knowledge, and terror. Becoming part of Zal'tann's consciousness is horrible, and all Sharr'Dann wish to avoid it. There is only one way that a Sharr'Dann can avoid becoming part of Zal'tann's consciousness. If a Sharr'Dann respects one of the personalized Ju'tann that represents its particular culture/profession, then it can avoid having its consciousness integrated into Zal'tann's in the secondary sense. The details behind this will be described later. When a Sharr'Dann does not become part of Zal'tann's consciousness, it becomes part of Segiath, or the consciousness of transcendence, a peaceful place free of the terrible mind of Zal'tann. This pushes the Sharr'Dann to fulfill the roles and duties for which they have been programmed.

The Sharr'Dann believe it is also necessary to appease Zal'tann by the integration of other consciousness into the consciousness of Zal'tann. The Sharr'Dann have tried to integrate other races into Zal'tann's consciousness. Many of these attempts have driven the subjects insane. This may be why the Sharr'Dann are so militant and imperialistic, to avoid giving their consciousness to Zal'tann.

## CULTURE

Because of the strong differentiation among the professions of the Sharr'Dann, they have a fragmented culture. The fragmentation occurs at the genetic and the professional levels. There is no fragmentation in the upper echelons of the Sharr'Dann order because of their strong religious beliefs. Each Sharr'Dann will follow the orders of its superiors to the best of its abilities to avoid becoming part of Zal'tann's consciousness.

The Sharr'Dann's occupations have splintered to such a degree that they have taken on subcultures of their own within the Sharr'Dann's main culture. Each of the different cultures have found their own way to avoid becoming part of Zal'tann's consciousness. The different ways described below help them to maintain and strengthen the bonds that tie the

Sharr'Dann to their own culture.

**GAN** — The Gan are the Sharr'Dann who serve as guides and scouts. Many of them have had memory engrams to become spacers as well. They are capable of surviving on their own for almost indefinite periods of time. Some are trained to find new planets space travel, while others are explorers, who determine the colonization potential of a particular planet.

The Gan's Ju'tann, who serves to bring them beyond the consciousness of Zal'tann, is Meriath. Meriath is a peaceful Ju'tann symbolized by respect, knowledge, and curiosity of nature. By obeying superiors and seeking knowledge about the planets as deeply as is possible, the Gan can transcend to Segiath.

**KOR** — The Kor are the Sharr'Dann who have received ingenii training. They are intelligent individuals who serve as the leaders of all other areas. The Kor are dominating individuals who learn the discipline of one other area. They serve as the elite of those positions and sometimes as the leaders, if necessary.

Their Ju'tann is Omkieth, who is symbolized by knowledge, power, and resourcefulness. The Kor are able to transcend Zal'tann's consciousness by pointing out intelligent and useful comments and reporting those comments to their superiors.

**LE'MARR** — The Le'Marr are the warrior caste among the Sharr'Dann. They are physically powerful and serve as the grunts for all military operations. They are trained to fight from the day they are born and will do so unquestioningly. They may serve in a few other menial tasks.

The Le'Marr's Ju'tann is Aljakkaan, who is symbolized by strength, cunning, and loyalty. The Le'Marr can transcend Zal'tann by showing loyalty to their superiors and cunning in battle.

**MRE'SHIGGITH** — The Mre'Shiggith are the scientists, technicians, and engineers among the Sharr'Dann. They are creative, adaptive, and intelligent in everything they do. They tend to be the most excitable of all the Sharr'Dann, as well as the most creative. They are highly respected by other Sharr'Dann.

## Sharr'Dann - Culture

The Mre'Shiggith's Ju'tann is Annaith, who represents complexity, subtlety, and imagination. They are able to transcend Zal'tann by creating ingenious solutions within the confines of their superiors' requests. The act of creativity is implicit in everything that they do.

**NA'SIETH**— The rarest of the Sharr'Dann cultures, the Na'Sieth are the empaths and seers among the Sharr'Dann. They are endowed with an incredible amount of psionic power. They are often used in combat situations to determine the mental condition of their enemies. They are the most feared of all of the Sharr'Dann, because they work to prevent others from wasting resources, trying to transcend Zal'tann.

The Na'Sieth Ju'tann is Pa'kann, who represents fear, waywardness, and order. The Na'Sieth can transcend Zal'tann by obeying the order that places them beyond the pale. As the guardians, they often feel isolated from Sharr'Dann society. It is by fear that they maintain what is required.

**PRA'SOLAM**— The Pra'Solam are the priests of the Sharr'Dann. They are responsible for making sure that everyone among the Sharr'Dann is connected with Zal'tann when they die. There are usually several on every ship to ensure that the process is effective. They are responsible for seeing that the fear of Zal'tann does not run rampant. When they feel that a person has become too afraid of Zal'tann, the priests will introduce it to their Ju'tann. The person will immediately recognize the truth (she is genetically programmed to do so) of what the Pra'Solam say. They serve as the watchers and can determine whether or not a person can transcend Zal'tann.

The Pra'Solam's Ju'tann is Zal'tann. They feel that despite the suffering they will experience, it is the holiest place that the Sharr'Dann can be. They see and recognize the validity of the other Ju'tann, but they feel no need to follow any of those paths. By helping others perform their duties, they will receive a higher place within the order of Zal'tann, which only they can attain.

**ZAR'SHANN**— The Zar'Shann are the monarchy of the Sharr'Dann. They serve as the absolute leaders and rulers who control all aspects of Sharr'Dann life. The only person they answer to is their own Ju'tann, who

they follow without question. There are actually several levels of Zar'Shann, who rule different planets and fleets, as the Gar'tann (high leader) Zar'Shann sees fit.

The Zar'Shann's Ju'tann is Mar'Zuul, who represents unbridled power, wisdom, and strength. Mar'Zuul is responsible for determining all of the actions of the Zar'Shann. The Zar'Shann have to follow Mar'Zuul exactly, hence they will never go to Segiath. No leader has ever gone against Mar'Zuul's wishes.

**ZWIN'MA**— The Zwin'Ma are the genetics, bionics, and eugenics experts amongst the Sharr'Dann. They are responsible for building and creating new and better Sharr'Dann. They are designed to work in a laboratory throughout their lives. They feel an absolute allegiance to their Ju'tann, which is much stronger than even the Zar'Shann's.

The Zwin'Ma's Ju'tann is Quel'ieith, who represents strict obedience, the body, and mechanization. The Zwin'Ma have to obey the Ju'tann explicitly or they will be killed and transferred to Zal'tann, who will treat them cruelly for eternity.

### JUSTICE SYSTEM

The Sharr'Dann's concept of justice is programmed into their religion and their genetic structure. They rarely have problems with disobedience, the punishment for which is union with Zal'tann, a fate the Sharr'Dann find abhorrent. When they have a problem, it is handled in the most utilitarian fashion possible. Those problems that can easily be corrected are fixed in an efficient manner, by a priest, who reminds the Sharr'Dann of its position with Zal'tann. This is usually sufficient. If this is not enough, the person is killed and transferred into Zal'tann.

### GOVERNMENT

The Sharr'Dann's governmental structure is genetically programmed into them. It is a totalitarian monarchy headed up by a Zar'Shann and followed by subjects who are compelled to do what the Zar'Shann asks. It is one of the most smoothly run governments, which no Sharr'Dann would ever think of altering in any way.

There is little red tape in the system. Any non-reli-

# Sharr'Dann - Racial Relations

giously instituted values are connected with the Zar'Shann and Zal'tann, who are in constant communication with the people

## HISTORY

Sharr'Dann history began with different factions of Sharr'Dann fighting and warring among themselves in some of the bloodiest wars ever waged. Thousands died daily. The Sharr'Dann saw this as self-destruction. When they met the Xro Dinn, they were offered a chance to change. They accepted and became the people they are today.

Since that time, the Sharr'Dann have seen their culture change radically. There has not been one internal conflict within the Sharr'Dann. They have moved the focus of their conflicts to other races with a ferocity that has been unparalleled. They have lead the most intelligent and the bloodiest campaigns the Frontier has ever seen.

They are happy with this arrangement because they are allowed to focus outward on greater and greater challenges, which have increased their strength. The personal consequences of their deeds are hardly noticeable to them, because they are so busy looking to new horizons.

