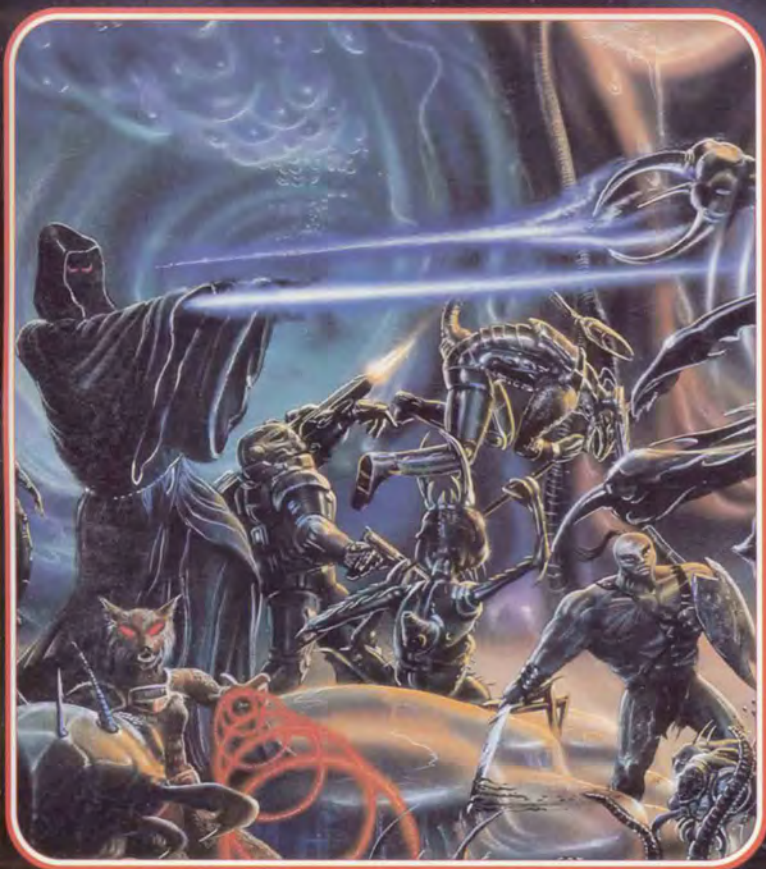




Character

Manual

**Character Generation, Races,
Chapters, Enhancements, Skills,
Specializations, and Powers**



Character Manual

Character Generation, Races, Chapters, Enhancements, Skills, Specializations, and Powers

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Introduction

The *Character Manual* contains everything you will need to create, develop and advance Guild Space™ Setting characters. If you are just learning the game, make sure you read the *Rule Book* first. The general outline for using this book is found in the *Rule Book*. More detailed information regarding AP expenditure, skill selection, etc., may be found in this manual. It is laid out in the order in which you will use it, with character races first, followed by chapter descriptions, attributes, enhancements, skills, specializations, and powers. Players may also refer to this book during play to determine exactly what their skills and enhancements can do.

Character Generation

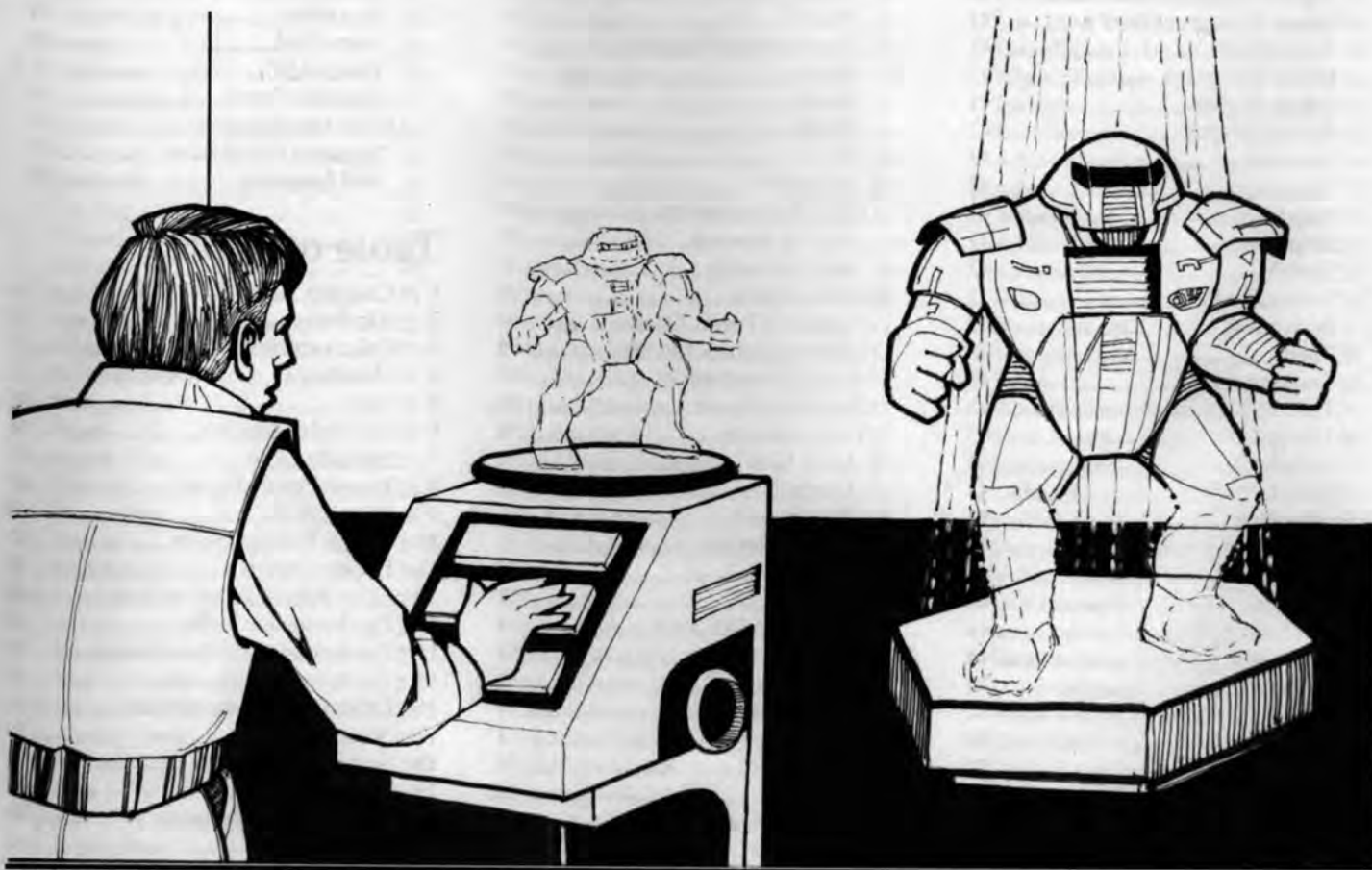
The summarized process of character generation follows. For a fully detailed presentation of character generation along with examples, please refer to *RB, Character Generation*.

Summary

1. Select a race
2. Record player name on all sheets
3. APs = 100 + player rank
 - only use Unused APs (not Total APs)
4. Rank = 0
5. Copy racial information
 - Age = your roll or older
 - Height and weight are generated with the same die roll
 - Your character may be shorter and weight may vary
 - Luck boxes = Luck level
 - Vitality maximum = Vit value
6. Record any powers on power sheet
 - Don't forget your player name
 - Look up the power for specifics on Power Points and regain rate
7. Select a chapter from the House of Dha
 - Make sure your character's race is eligible
8. Record House of Dha information
 - Fill out dossier — Guild, Dha, etc.
 - Record House of Dha training
9. Record chapter information
 - A summary of specialization effects are listed here
10. Spend remaining APs
 - Learn or improve abilities
 - Remember enhancements, especially those marked with an asterisk "*"
 - Handicaps can be taken to increase Unused APs (but not Total APs)
11. Purchase equipment
12. Add up encumbrance
13. Determine MR and copy it to the front
14. Select character name
15. Select a team name
16. Make a sketch
17. Start a journal

The major steps of character creation can be reduced to:

1. Record racial information
2. Record Dha information
3. Record chapter information
4. Spend unused APs
5. Buy equipment
6. Calculate MR
7. Make a journal



Races

The following entries list the basic starting abilities of all player races in the Guild Space™ Setting. All use the same format, providing information which you must copy onto your character sheet (see *RB* for details on character generation). The format is described below.

Race name

Age: The age of a character at generation.

Life Span: The average range of the race's life span, measured in years. If your character should ever become very old, you must make the indicated roll on each of your character's birthdays. Failure indicates that your character will die from old age some time that year.

Sex: Male, female or other.

Hgt: The height of the character.

Wgt: The weight of the character.

Eyes: The character's eye color.

Hair: The color of the character's hair (or fur, scales, etc.).

Diet: What type of food is consumed, and how often.

Sleep: How often sleep is required.

Credits: Number of credits at the start of the game.

Move: The board squares which the character can move in one round (based upon current encumbrance)

Carry: The encumbrance which the character can carry

Luck	<u>IC</u>	<u>Rtg</u>
	#	#c

Physical Attributes	<u>IC</u>	<u>Rtg</u>
Dexterity	#	#c
Fortitude	#	#c
Speed	#	#c
Strength	#	#c

Mental Attributes	<u>IC</u>	<u>Rtg</u>
Awareness	#	#c
Charisma	#	#c
Intelligence	#	#c
Will power	#	#c

Sciences	<u>IC</u>	<u>Rtg</u>
BioTech	#	#c
Cybernetics	#	#c
Technology	#	#c

Combat	<u>IC</u>	<u>Rtg</u>
Nish	#	#c
Shock	#	#c
Vitality	#	#c
Heal	#	#c
Defense	#	#c
Natural Armor	—	#c

Weapon Classes	<u>Atk</u>	<u>Adj</u>
Body	#	+d
Melee	#	+d
Hurled	#	+d
Ranged	#	+d
Artillery	#	—

Natural Weapons	<u>IC</u>	<u>Atk</u>	<u>Dmg</u>
Weapon Name	#	#	#

Skills	<u>IC</u>	<u>Rtg</u>
Name	#	#

Enhancements	<u>Base</u>
Name	base

Handicaps	<u>Base</u>
Name	base

Natural Weapons: The natural weapons of those races which inflict damage in excess of that listed in the *EM*, *tech weapons* are listed here.

Skills: If a race is given any skills, they are listed here. There is no AP cost for skills listed under races.

Enhancements: If a race receives any natural enhancements, they are listed here, along with the pertinent skill or attribute which they modify. There is no cost for natural enhancements

Handicaps: If a race receives any natural handicaps, they are listed here, along with the pertinent skill or attribute which they modify. There is no AP bonus resulting from natural handicaps. However, these handicaps may be bought out on a case by case basis with GM approval.

IC = Improvement Cost. This number is used when paying APs to improve a rating (*RB*, *Improving Abilities*).

Rtg = Rating of the ability. If a dash (—) is given in this entry, then the race does not have a rating in this area.





Diet: Omnivore; 3x daily
Sleep: 8 hrs per day
Credits: 10HV + 250 (4000 max)
Move: 10 8 6 4 3 1
Carry: 10 20 40 80 160 320

	<u>IC</u>	<u>Rtg</u>
Luck	20	6H
Physical Attributes	<u>IC</u>	<u>Rtg</u>
Dexterity	20	8M
Fortitude	20	10L
Speed	20	10L
Strength	20	10L

Vision
 Visible spectrum, color, 180°

	<u>IC</u>	<u>Rtg</u>
Mental Attributes	<u>IC</u>	<u>Rtg</u>
Awareness	20	6M
Charisma	20	6H
Intelligence	20	8M
Will power	20	10L

	<u>IC</u>	<u>Rtg</u>
Sciences	<u>IC</u>	<u>Rtg</u>
BioTech	25	8L
Cybernetics	25	6M
Technology	25	6H

	<u>IC</u>	<u>Rtg</u>
Combat	<u>IC</u>	<u>Rtg</u>
Nish	9	10L
Shock	9	10L
Vitality	11	10L
Heal	11	10L
Defense	13	6M
Natural Armor	—	6L

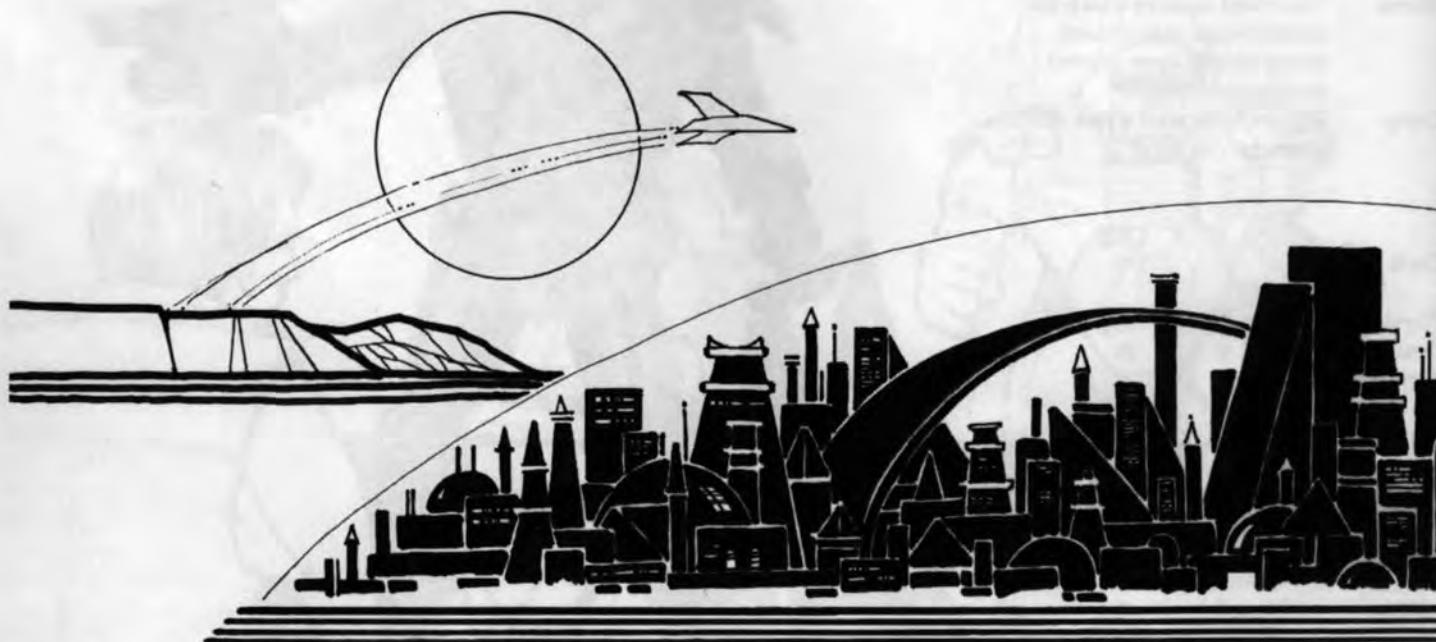
	<u>IC</u>	<u>Atk</u>	<u>Adj</u>
Weapon Classes	<u>IC</u>	<u>Atk</u>	<u>Adj</u>
Body	25	10L	—
Melee	25	10L	—
Hurled	25	8L	—
Ranged	25	6H	+1d
Artillery	25	10M	—

	<u>IC</u>	<u>Atk</u>	<u>Dmg</u>
Natural Weapons	<u>IC</u>	<u>Atk</u>	<u>Dmg</u>
Punch	8	8L	6L
Kick	9	8L	8L

	<u>Base</u>
Enhancements	<u>Base</u>
Extra Luck	Luck
Lang (Anthropian)	Int

Anthropos

Age: 8L + 15 yrs (40 max)
Life Span: 6L + 100 years (GM only)
Sex: Male or female
Hgt: 6L + 66 inches (84 max)
Wgt: 6LV + 150 lbs (335 max)
Eyes: Any human color
Hair: Any human color and style





Calemora

Age: 8L + 30 yrs (60 max)
Life Span: 8M + 200 yrs (GM only)
Sex: M
Hgt: 6L + 60 inches (76 max)
Wgt: 6MV + 250 lbs (570 max)
Width: 6L + 42 inches (58 max)
Eyes: Dark brown or black
Hair: Dark brown to black; straight and coarse
Diet: Herbivore; 4x daily, all fluid gained from roots
Sleep: 4 hrs meditation per day

Credits: 10H + 100 cr (1000 max)
Move: 12 10 8 6 4 1
Carry: 32 64 128 256 512 1024

Luck IC Rtg
 20 8L

Physical Attributes IC Rtg
 Dexterity 20 6M
 Fortitude 20 6H
 Speed 20 6M
 Strength 20 8H

Vision
 Infrared, monochrome (red), 180°

Mental Attributes IC Rtg
 Awareness 20 10L
 Charisma 20 8L
 Intelligence 20 6L
 Will Power 20 6H

Sciences IC Rtg
 BioTech 25 10L
 Cybernetics 25 10HB
 Technology 25 6L

Combat IC Rtg
 Nish 9 8M
 Shock 9 10H
 Vitality 11 6H
 Heal 11 10M
 Defense 13 10M
 Natural Armor — 10L

Weapon classes IC Atk Adj
 Body 25 6H +2d
 Melee 25 10M +2d
 Hurlled 25 8L +1d
 Ranged 25 6L +1d
 Artillery 25 6M —

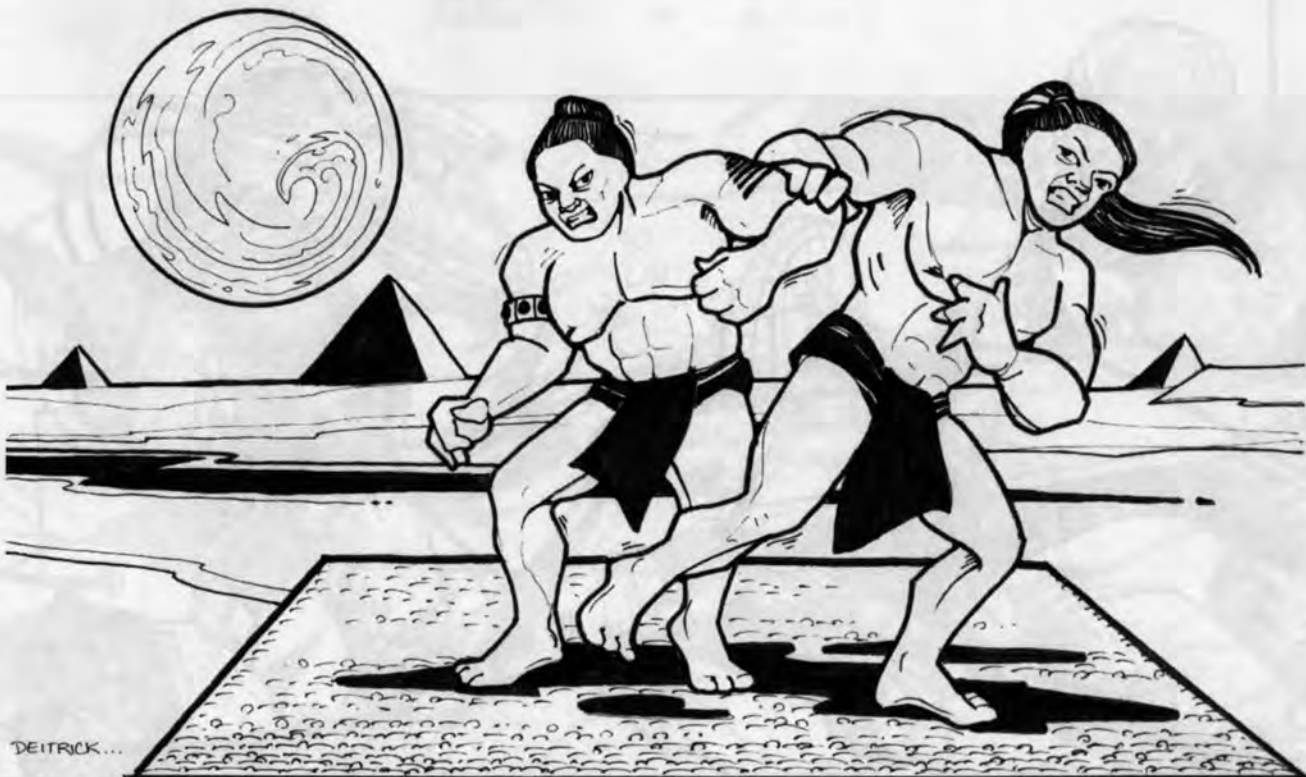
Natural Weapons IC Atk Dmg
 Punch MA* 10 10L 6M
 Kick MA* 10 10L 6M

* These are martial art skills.