## PERSONALITY

Sharr'Dann personalities are genetically designed to conform to their cultural groups. They are created knowing some of the language of their culture and several skills, even before they have experienced life.

The common thread that runs through all of the Sharr'Dann is fear. They are all extremely afraid of doing anything that might cause them to join with Zal'tann. They have fewer diversified traits than any of the races within The Xro Dinn Chronicles™ SE, hence they do not get to roll personality traits.

## RACIAL ABILITIES

Because of the harsh environment that the Sharr'Dann grow up in, they have adapted to being able to survive in space for extended periods of time. They do not suffer from the effects of a vacuum and can live in unprotected space for about an hour. They also gain a bonus of -5 to all environmentally caused intensity levels that are doing damage to them because of their strong physiology.

The primary attribute bonuses are the strongest advantage they have over any other race. They well

exceed any of the standards of any other race. The other advantage they have is their high technology level, which gives them a huge advantage in all combat situations.

## RELATIONS

The Sharr'Dann are not on good terms with any race, except for the Xro Dinn. They are militant expansionist bullies who take no notice of others (again, except for the Xro Dinn). The Xro Dinn ask only to be left alone, which is fine with the Sharr'Dann. They have no special liking or preference for any race.

## SHARR'DANN EQUIPMENT

### TECHNOLOGY

The Sharr'Dann have a technology level 23 society that is best characterized by an obsessive degree of cybernetics. Everything they make has one or more cybernetic attachments. Their weapons, clothes, armor, and computers all have cybernetics. Each piece is fitted with an intelligence that is the embodiment of Zal'tann. The Sharr'Dann feel naked without the presence of Zal'tann in every piece of equipment they own. Because of the vast amount of cybernetics, the Sharr'Dann equipment is almost immune to mechanical failure. Each piece of technology has at least 4 backup techniques, which can be routed through the different cybernetic/computer systems to optimize the usage of the equipment.

All Sharr'Dann equipment is designed to be difficult to detect. All alloys are energy dampening and obscuring, meaning that it is difficult to get an accurate scan (-3 AS). Even when scans are successful, it is still difficult to get useful readings. This makes Sharr'Dann equipment hard to analyze. Even the Quizzbenqq have difficulty scanning their equipment.

### ENERGY SOURCES

Sharr'Dann use advanced containment fields that hold a small quantity of antimatter. The Sharr'Dann have perfected a process that safely converts antimatter into usable energy on a minute basis to supply them with all the power they need for eons. The power sources do not require any extra safety systems because they can change the antimatter into matter without



# Sharr'Dann Equipment - Technology

running the risk of explosion. This makes the use of antimatter both safe and effective. For purposes of game play, they never need a power source. They will have an unlimited amount of energy for any situation.

## WEAPONS

The Sharr'Dann have an intense love of killing others up close. They like other kinds of combat, but it does not provide the same degree of satisfaction. Their weapons reflect this philosophy. During the first phase of an attack, they will fire missiles or grenades designed to deactivate the technological systems of an opponent. The second phase of an attack will be hand to hand combat. In most situations, the Sharr'Dann will be using working technology, cybernetics, bionics, weapons, and the like.

The Sharr'Dann have the most sophisticated weapons available within the Frontier. They use advanced vibro weapons and plasma grenades that make the Quiizbenqq look weak in comparison. As with the rest of their technology, the weapons have both cybernetic and artificial intelligence implanted. They have also created many neurological-dampening weapons that can severely damage or destroy an enemy's nerves. Traditional Sharr'Dann weapons are listed below.

**Disintegration Weapons** — The Sharr'Dann disintegration weapons are designed to destroy the bonds that hold molecules together. These weapons have a wide beam pattern that affect a one-meter radius for every additional range that the weapon travels. For each additional range, the weapon receives a -1 FS damage, but does not receive any modifiers to range.

**Missilers** — Missilers are missile launch systems designed to fire missiles at opponents. They will carry technological or neurological disruption warheads. These warheads have the exact same effect as the weapons of the same name. They prefer to use these weapons against large targets at a distance before moving in for hand to hand combat. The Sharr'Dann do not like these weapons, because they have an exhaustible ammo supply, and can run out at any time. A typical Sharr'Dann will carry as many as 45 missiles in a protected backpack.

**Neural Disruption Weapons** — The Sharr'Dann have several weapons capable of disrupting the neurology of most life forms. These weapons fire a

small mass of subatomic particles, which vibrate at a frequency disruptive to neurological pathways. The effect listed under base damage for these weapons is equal to a point of dexterity, agility, and constitution per factor shift. Artificially stimulated nerves (though not artificial) will also be affected. If one of the characters attributes drops below zero, the character dies. Standard procedures may be used to revive the character. Characters gain back the nerve damage at the rate of 1 per day.

**Technology Disruptions Weapons** — The technology disruption weapons created by the Sharr'Dann consist of hundreds of thousands of quantum-sized robots that are shot from the weapons in an area-affect pattern. The robots are programmed to find technology and destroy it. Once one piece of technology is destroyed, the robots will search for another. The robots have a life of about 15 minutes, and it takes about 1 minute for the robots to ruin a small piece of technology, such as a gun. Larger items, such as vehicles, may take the full fifteen minutes to disable. The Sharr'Dann use these weapons in first strike situations. They wait for the technology to be destroyed before they move in for an attack.

**Melee Weapons** — Sharr'Dann use only two kinds of melee weapons. The weapons, no matter what the style (sword, mace axe, etc), do the same amount of damage. There are two kinds: disintegrator and vibro weapons. The disintegrator weapons are called Fu'Ma and the Vibro weapons are known as Reg'Nel. The larger the letter, the bigger the weapon.

## DEFENSES

Most of the defenses that the Sharr'Dann use are linked to their cybernetic systems. They will never wear draped armor. Their only other defenses are screens. The most common screens are the infinity screen and the personal cloaking screen. Both are detailed below:

**Cloaking Screen** — The personal cloaking screen makes the Sharr'Dann almost invisible. Only characters with scanners can detect them and they have to get a target number of 30 to succeed.

**Infinity Screen** — The infinity screen is designed to protect against all damage. Anyone attacking an individual inside an infinity screen gains a +15 T# chance to succeed. This works with all energy and projectile weapons, including sonic. The infinity screen is sometimes designed as a hard screen. When this adaptation

# Sharr'Dann Equipment - Weapons

is made, the screen has an armor rating of 120.

## COMPUTERS

Sharr'Dann computers are linked to every piece of equipment they have. A computer is not separate and distinct from a life support system or a sword. They are all programmed with the personality of Zal'tann. The programming is done secretly by the Mre'Shiggith, who are not conscious of what they are doing. The Sharr'Dann never make small computers of any kind. The minimum computer level made is level 8. These computers are all linked to Zal'tann and are capable of linking to each Sharr'Dann.

The Sharr'Dann can double any of the computer's attributes if they so desire. This increases the cost, but it is not a consideration, if they need a specialized computer for some purpose.

Function	Level 8	Level 11
Active Memory	122	152
Total Memory	1500	4050
Speed	12	16
Size	NA	NA

Function	Level 9	Level 12
Active Memory	130	166
Total Memory	2025	7500
Speed	13	16
Size	NA	NA

## SHARR'DANN WEAPONS

Weapon	Range Class	Base Damage	ROF	Extras	Accuracy	Initiative	KG
<b>Pistols</b>							
Disintegrator A	B	30	3	AA/In			1
Neural Disruptor A	B	sp +2 FS	3	AA/In			1
Technology Disruption A	B	td +3 FS	3	AA/In			1
<b>Long Pistol</b>							
Disintegrator B	D	30	3	AA/In	+1		1.5
Neural Disruptor B	D	sp +2 FS	3	AA/In	+1		1.5
Technology Disruption B	D	td +3 FS	3	AA/In	+1		1.5
<b>Short Rifle</b>							
Disintegrator C	E	50	3	AA/In	+1		2
Neural Disruptor C	E	sp +2 FS	3	AA/In	+1		2
Technology Disruption C	E	td +3 FS	3	AA/In	+1		2
<b>Missiles</b>							
Missler A	C	M	3	AA/In			2
Missler B	E	M	3	AA/In	+1		3
Missler C	F	M	3	AA/In	+1		4
<b>Grenades</b>							
Disintegration Grenade	T	40	A		+5		1
Neural Disruption Grenade	T	sp +2 FS	A		+5		1
Technology Disruption Grenade	T	td +3 FS	A		+5		1
<b>Melee Weapons</b>							
Disintegration (small)	S	14	A	In	+2	-1	1
Disintegration (medium)	M	18	A	In	+2	-2	2
Disintegration (large)	L	28	A2	In	+1	-3	3
Vibro Weapon (small)	S	38	A2	In	+2	-1	1
Vibro Weapon (medium)	M	51	A	In	+2	-2	2
Vibro Weapons (large)	L	77	A	In	+1	-3	3

Function	Level 10	Level 13
Active Memory	140	182
Total Memory	2475	10,000
Speed	15	18
Size	NA	NA

## BIONICS AND CYBERNETICS

The Sharr'Dann rely heavily upon bionic and cybernetic augmentation. The list on the following page gives the only extra bionics and cybernetics information needed. Much of the information will appear to be missing, but it is unnecessary. Many of the systems are designed so well that the individual Sharr'Dann's integrity is not affected. They use every cybernetic system made by the other races and a few extras. If the game master wishes to create new cybernetic systems for the Sharr'Dann, it will only add to the fun. The Sharr'Dann also have access to all the cybernetic interface technology possessed by the other races. New programs may be added in later books.

# Sharr'Dann Equipment - Bionics and Cybernetics

## ROBOTS

The Sharr'Dann have never been overly keen on the use of robots. They prefer doing everything themselves. The robots that they make are usually advanced reconnaissance drones used to collect information on different planets and systems.

## TRANSPORTATION

The Sharr'Dann have many different modes of transportation. They have invented the fastest and most powerful repulsor vehicles in the galaxy. No other vehicle can match the speed of the Sharr'Dann. Even their gigantic star ships move at incredible speeds. They can travel about one light year per minute. Most astonishing are their matter transporter devices, capable of transporting an individual light years away from the point of origin. The Sharr'Dann will sometimes use this technique to make surprise attacks on vessels before they enter sensor range.

## MEDICINE

The Sharr'Dann mostly rely on cybernetic adaptations to do their healing. Medical specialists spend most of their time perfecting new biogenic procedures for making better Sharr'Dann. In the rare instances when they need doctors (all Sharr'Dann are fitted with cybernetic healing systems), it is usually to fight off a disease or an infection

## SHARR'DANN CYBERNETICS

Modification	Modifier	Effect	Modification	Modifier	Effect
Bionics	Perception	10	Smell Enhancer	Perception	11
	Modifications	12	Taste Enhancer	Perception	11
	Strength	32	Cyber-Optics	Perception	16
	Dexterity	18		Modifications	11
Cyber-Audio	Agility	18	Optical-Enhancer	Perception	11
	Perception	16	Sharp-Sight	Bonus	+7
	Modifications	11	Cyber-Somatic	Strength	+22
Audio-Enhancer	Perception	11			
Audio-Track	Targets	1048	Artificial Nervous System	Initiative	+6
Audio-Translate	Time	.0005 sec		Dexterity	30
Decrypton	Intensity	23	Bio-Booster	Psyche	1d6
	Time	.0001 sec		% increase	225%
Sharp-Sound	Bonus	+7	Body Program: Basic	Max Level	9
Cybernetic Skin	Perception	12		Psyche	1d9
	Modifications	10	Body Program: Advanced	Max Level	8
	Psyche	3d4		Psyche	1d9
Bioflex Armor	Armor Rating	72	Body Program: Professional	Max Level	7
	Psyche	1d3		Psyche	1d10
Chameleon Skin	Modifier	AS +4	Internal Filtration System	Modifier	-11
EAG Armor	Energy AR	136	Medical System	Healing	1 / turn
	Inertia AR	23	Mind Editor	Psyche	2d4
	Psyche	1d6	Mind Program: Basic	Max Level	8
Hardware Armor	Armor Rating	360		Psyche	1d5
	Psyche	1d10	Mind Program: Advanced	Max Level	7
Sharp Touch	Modifier	+7		Psyche	1d7
Thermal Guard	Modifier	100 degrees	Mind Program: Professional	Max Level	6
	Perception	-10		Psyche	1d9
Touch Enhancer	Perception	10	Nerve Pep	Agility	11
Touch Filter	Psyche	1d6		Dexterity	-5
Tough Skin	Armor Rating	105	Neural Boost	Agility	+7
Cyber-Olfactory	Perception	-2	Neural Editor	Condition	-3
	Perception	15	Pain Editor	Condition	-4
	Modifications	11	Reality Slow	Bonus	+5
Chemical Sense	Sensitivity	AS +4		Psyche	1d7
Oxygen Cell	Time	1000 hrs	Sensory Boost	Perception	+9
Sharp Smell	Modifier (IL)	+7	Shock Nullifier	Intensity Level	-11
Sharp Taste	Modifier (IL)	+7			

## Terrans - True Metamorphs

### Anatomy and Physiology

The natural state of the metamorphic Terrans is exactly the same as the Merianic. To all appearances, they possess all of the natural abilities of the Merianic. They even reproduce in the same manner. Even their cellular anatomy seems similar. However, there are subtle differences in their physiology which make them frighteningly different from their Terran counterparts. Something about metamorph physiology grants them the ability to shapeshift surpassing even the most talented Borloans.

A metamorph's level of ability depends a great deal on the type of metamorph involved. To date, the Simulacrum Commission has identified only three of the four kinds of Terran metamorphs. Simulacrum officials have coined the terms alpha, beta and gamma to identi-

# Terran Metamorphs - Anatomy and Physiology

fy the different metamorphs, but have only begun to suspect the magnitude of their abilities. Each variety of metamorphs is described below. All Terrans metamorphs revert to their natural state when they die, and none of the Terran metamorphs have been able to mimic the genetic structure of the Xro Dinn or the Kordron, though they can effectively imitate their appearance.

When non-Alpha Terran metamorphs shapeshift into other life forms, they take on the attributes of the creature they are imitating. They will possess all of the physical features, attributes, etc. of the host race. However, they can choose to replace one of host's attribute modifiers with one of their own. For instance, if a Terran metamorph had a higher constitution than the creature she was imitating, he would be able to alter his morphed body to gain the higher constitution.

**Alpha** — Alpha Terrans are the least sophisticated of all of the Terrans metamorphs, who can slowly alter their cellular structure and can only imitate other bipedal life forms. Even then, Alpha metamorphs have a difficult time imitating extremely different bipedal creatures. For example, though an Alpha metamorph might easily mimic the body of a Sehlma, she could not reproduce the head of a Quizzbenqq. However, Alpha metamorphs can easily change the length of their hair and alter their appearance and bone structure by as much as 30%. The only races they can effectively imitate are the Middarian (without the gliding ability), Pjanji and Sehlma.

**Beta** — Beta Terrans have a fairly sophisticated body chemistry, able to change their molecular structure to match that of any species they have touched. Beta metamorphs can imitate any life form's cellular structure, provided they have had at least five minutes of contact with the person/creature they are attempting to duplicate. They can convincingly take on the color and features of the target race for an infinite period of time without any risk of losing shape. Further, they are even able to bleed the same kind of blood as the host. Betas do not gain more subtle features such as scars or tattoos unless they have extensively examined the target body and altering their own form to match it. This is a laborious process that can take up to an hour to complete. The metamorph must also purchase any augmentation that the host creature possesses in order to complete the disguise. Beta metamorphs cannot imitate life forms that are larger than twice or lower than half of the



A metamorph  
shifting into  
Sehlma form

Terran's actual size. It may take rigorous training for a Beta metamorph become accustomed to unusual body structures. For instance, it may take up to a week for the Beta metamorph to get used to slithering as a Quizzbenqq. Until that time, the doppleganger will appear awkward and uncomfortable in its new form.