Skill
 Psychosomatics IC Rtg
 Skill 26 6M
 Power 15 6M
 Power Pnts — 8
 Regain: 1 pnt every 15 min of kata

Enhancements Base
 Ambidexterity Dex
 Fearless Shock
 Lang (Calemoran) Int
 Lang (Catongi) Int
 No emotions WP
 Resist Heat FR
 Strong Will WP
 Other: Calemora are immune to pain

Handicaps Base
 Thick Headed Int



DETRICK...



Draca

Age: 6L + 10 yrs (50 max)
Life Span: 6M + 120 yrs (GM only)
Sex: M or F
Hgt: 6L + 72 inches (90 max)
Wgt: 6LV + 250 lbs (430 max)
Eyes: Brown, green, yellow
Hair: None; green or brown hide
Diet: Carnivore; several times daily
Sleep: 8 hrs per day

Credits: 10MV + 200 (3000 max)

Move: 8 6 4 3 2 1
Carry: 16 32 64 128 256 512

	IC	Rtg
Luck	20	8L
Physical Attributes	IC	Rtg
Dexterity	20	10L
Fortitude	20	6H
Speed	20	8L
Strength	20	8M

Vision
 Visible Spectrum, monochrome, 270°

	IC	Rtg
Mental Attributes	IC	Rtg
Awareness	20	8L
Charisma	20	8L
Intelligence	20	8L
Will Power	20	10M

	IC	Rtg
Sciences	IC	Rtg
BioTech	25	8L
Cybernetics	25	6H
Technology	25	8M

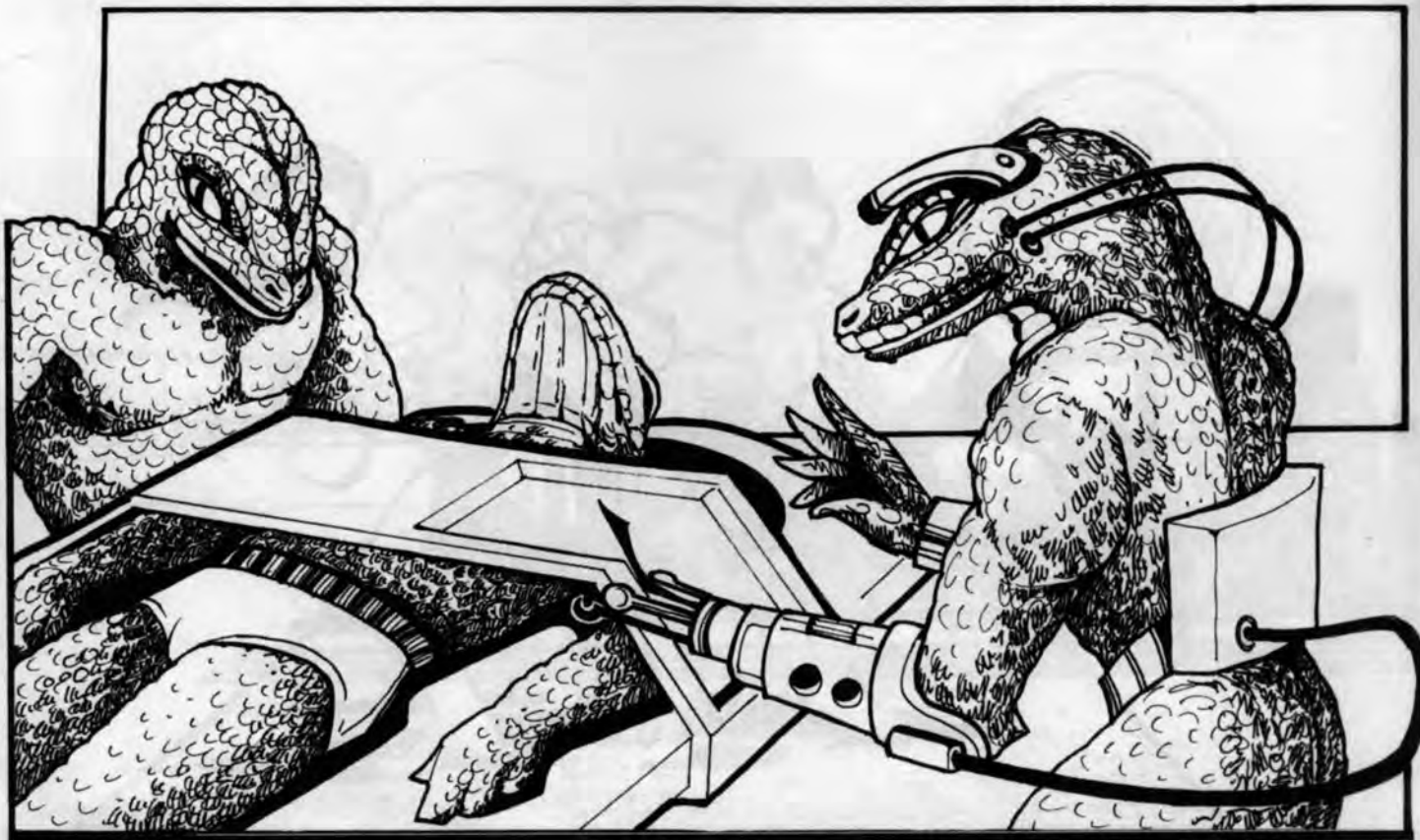
	IC	Rtg
Combat	IC	Rtg
Nish	9	8L
Shock	9	10M
Vitality	11	10M
Heal	11	6H
Defense	13	10L
Natural Armor	—	8M

	IC	Atk	Adj
Weapon classes	IC	Atk	Adj
Body	25	10M	+1d
Melee	25	8M	+1d
Hurled	25	8M	—
Ranged	25	6M	—
Artillery	25	8M	—

	IC	Atk	Dmg
Natural Weapons	IC	Atk	Dmg
Punch	9	10L	8L
Kick	9	10L	10L
Tail	11	10L	6L
Claw	11	10L	8L
Bite	13	10L	10L

	Base
Enhancements	Base
Berserk	WP
High Death Thresh	Vit
Lang (Draca)	Int
Regeneration	Heal

	Base
Handicaps	Base
Low Cold Toler	FR
Poor Smell	Awa
Short Temper	WP
Thick Headed	Int





Kryll

Age: 10HB + 5 (15 max)
Life Span: 6L + 40 yrs (GM only)
Sex: None
Hgt: 6L + 48 inches (60 max)
Len: 6M + 60 inches (84 max)
Wgt: 6MV + 300 lbs (540 max)
Eyes: Yellow, red, or green
Hair: None; yellow/green/brown carapace
Diet: Omnivore; frequently
Sleep: Never
Credits: 10MV + 200cr (3000 max)
Move: 6 4 3 2 1 1
Carry: 20 40 80 160 320 640

Luck IC Rtg
 20 6L

Physical Attributes IC Rtg
 Dexterity 20 10L
 Fortitude 20 10M
 Speed 20 6L
 Strength 20 10M

Vision
 Visible spectrum, color (multi-faceted), starlight, 360°

Mental Attributes IC Rtg
 Awareness 20 6L
 Charisma 20 6L
 Intelligence 20 8L
 Will Power 20 8M*

* +1c if within range of translator-caste Kryll or pheromone node; +1t if within direct communication with queen

Sciences IC Rtg
 BioTech 25 6H
 Cybernetics 25 8L
 Technology 25 10HB

Combat IC Rtg
 Nish 9 6L
 Shock 9 6H
 Vitality 11 8M
 Heal 11 8M
 Defense 13 8L
 Natural Armor — 10M

Weapon classes IC Atk Adj
 Body 25 8M +1d
 Melee 25 8M +1d
 Hurl'd 25 6M —
 Ranged 25 6M —
 Artillery 25 8L —

Natural Weapons IC Atk Dmg
 Talon 8 8L 8L
 Mandible (Bite) 10 8L 6M
 Tail spike 7 8L 6L*
 * = A mild poison is in the tail spike and is a knockout poison 6L vs the victims FR.

Skills IC Rtg
 Climbing 7 8M
 First Aid 6 8L

Enhancements Base
 Ambidexterity Dex
 Balance Dex
 Carry More Str
 Enhanced Smell Awa
 Fearless Shock
 Lang(Kryll) Int
 Lang(Pheromonal) Int
 No Emotions WP
 Resist Disease FR
 Resist Poison FR
 Starlight Vision Awa
 Strong Will WP

Other: Kryll digestive systems can digest nearly any form of organic matter without causing side effects.

Handicaps Base
 Bad Jumper Spe
 Bad Runner Spe
 Slovenly Cha
Other: Kryll have no sense of taste





	<u>IC</u>	<u>Rtg</u>
Luck	20	6H
Physical Attributes	<u>IC</u>	<u>Rtg</u>
Dexterity	20	6M
Fortitude	20	10H
Speed	20	10L
Strength	20	8L

Vision
Visible spectrum, monochrome, 90°

Mental Attributes	<u>IC</u>	<u>Rtg</u>
Awareness	20	6M
Charisma	20	8M
Intelligence	20	6H
Will Power	20	10M

Sciences	<u>IC</u>	<u>Rtg</u>
BioTech	25	10HB
Cybernetics	—	—
Technology	25	10M

Combat	<u>IC</u>	<u>Rtg</u>
Nish	9	8L
Shock	9	6LS
Vitality	11	10M
Heal	11	10M
Natural Defense	13	10L
Armor	—	6M

Weapon classes	<u>IC</u>	<u>Atk</u>	<u>Adj</u>
Body	25	10L	—
Melee	25	10L	—
Hurled	25	10L	—
Ranged	25	10L	+1d
Artillery	25	10L	—

Natural Weapons	<u>IC</u>	<u>Atk</u>	<u>Dmg</u>
Punch	8	6M	—*

*Shanask will not touch others. However, some *Sorce* enhancements require a punch Atk roll to be made, and Shanask are very good at making this type of attack.

Skill	<u>IC</u>	<u>Rtg</u>
Dominate	5	6M
Gen. Knowledge	5	6M
Sorce		
Skill	30	6M
Power	15	6M
Radiate Fear	—	—
Power Pnts	—	24
Regain: 1 power roll every 4 hours		

Enhancements	<u>Base</u>
Balance	Dex
Fast Healing	Heal
Fearless	Shock
Lang (Shanask)	Int
Luck Burn	Luck
No Emotions	WP
Regeneration	Heal
Resist Sorce	Luck
Starlight Vision	Awa

Other: Shanask are immune to all known forms of poison, disease, and temperature extremes, and can live without air (even in a perfect vacuum). Shanask move silently and leave no tracks whatsoever. They can travel on any surface including water, mud, snow, etc. without movement penalty. If they submerge beneath water or thin mud, a one inch bubble of air always surrounds them. Shanask cannot fall unconscious or be paralyzed, although they may be temporarily stunned. Shanask are not subject to the Vitality drain rules. Trying to remove a shanask's robe causes a *Sorce* power to immobilize the individual (i.e., this is an impossible task). Shanask robes can hold any item placed within the folds and the item seems to vanish (the GM should place practical limits upon the size of such items). The effects of encumbrance still apply however. Shanask speak in a deep *Sorce* whisper which carries as well as any normal verbal language. It may be heard even through a vacuum or above a screaming wind. The Shanask may also selectively choose who can hear its words.

Handicaps	<u>Base</u>
Bad Jumper	Spe
Bad Runner	Spe

Other: Shanask can't taste or smell. Shanask will not touch other sentient life forms even if it means their own death, and prefer not to touch any life forms at all. The only forms of healing which function on Shanask are the *Sorce* and natural healing. When a Shanask dies, it simply ceases to exist, no rolls are allowed—its cloak and body vanish while all carried items fall to the ground (thus Shanask may never be revived, and a failed death check is the permanent end to a Shanask character.) Shanask always wear robes, never lower their hoods, never roll up their sleeves, etc.

Shanask

Age:	Unknown
Life Span:	Unknown
Sex:	Unknown
Hgt:	6'6"
Wgt:	250 lbs
Eyes:	Red glowing points of light
Hair:	None, always wear black robes
Diet:	None
Sleep:	Never
Breath:	Never

Credits: 10H + 100 cr (1000 max)

Move: 10 8 6 4 3 1
Carry: 8 16 32 64 128 256





Zin-Shee Female

Age: 6L + 15 yrs (40 max)
Life Span: 8M + 90 yrs (GM only)
Sex: F
Hgt: 6L + 60 inches (72 max)
Wgt: 6LV + 100 lbs (220 max)
Eyes: Green, Yellow, Brown, Gold
Hair: Cat-like fur, variety of colors and patterns
Diet: Carnivore; daily
Sleep: Frequent naps

Credits: 10MV + 200 cr (3000 max)

Move: 16 12 10 8 6 1
Carry: 8 16 32 64 128 256

	<u>IC</u>	<u>Rtg</u>
Luck	20	8H

Physical Attributes	<u>IC</u>	<u>Rtg</u>
Dexterity	20	8M
Fortitude	20	8L
Speed	20	8M
Strength	20	8L

Vision
 Visible spectrum, color, Starlight, 180°

Mental Attributes	<u>IC</u>	<u>Rtg</u>
Awareness	20	6H
Charisma	20	6H
Intelligence	20	8M
Will Power	20	8L

Sciences	<u>IC</u>	<u>Rtg</u>
BioTech	25	6L
Cybernetics	25	8L
Technology	25	8M

Combat	<u>IC</u>	<u>Rtg</u>
Nish	9	6M
Shock	9	8L
Vitality	11	10L
Heal	11	10L
Defense	13	8M
Natural Armor	—	10L

Weapon classes	<u>IC</u>	<u>Atk</u>	<u>Adj</u>
Body	25	8M	—
Melee	25	8L	—
Hurled	25	8M	+1d
Ranged	25	6M	+1d
Artillery	25	6M	—

Natural Weapons	<u>IC</u>	<u>Atk</u>	<u>Dmg</u>
Claw	8	10L	8L
Bite	8	10L	8L
Kick	8	10L	8L

Skills	<u>IC</u>	<u>Rtg</u>
Empathy	6	6M
Psionics		
Skill	28	6M
Power	15	6M
Power Points	—	12
Minor Telepathy	—	—

Regain:	1 pnt per	Mental Activity
5 min		Napping/Sleep
10 min		Resting
30 min		Normal Activity
1 hr		Adventuring
4 hrs		Concentration or Combat

Enhancements	<u>Base</u>
Enhanced Hearing	Awa
Enhanced Smell	Awa
Lang (Zin-Shee)	Int
Light Sleeper	Awa
Resist Psionics	WP
Starlight Vision	Awa

Handicaps	<u>Base</u>
Flirtatious	WP





Credits: 10MV + 200 cr (3000 max)

Move: 20 16 12 10 8 1
Carry: 12 24 48 96 192 384

Luck IC Rtg
 20 6M

Physical Attributes IC Rtg
 Dexterity 20 10M
 Fortitude 20 8M
 Speed 20 10M
 Strength 20 6M

Vision
 Visible spectrum, color, Starlight, 180°

Mental Attributes IC Rtg
 Awareness 20 6H
 Charisma 20 6M
 Intelligence 20 10L
 Will Power 20 10L

Sciences IC Rtg
 BioTech 25 8L
 Cybernetics 25 10L
 Technology 25 8M

Combat IC Rtg
 Nish 9 10M
 Shock 9 8M
 Vitality 11 8M
 Heal 11 8M
 Defense 13 6H
 Natural Armor — 6M

Weapon classes IC Atk Adj
 Body 25 10M +1d
 Melee 25 8M +1d
 Hurlled 25 10M +1d
 Ranged 25 6M +1d
 Artillery 25 8M —

Natural Weapons IC Atk Dmg
 Punch 8 10M 8L
 Claw 9 10M 10L
 Bite 9 10M 10L
 Kick 9 10M 10L

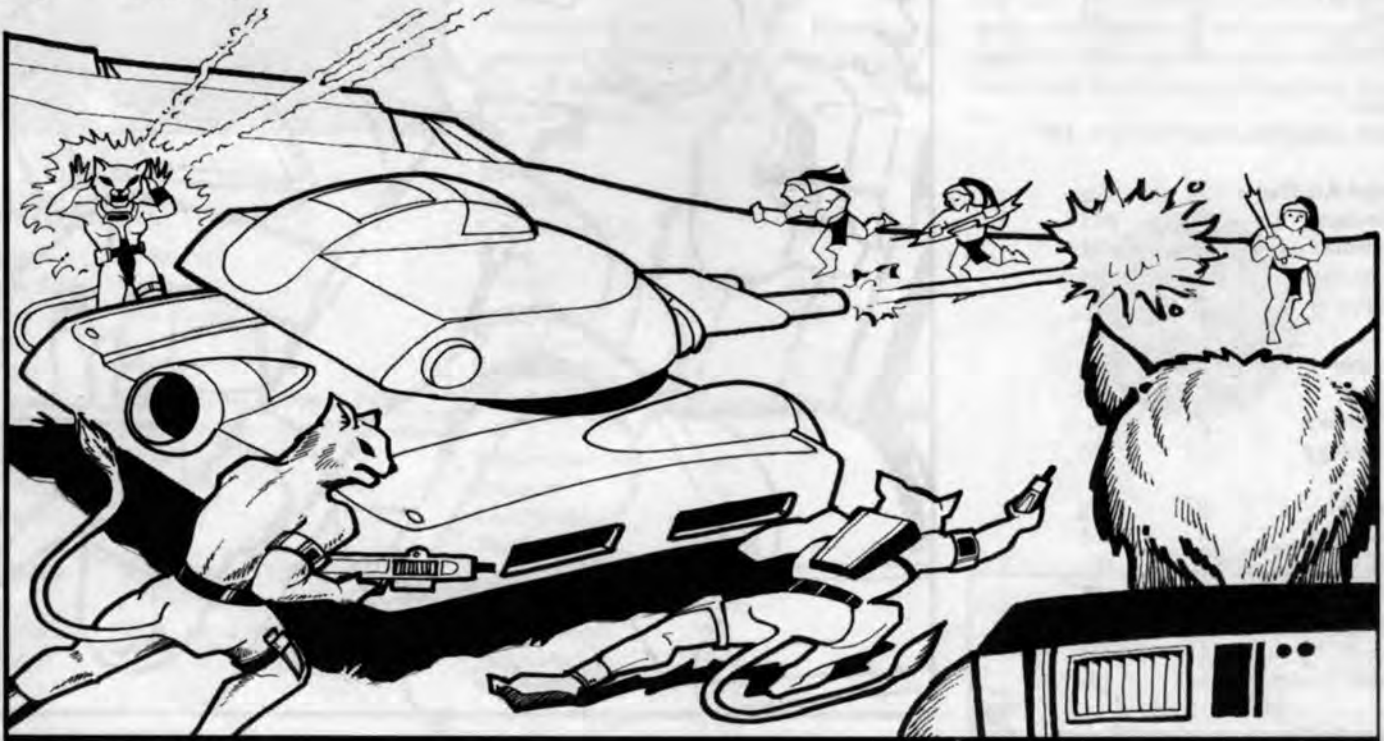
Skills IC Rtg
 Acrobatics 10 6M
 Falling 5 6M
 Stealth 6 6M

Enhancements Base
 Enhanced Hearing Awa
 Enhanced Jumping Spe
 Enhanced Smell Awa
 Lang (Zin-Shee) Int
 Light Sleeper Awa
 Starlight Vision Awa

Handicaps Base
 Short Temper WP

Zin-Shee Male

Age: 6L + 15 yrs (40 max)
Life Span: 8M + 90 yrs (GM only)
Sex: M
Hgt: 6L + 66 inches (78 max)
Wgt: 6LV + 150 lbs (270 max)
Eyes: Green, Yellow, Brown, Gold
Hair: Cat-like fur; variety of colors and patterns
Diet: Carnivore; daily
Sleep: Frequent naps





House of Dha

Cha-tong... I am a warrior of the House of Dha. Enemies crumble at my glance, allies know the meaning of invincibility. History records my every breath.

—Dha Proverb

In 2889 a.h., the Guild formed the House of Dha. This secret organization was

to become the best trained and equipped military group ever assembled. Hundreds of races are represented in the ranks of Dha, but six races make up the main body: Anthropos, Calemora, Draca, Kryll, Shanask, and Zin-Shee.

The house's base is located on the proto-planet Dha Prime, deep within the Acropolis, a stellar nursery on the outer rim of Guildspace. The planet is orbited by the six Guardian Moons, one for each of the house's major races. The proto-planet's only city is called Glory, a vast domed settlement containing the barracks, warehouses and training facilities for the House of Dha.

Although ostensibly formed to combat the threat of the Empire and their new super-soldiers, the primary objective of the House of Dha is to investigate, engage, and eliminate all threats to the Guild, by whatever means necessary.

Dha soldiers know that they exist among the elite. They are trained and conditioned to face the ultimate threat, and live for the chance to leap to action as the first and last defense for the unified races of the Guild.

Dossier

When filling out your **dossier** (back sheet), fill in the following information:

Organization: Guild

House: Dha

Chapter: Your chosen chapter (see below)

Title: Your rank name

Team: Choose a name for your team along with your fellow players.

Benefits

The House of Dha provides benefits to those individuals who join.

- Free Dha credit card (hacking 10L, security 25, encumbrance negligible)
- Free Dha communicator (Enc 1)
- Ability to lease equipment to own for 12 payments of 10%. Details are in *RB*, *miscellaneous*, *guild currency*.
- Basic living expenses (food, clothing, etc.)
- Guildspeak *language* enhancement for free (Base Int)
- *Enhanced use* free for Dha communicator only
- Free *bridge officer* enhancement (Base Int)
- Any one ship specialization for half AP cost (optional).



Chapters of Dha

The following describes the listings for chapters of the House of Dha.

Table 1: Chapters

Chapter	Allowed Races	Emphasis
Bio-Gunner	Anthropos Calemora Kryll	Ranged Bio Weapons
Bio-Warrior	Anthropos Calemora Kryll	Melee Bio Weapons
Cyber Warr.	Anthropos Draca Zin-Shee	Cybernetics
Destron	Anthropos Draca	Heavy Ranged Weapons
Dragon	Anthropos Calemora Zin-Shee	Martial Arts
Marine	Anthropos Draca Zin-Shee	Medium Ranged Weapons
Mensi	Zin-Shee Anthropos	Psionics
Mutak	Calemora Anthropos	Psycho- somatics
Rogue	All	Varies
Warlock	Shanask Anthropos	The Sorce
Warrior	Anthropos Calemora Draca Zin-Shee	Melee Tech Weapons

Chapter layout

Each chapter is laid out as follows.

Chapter Overview

This entry describes a given chapter's main objective and equipment, as well as the chapter's basic philosophies and goals. Read this carefully so you will know if the chapter is appropriate to your character and to the sort of role you wish to play.

The chapter name is one way of

introducing your character to other characters so they may know what your specialties are. For example, your character might say, "Hello — my name is Kern and I am a Gyrini of the Bio Warrior chapter."

Races

After the description of the chapter, allowed races are listed. Only those races listed may join the chapter.

Emphasis

Emphasis describes the main area of study and expertise in the chapter.

Credit Card

The formula for equipment allowance is a base plus an additional amount depending upon the character's rank. This allowance is awarded upon completion of a successful mission.

Benefits

Benefits describe special buying or leasing options for the chapter and possible free equipment.

At the end of the benefits will be a list of attributes. All listed attributes should be increased by +1d. This is the result of the chapter's special conditioning.

Specialization

All members of a chapter become privy to the chapter's own unique specialization. Chapter specializations function exactly like normal specializations listed later in this manual. Refer there for details. In general the effects of specialization are as follows:

- All abilities listed under *bonus* are learned for free.
- All skills listed under *skills* may be learned for half price, now or anytime hereafter. Furthermore, specialized skills (including bonus skills from above) should be indicated by lightly shading in their IC box. A specialized skill is always improved as if one rating (-1d) below its actual rating.
- All enhancements listed under *Enhs* may be learned for half price, now or any time hereafter. Also all enhancements from the *skills* section (above) may be learned at half price as well. All of these enhancements may be learned at anytime, even if it would normally break the rules of asterisked "*" enhancements.

Rank

This section lists the names and titles of the various ranks within a chapter.



Bio Gunner

So, you dare become one of the odonata. We are the bio-gunners who serve the House of Dha. If you have no stomach for gore and grime, limp back to those who use clean technology as a cheap substitute for our bio-weaponry.

Kryll ranged bioweapons are our specialty. These devices are living and often look like organs or strange mutated animals. There is nothing as horrifying as being on the wrong end of an odonata's gun. It might squirt acid, it might shoot bore worms, or it might leap onto your face and start feasting.

Races: Anthropolos, Calemora, Kryll.

Emphasis: Ranged and Hurlled Class Bio weapons

Credit Card

- Rank-0 Allowance: 750 cr
- Formula: 750 + 110 per rank
- Bonus: 750 cr

Benefits

- Buy ranged and hurlled class Bio weapons from Dha at half price, or lease for only six payments
- Access to Bio pool (RB, miscellaneous, guild currently)
- Attributes: Biotech, Dex, Hurlled, Speed, Fortitude, Ranged

Specialization

- **Bonus:** belly gun skill, leaf armor skill
- **Skill:** all bio armor, all ranged class and hurlled class bio weapons, first aid
- **Enhs:** aiming bonus, long range, quick draw, sharp shooter, defense vs ranged

Rank

- 0 -Ephemer
- 1 -Diptera
- 2 -Siphon
- 3 -Hymekin
- 4 -Hemi
- 5 -Zorap
- 6 -Tricho
- 7 -Mec
- 8 -Neuro
- 9 -Plec
- 10+ -Odonata



breath, and excrete all forms of liquid and slime. As masters of Biotechnology, we understand and are not frightened by repulsive aliens and environments. It is often our responsibility to guide Dha forces through the maze-like tunnels of alien strongholds.

Bio-warriors are uniquely specialized with melee bio-weapons. These bizarre weapons eat opponents upon contact, burrow into their flesh, or perform other gruesome acts.

Races: Anthropolos, Calemora, Kryll.

Emphasis: Melee and body class bio-weapons

Credit Card

- Rank-0 Allowance: 750 cr
- Formula: 750 + 110 per rank
- Bonus: 750 cr

Specialization

- **Bonus:** adolescent bio-blade skill, spider armor skill
- **Skills:** all bio armor, all melee and body class bio weapons, first aid
- **Enhs:** armor penetration, defense vs melee, multiple attacks, parry, riposte

Rank

- 0 -Carabid
- 1 -Dytisc
- 2 -Gyrini
- 3 -Omophon
- 4 -Rysod
- 5 -Curculion
- 6 -Anthribid
- 7 -Malachii
- 8 -Mordell
- 9 -Chrysomel
- 10+ -Silvan

Bio Warrior

We are the silvan — bio warriors of the House of Dha. Like our hive-mates, the bio-gunners, we use the wondrous science known as "Biotechnology" to create deadly weapons. Our specialty, however, is close combat.

Our weapons are all alive. They eat,

Benefits

- Purchase melee and body class bio weapons from Dha at half price or lease for only six payments
- Access to bio pool (RB, miscellaneous, guild currency)
- Attributes: Biotech, Str, FR, Def, Melee, Body, Nish, Shock





Cyber Warrior

We believe that the body is an imperfect structure, and as such it must be changed, modified and made stronger. Our path to perfection is that of the cyber-lord, through which the imperfect body may be made into a perfect instrument of destruction and purification. The machine is supreme, for through the machine we may attain perfection.

If you do not agree with this philosophy, you should not become one of us — for we are Cyber Lords. Using the miracles of modern techno-surgery, we have enhanced our bodies far beyond their natural capabili-

ties. We can live without air, survive frozen wastes, lift vast weights, see and hear better than ordinary races.

In combat our bodies become the ultimate weapon as devices of devastation are built into our very flesh. Who can stand against the relentless onslaught of the Cyber-Lords? Those who survive are to be defended and respected. Those who do not are fit only for extinction. This is the way of the Cyber-Lords.

Races: Anthropol, Draca, Zin-Shee

Emphasis: Cybernetic weapons and armor

Credit Card

- Rank-0 Allowance: 1200 cr
- Formula: 1200 + 150 per rank
- Bonus: 1200 cr

Benefits

- Buy cyber weapon and armor implants from Dha at half price or lease for only six payments.
- Attributes: Fortitude, Cybernetics, Vit



Specialization

- **Bonus:** quick attack couplink Enh, quick attach forearm Enh
- **Skills:** all cyber weapon implants and attachments, all cyber armor implants, repair cybernetics
- **Enh:** any 3 other cyber implants, armor penetration, attack pool, berserk, high death threshold, regeneration

Rank

- 0 -Initiate
- 1 -Mech-1
- 2 -Mech-2
- 3 -Mech-3
- 4 -Mech-4
- 5 -Mech-5
- 6 -Cyborg-1
- 7 -Cyborg-2
- 8 -Cyborg-3
- 9 -Cyber Knight
- 10+ -Cyber Lord





Destron

We are walking tanks of technological destruction. Our armor weighs a ton and our weapons are too heavy for ordinary beings to lift. Although slow and unmaneuverable, a single Destron packs the fire power of ten men.

Destrons spend most of their training learning how to operate the massive weaponry and armor which they commonly employ. Rigid safety precautions are instilled into destron troopers, for one mistake could cost many lives. They normally operate as individuals or in small groups, sent to assist marines or warriors in tough situations where high firepower and heavy armor are required.

Our code is simple — we are the ultimate engines of destruction. Oppose us only at the risk of total annihilation.

Races: Anthropos, Draca

Emphasis: Heavy ranged tech weapons

Credit Card

- Rank-0 Allowance: 1000 cr
- Formula: 1000 + 130 per rank
- Bonus: 1000 cr

Benefits

- Buy heavy damage, ranged class tech weapons, and explosive tech weapons, at Dha for half price or lease for only six payments
- Attributes: Tech, Strength, Ranged, Dex

Specialization

- **Bonus:** Destron armor skill, turboplaz skill
- **Skills:** all heavy tech armor, all heavy-ranged class-tech weapons, all explosive weapons, demolitions, vehicle gunner, ship gunner, repair weapon
- **Enhs:** anti-vehicle, long range, structural damage, tough vs energy weapons

Rank

- 0-Recruit
- 1-Infantryman
- 2-Squad Leader
- 3-Sergeant
- 4-Lieutenant
- 5-Captain
- 6-Centurion
- 7-Colonel
- 8-General
- 9-Brigadier General
- 10- Destron Master



GATEWAY 88 94 02

BARSONS PLANET 78

SPICER SEVEN 09

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LUDS PLANET

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FORT CHAFFEE 51

FORT KELSO 22

JANUX MARA IV 33

DESTIN 78





Dragon

We are the Dragons, masters of the martial arts. Enter this chapter and you will enter into a new way of life, for you must adopt the ways and philosophies of our teachers. Our teachers are the best martial artists in Guildspace — Calomora from the Catong of the Dragon.

We learn martial arts in the Calomoran style — a feat which few races are capable of. Our minds and bodies become the ultimate weapons of defensive and offensive capabilities.

Those few who reach the rank of "Grand Master" (also known as Black Dragon) have proven themselves to be the finest and most perfect martial artists in the galaxy — unconquered and unconquerable.

Races: Anthropolos, Calomora, Zin-Shee

Emphasis: Martial Arts

Credit Card

- Rank-0 Allowance: 400 cr
- Formula: 400 + 90 per rank
- Bonus: 400 cr

Benefits

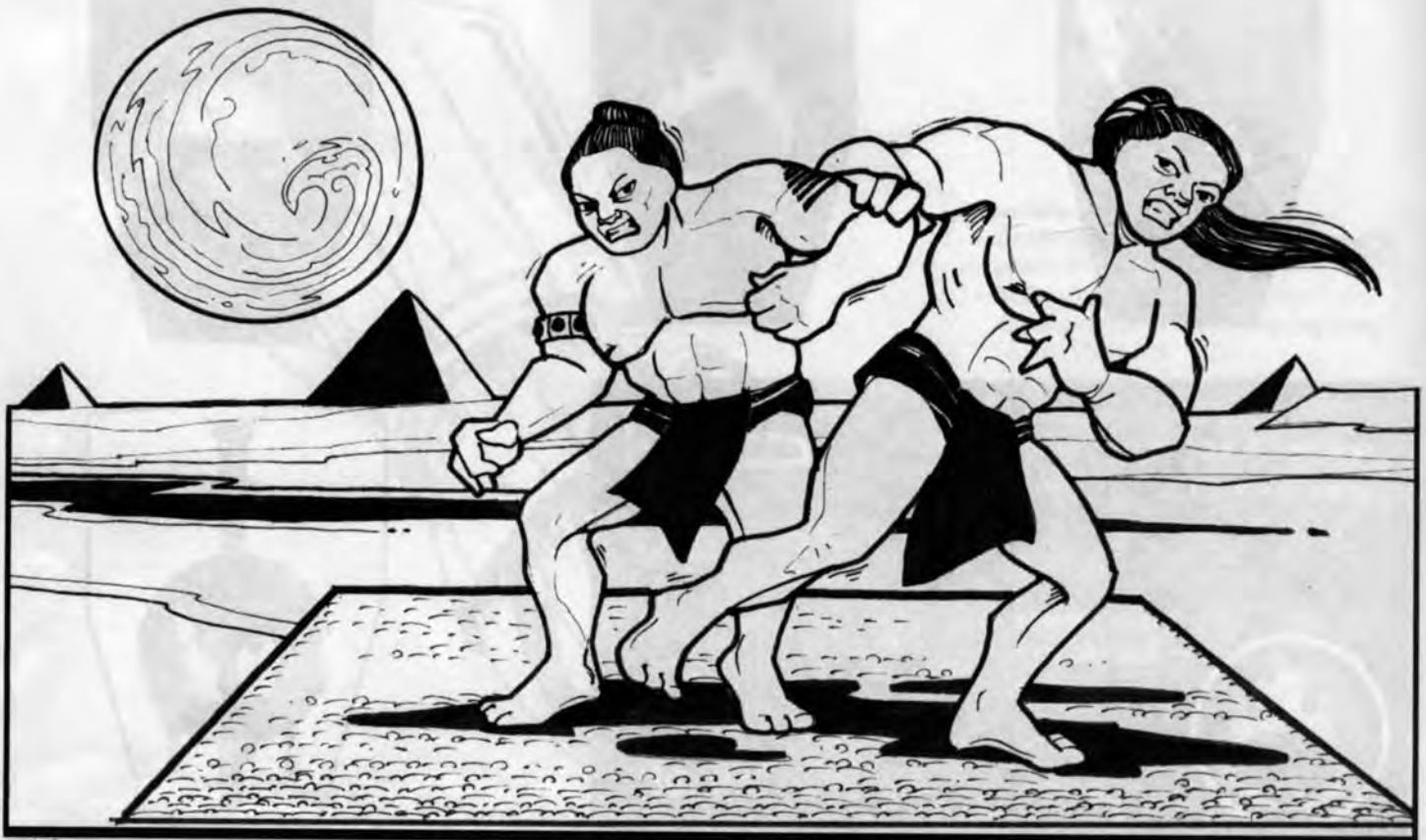
- Buy martial art weapons from Dha at half price or lease for only six payments.
- Attributes: Natural Defense, Nish, Spe, Str, Body

Specialization

- **Bonus:** martial arts punch skill (IC 8, Body/Dex-1d), martial arts kick skill (IC 8, Body/Spe-2d), martial arts hold skill (IC 8, Str/Body-2d)
- **Skills:** all martial art weapons, acrobatics
- **Enh:** ambidexterity, block ranged, catch ranged, disarm, stunning blow, parry, riposte, weapons display, defense vs body, tough vs blunt weapons

Rank

- 0 -White
- 1 -Yellow
- 2 -Orange
- 3 -Green
- 4 -Blue
- 5 -Purple
- 6 -Red
- 7 -Brown
- 8 -Black
- 9 -Master
- 10-Grand Master





marines are a proud group with long traditions, who do not shirk from the most appalling violence or heavy losses.