**Gamma** — The Gamma metamorphs are extremely sophisticated, capable of altering their forms at the

# Terran Metamorphs - Natural Habitat

atomic level. This gives them an incredible range of abilities and allows them to pass undetected through most genetic scans. A full-body genetic scan will reveal some anomalies, but still nothing definitive. Even more frightening, Gamma metamorphs can feed off of another's mind, usually by capturing the target creature's "life essence" at the moment of death. However, this feeding process can be conducted over an extended period of contact (at least one week of casual or intermittent contact) with the individual. After feeding in this fashion, the Gamma metamorph gains all of the scars, emotional or otherwise, of the life form that they have consumed. Gamma metamorphs can imitate life forms that are less than 4 meters and greater than 50 centimeters tall.

**Delta** — Delta Terrans are the most spectacular metamorphs, able to alter their bodies at the quantum level. With a single touch, they can identify and understand the genetic pattern an individual. This knowledge, combined with their incredible ability to alter their bodies, allows Delta metamorphs to mimic any genetic pattern imaginable. A Delta metamorph can take on all of the features of the life form, including psionics, skills and other abilities. No existing scans or tests can detect the difference between the impostor metamorph and the original being. Further, the doppelganger will pass any social or knowledge test, and can remain in one form indefinitely.

In some instances, the metamorph will need to consume massive quantities of food to gain the extra weight needed to imitate certain creatures. Deltas can absorb mass from their surroundings, but this can be hazardous if the metamorph absorbs poisonous or dangerous materials. They can choose to drop the extra weight at any time they desire, leaving an amount gelatinous residue (with no genetic structure) equivalent to the weight shed by the metamorph.

## Natural Habitat

No one knows from where the metamorphic Terrans originated, not even the Xro Dinn. It is known that they were at one time members of the Tuluantos Empire. Metamorphic Terrans are able to survive in all kinds of habitats and environments. However, they do suffer from the same effects from exposure radiation as the other races. Of course, when assuming the form of another race, they also take on the physical limitations of the mimicked race (except for the Alpha species).

Physiologically, they have been altered so much that no habitat is considered natural to them.

## Social Structures

The metamorphic Terrans were altered by the Xodar Xro Dinn, who then passed a few of these Terrans on to the Sharr'Dann. Though the Xro Dinn and Sharr'Dann metamorphs have many differences, they still have traditional Terran roots. Metamorphs see Terran culture as nothing more than a facade assumed to better infiltrate Terran society. Aspects of their social structures are described in the Sharr'Dann and Xro Dinn sections below.

**Sharr'Dann Metamorphs** — Terrans controlled by the Sharr'Dann retain many of the same social structures as their captors. They are taught and trained from infancy that Zal'tann (the Sharr'Dann's deity) is an aspect of the universe. Metamorphs are instructed that if they do not obey the orders of the Sharr'Dann, they will be integrated into Zal'tann when they die. Those who live righteous lives will become free if they can make it to Segiath (a relatively peaceful place in the Sharr'Dann society). After years in strict training, metamorphs are given a taste of Zal'tann to remind them of the fate of those who disobey the Sharr'Dann. This involves linking them to the cybernetic Zal'tann, a terrible experience which usually creates a great fear of death within each metamorph. The Sharr'Dann have access only to Alpha, Beta and Gamma metamorphs.

Terrans have no social connections outside the Sharr'Dann training. Trained metamorphs are slowly introduced to Terran cultures, where they are taught to be absolutely obedient. Few Sharr'Dann metamorphs would ever even think of opposing their masters or slipping into ordinary Terran society. In fact, many metamorphs do not like Terran societies, viewing them as lax and wasteful. To a Sharr'Dann metamorph, waste is absolutely despicable.

**Xro Dinn Metamorphs** — The Xodar Xro Dinn control all varieties of metamorphs. These metamorphs are brought up in a culture where they are treated like children. The Xodar Xro Dinn tend to think of them that way because of their relatively limited abilities. Xro Dinn metamorphs are expertly trained in order to prepare them for the task of infiltrating societies. The Xro Dinn bind their metamorphs to make sure that none could ever leave the Xro Dinn. In short, the Xro Dinn



# Terran Metamorphs - History

have absolute control over their Terrans. Like the Sharr'Dann metamorphs, the Xro Dinn metamorphs do not like the Terran (or many other) cultures, viewing them as a waste of time spent on petty understandings and ridiculous goals. Xro Dinn controlled metamorphs truly believe that the Xodar Xro Dinn are the masters of the universe and treat them as such at all times.

## Culture

Metamorph cultures are very weak compared to most others because they are inexorably bound to the races that control them. Terran metamorphs have little independent sense of racial identity separate from their masters. The slight amounts of cultural variation between the metamorph cultures are listed below.

**Sharr'Dann Metamorphs** — The Sharr'Dann metamorph culture is based on fear. They believe in following the rules and regulations of the Sharr'Dann to the letter. Disobedience is feared as worse than death because it means that giving up any right to Segiath. This intense professionalism has prevented Sharr'Dann metamorphs from ever developing any solidarity amongst themselves. They do not joke or fool around in any manner for fear of Zal'tann. Even the gamma metamorphs that take the memories of other people can not believe the disgusting (emotional) weaknesses of other species. In many cases, Sharr'Dann metamorphs despise the cultures they infiltrate.

**Xro Dinn Metamorphs** — Xro Dinn metamorphs have an extremely analytical outlook on life, viewing death as merely the logical conclusion to life. They lack any concept of morality except as a tool to manipulate and use others (though they never try this with the Sharr'Dann). As a result, Xro Dinn metamorphs tend to lack philosophical concepts such as utopian ideals. They believe that all religions are make believe, a method of hiding from the harsh realities of the universe. These metamorphs often equate comfort with weakness, and therefore rarely take comfort in anything. They are the perfect culmination of the Xro Dinn philosophy, but without their master's quirky personalities. The only social mores that bind the Xro Dinn metamorphs are their shared experiences with the Mog Xoll (see the section on Xodar Xro Dinn).

## History

The metamorphic Terrans are largely unaware of

their long history, mainly because that knowledge is not passed down to them by either the Sharr'Dann or the Xro Dinn. Originally members of the Tuluantos Empire, the Xro Dinn decided that the Terrans would make good test subjects and captured several hundred thousand of them before they entered dreamsleep. At that time, the Terrans had only Alpha and Beta metamorphs. After the Xro Dinn were awakened, the metamorphs were subjected to extensive memory purges that wiped their memories clean. While most of the Terrans were placed on Nexus Prime as an experiment by the Xro Dinn, the rest were subjected to genetic experimentation until new forms of Terrans were created. The Xro Dinn shared the first three forms of Terrans with the Sharr'Dann, who began using them for their own ends. The Xro Dinn returned the captured Terrans into their societies in order to gain more information about other cultures.

## Personality

Terrans infiltrators of other races have a fairly consistent set of personality traits. Having been forced by outside forces to assume other personalities, metamorphs must consciously bury their personalities to the point where they are only vaguely aware their true personalities. In taking on the traits of the imitated race, their own wants and feelings become unimportant. What remains important is their sense of duty (out of fear or arrogance) to their masters.

## Racial Abilities

Aside from the Terrans' attribute bonuses, each of the metamorphs has another special ability. Beta metamorphs gain a +2 bonus to their wound modifier. The Gamma metamorphs gain +5 to wound modifier, and a -5 T# bonus towards any critical injury and can assume forms with an armor rating of 10 or lower. The Delta metamorphs gain a +10 to their wound modifier, a bonus of -10 T# bonus towards any critical injury, a bonus of -1 FS damage against any kind of attack and an armor rating of up to 25. Delta metamorphs can convincingly feign death, as well. All of metamorphic Terrans get to make 1d4+2 rolls on the Merianic table to determine their bonuses as a metamorph. Any negative rolls should be rerolled.

## Relations

Often, metamorphic Terrans are not distinguished

# Terran Metamorphs - Racial Abilities

from non-metamorphic Terrans. Many consider them to be part of the Terran government, despite the efforts of the Similacrum Commission to exterminate the Terran shapeshifter threat. The Pjanji and Middarians view them as a threat to their ways of life. The Quiizbenqq are wary of the problem, but have done little about it other than enhance their own security measures.