Marines go through an intensive survival regimen in which they are trained in extreme climatic conditions, with little or no equipment, put through rigorous simulated combat situations, and subjected to harsh testing until all but the most hardy and skilled have given up.

Dha marines then undergo physical and genetic enhancements to heighten their strength and endurance. Their chest cavities are enlarged, adrenal glands modified, immune system strengthened, muscle fibers genetically improved, etc. The resulting individuals are among the most potent and dangerous fighting forces in the universe, a weapon which fights only on the side of justice and freedom.

Races: Anthropol, Draca, Zin-Shee

Emphasis: Medium ranged class, tech weaponry

Credit Card

- Rank-0 Allowance: 800 cr
- Formula: 800 + 120 per rank
- Bonus: 800 cr

Benefits

- Buy medium damage, ranged class, tech weapons, and medium AR tech armor at Dha for half price or lease for only six payments
- A free combat knife.
- Attributes: Tech, Dex, Str, FR, Ranged

Specialization

- **Bonus:** marine armor skill, combat knife skill
- **Skills:** all medium damage-ranged class-tech weapons, all medium AR tech armor, drive vehicle, first aid, repair weapon, survival
- **Enh:** aiming bonus, fast healing, fearless, quick draw, sharp shooter, defense vs ranged, tough vs energy

Rank

- 0 -Recruit
- 1 -Trooper
- 2 -Corporal
- 3 -Sergeant
- 4 -Lieutenant
- 5 -Captain
- 6 -Major
- 7 -Colonel
- 8 -General
- 9 -Brigadier General
- 10+ -Marshal

Marine

First into the fray, and the last to leave — Dha Marines. These mighty techno-warriors are the vanguard of the Dha military. The marines are the liberators and the bringers of destruction to the Guild's enemies. Loyal, skilled, and brave to a fault,



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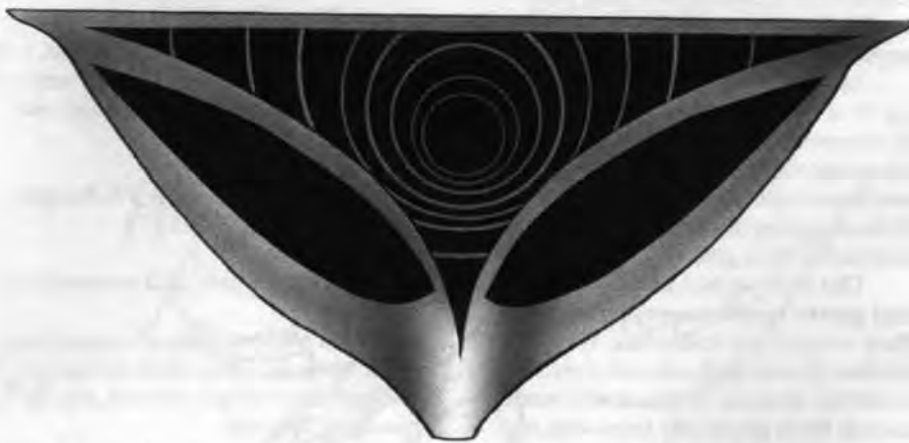
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Mensi

Without the mind there is no thought; without thought there is no meaning; without meaning there is no existence. Within the deepest folds of the mind there exists the ability to channel thought into a meaningful alteration of existence in the form of raw but controlled energy. Only we of the Mensi Chapter are able to perform this metaphysical feat. Only we know the true extent of the mind's power.

The induction and training of a psionicist is mentally grueling. Many fail

the initial tests, a few are even transformed into mindless vegetables as a result of the mental probes. Still others go mad. Of those who remain, a few go on to become Mensi High Masters, the supreme mental powers of Guildspace and beyond.

Races: Zin-Shee, Anthropos

Emphasis: Psionics

Credit Card

- Rank-0 Allowance: 350 cr
- Formula: 350 + 80 per rank
- Bonus: 350 cr

Benefits

- Attributes: WP, Cha, Nish

Specialization

- **Bonus:** resist psionics Enh (WP), psionic skill & psionic power skills
- **Skills:** detect lie, empathy
- **Enh:** danger sense, resist mind control

Rank

- 0 - Novice
- 1 - Telepath, First Circle
- 2 - Telepath, Second Circle
- 3 - Telepath, Third Circle
- 4 - Seer, First Circle
- 5 - Seer, Second Circle
- 6 - Seer, Third Circle
- 7 - Oracle, First Circle
- 8 - Oracle, Second Circle
- 9 - Mensi Master
- 10 - Mensi High Master



Mutak

Our skill as martial artists is renowned throughout the galaxy, but we are truly known for our ability to adapt to any environment no matter how hostile, and fight any foe, however savage — for we are Mutak, masters of the psychosomatic disciplines.

From an early age our minds are shaped and strengthened so that we may control our very flesh and blood. Every muscle fiber, nerve ending, and bone cell are at our command. Adrenaline flows where we direct it; tissue is repaired with a thought; and our minds are fortresses of strength and discipline.

Races: Calemora, Anthropos

Emphasis: Psychosomatics

Credit Card

- Rank-0 Allowance: 350 cr
- Formula: 350 + 80 per rank
- Bonus: 350 cr

Benefits

- Attributes: For, WP, Vit

Specialization

- **Bonus:** psychosomatic skill and power skills
- **Skills:** martial arts punch, martial arts kick, acrobatics, falling
- **Enh:** ambidexterity, balance, fast healing, high death threshold, life freeze, no emotions, regeneration, resist mind control, slow drain, strong will

Rank

- 0 - White
- 1 - Yellow
- 2 - Orange
- 3 - Green
- 4 - Blue
- 5 - Purple
- 6 - Red
- 7 - Brown
- 8 - Black
- 9 - Master
- 10+ - Grand Master





Rogue

If you are a non-conformist, a free thinker, if you feel that your own ideas are superior to the norm, then you belong among the folds of the Rogue's Chapter. Each of us is different, unique, original. Indeed, many of the other chapters evolved

from within our folds as groups of similar individuals broke out on their own.

We train as individuals seeking the most talented teachers from across the Guild and beyond. Many of us are naturals and are self taught.

You haven't seen real fear until you watch an opponent face a rogue. They never know what we are capable of. Some of us are mighty warriors, others are *Sorce* masters, and most dabble in a little bit of everything.

Races: All

Emphasis: Individuality

Credit Card

Rogue credit information varies. The House of Dha tries to assess each rogue's financial needs on a case by case basis. To simulate this, the GM should evaluate the character and assign the rogue to one of the other chapter's credit card information (i.e., if the rogue is most like a destron, use the destron information, etc.).

Benefits

- May lease anything to own from Dha for 10 payments or buy at 10% off.

Specialization

Being rogues, there is no specific training available. However all skills, enhancements, and specializations, may be purchased at 10% off of their normal AP cost.

Rank

- 0 -Freeman
- 1 -Varies - individual's choice
- 2 -Varies - individual's choice
- 3 -Varies - individual's choice
- 4 -Varies - individual's choice
- 5 -Varies - individual's choice
- 6 -Varies - individual's choice
- 7 -Varies - individual's choice
- 8 -Varies - individual's choice
- 9 -Master
- 10-Grand Master



Warlock

Of all who serve the House of Dha, none carry the significance and power of the Warlock Chapter. We alone understand the true nature of the *Sorce* — the ultimate power of the universe — and we alone are willing and able to wield its might.

The training rituals of the Warlock Chapter are sacred and closely guarded. No outsider has ever learned even the smallest secret of the Warlocks — or, if it has, no one dares speak of it.

Seldom relying on steel blade or energy beam, we of the Warlock Chapter use the arcane powers of the *Sorce* to wreak supernatural havoc upon our foes. May none stand in the way of the Warlocks!

Races: Shanask, Anthropos

Emphasis: The *Sorce*

Credit Card

- Rank-0 Allowance: 300 cr
- Formula: 300 + 75 per rank
- Bonus: 300 cr

Benefits

- Buy *Sorce* items from Dha at half price of lease for only 6 payments.
- A free *Sorce* saber.
- Attributes: Luck, Int, Nish

Specialization

- *Bonus:* *Sorce* skill and power skills, *Sorce* saber skill, resist *Sorce* Enh (Luck), punch Atk
- *Skills:* concealment, dominate, stealth
- *Enh:* common sense, double luck, extra luck, luck restore, luck sustain

Rank

- 0 -Neophyte
- 1 -Magus, First Rank
- 2 -Magus, Second Rank
- 3 -Magus, Third Rank
- 4 -Magus, Fourth Rank
- 5 -Magus, Fifth Rank
- 6 -Magus, Sixth Rank
- 7 -Magus, Seventh Rank
- 8 -Master
- 9 -Shadow Master
- 10+ -Grand Warlock



Warrior

The bravest of them all, the mighty Dha Warrior. We are masters of melee weapons and combat. Our skill as gunners is considerable, but in close combat, there is no equal.

To excel at the art of melee, we study the ancient ways of the medieval knight, the uncouth forms of the gladiator, and the modern styles of the two great warrior races: Calemora and Zin-Shee. Our minds are then psionically and psychosomatically altered to resist the temptations of fear and indecision, creating the ultimate combatant — the Dha Warrior!

If you cannot stare your opponent in the eyes, if you quail at the sight of blood, if pain is not an old friend, then cower before us, for this is our way. We are the Warriors of Dha.

Races: Anthropol, Calemora, Draca, Zin-Shee

Emphasis: Close combat using tech melee and body class weapons

Credit Card

- Rank-0 Allowance: 500 cr
- Formula: 500 + 100 per rank
- Bonus: 500 cr

Benefits

- Purchase tech melee and body weapons at Dha for half price or lease for only six payments
- Free sword
- Free warrior claws
- Attributes: Nish, Spe, FR, Shock, Melee, Natural Def, Str

Specialization

- **Bonus:** sword skill, warrior claws skill
- **Skills:** all tech-melee class weapons, all tech body class weapons, all tech armor, climbing, concealment, repair armor, repair weapon, stealth, survival, tracking
- **Enh:** attack pool, fearless, move and attack, multiple attacks, parry, tactical analysis, throw weapon, tight grip, tight quarters, tough vs edged weapons, defense vs melee

Rank

- 0 -Recruit
- 1 -Private
- 2 -Corporal
- 3 -Sergeant
- 4 -Lieutenant
- 5 -Captain
- 6 -Major
- 7 -Colonel
- 8 -General
- 9 - Brigadier General
- 10+ -Marshal



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Attributes

Attributes are natural traits possessed by every character even before they undergo training (i.e., no APs are spent to learn attributes). Attribute ratings vary by race, and may be improved and enhanced as a character advances.

Table 2 lists all the major attributes, their abbreviations and ICs.

Table 2: Attributes

Name	Abbr	IC
Artillery	Art	25
Awareness	Awa	20
Biotech	BioT	25
Body	Body	25
Charisma	Cha	20
Cybernetics	Cyber	25
Defense	Def	13
Dexterity	Dex	20
Fortitude	FR	20
Healing	Heal	11
Hurled	Hurl	25
Initiative	Nish	9
Intelligence	Int	20
Luck	Luck	20
Melee	Melee	25
Natural Armor	NAR	—
Ranged	Ranged	25
Shock	Shck	9
Speed	Spe	20
Strength	Str	20
Technology	Tech	25
Vitality	Vit	11
Will Power	WP	20

Attribute Details

Artillery

This attribute is used for the weapon base for vehicle and ship class weapons and larger. There is no Dmg Adj for artillery style weapons.

Awareness

This attribute represents all of a being's senses — sight, hearing, smell, taste, touch, and even some senses which are different from or completely beyond those of an ordinary Anthropos.

In game terms, Awareness (Awa) is used to determine whether a character notices something important, detects danger, etc. The GM should determine which sense or senses are involved in an Awareness check, and apply modifiers in accordance with the following guidelines.

• Vision

A vision check is the simplest type — can the character see something or not? The GM should set the Dif of observing a small or distant object based upon size and relative distance.

The following guidelines may help.

Size	Dif
Minute	30
Tiny	20
Very Small	10
Small	5

Distance	Dif
Extreme	25
Very Far	10
Far	5

• Hearing

Hearing check Dif is based upon the relative loudness of the sound which must be heard. Needless to say, many sounds are loud enough that no checks are necessary, but the following guidelines may be used if the GM feels hearing rolls are needed.

Volume	Dif
Almost inaudible	30
Faint	20
Very soft	10
Soft	5

• Smell

Make a smell-based Awa check if characters have to detect toxic gases, or other faint odors. The following guidelines may be used to determine difficulties.

Intensity	Dif
Faint	20
Moderate	10
Average	5

• Touch

Touch checks are made when a character needs to detect textures, smoothness of an object, etc. Difficulty varies from 1 to 20 or more, based upon the GM's determination of how subtle the texture is, etc.

• Taste

Characters roll Awa checks based upon taste to detect poisons, spoiled food, unusual additives, etc. Dif varies from 1 to 20 or more, based upon the GM's determination.

Chad's Kryll, Shakk'tikk (Awa 6L), has been given poisoned food by the chieftain of the barbarian tribe with whom his team is negotiating. The poison is Dif 10 to detect, so Chad must roll 6L vs 10 in order for Shakk'tikk to discover the poison. The barbarians are in for a surprise

in any event, for Kryll have natural poison resistance, and might not appreciate being drugged!

Biotechnology

Biotechnology is the science of the Kryll. This science adapts living organisms for use as tools, vehicles, weapons, etc.

Characters must have a minimum BioT rating in order to freely use a given biotech item (each item has a minimum BioT rating listed). Otherwise, a character must make a BioT roll vs the item's BioT value each time he or she wants to use a given item — if the roll succeeds, the character may use the item **once**. Each subsequent use requires another successful BioT roll.

In desperation, Diana's Anthropos, Markin (BioT 8L) has picked up a discarded egg spitter (BioT 6M, Value 12). In order to shoot the item (once), Diana must roll 12 or greater on her 8L BioT score. Even if the first roll succeeds, Diana must roll again the next time she wishes Markin to fire the egg spitter.

Body

This attribute is used to find out the base attack for all body class weapons. The Dmg Adj is added to all body class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Str increases to a new category (see Strength below).

Charisma

Charisma indicates how well your character relates to others — persuasiveness, friendliness, trustworthiness, personal charm, etc. — all are part of Charisma.

This statistic is used to persuade others to do things, to obtain information, to talk your way past guards or thugs, etc. As Cha is usually intended for use against others, it is rolled against an opponent's selected attribute. The attribute selected depends on circumstances, as described below.

• Persuasion

If the character is trying to persuade or change the mind of an NPC, Cha should be rolled vs WP. If the character is trying to deceive, lie to or confuse the NPC, Cha should be rolled vs Int.

Most of the time, this is a related roll.

Ellen's Zin-Shee, Myrr'kull (Cha 6H), is attempting to persuade the guards (Int 6M, value 12) at a major diplomatic function that she is actually a high ranking noblewoman. Ellen must therefore make a related 6H Cha roll and exceed 12 in order for the guards to buy her story and let her attend the party.

Cybernetics

Cybernetics is the study and use of mechanical items to replace or improve different parts of the body. The Draca specialize in this science, believing that through technology they can achieve absolute physical perfection.

Characters must have a minimum Cyber rating in order to freely use a given cybernetic implant (each item has a minimum Cyber rating listed). Players are free to have high rating cybernetic devices implanted, but they must make a Cyber roll **each time** they wish to use one. If the roll fails, the item does not function. Needless to say, this will probably restrict the use of cybernetic items in characters with low Cyber scores.

Defense

Defense represents a character's agility and dodging ability. This statistic is used to dodge an attack or explosion. Whenever characters are attacked, each needs to make a Defense roll. If a character's defense roll exceeds the enemy's attack number, the defense has succeeded, and the character avoids any damage (no armor check is required).

Just because Defense was successful doesn't mean that the character wasn't hit, perhaps he was hit a glancing blow or a full blow upon a well armored area (the specifics are up to roleplaying). In any event, the damage is avoided.

See *RB, Combat* for full details on the use of Defense.

Dexterity

Dexterity is a measure of how nimble and agile a character is. It is one of the most commonly used attributes, and so is affected by many different variables.

Dexterity is not usually rolled against an opponent's attribute — instead, it is most often rolled against a GM-set Dif, based upon the guidelines given in *RB, dice, setting difficulties*.

Situations where Dex rolls must be made include maintaining balance, walking on a narrow ledge, moving quietly, staying upright if a ship or vehicle is hit and takes damage, grabbing a ledge or object to stop one's fall, catching or dodging a falling object, manipulating small or delicate objects, etc.

• Ranged Weapon damage

Each time a character's Dex increases to a new category (L,M,H), the character's ranged Dmg Adj also increases by +1d.

Bill's Calemora, Karuk (Dex 6M), has fallen from a cliff, and plunges downward toward his doom. The GM gives Karuk a last chance to grab a ledge as he falls past, and sets Dif at 20. Bill must roll 6M and exceed 20 in order for the unfortunate Karuk to save himself.

Fortitude

Fortitude is a measure of a character's overall health and fitness. It is most often used to resist outside conditions such as heat, cold, disease, poison, etc.

• Resist Poison/Disease

FR rolls are most often made to resist poisons, diseases, etc. Each poison or disease has a Dif number, either set in the rules or determined by the GM. If a FR roll exceeds this number, then the character has successfully resisted the disease or poison and suffers no ill effects. If the roll fails, however, the poison or disease takes effect.

• Resist Heat/Cold

Fortitude is also used to resist extreme cold and heat (*RB, hazards*).

Healing

This statistic represents the body's natural ability to recuperate from damage. Characters who engage in normal activity may roll once every four hours at -1t (a heal of 10L then becomes 10LB). The result of these rolls is the number of wounds which are healed.