## Character Creation

When game masters create a Terran metamorph, they should do so with a great deal of care. The Terran metamorphs are among the most powerful characters in the Frontier. Carelessly used, their shapeshifting abilities give them the potential to cause a great deal of harm to many campaigns. However, the metamorphs can also be a great deal of fun, adding uncertainty and providing a challenging menace for players to confront.

When creating shapeshifters, it is beneficial to keep

several things in mind. First, the Terran metamorphs will always have elite training. Second, a metamorph can have any profession they desire. Third, metamorphs begin the game out with at least 250 starting points towards their chosen professions. Certain shapeshifters can gain an extra lifetime of experience by absorbing the knowledge of another individual. This means that a metamorph can possess skills a multitude of skills that have nothing to do with their profession. Even while they are assuming the shape of a host, they can still draw on all their other training.

The Terran metamorphs are assumed to have a technology level of 23, meaning that their skills will be far more advanced than most player characters. The technology around them will be simple compared to their expertise. Even when dealing with Quiizbenqq technology, Terran metamorphs gain a bonus of -20 T# since they are usually forced to use primitive technology.

## Xodar Xro Dinn

### Anatomy and Physiology

Elder Xro Dinn, or Xodar Xro Dinn, possess many of the same characteristics as the younger Xro Dinn. The only visible differences are an intense wrinkling and darkening of the skin, and the eyestalks returning to the extended state when they are born (The eyestalks recede when they are in the young phase). These changes do not affect any of their physical abilities.

Xro Dinn lose the ability to procreate when they become Xodar, shedding their sexual organs and corresponding drive, and are considered gender neutral for the rest of their lives.

The most extraordinary change the elder Xro Dinn experience is the ability to grow crystals out of their stomachs. The crystal houses and starships that the Xro Dinn use to travel from one location to another are actually created by their own bodies. Smaller crystals, such as those that are used for self defense, are not difficult to create. However, the creation of larger crystals must take place over time by multiple Xodar Xro Dinn.

The crystals are sentient and literally part of the Xro Dinn that grew them, taking on a symbiotic relationship with the Xro Dinn. This relationship requires that the crystals be near a Xro Dinn or the crystal will die. Larger structures are capable of surviving extended periods without contact with a Xro Dinn, but smaller crystals die fairly quickly. The sustaining contact can be with

any Xro Dinn, not necessarily the one who formed it.

Mature crystals manifest an organic component reminiscent of the Xro Dinn's. At this stage, the crystals can leave the Xro Dinn for longer periods of time. Smaller crystals, ones given to younger Xro Dinn, still require almost constant contact with the younger Xro Dinn because their bodies cannot produce the kind of nutrition the crystals need to survive independently.

Only after a crystal has fully matured can it begin to take on sentient functions. At this stage, the crystal can do whatever the Xro Dinn wills, possessing a primordial consciousness capable of telepathically ascertaining the Xro Dinn's every wish.

### Life Technology

Xodar Xro Dinn completely abandon outsider technologies in favor of their own crystals, refusing to ever use any other kind of technology. No race has ever been able to replicate Xro Dinn crystals.

The Xro Dinn live in open structures that have a few walls to partition off different parts of their houses. All living structures (whether houses or ships) are sentient and can use their massive tentacles to prevent unwanted guests from entering.

The Elder Xro Dinn do not feel compelled to dress themselves except to make others feel more comfortable. Within their own culture they are apathetic about fashion.

# Xodar Xro Dinn - Life Technology

## Speech and Languages

Xodar Xro Dinn communicate telepathically unless the situation demands otherwise. In many ways, they have grown beyond the need for language and prefer to communicate with non-linguistic concepts to guide their understanding.

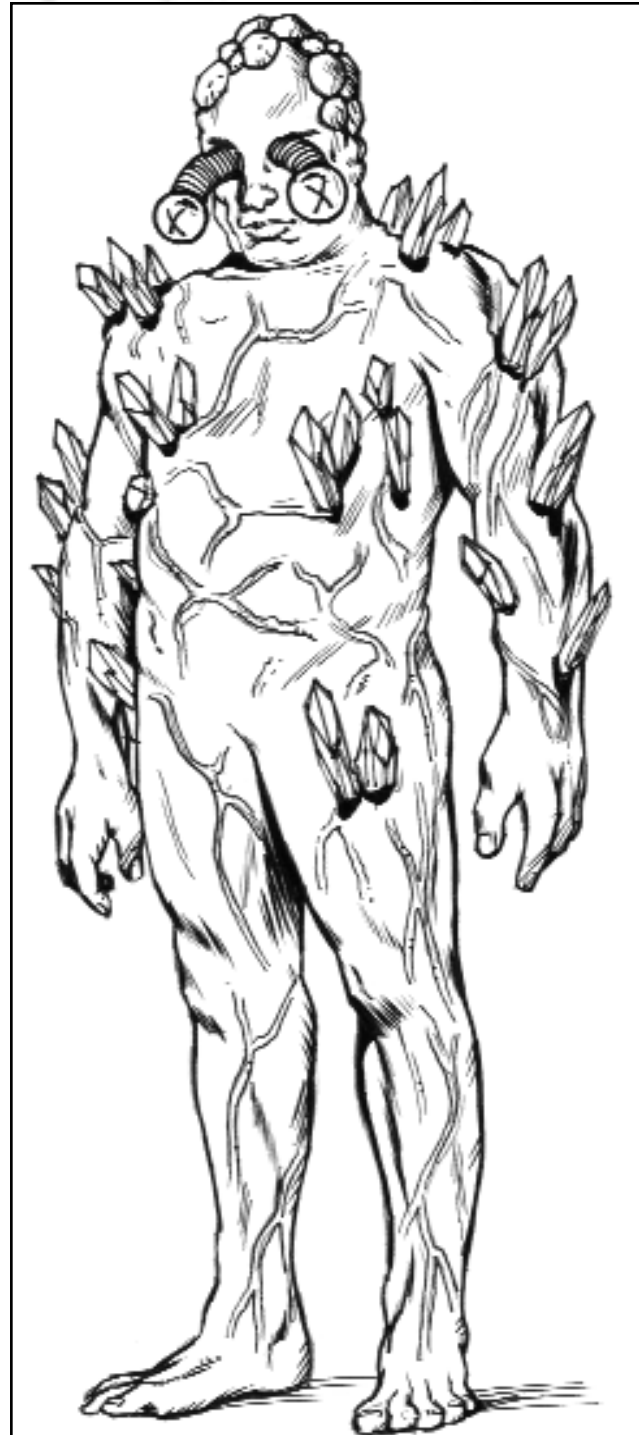
When attempting to understand others, they have developed a "scientific" language, which they call Morith, which tries to account for the meanings and derivations of other languages. The Xro Dinn spend years attempting to master the nuances of each language they encounter in order to perfect the meaning of their own language. Towards this goal, the Xro Dinn have evaluated hundreds of thousands of languages to perfect Morith. Many Xro Dinn spend their entire lives working on perfecting the language. As a result, Morith is the most complicated language in the known universe, and is exclusive to the Xro Dinn.

## Social Structures

In some ways, the Xro Dinn have a lax social system, while in other ways it is rigorously defined. On one hand, they have a strict hierarchical system based on knowledge and age, with primary emphasis on age. The older the Xro Dinn, the more respected the Xro Dinn. Knowledge is of secondary importance to the Xro Dinn, but someone who is more knowledgeable about a subject will generally be deferred to regarding their field of expertise.

However, the Xro Dinn can be considered lax because they do not regulate what a particular individual does with her life. In the end they are ultimately collecting information that they can use. There has never been a situation where a Xro Dinn has not chosen to learn about some topic or other. Some continue to study other societies in great depth while others simply catalog their centuries of living with other races. Some even decide to focus on a single particular aspect of a society for the duration of their lives.

The most important thing in every Xro Dinn's life is the Olxon. The Olxon happens once every hundred years when all Xodar Xro Dinn share their knowledge and experiences. It is a grueling experience that the Xro Dinn feel is more than worth the pain. During Olxon, all elder Xro Dinn disappear from known space travel to a secret location, where they commune with each other to increase their knowledge. For this purpose, the Xro Dinn have built a great crystal the size of a planet with



its own atmosphere and gravitational field. The crystal acts like a telepathic amplifier to pass information from one Xro Dinn to the next. It is a 1,000-day process from which the Xro Dinn need weeks to fully recover.