If the character rests and engages in no activities (i.e., sleeping), then a normal healing roll may be made every eight hours.

Healing rolls are also used to stop Vitality drain. The difficulty is five times the amount of critical damage and is rolled once each round until the drain stops or the character dies.

Hurled

This attribute is used to find the base attack for all hurled weapons. The Dmg Adj is added to all hurled class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Spe increases to a new category (see Speed below).

Initiative

Initiative measures how quickly a character reacts in combat or other high-stress situations. When characters are about



to enter combat, or some other circumstance in which reaction time and order of action are important, the GM will state that a "Nish" roll is needed. Individuals with a high Initiative results go before those with low results. Phenomenally high initiatives may grant special bonuses in combat, but this is up to your GM.

Intelligence

Intelligence is another frequently-used attribute. It represents a character's intellectual, reasoning and problem-solving ability. Many important skills are based upon Intelligence.

Intelligence rolls are made when a character is confronted with a problem which requires logic and thought. Figuring out scientific diagrams, building devices, understanding technical jargon, reading reports, etc. — these are all suitable uses for Intelligence. Difficulties for these acts are set by the GM in accordance with the guidelines in *RB*, dice, setting difficulties.

Intelligence also represents a character's intuition, and the ability to think of or remember things which the player cannot. A successful Int roll may tell a character that a certain course of action is more "logical," while a player who has forgotten something important may ask the GM whether his or her character can make an Int roll to remember.

Jeff's Anthropos, Connal, is on a mission to steal the plans for a new Empire cybertank. Connal has found a computer file full of scientific plans and diagrams. The GM tells Jeff to make a roll based on Connal's Int to see if the Anthropos can figure out which plan is the right one. He sets a Dif of 15 for the task.

Matt has forgotten the alphanumeric code for activating a transporter. His Zin-Shee, Hurri, has an Int of 10L, so he asks the GM to allow him to roll to see if Hurri can remember the code, even though Matt himself has forgotten.

Luck

Luck is a measure of the intangible and unexplainable coincidences which work in favor of the player characters. It is also a useful tool for getting your character out of a tight spot if a crucial roll fails.

Since luck and the doubling tables work integrally, you will find luck located adjacent to the doubling tables. Beneath the word "luck" are several small boxes known simply as "Luck Boxes."

When a character is generated, that character will have a number of open luck boxes equal to his or her luck level. The remaining boxes should be blackened in. If

an important roll is missed during an adventure, players may opt to spend one of their characters' luck boxes and reroll one or both dice, generating a second result. The player may choose to remain with the original result if it was more advantageous.

Note that only one luck box may be expended per task; if the second roll is still bad, tough (see the enhancements *Luck Burn* and *Double Luck* for exceptions, however).

Players may also opt to expend a luck box *before* rolling, in which case they gain a bonus of +1c on the die roll. Again, only one luck box may be spent for each task — players may not expend one luck box before rolling and another one after.

Each time a character spends a luck box, the player should put a slash through an open luck box. When all boxes are marked off, the character has "run out of luck," at least for the remainder of the current game session.

Luck boxes are not lost permanently but are replenished at the beginning of each gaming session. During particularly long gaming sessions, GMs may allow players to regain some or all of their luck boxes, but this is entirely at the GM's discretion and should be done equally for all players.

The spending of luck boxes may only be done *during* game play. Luck may not be used during character generation or during advancement. In other words, the effects of spending a luck box may not permanently alter the character. Moreover, luck may only be used to effect rolls specifically dealing with the character. A player may not spend his character's luck to allow another player to reroll or to reroll an NPC check (even if the NPC is run by the owning player).

• Luck increase

Each time a character's Luck increases by +1d, the character gains a new luck box. Total luck boxes should equal the character's current Luck level (minus any luck boxes expended through *luck burn*.)

Melee

This attribute is used to find the base attack for all melee weapons. The Dmg Adj is added to all melee class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Str increases to a new category (see Strength below).

Natural Armor

Each character's ability to resist damage without artificial enhancement is represented by the Natural Armor attribute. Characters who fail Def rolls and are hit must make a Natural Armor roll to see how much (if any) damage gets through.

Ranged

This attribute is used to find the attack for all personal ranged weapons. The Dmg Adj is added to all ranged class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Dex increases to a new category (see Dexterity above).

Shock

If unexpected circumstances arise — a surprise attack by aliens, a sudden explosion, a supposedly dead foe attacking, etc. — players need to roll Shock for their characters. Dif for a shock check is set by the GM, with more horrific shocks requiring higher Dif numbers. Failure results in loss of Nish (i.e., your character goes last that round). Full details on Shock rolls may be found in *RB*, combat, personal.

Large Shock rolls (typically twice your opponent's Shock) may result in your opponent suffering Shock.

Turok the Calemora (Shock 10H) is walking down a corridor, when suddenly a door bursts open and a frightening-looking alien bursts out. The GM tells Turok's player, Phil, to make a shock roll vs 20 Dif. Phil must roll 20 or greater, or Turok will be shocked and unable to act until the end of the round.



Speed

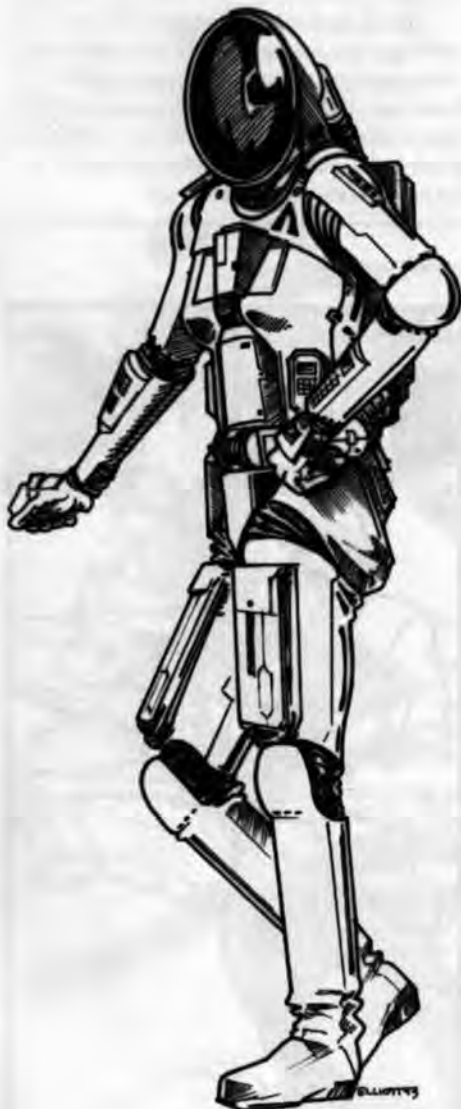
Speed governs a character's base movement (MR), which is further modified by encumbrance. A character's base MR is equal to the value of his or her Spe attribute. This is reduced by encumbrance as described in the *RB*, character generation.

• Hurling Weapon damage

Each time a character's Spe increases to a new category (L,M,H), the character's hurled Dmg Adj also increases by +1d.

• Jumping

Players make Spe rolls when characters attempt to jump over chasms, obstacles, etc. The Dif of a particular jump is set by your GM based upon the distance, elevation differences, whether you get a run, etc. If your character fails, the amount of the failure indicates how many feet he or she fell short (i.e., a result of 10 vs a Dif 12 is two feet short).



Sherri's Anthropos, Duncan (Spe 10L), wishes to leap over a 20-foot chasm. The GM sets a Dif of 20. This means that Sherri must roll 20 or more on a 10L, or Duncan will take a plunge.

Strength

Strength represents a character's physical prowess and ability. Str checks are used often throughout the game, especially in combat or other life-and-death situations. Contests of strength with NPCs require Str vs Str rolls. Other uses of Str include lifting large weights, forcing open doors or hatches, and inflicting crushing damage. Details on these actions are listed below.

• Lifting

Characters may lift a mass up to their maximum encumbrance (see back sheet) without rolling. Each ten pounds over this total, however, is Dif 1 to lift. Fifty pounds over a character's maximum encumbrance, for example, would be Dif 5 to lift. Failure to lift such an item increases its Dif, as described in *RB*, dice, repeated attempts.

Many times the weight of an item will not be known. In this case, the GM should simply set a Dif based upon the situation.

• Forcing doors

A door or portal has a Dif set by the GM as described in *RB*, dice, setting difficulties. If this number is exceeded on a Strength roll, the character has forced the door open.

• Crushing damage

Following a successful grab attack (*EM*, tech weapons), a character may make Str-related rolls to inflict damage.

• Melee & Body Weapon damage

Each time a character's Str increases to a new category (L,M,H), the character's melee and body weapon Dmg Adjustments also increase by +1d.

• Resistance

Strength may also be used to resist being crushed, to hold a character or vehicle which is trying to escape, etc. This is usually a straight Str roll vs the Strength of the individual, vehicle, trap, etc., which is inflicting the damage, trying to escape, etc.

Gral the Calemora (Str 8H) has been pushed up against a wall by a light imperial cybertank (Rating 10LV, value 100). In order for Gral to resist the tank and avoid being crushed, his player must roll 8H vs 100! For every point that the 100 was missed by, Gral will have to make an armor check against to avoid the damage.

Technology

Like the other sciences (Cyber and BioT), Technology determines whether a character can use a given piece of tech equipment (all tech items have Tech ratings listed in the *Equipment Manual*). If the character's Tech rating is equal to or greater than the equipment's Tech requirement, then it may be used freely.

Otherwise, characters must make Tech rolls vs the item's tech value each time they wish to use a given tech item. A successful roll allows a character to use the tech item **once**. Each subsequent use of the item requires the character to roll again.

Vitality

Vitality represents a character's overall health and ability to take damage. A character can take wounding damage equal to the total value of his or her Vit maximum before being critically wounded. Death checks (see *RB*, combat) are made vs Vit.

Will Power

Will power is an important statistic, governing the strength of an individual's personality and ability to keep control in difficult situations, and to resist outside influences.

WP rolls are made under a variety of circumstances. Following are the most common of these circumstances.

• Remaining Conscious

Critically damaged characters must make WP rolls to stay conscious (see *RB*, Combat). Dif in this case is five times the amount of critical damage which the character has taken.

• Resisting

Characters who are being physically or mentally compelled in any way (torture, interrogation, some forms of psionics) may roll vs WP in order to keep from submitting.

• Giving Commands

Persuading others to follow orders, interrogation, and contest of will with other individuals are all WP rolls. Dif is set by the GM, but is usually equal to a selected statistic of the target (usually WP or Int).

Jamie's Anthropos marine, Trent (WP 10L), must command an unruly mob of mercenaries and pirates (WP 16). He orders them to attack a Skrak barracks, but they seem resistant. The GM tells Jamie to roll 10L vs 16 to see if the ne'er-do-wells will obey the heroic marine's orders.

Enhancements

This section lists most enhancements. However, skill specific enhancements are listed in the skill's section, power enhancements are listed in the power's section, and cybernetic enhancements are listed on the cybernetic table *EM, cybernetics*.

The table below lists enhancements with their AP cost and Base information. Following the table is a brief rules discussion on enhancements — how to use this section, how to GM enhancements, etc. Then a detailed description of each enhancement follows thereafter.

Table 3: Enhancements

Enhancement	AP	Base
Aiming Bonus	100/50/25	H,R
Ambidexterity	20*	Dex
Anti-Vehicle	120/30/15	B,M,H,R
Armor Penetration	120/30/15	B,M,H,R
Attack Pool	1 for 5 AP	cbt
Balance	25	Dex
Beauty	20*	Cha
Berserk	40*	WP
Block Ranged	60/30/15	B,M
Bridge Officer	40	Int
Carry More	30	Str
Catch Object	15	Dex
Catch Ranged	35	Spe
Common Sense	25*	Int
Crushing Damage	20	Str
Danger Sense	35*	Awa
Def vs Body	25	Def
Def vs Hurl	25	Def
Def vs Melee	25	Def
Def vs Ranged	25	Def
Disarm	80/40/20	B,M
Double Attack	180/60/30	B,M,R
Double Luck	45*	Luck
Enhanced Hearing	30*	Awa
Enhanced Jumping	30	Spe
Enhanced Smell	10*	Awa
Enhanced Taste	10*	Awa
Enhanced Touch	10*	Awa
Enhanced Use	Spec.	sci
Enhanced Vision	30*	Awa
Expert Runner	25	Spe
Extra Luck	25*	Luck
Fame	30*	Cha
Fast Healing	20*	Heal
Fearless	15	Shck
High Death Thresh.	30*	Vit
Impale	80/40/20	H,R
Imp. Field of Vision	30*	Awa
Languages	Spec.	Int
Life Freeze	30*	WP
Light Sleeper	15	Awa
Long Range	60/30/15	H,R
Luck Burn	20*	Luck

Luck Restore	35*	Luck
Luck Sustain	30*	Luck
Move and Attack	30	Spe
Multiple Attack	120/40/20	B,M,R
No Emotions	15*	WP
Orders	40	Cha
Parry	60/30/15	B,M
Quick Draw	15	Spe
Regeneration	25*	Heal
Resist Cold	15*	FR
Resist Heat	15*	FR
Resist Disease	20*	FR
Resist Mind Control	25*	WP
Resist Poison	25*	FR
Resist Psionics	30*	WP
Resist Sorcery	35*	Luck
Riposte	60/30/15	B,M
Same Nish	25*	Nish
Save Nish	15*	Nish
Sharp Shooter	40/20/10	H,R
Slow Drain	20*	Heal
Social Status	20*	Cha
Specific Opponent	15	cmbt
Starlight Vision	40*	Awa
Strong Will	25*	WP
Structural Damage	80/20/10	B,H,M,R
Stunning Blow	90/30/15	B,H,M
Tactical Analysis	120/30/15	B,H,M,R
Throw Weapon	-/20/10	M
Tight Grip	10	Str
Tight Quarters	120/30/15	B,H,M,R
Tough Blunt Wpns	20*	AR
Tough Edged Wpns	20*	AR
Tough Energy Wpns	20*	AR
Tough Proj. Wpns	20*	AR
Two Weapons	160/40/20	B,H,M,R
Wealthy	30*	Luck
Weapon Display	120/30/15	B,H,M,R
Zero-Gravity	25	Dex

Those enhancements marked with an asterisks "*" cost twice their listed AP unless learned during character generation or immediately after attaining a new rank, and only one such enhancement may be learned after a new rank (if more than one is so learned, all but the first one is at double AP cost).

Enhancements

Enhancements are abilities which adjust (or break) some aspect of the rules. They provide characters with some unusual aspect. As their name implies, enhancements improve or "enhance" some aspect of the character (typically an attribute or skill).

Each enhancement is detailed below with its own special rules. However, in general an enhancement provides the character's player with "enhanced rolling." This means that a character with the enhancement gets to make rolls when others don't, they get to make normal rolls when others can only make related rolls,

and they get +1c to their rolls when others are allowed to make normal rolls. In other words, the enhanced roll is always one step better than an unenhanced roll.

In addition, GMs should try to play up enhancements. Give enhanced characters special breaks, play up the character's enhancements through roleplaying, etc.

Weapon Class Enhancements

Those enhancements which list multiple AP costs are weapon class enhancements.

The bases for weapon class enhancements list the weapon classes which may be enhanced (i.e., B=body, M=melee, H=hurled, R=ranged, A=artillery). These enhancements also list three AP costs. The first number is the cost of learning the enhancement for all weapons in all of the listed classes, the second is for learning the enhancement for all weapons in only one of the listed classes, and the third for learning a single specific weapon from one of the classes.

If a character learns a cheaper version of a weapon enhancement (e.g., the single weapon), and later wants to learn a more expensive version (e.g., a whole class). The previously spent APs may be deducted from the listed AP cost.

If Hrrss the Zin-Shee warrior paid 20 APs to buy the *disarm* enhancement for his sword, and later wants to expand the enhancement so that he can disarm with any melee or body weapon, he may deduct the 20 APs from the listed AP cost.

Body-class weapon enhancements may be purchased for martial arts skills, as well as normal body attacks.

Note to Game Masters

Unless specifically stated, a character may not simultaneously use more than one enhancement at a time. For example, a character with the *two weapon* and *double attack* enhancements may not attack with two weapons twice each. When a character has multiple enhancements the player must choose the one which will be used at any particular time.

It is important that you not allow players to manipulate the enhancement system to give them unfair advantages. Keep track of what enhancements or handicaps affect what attributes, and under what circumstances. If a combination of enhancements seems illogical to you, or if an enhancement and a handicap work against one another, do not allow your player to select them. Suggest an alternate course of action, or work with the player until a suitable compromise is reached.

Some enhancements are inappropriate

for some races. Compiling a detailed table of the races allowed or each enhancement would be time consuming and take away from the GM's ability to fine tune the rules to suit his campaign. Thus, before taking any enhancement, consult your GM to determine if the enhancement may be taken for your race.

Enhancement Details

Aiming Bonus

This enhancement grants a +1d bonus for each full round which a character spends aiming at a single target. The target may move during this time, but may never go out of sight, or the entire bonus is lost. After two rounds of aiming, the bonus to hit is +2d, and after three rounds it is +1c — this is the maximum aiming bonus allowed.

Ambidexterity

This enhancement allows an individual to use both hands equally well. This means that such activities as writing, throwing, eating, etc. can be done easily with either hand. While this enhancement allows individuals to use a weapon in either hand, it does not allow the individual to make two attacks in a round.

Anti-Vehicle

Characters with this enhancement may increase Dmg vs vehicles by +1c. Applies only when personal type weapons are used vs vehicles (i.e., only weapons which an individual carries).

Armor Penetration

Characters with the *armor penetration* enhancement have studied the weak points of armor, and how their particular weapon may be used to best effect. When a character with this enhancement attacks an **armored** opponent, the GM should reduce the opponent's armor value by half.

Rogor the Calemora is battling a creature wearing armor with an AR of 30, which should be reduced to a 15 if Rogor attacks with the armor penetration enhancement.

Attack Pool

An *attack pool* is a reserve of points used to enhance attack die rolls. If a character misses an attack roll, *attack pool* points may be utilized to increase the roll until a sufficient score is obtained to hit. *Attack pool* points are like luck in that they are replenished after each adventure. *Attack pool* points may be used to increase attack rolls

only; they may not be used to increase damage, improve defense or armor rolls, etc.

A character may purchase one *attack pool* point for every 5 AP. Any number of *attack pool* points may be purchased and they may be added to in the future (i.e., this enhancement may be taken over and over again).

Balance

Characters with this enhancement may make enhanced balance checks.