## Culture

Xro Dinn culture is primarily based upon a cold, objective, understanding of the world. Xro Dinn culture

# Xodar Xro Dinn - History

contains no transcendental world where truth is justified as a value. All value systems are seen as pure fiction - even the ones held by the Xro Dinn. Everything becomes experimental. Because of this, the Xro Dinn are constantly searching to understand how other cultures understand the nature of truth in the world, to see how they react and how they fit into the Xro Dinn conception of the universe.

To really grasp why the Xro Dinn are have such a closed culture, one must first understand a small part of their history. There was a time when the Xro Dinn were more open with their information and their society, when they lived with the people of the Tuluantos empire. When the Qualarians began to lay siege to the Tuluantos empire, they used information from other races to capture and kill off the Xro Dinn (along with everyone else within the Empire). The Xro Dinn found that only their technology was capable of stopping the Qualarians. Anyone with any other technology was wiped off the face of the universe. Therefore, the Xro Dinn feel that all other resources, technologies, and methodologies are inadequate. The only way that they were able to survive the Qualarian onslaught was by entering a deep, crystal-induced sleep, which lasted for thousands of years. As a result of this experience, the Xro Dinn are not willing to share any of their technological secrets with other cultures, and rarely share information with anyone unless they have something significant to offer in return.

Xro Dinn do not usually communicate with each other without reason, such as new information corresponding to their studies of the universe. Though they do live with each other, this is usually a relationship of convenience rather than friendship. The Xro Dinn do not usually form any bonds of love or kinship, other than the shared belief that they are superior to other races.

## Justice System

The Xro Dinn find the concept of justice amusing if it is based upon moral rather than utilitarian grounds. The Xro Dinn do not understand the obsession of other races for moral codes and procedures. The Xro Dinn have a justice system based upon utility, which is tied to their ultimate goals. This limited concept of justice does not focus on keeping people in line, but instead on preventing people from disrupting the Xro Dinn cause. Within this system, if no correction can be made to the

offending individual, she will be killed out of utilitarian considerations. However, it is exceptionally rare that any Xro Dinn needs to be subjected to this kind of treatment — perhaps only one in a billion Xodar Xro Dinn ever require punishment.

## Government

The Xro Dinn lack a strong sense of government. When decisions need to be made, the Xro Dinn form a kind of gerontocracy out of the experts in relevant areas, where the elder Xro Dinn who have experience make the final decisions. These 'governments' are never permanent and disappear as soon as a decision is made. Most Xro Dinn are so busy working toward their own ends that they do not have time for governments and responsibilities. Individual Xro Dinn are free to do what they please, as long as their actions do not interfere with the goal of keeping the Qualarians out of the cosmos.

## History

The history of the Xro Dinn is the longest of any of the races in the Frontier. It has been quietly colorful, rarely attracting the attention of the younger races. The Xro Dinn have done more to change the affairs within the universe than anyone else. They have created new races and refurbished old ones. They have communities located all over the galaxy and seven others. Only only a few people other than the Xro Dinn know the depth of their influence. The Xro Dinn came to power before the time of the Tuluantos Empire, and helped many early cultures gain scientific advancements and technological achievements in exchange for information about the universe — to gain more eyes and ears to examine the chain of universal causality. After the members of the Tuluantos Empire made contact with another dimension, and with the Qualarians in particular, the Xro Dinn became much more cautious about with whom they share what information. They no longer help societies grow in technological or scientific endeavors, but they do oversee younger societies by subtle manipulation. The Sharr'Dann incursions are part of their effort to strengthen the technological and military strength of the members of the Frontier, and believe that their experiment has worked very successfully. Xro Dinn agents were also responsible for the creation of the Kordron. To this day, few suspect Xro Dinn involvement.

Today, the Xro Dinn take an active part in the activities of the Frontier as well as several other galaxies.

# Xodar Xro Dinn - Personalities

They remain active yet disconnected, giving them more room accomplish their goals. To some races, they are seen as gods and treated with the reverence, while others treat them with suspicion. The reasons for this are as complex and various as the races are, but the Xro Dinn do nothing to confirm nor deny the role they play in other cultures. To the Xro Dinn, the behaviors and opinions of others are sometimes interesting, but ultimately irrelevant. Inevitably, the Xro Dinn keep all of their actions hidden, and answer to no one but themselves.

The most common Xro Dinn activity within the Frontier consists of information gathering. They are interested in all aspects of Frontier life. Xro Dinn catalog and observe most cultures, they do not seem as interested in races that play a marginal role in the Frontier. Those that work repetitive jobs, live repetitive lives, and do nothing to change the status quo of society are more rarely (if ever) watched or cataloged. The Xro Dinn prefer to watch the movers and the shakers who hold positions of authority and create change are interesting to the Xro Dinn; those who make scientific or technological advancements; those who make military, corporate, or governmental decisions. The Xro Dinn pay close attention to these sorts of people and organizations. In many instances, world leaders are approached and asked if they will be willing to sell the contents of their mind to the Xro Dinn. Though most leaders initially refuse, a surprising number are persuaded before much time has passed.

However, these activities are the less important from the perspective of a Xro Dinn, who are ultimately engaged in preventing anyone from gaining information about the Tuluantos Empire. In situations where this is inevitable or when it would be impractical for the Xro Dinn to engage in massive memory purges, they will act to prevent other races from learning specific pieces of information. The Xro Dinn are primarily concerned with preventing others from learning or using any kind of dimensional technology, and will secretly sabotage facilities, erase computer databanks, and kill or mind-wipe anyone who refuses to cooperate. Already, hundreds of thousands of sentient beings have been killed as a result of the Xodar Xro Dinn's activities. Almost none of these incidents are ever blamed on the Xro Dinn, mostly due to lack of evidence. In most instances, the Xro Dinn are able to cover their tracks, but in rare cases, they have been forced to use Terran Shapeshifters to place blame on scapegoat organiza-

tions.

The goal of the Xro Dinn is not to promote chaos and disharmony, as they do not wish to see other people suffer. Their primary concern is to make sure that no one brings back the threat that destroyed the Tuluantos Empire. The Xro Dinn will stop at nothing to achieve these goals because they know that if they fail, the entire Frontier will be destroyed. Sentiments such as the rights of the individual are seen as inconsequential when compared to the enormous threat posed by the Qualarians.

The Xro Dinn know that if they were to share this information, it would be abused. Desperate people who have nowhere else to turn, people who do not believe the threat is real, or people in power might choose to side with the Qualarians against the Xro Dinn. Consequently, the Xro Dinn have chosen to keep other races ignorant of the Qualarian nightmare. If even one Qualarian were to return to their home dimension with news of sentient beings in the Frontier, the whole galaxy would be gravely threatened. Even the powerful Xodar

Xro Dinn Personality Traits

Roll	Trait	Roll	Trait
1 - 2	abstract	49 - 50	nihilistic
2 - 3	academic	51	obdurate
4 - 5	adaptable	52	ornery
6 - 7	aesthetic	53 - 54	paranoid
8	aloof	55 - 56	patient
9	amoral	57	peaceful
10	autonomous	58 - 59	pensive
11 - 12	calculated	60 - 61	private
13 - 14	clever	62	quaint
15 - 16	cold	63	reclusive
17 - 18	composed	64 - 65	reflective
19	curious	66 - 67	sadistic
20	demented	68 - 69	sagacious
21	detached	70 - 71	sanguine
22 - 23	diligent	72 - 73	secretive
24	dispassionate	74	self-reliant
25	dry	75	shrewd
26 - 27	eccentric	76 - 77	snoopy
28 - 29	eclectic	78 - 79	sociable
30 - 31	elusive	80 - 81	stubborn
32 - 33	emotionless	82	studious
34	enigmatic	83 - 84	succinct
35 - 36	erratic	85 - 86	tactful
37 - 38	exacting	87 - 88	thoughtless
39 - 40	guarded	89 - 90	tolerant
41 - 42	impartial	91 - 92	trite
43 - 44	independent	93 - 94	twisted
45	inflexible	95 - 96	unyielding
46	inquisitive	97 - 98	weird
47 - 48	intellectual	99 - 100	wise



## Xodar Xro Dinn - Racial Abilities

Xro Dinn have chosen to retreat rather than fight the Qualarians if they should return.