Beauty

Beauty is a hard-to-define quality. Often it is a combination of personal charm, bearing and charisma, in addition to simple physical attractiveness. Standards of beauty vary from species to species, and even culture to culture within the same race.

In game terms, *beauty* is considered physical attractiveness to members of the same race. From time to time, two races may be close enough in appearance or aesthetic value to find another race attractive (Zin-Shee and Anthropos generally view each other in this way, for example).

Individuals with this feature gain enhanced Cha checks when dealing with opposite sex members of their own, or similar, species.

Berserk

Berserk is not an enhancement to be taken lightly, since when used, it puts the individual in a primal state of mind, and can result in the deaths of close friends or innocent bystanders. Characters with this enhancement may turn it on automatically; no die roll is needed.

A *berserk* individual may only move and attack. Such characters cannot converse or think rationally while in combat.

Berserks may either attack twice, or once with a +2d bonus. *Berserk* characters must take a -1c penalty to their defense.

A *berserk* individual must immediately move toward and attack the nearest foe. If none are available, the *berserk* character must make a WP (50) roll, or attack the nearest friend, ally or innocent bystander. The checks are made at +1d for every round which the character has remained *berserk*.

Block Ranged

This skill is effective against ranged or hurled weapons of relatively low velocity, such as arrows, spears, throwing axes, rocks, etc. It cannot affect projectiles shot from firearms or non-muscle powered devices. The character must be armed with a weapon to use *block ranged*.

Characters with this enhancement who are attacked are allowed to make an Atk roll vs the opponent's Atk. If the roll succeeds, the weapon is blocked, knocked aside, and does no damage. Otherwise it hits.

Note, *martial art punch* may be used for this enhancement even though it isn't a weapon.

Bridge Officer

This enhancement indicates that the character is familiar with the primary operations on board a ship. The character may use any primary ship system at a 6L rating. Primary functions include: powering up a ship, plotting a course, piloting, using the comm system, using a transporter, using sensors and scanners, raising shields, and firing fixed weapons only (not turrets, missiles, or torpedoes).

Note: none of these functions may be enhanced as they are not actual skills. Also the 6L rating may not be improved. Finally, it is recommended that the GM reduce the effectiveness of this enhancement if character's with the real skills exist.

Carry More

This enhancement allows a character to move normally with a larger encumbrance. The character simply moves at one MR box better than is indicated on the MR/Carry table on the character's back sheet.

Catch Object

Characters with this enhancement receive an enhanced roll to catch objects (but not weapon attacks).

Catch Ranged

This skill works only against hurled and muscle-powered missile weapons such as arrows, spears, rocks, etc. Like *block ranged*, this skill is not effective against modern firearms, or non-muscle powered weapons.

A character with this enhancement may roll Spe in place of Defense when attacked by a ranged weapon. If the roll succeeds, the weapon is caught and causes no damage. Otherwise, the weapon hits.

Note, those with the *martial arts punch* skill may substitute it for the Spe check above if it is better.

Common Sense

This enhancement is largely a roleplaying effect. GMs should give such characters special breaks. If the party is doing something "foolish," you may inform those with *common sense* of their folly. These characters also make enhanced checks when *common sense* would be involved.

Crushing Damage

Characters with this enhancement may use their Str as damage (rather than making a Str-related roll) when crushing an opponent.

Danger Sense

This is the ability to sense potential hazard: if a character is being followed, if an ambush is imminent, etc.

Characters with *danger sense* are allowed an Awa check if a potentially dangerous situation is about to occur. The GM must determine the Dif of such a roll. If the roll succeeds, inform the player that potential danger exists. High rolls may result in more information being provided regarding the precise nature of the threat.

Defense vs Body

This increases a character's Def by +1d vs body weapons.

Defense vs Hurled

This increases a character's Def by +1d vs hurled weapons.

Defense vs Melee

This enhancement grants a character +1d to Def vs melee weapons.

Defense vs Ranged

This enhancement increases a character's Def by +1d vs ranged weapons.

Disarm

Opponents' weapons may be torn from their hands using this skill. A character must be armed with a melee or body weapon in order to properly use this skill. The character makes an Atk roll vs the higher of the opponent's Atk or Str rating. If the roll succeeds, the opponent has been disarmed.

Note *disarm* may also be taken for the *martial arts punch* skill even though it isn't a weapon.

Double Attack

This enhancement allows a character to attack twice with one weapon in the same round. This is a complete action.

Although attacking twice, the character need make only a single attack roll, counting that roll as both attacks. If the attacks hit, only a single damage roll need be made, just count it twice. **Do not** add the damage together — just calculate the effects twice. You will find that a short cut is to simply double any wounding damage.

Double Luck

Double Luck lets a character spend each luck box twice in a gaming session. A character with four luck boxes would actually be able to spend eight during a given session.

Enhanced Hearing

The character may make enhanced rolls for any hearing attempt.

Enhanced Jumping

The character may make enhanced rolls for any attempt to jump.

Enhanced Smell

The character may make enhanced rolls for any attempt to smell.

Enhanced Taste

The character may make enhanced rolls for any attempt to taste.

Enhanced Touch

The character may make enhanced rolls for any attempt to touch or feel.

Enhanced Use

This enhancement is intended to allow a character to use a single item which has too high a Tech, Cyber or BioT requirement to be used normally. A character may effectively increase his or her science rating to the minimum required to use **that specific item only**. In all other cases, the character's science rating remains normal.

This enhancement may be taken any number of times, but must be paid separately for each item which the character wishes to use. The cost of the enhancement is based upon the number of dice which the character needs to increase the science, as listed below.

Increase Required	AP Cost
+1d	15
+2d	30
+3d	45
+4d	60

As an example, if Tatiana Starfall, an Anthropos adventurer (Cyber 6M) wishes to use a cyberfist implant (minimal Cyber requirement 8M) without penalty, she would not normally be able to do so. If she takes use enhancement, however, she can pay APs to selectively increase her Cyber science rating to 8M, only in regard to the cyberfist.

Such a procedure requires increasing her normal 6M Cyber to 8M, an increase of +1d, costing 15 APs. Tatiana may now be fitted with

the cyberfist, but her Cyber rating remains at 6M in regard to all other items. If at some point in the future, she wishes to have a micro-laser implant (8M requirement), she must pay another 15 APs to enhance her Cyber rating for the eye (only).

Enhanced Vision

The character may make enhanced rolls for any attempt to see.

Expert Runner

This enhancement allows the character to make running rolls at +1c.

Extra Luck

This useful enhancement simply allows a player to spend two luck boxes on a single task, instead of one. Using this enhancement a character may, for example, expend a luck before rolling to gain a +1c bonus, and then reroll the result (spending another luck) if it is not satisfactory. The main penalty for using this enhancement, is that the character uses up luck faster than normal.

Fame

Characters with this enhancement are celebrities of some sort. The player and GM should work together to determine the exact nature of the fame — characters may be holovid stars, singers, authors, politicians, military heroes, etc. The advantages of this enhancement include enhanced Cha rolls when dealing with anyone who knows of the character, favored treatment from officials, and an overall tendency for others to be friendly and helpful.

The disadvantage of *fame* is that the character may be noticed wherever he or she goes, and will have a hard time going on covert missions without a good disguise or cover. Famous individuals also attract sycophants and fans who have a tendency to make their lives miserable.



Fast Healing

Individuals with this enhancement may make -1t healing checks every two hours instead of four.

Fearless

Fearless characters may make enhanced checks versus fear. Note that normal Shock rolls are not considered fear.

High Death Threshold

This allows a character's critical wounds to go to 15 before death checks occur.

Impale

Characters with hurled weapons, bows, etc., may use this enhancement to effectively pin an opponent against a wall or other solid obstruction.

The target must be within one square of a suitable obstruction — wood, organic material, dirt, soft rock, etc. The character then throws or shoots his or her weapon at the opponent. Damage and wounds are calculated normally. However, if wounds result, the opponent is pinned with a Dif equal to twice the number of wounding damage points (Str is used to unpin oneself).

Improved Field of Vision

Characters with this enhancement may increase their field of vision. Those races which begin with a 90-degree field of vision are increased to 180 degrees, those with 180 are increased to 270, and those with 270 are increased to a full 360.

Languages

This enhancement may be taken multiple times. Each language is purchased normally, but the AP cost varies depending upon the difficulty of the language. The major languages of Known Space, and AP costs are listed below.

Lang.	AP
Arthirian	10
Calemora	15
Catongi*	40
Dracan	20
Guildspeak	10
Imperial	30
Kathan	40
Kryll	30
Pheromonal**	45
Skull Cant***	10
Zin-Shee	15

* Catongi is the non-verbal language of the Calemora.

** Pheromonal is a form of communication by scent, used primarily by the Kryll.

*** *Lingua franca* of the Combine, Dark Alliance, and other pirates, criminals, etc.

Life Freeze

Life freeze allows a character to go into a form of hibernation, and slow all of the body's natural functions to almost a complete stop. The character may do this voluntarily at any point, and need not roll to succeed. If it is used when the character is critically wounded, no Vit drain occurs.

When this occurs, the character appears dead, and may recover with a successful WP roll vs a difficulty equal to the number of rounds spent in *life freeze*. A successful *medtech* roll is also able to bring a character out of *life freeze*.

Light Sleeper

This lets a character make enhanced awareness checks while sleeping. If a sleeping character's Awa roll succeeds, the character may awaken immediately if desired.

Long Range

This enhancement should only be used if the GM is also using the optional ranged weapon rules. *Long Range* doubles all of a weapon's ranges.

Luck Burn

This powerful enhancement enables a character to **permanently** sacrifice a luck box in exchange for a high die roll bonus. As with normal luck expenditure, a luck burn may be made either before or after rolling. If the player decides to burn a luck box **before** rolling, then the resulting die roll is increased by +1t. If the luck is burned **after** rolling, then a +1c bonus applies. Characters may burn luck boxes that have already been spent the same gaming session. *Luck Burn* may also be used on the same roll which a normal luck box was already spent.

Either way, the expended luck box is gone **permanently**. It may not be regained in any manner — the maximum number of luck boxes which the character may have is always reduced by the number of luck boxes **burned**.

Luck Restore

Luck restore gives characters the chance to gain all of their luck boxes back. This enhancement may only be used if all luck boxes have been spent, and it will not restore *burned* luck.

Players wishing to restore a character's

luck boxes make a normal luck roll. The roll must equal or exceeds five times the number of normal luck boxes.

Luck restore may be performed any number of times, so long as the rolls continue to succeed. If a *luck restore* fails, no further restoration attempts may be made during the current gaming session.

Luck Sustain

This enhancement enables a character to spend a luck box after rolling the dice, to double a result. A 6M die roll resulting in 40 would therefore be doubled for a result of 80!

Move and Attack

Normally, characters must take their move action strictly before or after their attack action. This enhancement allows characters to move part of their MR, make an attack, and then move the remainder. This does not grant any extra actions, or any bonuses beyond the ability to "split move" in this fashion.

Multiple Attacks

Highly skilled fighters may engage more than one opponent through the application of this enhancement. All opponents attacked using this enhancement must be within one square of the attacker.

A character with this enhancement makes a single attack roll. The number obtained is then applied to the first opponent. If it hits, half of the Atk result may be applied to a second opponent. If this one hits, half of that may be applied to a third opponent, etc. One damage roll may be made for all opponents if desired.

No Emotions

This gives a character an enhanced roll to control emotions, feelings, or suppress moods. Characters with this enhancement also show little or no outward sign of their true emotional state.

Orders

Characters with this enhancement are allowed to give orders on their Nish (as an Atk action). The order must be directed at another character or NPC. This individual may choose to follow or not follow the order (either way, the ordering character's Atk action is used).

If the individual ignores the order nothing happens. If accepted, the order must be followed to the best of the individual's ability. This allows the individual to immediately perform an Atk or Move action (but not both). This is an extra action and does not take away from the individual's normal

Nish. Moreover the action is taken immediately (regardless of the individual's actual Nish).

Note, even with the use of an order, an individual/ship/vehicle may not move farther than would be allowed with the running/over drive rules (*RB, movement*). Also an individual may not be ordered more than once per round, even if ordered by a different commander.

Parry

A character with this enhancement may elect to *parry*, melee or body attacks rather than defend against them. The character must be using a melee or body weapon. A *parry* is made using the weapon's Atk rating. If it succeeds, the opponent's blow is blocked, and does no damage. Otherwise it hits.

Martial arts punch may also be used to *parry* even though it isn't a weapon.

Quick Draw

A character with this enhancement may switch weapons as an incidental action. They may also ready any weapon that requires an Atk action as a move action, and a complete action as an attack action. All other weapons may be readied in half the normal time.

Regeneration

This allows a character to regenerate wounds. After a combat, the character may make a healing roll at -1t. This may only be done once after each combat, and only if the character was wounded.

Resist Cold

Characters with this enhancement may make enhanced rolls versus the effects of cold. Armor rolls vs cold are made at +1d.

Resist Disease

Characters with this enhancement may make enhanced rolls versus diseases.

Resist Heat

Characters with this enhancement may make enhanced rolls versus the effects of heat. Armor rolls vs heat or plasma are made at +1d.

Resist Mind Control

This gives a character an enhanced roll versus any form of mind control including *psionics*, *Sorce*, drugs, poisons, etc. Note: the effect must be mind controlling or affecting. Many *psionic* and, *Sorce* enhancements, drugs, and poisons are not mind controlling

or affecting and an enhanced roll may not be made.

Resist Poison

Characters with this enhancement may make enhanced rolls versus the effects of poison.

Resist Psionics

Characters with this enhancement may make enhanced rolls versus the effects of all forms of psionics.

Resist Sorce

Characters with this enhancement may make enhanced rolls versus the effects of the *Sorce*.

Riposte

A complex melee maneuver, riposte enables a character to immediately attack following a highly successful parry (this enhancement requires that the character already know *parry*).

If the parry roll minus the attacker's Atk roll is sufficient to hit, then the riposte is successful and damage is immediately rolled. Note, a riposte attack does not count as an Initiative action (i.e., it is a free attack).

Same Nish

This allows a character to keep last round's Initiative roll if it was better than this round's roll. However, this may only occur over one round. If last round's initiative was already a *same Nish* (i.e., not a rolled Nish), then you **must** keep your actual roll.

Save Nish

Normally, a character may save Nish until the end of the round (*RB, combat, initiative*). If not used then, any saved actions are lost. This enhancement allows any unused actions from the previous round to be used. These actions may be used at any time (even before the character's Nish from the current round).

Such saved Nish may only be carried forward one round.

Sharp Shooter

Characters with this enhancement may shoot at opponents who are hiding behind cover if *any* portion of their bodies is visible. *Sharp shooters* may shoot at such opponents with no penalty, negating any bonuses which the opponent may have gotten for being behind cover.

Slow Drain

If a character with the *slow drain* enhancement takes critical damage, Vit drain may be stopped with a successful Vit roll vs a Dif equal to the amount of critical Dmg (instead of the normal x5). In any event, the character only loses one Vit point every two rounds.

Social Status

A character with *social status* is considered a member of the "upper crust," and receives various bonuses accordingly. Usually, this means that the character can move in high-class social circles without difficulty, and can deal with upper class individuals without penalties.

This enhancement is also more important to some races than others. The Zin-Shee, for example, with their emphasis on nobility, royalty, etc., find social status very significant. Individuals with *social status* should make enhanced rolls in such situations. A Zin-Shee with this enhancement is a titled noble — a duke, baron, count, knight, etc., as are members of other races with hierarchical social orders.

Specific Opponent

Many adventurers throughout known space have "favorite" opponents — races or species which they are particularly skilled at fighting. Characters who wish to use this enhancement should pick a race or species as their specific opponent — Anthropos, Draca, katha, horak, etc. All attacks and damage against that particular race are at +1d.

Unlike most other enhancements, *specific opponent* may be selected any number of times (but for a different race each time), with the GM's permission.



Starlight Vision

Individuals with this enhancement can see without penalty in low-light conditions (see *RB, miscellaneous, vision/light*).

Strong Will

A character with this enhancement is allowed an enhanced roll to stay conscious as a result of critical damage, suffocation, poison, and other effects which require a WP roll to "stay awake."

Structural Damage

Characters with this skill specialize in doing damage to buildings, walls, etc. In effect, such individuals have an inherent understanding of a structure's weak points and are able to attack them with enhanced effectiveness. Damage against structures is calculated at +1c. Note: this enhancement may not be used against ships, vehicles, or mechnoids (see the *anti-vehicle* enhancement).

Stunning Blow

When making a *stunning blow* attack, the damage roll is made at -1c. The opponent is stunned for a number of rounds equal to any wounding damage (and the damage is taken as well).

Tactical Analysis

This is a special enhancement used in combat. A character using tactical analysis is trained to observe an opponent's maneu-

vers, fighting style, movement, etc., while they fight.

In order to use this enhancement, the character must miss (either voluntarily or involuntarily) one or more consecutive attacks. The decision to use tactical analysis must be made before any attack rolls are made. If the player decides that a character is using *tactical analysis*, and is purposely missing an opponent, no attack roll is necessary — the character's attack misses automatically.

On the round following **one** missed attack, the character gains +1d to hit. On the round following **two** consecutive missed attacks, the character gains +2d to hit, and on the round following **three** consecutive missed attacks, the character gains a full +1c to hit. This is the maximum bonus allowed using this enhancement.

Once the *tactical analysis* bonus is used, it is lost, and in order to gain it back, the character must begin missing again.

Throw Weapon

This enhancement enables a character to throw melee weapons which normally cannot be thrown, such as swords, clubs, krays, etc.

The GM is strongly advised to use the range attenuation rules in this case — a character may throw the chosen weapon two squares without penalty, three or four squares at -1d, five or six squares at -2d, seven to eight at -1c, etc.

Thrown weapons cause normal damage minus any Dmg Adj listed on the character's Weapon Class table.

Tight Grip

This gives a character an enhanced Strength check when rolling to hold on to anything.

Tight Quarters

Many battles take place in the narrow corridors of starships, in the maze-like canyons of distant worlds and the cramped tunnels of alien life forms. The *tight quarters* enhancement enables characters to fight in such surroundings without penalty.

Tough vs Blunt Weapons

Characters with this enhancement may add +1d to their AR rolls against blunt weapons such as punches, clubs, maces, rocks, etc.

Tough vs Edged Weapons

Characters with this enhancement may add +1d to their AR rolls against edged weapons such as swords, daggers, krays, etc.

Tough vs Energy Weapons

This enhancement allows characters to make AR rolls vs energy weapons such as blasters, lasers, etc., at +1d.

Tough vs Projectile Weapons

This enhancement allows characters to make AR rolls vs projectile weapons such as renders, disk weapons, scythe cannon, etc., at +1d.

Two Weapons

This enhancement enables a character to fight with two melee weapons — one in each hand. The character may roll to hit once or twice, but both rolls are made at the same rating — equal to the worst weapon's Atk or -2d less than the best weapon's Atk (which ever is the lower).

This enhancement must be taken for both weapons being used (although the same weapon could be used in both hands).

Wealthy

This character is rich. The source of the wealth is up to the player and the GM, but in game terms the effects are that the character receives double normal starting credits. Plus all mission allowances are calculated as if the character were one rank higher than current rank (in other words, a wealthy third-rank warrior would receive the pay of a fourth-rank warrior).

If *wealth* is gained after the character has been generated, the character receives an extra mission allowance immediately, plus future allowance benefits as described above.

Weapons Display

This enhancement allows the character to demonstrate his or her mastery of a given weapon, or group of weapons, displaying trick shooting, flourishes, etc., in an attempt to overawe opponents.

A *weapons display* requires an Atk action. The player then rolls his Atk skill vs the opponent's Shock. If successful the opponents are all afraid of the character and will attempt to avoid him in combat (although they are still free to attack his allies). Attacks against a fearful opponent are at +1d to the attack roll.

Zero-Gravity

Those not familiar with the new, three-dimensional environment of zero-gravity are at a serious disadvantage when it comes to combat. Specialists in this form of fighting have trained to deal with the unusual conditions and physics of low-g surroundings, and may fight without penalty.



Handicaps

Handicaps work in the same manner as enhancements, but are listed with a positive AP cost. This is because they provide negative game effects, causing penalties under some circumstances, and provide the listed number of extra or "bonus" Unused APs when purchased.

Note that "bonus" APs do **not** count toward the AP Total.

Table 4: Handicaps

Handicap	AP	Base
Absent-Minded	+8	Int
Bad Balance	+10	Dex
Bad Defense Body	+20	Def
Bad Defense vs Hurled	+15	Def
Bad Defense vs Melee	+20	Def
Bad Defense vs Ranged	+20	Def
Bad Jumper	+10	Spe
Bad Runner	+10	Spe
Boor	+6	Cha
Clumsy	+8	Dex
Color Blind	+4	Awa
Deep Sleeper	+6	Awa
Fast Drain	+16	Heal
Fearful	+8	Shck
Flirtatious	+10	WP
Frail	+25	Vit
Glass Jaw	+20	WP
Greedy	+8	WP
Low Cold Tolerance	+8	FR
Low Death Threshold	+25	Vit
Low Heat Tolerance	+8	FR
Low poison tolerance	+14	FR
Night blindness	+8	Awa
Pacifist	+16	Cha
Poor Hearing	+8	Awa
Poor Smell	+4	Awa
Poor Taste	+4	Awa
Poor Touch	+4	Awa
Poor Vision	+10	Awa
Poverty	+16	Luck
Short Temper	+10	WP
Slovenly	+6	Cha
Slow	+12	Spe
Slow Healer	+12	Heal
Slow Reaction	+16	Nish
Slow Restore	+20	Luck
Thick-Headed	+14	Int
Tunnel Vision	+16	Awa
Unattractive	+8	Cha
Unhealthy	+10	FR
Unlucky	+16	Luck
Very Unlucky	+25	Luck
Vulnerable vs Blunt Wpns	+12	AR
Vulnerable vs Edged Wpns	+12	AR
Vulnerable vs Energy Wpns	+12	AR
Vulnerable vs Proj. Wpns	+12	AR
Weak Grip	+8	Str
Weak Will	+14	WP

Handicaps may only be taken at full AP bonus during character creation, or upon rank advancement. Any number may be taken during creation, but only one may be taken upon advancement for full AP bonus. If taken at other times, handicaps only provide half of the listed AP bonus.

Some handicaps are inappropriate for some races. Compiling a detailed table of races and their allowed handicaps would be time consuming and take away from the GM's ability to fine tune the rules to suit his campaign. Thus, before taking any handicap, consult your GM to determine if the handicap may be taken for your character's race.

Handicaps may be "bought back" or removed by spending Unused APs. This may only be done during character creation or upon attaining a new rank (only one per rank may be bought back). The cost is twice that listed on the table above. If bought back at any other time, the cost is four times that listed on the table above.

Handicap Details

Absent-minded

Characters with this handicap must make Int rolls to remember important items, names, dates, places, appointments, etc. The Dif is anywhere from 5-20 or more depending on the situation.

Bad Balance

Characters with this handicap must roll at a -1c penalty for all acts which require good balance.

Bad Defense vs Body

Characters with this handicap take a -1c Def penalty vs body weapons.

Bad Defense vs Hurled

This handicap inflicts a -1c penalty on all Def rolls vs hurled weapons.

Bad Defense vs Melee

Characters with this handicap take a -1c Def penalty vs melee weapons.

Bad Defense vs Ranged

Characters with this handicap have a -1c penalty on Def rolls vs ranged weapons.

Bad Jumper

A character with this handicap suffers a -1c penalty to all attempts to jump, either for height or distance.

Bad Runner

A character with this handicap suffers a -1c penalty to all rolls to run.

Boor

The character is socially obnoxious, and annoying. Individuals with this handicap must take a -1c to Cha in all social settings in which being a boor would be a disadvantage. playerS should roleplay the character in a suitably boorish manner.

Clumsy

This handicap requires that a character roll a Dex check when handling something fragile or in attempts to catch things. All such checks are made at a -1c penalty.

Color Blind

This handicap indicates that a character cannot see colors at all. It may only be taken by members of races who see in color.

Deep Sleeper

A *deep sleeper* will sleep through virtually anything, and suffers a -1c penalty when attempting to wake up, even in the face of loud noise, attack, etc.

Fast Drain

Characters with *fast drain* lose Vit faster than others. Characters with this handicap who take critical Dmg receive **two** points of Dmg per round, instead of one.

Fearful

Fearful characters make fear checks at -1c.

Flirtatious

The character has a hard time resisting members of the opposite sex. As much as anything, flirtatiousness is an opportunity for good roleplaying.

If a *flirtatious* PC encounters a member of the opposite gender (of the same or similar race), he or she must make a WP check vs Cha or be forced to make romantic overtures. The nature of these overtures is up to the player — they need not be overt or graphic, but must be made nonetheless. Races with minimal emotions or different biologies such as Kryll, Shanask and Calemora are not really appropriate for this handicap, but as always, the GM may decide otherwise.





Frail

Frail characters have a Vit maximum which is -2d below their actual Vit. A frail character with a 6M vitality would, therefore, have only 8 (8L) Vitality points, instead of 12. The character may still use his or her normal Vit for all other rolls, however.

Glass Jaw

Each time a character with a *glass jaw* is wounded from a physical blow, he or she must make a WP roll vs the total number of wounds. If the roll fails, the character is stunned for one round (i.e., they lose next round's Initiative).

Greedy

Greedy characters who encounter large amounts of money, valuable pieces of equipment, etc., must make a WP roll +1t vs the value in credits or demand to be given the item or the lion's share of the money. Greed is also a good roleplaying handicap, as it does not always have direct gaming applications.

Low Cold Tolerance

Characters with this handicap must make all rolls against cold at -1c. Armor rolls vs cold damage are made at -1d.

Low Death Threshold

Characters with *low death thresholds* begin making death checks at five points of critical Dmg, rather than the normal 10.

Low Heat Tolerance

Characters with this handicap must make all rolls against heat at -1c. Armor rolls vs heat and plasma Dmg are at -1d.

Low Poison Tolerance

Characters with this handicap take a -1c penalty on all rolls to resist poison.

Night Blindness

Characters with this handicap treat low-light conditions as total darkness, and function as if completely blind.

Pacifist

Pacifists will not normally fight unless they are personally attacked, or one of their allies has actually been hit.

Poor Senses

Characters with these handicap must take a -1c penalty to all rolls based upon these senses.

- Poor Hearing
- Poor Smell
- Poor Taste
- Poor Touch
- Poor Vision

Poverty

The character is poor, or is badly in debt. Poor characters receive only half their starting credits, and earn mission allowance at one rank below their actual rank. Rank two characters receive pay as if they were rank one, rank three would take pay at rank two, etc. (Rank zero characters still receive normal allowance, however).

If the character becomes poor after generation, then half of the character's funds are immediately deducted, and future allowance penalties are as described above.

Short Temper

Characters with this handicap have a tendency to hit first and ask questions later. If confronted with a situation which the character considers insulting or threatening, the player must make a WP(15) roll. If the roll fails, the character will "blow up," throwing things, yelling, and possibly even starting a fight. Again, this handicap has excellent roleplaying applications.

Slovenly

The character is, in short, a slob. His or her living conditions and personal habits leave a great deal to be desired. Again, the player should expand upon this handicap, and roleplay for maximum effectiveness.

Slow

A character with this handicap always moves at the next lower MR as indicated on the back of the character sheet.

Slow Healer

The normal amount of time required for the -1t healing check is doubled for *slow healers*. Thus, a slow healer may roll only once every eight hours (rather than four).

Slow Reaction

Characters with this handicap may not use the doubling die when making Initiative rolls (i.e., it is a non-doubled roll).

Slow Restore

At the beginning of each gaming session, a character with this handicap must make a Luck roll. If the roll exceeds the character's total luck *value*, then the character gains back all of his or her luck boxes for the adventure. If the roll fails, then the character regains *no* luck boxes. Any luck boxes remaining from the last gaming session are kept, however.

Thick-Headed

Characters with this handicap are basically slow to notice things, plodding in their thought patterns, stubborn, and unlikely to change their course unless confronted with obvious disaster.

When other characters are allowed to make Int checks, *thick-headed* characters may be excluded, or make the checks at a -1c penalty.

Thick-headedness is another opportunity for good roleplaying, as well. Players may decide that a *thick-headed* character will miss an obvious point, or come to exactly the wrong conclusions given circumstances. Such good roleplaying should, of course, be rewarded by the GM.

Tunnel Vision

Characters with this handicap have their field of vision reduced. A member of a race which normally has a 360-degree field of vision is reduced to 270 degrees; 270 is reduced to 180; and 180 is reduced to 90. Races (such as the Shanask) which normally have a 90-degree field of vision may not take this handicap.

Unattractive

Like *beauty*, unattractiveness is a difficult concept to define. Often, unattractiveness is a result of "ugly" personalities, bad habits, etc. In game terms, this disadvantage causes a character to take a -1c penalty on Cha rolls in which physical appearance might be a factor (when dealing with aliens, for example, ugliness is entirely relative, and unlikely to affect Cha).

Unhealthy

Unhealthy characters catch illnesses more easily than other characters. All FR rolls to resist disease are made at -1c.

Unlucky

Unlucky characters must spend two luck boxes each time they wish to reroll the dice. This handicap does not affect *luck burn*.

Very Unlucky

A character with this handicap must spend all of his or her luck boxes to reroll the dice (i.e., they effectively have one luck box).

Vulnerable vs Blunt Weapons

Individuals with this handicap make AR rolls vs blunt weapons at -1d.

Vulnerable vs Edged Weapons

Individuals with this handicap make AR rolls vs edged weapons at -1d.

Vulnerable vs Energy Weapons

Characters with this handicap must make AR rolls vs energy or plasma weapons at -1d.

Vulnerable vs Projectile Weapons

Characters with this handicap must make AR rolls vs projectile weapons at -1d.

Weak Grip

This character must take a -1c penalty when rolling to hold onto things that would normally require a Str check.

Weak will

Characters with this disadvantage incur a -1c penalty on all WP rolls required to stay conscious.



Skills

Table 5: Skills

Name	AP	IC	Base
Acrobatics	20	10	Dex/Spd -1d
Astrogation	25	12	Int/Tech -3d
Climbing	15	7	Dex/Str -1d
Cloak	10	5	Int/Tech -1d
Computer	15	7	Int/Tech -2d
Comtech	15	7	Cha/Tech -2d
Concealment	10	5	Dex/Int -1d
Counter Security	15	7	Tech/Dex -1d
Damage Control	14	8	Spd/Tech -1d
Demolitions	10	5	Int/Tech -1d
Detect Lie	10	5	Awa/Cha -1d
Disguise	12	6	Cha/Int -1d
Dominate	10	5	WP -2d
Drive Vehicle	18	9	Awa/Dex -2d
Empathy	12	6	Cha/Awa -2d
Falling	10	5	Dex/Spe -1d
Fast Talk	10	5	Cha/Int -1d
First Aid	12	6	BioT/Int -2d
Gambling	10	5	Luck/Int -1d
Gen. Knowledge	10	5	Int -2d
Interrogate	10	5	Str/WP -2d
MA Hold	12	8	Str/Body -2d
MA Kick	12	8	Body/Spe -2d
MA Punch	12	8	Body/Dex -1d
Medtech	25	12	BioT/Int -3d
Navigate	10	5	Awa/Int -1d
Pilot Small Craft	18	9	Awa/Dex -2d
Pilot Starship	25	12	Awa/Dex -3d
Raise Shields	10	5	Int/Tech -1d
Repair Armor	12	6	Tech/Str -1d
Repair Cyb.	15	7	Cyb/Tech -2d
Repair Equip.	15	7	Tech/Dex -2d
Repair Hull	20	10	Str/Tech -3d
Repair Mechnoid	15	7	Tech/Str -2d
Repair System	10	5	Tech/Int -1d
Repair Weapon	12	6	Tech/Dex -1d
Scanners	20	10	Awa/Int -2d
Sensors	15	7	Awa/Int -1d
Ship Gunner	20	10	Art -2d
Ship Power	12	6	Int/Tech -2d
Stealth	12	6	Dex -1d
Survival	15	7	FR/Int -2d
Swimming	10	5	Str/Spd -1d
Theft	10	5	Dex/Awa -2d
Tracking	10	5	Awa/Int -1d
Trac/Rep Beam	10	5	Int/Tech -1d
Transporter	15	7	Int/Tech -2d
Vehicle Gunner	15	7	Art -2d
Vehicle power	10	5	Tech/Int -1d

Table 6: Skill Enhancements

Skill	Enhancements	AP
Acrobatics	—	—
Falling	10	10
Astrogation	—	—
Hyperspace	20	20
Assist Pilot	15	15
Climbing	—	—
Grab	15	15
Falling	15	15
Specialized Surface	10	10
Cloak	—	—
Computer	—	—
Hacking	15	15
Programmer	10	10
Comtech	—	—
Com-tapping	15	15
Com-ECM	10	10
Com-ECCM	10	10
Concealment	—	—
Spec. Surroundings	10	10
Movement	15	15
Counter Security	—	—
Damage Control	—	—
System Repair	10	10
Demolitions	—	—
Detect Lie	—	—
Lie	5	5
Disguise	—	—
Impersonation	15	15
Dominate	—	—
Empathy	—	—
Falling	—	—
Fast Talk	—	—
Spec. Institution	10	10
Seduction	10	10
First Aid	—	—
Gambling	—	—
General Knowledge	—	—
Field of Study	8	8
Interrogate	—	—
Martial Arts Hold	—	—
Crush	10	10
Sleeper Hold	15	15
Throw	15	15
Bar Hold	15	15
Martial Arts Kick	—	—
Sweep	8	8
Double Kick	15	15
Forced Kick	15	15
Flying Kick	18	18
Martial Arts Punch	—	—
Double Punch	15	15
Forced Punch	15	15
Death Blow	20	20
Board Breaking	5	5
Medtech	—	—
Surgery	10	10
Alien Medtech	5	5
Afflictions	10	10
Cybernetic Surgery.	15	15
Navigate	—	—
Directions	5	5
Assist Driver	10	10
Pilot Small Craft	—	—
Fighter Pilot	15	15
Pilot Starship	—	—
Hyperspace	20	20
Fighter Pilot	15	15
Raise Shields	—	—
Repair Armor	—	—
Repair Specific Armor	5	5
Repair Cybernetics	—	—
Repair Cybertank	10	10
Partial Surgery	10	10
Repair Equipment	—	—
Build Equipment	15	15
Repair Hull	—	—
Repair Mechnoid	—	—
Repair Cybertank	8	8
Repair System	—	—
Additional System	10	10
Repair Weapon	—	—
Rep. Ship Wpn.	18	18
Rep. Spec. Wpn.	5	5
Rep. Vehicle Wpn.	15	15
Scanners	—	—
Scan-ECM	10	10
Scan-ECCM	10	10
Sensors	—	—
Sen-ECM	10	10
Sen ECCM	10	10
Ship Gunner	—	—
Turret Gunner	15	15
Weapon Expertise	10	10
Missile Battery	10	10
Torpedo Launch	10	10
Vehicle Gunner	15	15
Ship Power	—	—
Vehicle Power	12	12
Stealth	—	—
Survival	—	—
Directions	5	5
Terrain Expertise	10	10
Swimming	—	—
Life Saving	10	10
Cliff Diving	10	10
Deep Breath	10	10
Theft	—	—
Tracking	—	—
Terrain Specialist	10	10
Cover Tracks	8	8
Tractor/Repulsor Beam	—	—
Transporter	—	—
Vehicle Gunner	—	—
Turret Gunner	15	15
Weapon Expertise	10	10
Missile Battery	8	8
Torpedo Launcher	8	8
Vehicle Power	—	—

Skills and Enhancements

Skill ratings are derived from a character's base as indicated above. Just locate the indicated attribute (if two attributes are listed, choose the best one), reduce the rating a number of die types as indicated, and record this as the skill's initial rating.

IMPORTANT: No rating may start above 6M.

Some skills have **enhancements** which are appropriate to the skill, and may be purchased separately. Enhancements are modifiers which improve the performance of one or more aspect of an existing skill. Unlike skills, enhancements may not be improved (although their effect may improve along with the skill rating). Multiple purchases of the same enhancement, except where noted, are not allowed.

Some skills have no enhancements listed. This does not mean that they do not exist — GMs and players are encouraged to invent new ones or adapt others to existing skills.

Skill Details

Each skill is described in detail below, followed by bulleted entries describing its enhancements, if any.

When a skill is used in conjunction with a piece of equipment which has its own rating (such as a comtech using a communication array) the skill may almost always be combined(cat) with the equipment's rating. This is usually true even if it is not specifically mentioned below. The effects of combine(cat) are detailed in *RB, dice, combining*. A summary of the effects is that the category of the character's skill (L=+1d, M=+2d, H=+3d, etc.) is added to the equipment's rating.

Acrobatics

Acrobatics is the ability to do jumps, flips, tumbles, feats of balance, etc..

- *Falling:* Characters with the *falling* enhancement may use their acrobatics skill to reduce falling damage similarly to the *falling* skill (i.e., the result reduces the damage potential).