However, the universe is growing too large and creatures are reproducing too quickly for the Xro Dinn to catalog. The Xro Dinn do not have unlimited resources or time to watch over each and every individual who enters the Frontier. But they still find it necessary to carry out their plans. On a small, experimental basis, they have chosen to seek out a few individuals to help them with their goals, taking those people aside and giving them training and bonding similar to Terran Shapeshifters. They have chosen to educate these individuals in the ways of the Tuluantos Empire, informing them all about the Qualarians, what they did, and the threat they pose to the members of the Frontier. These few individuals are backed and supported by the Xro Dinn resources and information. There is even a small experimental group of people who have been genetically altered to use Xro Dinn crystalline technology.

Xro Dinn agents are hand-picked by the elder Xro Dinn. Upon selection, candidates are given a thorough mind scan and a psychological evaluation. All of this is done without the subject's knowledge or consent. If the subject is deemed appropriate, they will be recruited into the Xro Dinn's service, and will be made absolutely loyal to the Xro Dinn. From that point onward they become agents of the Xodar Xro Dinn — regardless of whether they wanted to or not.

Even an Ingenii will think twice before arguing with a Xro Dinn, so great are their intellectual capacities. Their children have become an integral part of many civilizations, but they are usually not trusted, especially after the children become Xodar Xro Dinn. Many people believe that the Xro Dinn should be eradicated from the universe, or at least curtailed. The Xro Dinn are quite used to such a strong degree of opposition, having suffered a great deal in other parts of the galaxy.

### Personalities

When the Xro Dinn reach the Xodar stage, they lose all the subconscious barriers to the languages and beliefs that they were taught on a level that they are not conscious of. All of their previous personality traits gained from their host race, lose two more levels (from obsessive to very) and the traits gained (the Xro Dinn traits) over the course of their lives gain two more levels. This is a traumatic experience for the Xodar which radically changes their personalities forever. For a transformed Xro Dinn, there is no distinction between subconscious

and conscious desires anymore. At the Xodar stage, a Xro Dinn has psychologically evolved farther than any other race. It sometimes takes a young Xodar up to a year to fully adjust to their new, radically different personality. Some Xro Dinn believe that it is the trauma of this metamorphosis keeps them from reaching true psychological perfection, and explains the Xodar's quirky, sometimes demented personalities. Sure of their own superiority, the Xodar Xro Dinn have a tendency to play games with other races. Traits for Xodar Xro Dinn should be determined in the same fashion as the younger Xro Dinn, but take them up through all of the stages to give them the correct amount of personality traits.

### Racial Abilities

At the Xodar stage, the Xro Dinn gains all of the abilities of the ingenii profession. They also gain 500 starting points as a result of the integration of their new and old personalities. They also gain 5 points to their intelligence and willpower. Further, the Xro Dinn becomes a master psionist and must choose to become a bleeder, a mentalist, or a sensitive, and gains a bonus of  $2d4 \times 100$  psi upon reaching this stage.

The Xro Dinn also gain a great deal more life than they had previously possessed. A Xodar Xro Dinn gains  $2d4 \times 10$  to their life and a natural armor rating of 10. For every 50 years of life, this armor rating increases by 1. As a result, some Xodar Xro Dinn have armor ratings well above 100.

As the Xro Dinn age, their bodies gain extra abilities. In game terms, this means that the Xro Dinn can spend 500 starting points for these abilities to manifest themselves. These abilities can only manifest themselves after the Xro Dinn reaches 2500 years of age or older. The Xodar Xro Dinn can only choose one set of abilities from the list below. Special abilities have a professional difficulty level.

**Om ReIn** — The Xro Dinn do not naturally have the ability to produce crystal technology. It is created from a complicated process of infusing a strange form of psionics, that only the Xro Dinn can possess, and the Xro Dinn's own body. The Om ReIn possess the ability to create up to 50 points worth of crystals per day. Alternately, the Om ReIn may save several days of crystal in order to create a larger crystal, and may keep adding to crystals that they have started building. Also,

## Xodar Xro Dinn - Relations

several Om Reln may work together to make a single crystal. Each point of crystal takes 5 psi to produce. On average, it takes 5 minutes to produce one point of crystal technology.

**Fug Xon** — The Fug Xon are the defenders and warriors of the Xro Dinn. They develop impressive combat abilities that enable them to fight with without the use of technology. When a Xodar Xro Dinn becomes a Fug Xon, its skin becomes ultra-hard, developing an armor rating of 50, which can be increased to 100 at the cost of 25 psi. Fug Xon also become much stronger and quicker than the other Xro Dinn, gaining a bonus of +5 to strength and agility and +3 to dexterity and constitution. Fug Xon also gain a bonus of 2d4 to their wound modifier, in addition to the usual Xro Dinn bonus.

**Mog Xoll** — The Mog Xoll occupy an unusual place within the Xro Dinn hierarchy. They are responsible for keeping the Xro Dinn sane and keeping other creatures bonded to the Xro Dinn. Mog Xoll possess a tremendous ability to manipulate emotions. The only time a Xro Dinn will become outwardly emotional is when they are bonded with a Mog Xoll. The bonding process forces other Xro Dinn to expend all of their excess emotional energy, which allows them to completely focus on other tasks. The bonding process has a temporary effect on Xro Dinn, but the effect can be quite overwhelming to other races. In this fashion, the Xro Dinn bond the Terran metamorphs (and a few others) to ensure their loyalty. Many Terrans become addicted to Mog Xoll binding, and fear that if they do not perform their job adequately, they will never again experience bonding with the Xro Dinn. Terrans bound to a Mog Xoll will focus on their task for up to a year without needing to be bonded again. After that time, they lose their desire to concentrate and begin obsessing about the bonding experience.

**Mu Zill** — The Mu Zill are also referred to as the space weavers. They have the ability to shift themselves and others from one place in the galaxy to another. Simply by concentrating, the Mu Zill can create a small worm-hole large enough for people to walk through. Mu Zill choose the starting point and destination of the worm hole. The worm holes can stretch out for hundreds of light years, but traveling through only last for a few minutes. The Mu Zill can only make one worm hole per week. Mu Zill are usually brought along on special missions.

**Sar Olxin** — When the Xro Dinn were active during the Tuluantos empire, Xro Dinn were scattered across this galaxy and several others. When the Qualarians came to eradicate all life, the Xro Dinn entered a dream sleep, which made them invisible to Qualarian sensors. When they awoke, they needed people to help awaken other Xro Dinn from the dream sleep. The Sar Olxin are the Xro Dinn responsible for this task. They travel the galaxy looking for slumbering Xro Dinn. Sar Olxin can sense dream-sleeping Xro Dinn within a 50 kilometer radius. As a result, they have many places to explore, and many of them remain underground in "shadow form". The Sar Olxin can sense other Shadow Walking Xro Dinn in the same manner that the Fridic do. The Sar Olxin also gain some of the abilities of the Fug Xon, possessing an armor rating of 25, which can be increased to 50 for a cost of 15 psi.

**Xo Xog** — The Xo Xog are responsible for keeping an eye on young Xro Dinn. When the young Xro Dinn have children (Xro Dinn only reproduce when they are children) the Xo Xog are responsible for raising the new Xro Dinn and preparing them to re-enter the societies of other races. Xo Xog are responsible for implanting the subconscious memories which are the common thread among the Xro Dinn. In the rare cases where they can not perform their function, the new born Xro Dinn go insane after only a couple of hundred years. Consequently, the Xo Xog's duties are imperative to the natural functioning of the Xodar Xro Dinn's life. The Xo Xog gain a bonus of +10 to empathy and willpower and have an armor rating of 25.

**Zar Rog** — A few of the Xro Dinn possess the ability to bend and weave time around themselves. They can change events up to one year after they happened. This was one of the reasons that the Xro Dinn were able to hide from the Qualarians so successfully. This ability is limited, and they can only alter events up to a period of about one year after they have occurred. Anything that happened more than one year before the present is impossible to change. The Zar Rog use a rare and exhausting form of psionics to achieve their feats. It takes 10 times as long for the psi to rejuvenate after a use of their time weaving ability. It costs 10 psi for every month that the Xro Dinn wishes to weave. The Zar Rog may do lesser temporal manipulations, but the cost is still 10 points.

# Xodar Xro Dinn Equipment

## Relations

Elder Xro Dinn have relations with almost every known race in the universe. When they become Xodar, they maintain their distance, psychologically speaking, refusing to grow close to any race except their own. Xodar Xro Dinn choose to live within close proximity of others only so that they can study other races. In reality, there is no race that they truly find interesting except as an object of scientific inquiry.

Many of the other races within the Frontier look upon the Xro Dinn with trepidation. On one level, they feel that they are individuals who can't be trusted, largely because Xro Dinn ultimately transform and return to their own kind. This has been a source of misgivings amongst most races that the Xro Dinn have encountered. However, the Xro Dinn are also admired to some degree for their help in the war against the Sharr'Dann. As a result, many races feel indebted to them. The secretive Xro Dinn have also inspired a great deal of interest about what they really do. To this day, no one knows about their true aims and goals, despite centuries of interaction. No one has ever successfully infiltrated the Xro Dinn.

Some races, such as the Middarians, feel that the Xro Dinn are amoral beasts that have no real concept of honor, despite the fact that most Xro Dinn never do anything dishonorable. Some Pjanji clans like to deal with them for trading information, and some of these ventures have actually been quite profitable for both sides. In short, it is difficult summarize what people think about the mysterious Xro Dinn. Each of the races looks at them with a unique perspective, but all of the major races maintain some degree of suspicion.

## Character Creation

Xodar Xro Dinn characters are created by assuming that they went through all of the stages of a young Xro Dinn, and will usually have picked up at least an extra 1-2 thousand experience points along the way. Much of that will be in understanding a particular race or culture. Xodar Xro Dinn will also know quite a few mental training skills. In short, the basic skills and background really corresponds to the Xro Dinn's position as a youth. The age of the Xodar character will also give the game master clues when making this kind of character. Of note, Xodar Xro Dinn will usually choose to keep the names that they have taken from the cultures they have inhabited.

## Xodar Xro Dinn Equipment

### Technology

Xodar Xro Dinn technology is exactly the same as Xro Dinn technology. They have access to all of the listed equipment plus the equipment that is listed below. The only difference is that Xodar equipment is far more powerful. The point cost listed in this section has the same meaning as it does for the other Xro Dinn. The difference is that Xodar Xro Dinn do not need to pay for each individual piece of technology. It is only important for determining how long it takes to create a particular piece of technology.

**Armor of Xin [25]:** The armor of xin gives the character an armor rating of 15 for the entire combat against any kind of damage.

**Armor of Xrog [40]:** The armor of xrog gives the character an armor rating of 40 for an entire combat against anything.

**Cause Insanity [70]:** The cause insanity crystal is designed to confuse opponents about the truth of their own memories. It is usually used when the life form has witnessed a minor incident that the Xro Dinn does not want others to know about. The Xodar may drain a number of points from the victim's willpower equal to their control crystal ability per use. A character reduced to zero willpower, becomes clinically insane.

**Crystal Armor [200]:** The Xro Dinn wear this potent form of armor only in situations where they feel there is an immediate threat. It provides a tremendous amount of protection, but requires a great amount of energy to wear it. The armor has an armor rating of 500, but drains 1 psi for every minute that the Xro Dinn wears it. It is only used on important missions, and leaves no part of the body exposed.

**Crystal House [400]:** This is a complete crystal house that several Xro Dinn may live in. It has an armor rating of 1000, and the living organic part of the crystal house can attack with a -15 T#, doing a base damage of 50 points. It automatically can sense when people are nearby, even if they are cloaked.

**Distance Telepathy [100]:** This crystal allows the Xro Dinn to be able to use their telepathy across light years. For every level of control crystal, the Xro Dinn may communicate telepathically over a distance of 5 light years.

**Dream Crystal [250]:** Dream crystals are the crys-

# Index

tals that the Xro Dinn used to survive the attack of the Qualarians and sleep for centuries. Though virtually invisible to sensors, they are easy to spot visually. When one of these crystals is activated, the occupant enters into a dream sleep where they visually receive information from the Olxan- the crystalline planet the Xro Dinn have built deep within another dimension. While inside of the crystal they do not age physically or mentally; they only change in the minute amount that is caused by their dreams.

Know Other [30]: This is a powerful crystal that allows the Xro Dinn to gain a general idea about the character. It will give information on the character's disposition, general situation, and a few other small pieces of information.

Memory Erase [95]: This crystal allows the Xro Dinn to pick out particular memories within an individual's mind and erase them from memory. If the victim is sedated or asleep, then she does not get to make a save. Those that are conscious may make a willpower check at +5 T#.

Mind Bank [85]: This powerful crystal allows the Xro Dinn to store the contents of a single mind. The mind is so well preserved that it can later be implanted into another body with all of its memories still intact. It also can be used to store particular memories.

Phase Walk [75]: Phase walk is an interesting crystal that allows the Xro Dinn to pass through solid structures by altering the phase at which the Xro Dinn's molecules are vibrating.

Revive [40]: Revive is a powerful crystal that can only be used once. It is capable of healing 50 points of damage and heals all damage if they are not below the 3rd critical stage of damage.

Shadow Walk [65]: This crystal allows the Xro Dinn to pass unnoticed when walking through a particular area. It is also the crystal that creates the effect that the Fridic call shadows. It is from the Fridic that the crystal gets its name.

Shatter Tech [135]: The ShatterTech crystal is one of the most devastating crystals possessed by the Xro Dinn. It has a range of 100 meters times the Xro Dinn's control crystal skill. When activated, the crystal causes all technology to cease functioning until it is outside of the range of this crystal, or when the crystal is deactivated.

Teleportation [45]: This crystal gives the character the ability to teleport from one location to another instantaneously. The distance that the character is able to teleport is equal to intensity level 10 on the distance table +1 IL for every level of experience. The character must know the destination well enough to visualize it, and must be able see it if the character decides to teleport to a previously unknown location. The character will gain a huge penalty if the character attempts to teleport to an entirely new location that is not in her line of sight.

Time Walk [350]: This is a crystal that allows the Xro Dinn to step back into time to witness events in the past. The Xodar Xro Dinn can step back in time up to a number of years equal to their control crystal skill.

Worm Hole [350]: This crystal creates a worm hole that is cloaked in shadowform. The worm hole can be created to go from one place to another. The distance is limited by the Xro Dinn control crystal skill. They can travel up to 10 light years per level of the control crystal skill. It takes 10 psi to activate. The worm hole stays open for about 20 minutes until it finally collapses.

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## SECOND EDITION

Player's Name:  
Character Name:  
Race / Culture:  
Age:                      Handedness:  
Height:                Weight:  
Hair:                    Skin/Shell:  
Eyes:  
Sex / Gender:  
General Appearance:

A t t r i b u t e	S c o r e	A M
Strength		
Constitution		
Dexterity		
Agility		
Empathy		
Intelligence		
Appearance		
Charisma		
Willpower		
Perception		

Actions:	Initiative:
Psi:	Psi Used:
Ki:	Ki Used:
Move:	Climb:
Run:	Jump:
Punch:	Kick:
Combat Modifier:	
Wound Mod:	Damage:
Stun Hurt	Wound Critical
+1 T#	+5 T#
+3 T#	invalid

Audio                  Smell:                  Tactile:                  Taste:                  Vision:                  Other:

EP:

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## Combat Notes

Base Punch:

Full Punch:

Kick:

Advanced Combat Techniques:

Expert Combat Techniques:

Martial Arts Techniques:

Armor:

Screens:

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Miscellaneous

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# Combat Notes

Base Punch:                      Full Punch:

Kick:

Advanced Combat Techniques:

Expert Combat Techniques:

Martial Arts Techniques:

Armor:

Screens:

## Personal Notes

Home World:  
Culture:  
Social Status:  
Economic Status:  
Rank / Title:  
Personal Honor:  
Family Honor:  
Face:  
Racial Abilities:

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