Astrogation

Astrogation is the ability to plot the best, fastest and safest course through space. With *astrogation* a character is able to determine safe landing spots, orbital trajectories, etc., and use the skill to assist the helmsman.

Astrogation routines are assigned a Dif number by the GM. Simple procedures, such as plotting a course from planet to

planet in the same system, require no skill rolls, Interstellar travel and exploration of unknown territory is more difficult.

An *astrogator's* skill may also be combined(cat) with a pilot's skill (i.e., the pilot can make better rolls).

If *astrogation* equipment is available, this skill may be combined(cat) for the roll.

- *Hyperspace:* With this enhancement, the *astrogator* can roll to "make the jump to hyperspace" and perform other hyperspace activities.
- *Assist Pilot:* This enhancement allows the *astrogator* to make an *astrogation* roll anytime the pilot makes a *pilot* roll and the best result may be used. However, when using this enhancement, the pilot does not get to combine(cat) with the *astrogator*.

Climbing

This skill enables the character to climb sheer or precarious surfaces which would normally be too difficult to climb.

The GM should assess a difficulty rating for the surface being climbed. If a *climbing* roll exceeds this number, then the surface has been climbed. Failure indicates a fall.

- *Grab:* With this enhancement, a character is immediately allowed to make a second climbing check to prevent falling (i.e., turning it into a slip instead of a fall).
- *Falling:* This enhancement allows the character to use their climbing skill to reduce falling damage similarly to the *falling* skill (i.e., the result reduces the damage).
- *Specialized Surface:* Climbers with this enhancement specialize in climbing a specific surface gaining a +1c roll on such surfaces. A few possible surfaces are: buildings, trees, ropes/vines, ledges, metal walls, etc. This enhancement may be taken multiple times for various surfaces.

Cloak

Cloak allows a character to operate a cloaking device. Without this skill activating a cloaking device is a related Tech roll.

Under normal conditions, individuals skilled at *cloak* need not make a die roll to activate it. Only in special circumstances will the GM assess a Dif.

When a cloaked vessel is scanned, characters with this skill may combine(cat) their rating with the cloak's rating if they are manning the cloaking device.

Computer

This skill allows a character to operate most computers. It also allows a character to

track down programming errors, glitches, etc., and to fix them.

Normal computer operations do not require a skill roll. When attempting any unusual or difficult actions with a computer, the GM should assign a Dif and have the player make a roll to determine success.

- *Hacking:* Characters with this enhancement may engage in "hacking" at his or her *computer* skill rating — that is, attempting to enter hostile or protected computer systems in an attempt to steal information, transfer funds, destroy programs, plant hostile computer viruses, break security codes, etc. Dif is based upon the security rating of the system being hacked into.
- *Programmer:* This enhancement enables characters to go beyond being a computer user and actually create new and complex programs or modify old ones.

Comtech

Comtechs are skilled with the use of intership communication devices. They may open and close communications and maintain communication links under difficult circumstances.

Ordinary opening and closing comm links, exchanging information, and receiving data, require no roll. Under difficult conditions such as interference, in the midst of battle, while being jammed by enemy ships, etc. a roll is required combined(cat) with the comm station.

If communications are being jammed, a roll must be made to break through before any additional communications function may be used.

- *Com-tapping:* *Comtechs* with the *com-tapping* enhancement may attempt to tap into and surreptitiously listen in on other communications systems at the *comtech* skill. Establishing a link through an enemy's shield always requires a roll vs the shield's rating (at Personal type).
- *Com-ECM:* This enhancement (ECM, or electronic countermeasures) allows characters to jam or otherwise interfere with enemy communications at his or her *comtech* skill.
- *Com-ECCM:* This enhancement (electronic counter-countermeasures) gives a *comtech* a +1c bonus when attempting to circumvent or otherwise avoid enemy jamming or ECM.

Concealment

This is the ability to conceal oneself or an item from others' view. *Concealment* is rolled vs potential onlooker's Awa.

- *Specialized surroundings:* Character's may specialize in concealment in a specific type of surrounding such as: deserts,



jungles, rocky terrain, cargo-bays, ship corridors, buildings, etc. This enhancement provides a +1c bonus to all attempts at concealment in a selected surrounding. This enhancement may be taken multiple times to add additional surroundings.

- **Movement:** Normally, a concealed character may only move one square per round without being detected. This enhancement allows a character to move up to half their MR while remaining concealed.

Counter Security

This skill enables a character to break through most forms of security devices and measures. This includes picking old world locks, jury rigging electronic doors, breaking security codes, and otherwise gaining entry to areas.

Damage Control

This skill enables characters to prevent system failure on board vehicles and ships which have taken critical damage, as described in *RB*, *combat*, *vehicle*, *system failure*. The roll is combined(cat) with the ship's damage control rating (if any). This skill has virtually no other use (i.e., it is not a repair skill by itself, but see the enhancement option below).

- **System Repair:** This enhancement may be taken multiple times for each of the various ship/vehicle systems. It simply lets the character use their *damage control* skill to attempt repairs on the system.

Demolitions

Demolitions is the skill of being able to set explosive charges so they will detonate in a desired fashion (i.e., "blow just the door open and not damage anything inside," etc.). Note this is not a combat skill and may not be used when throwing grenades or other explosives at opponents.

Difficulty should be assigned based upon the exact requirements of each explosion. A blast which would simply blow up a bridge would be relatively simple (Dif 10-15), while cracking a safe without damaging the contents would be much more difficult (Dif 30).

When explosive Dmg is rolled, it is combined(cat) with this skill.

Detect Lie

This skill allows a character to determine whether an individual is telling the truth. Note that, as this is an intuitive skill, the PC will only have a "gut feeling" whether the individual is telling the truth or not.

Lie detection is rolled vs the subject's

Int. If the roll succeeds, then the character has a good idea whether the subject is lying or not. Note, however, that if the roll fails, the GM may (at his or her discretion) misinform the player as to whether the subject is being entirely truthful.

- **Lie:** As is often the case, those who know how to detect something are the best at hiding it. With this enhancement, the *detect lie* rating may be combined(cat) with the character's Cha when telling a lie.

Disguise

Characters with *disguise* can make themselves look different, hiding their own appearance.

This skill requires the use of props: makeup, clothing, brushes, even dirt helps. The GM will have to determine the rating of any available prop. This skill is then combined(cat) with the prop's rating. One of the best props is a fully-equipped disguise kit.

Disguise attempts are usually rolled vs the Awa of any individual observing the disguised character. Anyone who is extremely familiar with the individual whom the character is impersonating should receive bonuses, while those unfamiliar with the subject may receive penalties to their Awa.

- **Impersonation:** This enhancement allows the character to impersonate another individual, by adjusting voice, hand movements, gestures, posture, conversation tones, etc. Without this enhancement, impersonation attempts are made at -1c.

Dominate

This skill enables PCs to force NPCs to do their bidding through sheer Will Power (fear in most cases). When attempting to *dominate* the PC rolls their skill vs the opponent's WP. If the roll succeeds, the NPC is compelled to follow the PC's instructions. Note: the more unusual the action, the harder it will be to force them to do it (i.e., the GM should assess penalties). Dominating opponents into killing themselves, for example, is nearly impossible.

Note: for the sake of player relations, this skill should **never** be used upon a fellow PC.

Drive Vehicle

This skill allows a character to drive any planetary vehicle, except for craft purely designed for flying. This includes transports, armored vehicles, hyperbikes, etc. Normal driving requires no skill roll. Alien vehicles may be driven, but a skill roll

would be required to figure out how to operate the systems.

Driving in rugged terrain, engaging in a high speed chase, high winds, severe storms, and other extreme situations require a skill roll.

Empathy

This skill borders upon the psionic realm. *Empathy* allows characters to sense others' moods — sad, angry, happy, depressed, etc. Characters with this enhancement make a skill roll vs the opponent's WP to determine their emotional state or mood. A red-faced, screaming Anthropos probably does not even require a roll to determine whether he is angry, while a reserved and quiet Calemora, who is well-trained in suppressing his emotions, would be very difficult (perhaps a -1c penalty).

Falling

Falling skill allows a character to fall a number of feet equal to his skill roll without damage. A skill roll of 20, for example, would enable a character to fall 20 feet without injury. If the fall exceeds the skill roll, the falling damage is reduced by the amount of the roll. In any event the typical AR check is still allowed.

Fast Talk

This skill enables a character to persuade another to his or her point of view. It may be used while bartering with a merchant, while attempting to get past officious guards, when dealing with troublesome planetary officials, etc.

Fast talk rolls are made against an opponent's Int. Outrageous or patently obvious falsehoods may result in penalties.

- **Specialized Institution:** This enhancement may be taken multiple times, providing the character with a +1c bonus when *fast talking* those in their area of specialization. Sample institutions are: government heads, corporate officers, merchants, guards, officials, etc.
- **Seduction:** This enhancement does not necessarily indicate seduction in the traditional sense, but simply provides a +1c bonus on attempts to fast talk members of the opposite sex, of the same or similar race by using personal charm, sex appeal, etc.

First Aid

First aid allows a character to heal damage to an injured individual. This skill restores a number of points equal to a single skill roll at -1c, and it can only be used once per character after combat. It may also be used once every eight hours without penalty.

(i.e., at full rating) if the patient has been under the *first aid*'s care.

This skill may also be used to stop Vitality drain. The character administering *first aid* makes a normal skill roll. If the roll exceeds the amount of critical damage times five, the vitality drain stops immediately.

All other simple *first aid* tasks may be accomplished such as bandaging wounds, setting simple fractures, CPR, etc.

Gambling

Gambling allows a character to have better odds than others when playing games of chance. If the game involves the player rolling dice or using cards in reality, then the player should get to roll twice or draw extra cards, etc. Otherwise, the indicated roll should be combined (cat) with this skill. In situations where a straight Luck roll is required, characters with this skill are given a +1c bonus.

General Knowledge

This skill represents broad knowledge and understanding. The skill can be used if the player wishes to determine if his character knows something. Also, if everyone is allowed to make an Int roll on a knowledge based subject, this character should make the roll combined (cat) with this skill.

- *Field of Study*: By selecting a field of study, the character may make *general knowledge* rolls at +1d through +1c depending upon how specific the field is. A few possible fields are: Guild History (+1d), the planet Calamor (+2d), Zin-Shee customs (+2d), death poisons (+1c). This enhancement may be taken multiple times.

Interrogate

Interrogate allows a character to extract information from an individual through selective use of psychology, threats, etc.

This skill need not involve actual violence (indeed, violence is often counter-productive). *Interrogate* rolls are made against the subject's WP. If the skill succeeds, the subject has given information which normally would have been secret.

Typically, the player asks the GM a question which his character is trying to ascertain the answer to, then the roll is made.

Martial Arts Hold

The *martial arts hold* skill is an improved version of the *grab* natural attack (EM, tech weapons). If you have already recorded the *grab* skill on your character sheet, rename it *MA hold*. If not, add the *MA hold* to your weapons table.

MA hold functions in all ways like *grab*, but also allows special martial art enhancements to be taken.

The *martial arts hold* skill allows a character to strike an opponent using this skill's rating as an attack.

Martial artists with this skill make a *MA hold* skill roll vs the opponent's Def. If the roll succeeds, the foe has been grabbed and is now held. If an opponent tries to break free of a hold, make a Str check vs the opponent's Str.

Once held the character may try to crush the opponent by making a Str check -1c. The result is the amount of damage caused (armor still functions normally). Once held, an opponent may take no actions as long as the hold is maintained.

- *Crush*: Martial artists with this enhancement inflict damage each round equal to their full Str.
- *Sleeper Hold*: This enhancement may be used to render an opponent unconscious (this is ineffective against races which do not breath, i.e., Shanask). On any of the martial artist's rounds after the initial *hold* has been established, the martial artist may make a *hold* skill roll vs the opponent's WP. If the roll succeeds, the opponent is rendered unconscious for a number of rounds equal to the amount of the success (i.e., a roll of 20 vs a WP of 12 results in eight rounds of unconsciousness). Protective neck armor increases the Dif by the armor's value.
- *Throw*: With this enhancement, the martial artist may throw opponents once they are grabbed instead of holding them. If the Atk roll succeeds, make a Str check vs the opponent's Str. Success indicates that the opponent has been thrown (usually ending up prone). The distance thrown (and resulting damage) are equal to the amount of the success (i.e. a roll of 20 vs a 12 Str results in and eight foot throw causing eight points of damage).
- *Bar Hold*: This maneuver is intended to break, dislocate, or otherwise render an opponent's arm or leg useless. The martial artist may roll a Str or *MA hold* skill (the largest) vs the opponent's Str. If the roll is successful, the martial artist inflicts damage equal to the skill roll, and one of the opponent's limbs (player's discretion) is rendered useless until all damage has been healed.

Martial Arts Kick

The *martial arts kick* skill is an improved version of the *kick* natural attack (EM, tech weapons). If you have already recorded the *kick* skill on your character sheet, rename it to *MA kick*. If not add the *MA kick* to your weapons table.

Martial arts kicks are considered to be any attack which involves the feet, including sweeps.

The *martial arts kick* skill allows a character to strike an opponent using this skill's rating as an attack.

- *Sweep*: Sweeps are made at +1d. If the Atk succeeds, the victim has been foot or leg swept and falls prone resulting in one point of damage per foot of the victim's height (convert the victim's height into a rating and roll it). Armor still applies.
- *Double Kick*: Only one Atk and one Dmg roll are made. However, if the Atk hits the Dmg roll is applied to the victim twice (once for each foot), effectively doubling wounding damage.
- *Forced Kick*: The Atk roll is dropped by one or more dice (player's option), but the damage roll is increased by the same amount. Roleplaying examples of a *forced kick* are round-house, side-kick, etc.
- *Flying Kick*: A *flying kick* is a very difficult maneuver. The Atk rating is dropped by -1c. However, damage is increased by +1c and if wounding damage results, the opponent is knocked to the ground.

Martial Arts Punch

The *martial punch* skill is an improved version of the *punch* natural attack (EM, tech weapons). If you have already recorded the *punch* skill on your character sheet, rename it *MA punch*. If not, add the *MA punch* to your weapons table.

This skill includes all the various punches and hand strikes of the many different martial arts forms. Any attack which involves striking an opponent with the hand or arm is considered a *punch*.

The *martial arts punch* skill allows a character to strike an opponent using this skill's rating as an attack.

- *Double Punch*: Only one Atk and one Dmg roll are made. However, if the Atk hits, the Dmg roll is applied to the victim twice (once for each hand), effectively doubling wounding damage.
- *Forced Punch*: The Atk roll is dropped by one or more die (player's option), but the damage roll is increased by the same amount of die. Roleplaying examples of a forced punches are elbow smash, windmill punch, etc.
- *Death Blow*: A *death blow's* Dmg roll is made at -1c. However, if any wounds result, the victim dies instantly.
- *Board Breaking*: This enhancement allows a +1c Dmg bonus when trying to break boards (very useful if you are ever attacked by a crazed board).



Medtech

Medtech is a medical skill which enables characters to heal serious wounds, set complex fractures, etc.. *Medtechs* may heal damage to characters at their skill rating once after each combat in which the patient received damage. They may also make a roll at +1c to heal wounds of a patient who has been under their care for an eight hour period. All rolls are made normally on the *medtech's* race, other races result in a -1c penalty.

Curing such afflictions as blindness, deafness, disease, and poison are only related to *medtech* and rolled at -1c.

- **Surgery:** This enhancement allows a *medtech* to perform surgical procedures. These procedures are assigned Dif ratings by the GM. Simple surgery — stitching, removing shrapnel, etc. — should have a low Dif (5-10), while more complex operations — neurosurgery, organ repair, etc. — should have Dif ratings as high as 20 to 40.
- **Alien Medtech:** This enhancement enables the *medtech* to operate without penalty, on a selected alien race and may be taken multiple times. Any race in the game, including NPC races, may be selected, but each must be chosen as a separate enhancement. A *medtech* who wishes to be able to perform medical treatments on both Draca and Calemora, for example, must pay for this enhancement twice.
- **Afflictions:** This enhancement may be taken multiple times (once for each affliction: blindness, poison, disease, deafness, etc.). This enhancement removes the -1c penalty for *medtech* checks on the affliction.
- **Cybernetic surgery:** Cybernetic surgery (i.e., implanting cybernetic devices) requires that the *medtech* already have the *surgery* enhancement. Otherwise all cybernetic rolls are at -1c. Implanting cybernetics reduces the cost listed in the *EM, cybernetics* by 50%. The Dif equals the cybernetic rating of the implant. Failure indicates that the implant is non-functional (i.e., ruined).

Navigate

This skill governs the ability to plot planet surface courses. *Navigation* difficulty is based upon a character's familiarity with the planet in question, and the ruggedness of terrain. *Navigation* on a character's home world, for example, might be Dif 5, while plotting a course on an unknown, highly hostile world could be as high as Dif 40.

A vehicle driver may combine(cat) his skill with the navigators when making *vehicle driver* skill checks.

- **Direction Sense:** Those with this enhance-

ment may also make a skill check Dif(5) to determine direction during daylight and Dif(10) during night time.

- **Assist Driver:** This enhancement allows the navigator to make a skill check anytime the driver makes a check. The best of the two results is then used. Note, when this enhancement is used, the driver is not allowed to combine(cat) the two skills.

Pilot Small Craft

This skill enables the user to pilot small, one- or two-person air- and space-craft, including military fighters, bombers and civilian craft. If such craft is armed, the pilot can also fire forward-firing weapons as a related roll.

PCs with this skill must roll to take off and land (Dif varies according to conditions, generally 5-10), but do not need to roll more than this under ordinary flying conditions. In combat, a pilot does not need to roll to make ordinary turns and maneuvers as described in *RB, Ship Combat*. A pilot may, however, use this skill to exceed a craft's normal abilities.

PCs with this skill may attempt to move greater than a fighter or shuttle's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity (see *RB, combat, ships*).

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in 2 points of ship damage).

- **Fighter Pilot:** This provides characters with the ability to fire forward guns at the pilot's skill rating.

Pilot Starship

These pilots are skilled in flying starships at sublight speeds. This is a complex and dangerous job, for it often involves negotiating hazardous areas of space such as asteroid fields, flying into wormholes and evading enemy fire.

The GM must assign a Dif number to each piloting maneuver which is attempted. Take off and landing are relatively simple in smaller craft (Dif 1-5), and grow more difficult in larger vessels (landing a superdreadnaught — assuming such a huge ship is even equipped for such a maneuver — would be Dif 100+). Flying through a wormhole requires matching the ship's rotation to that of the wormhole, Dif 5 in a small ship, Dif 10-30 in a larger one. Evasive action against enemy vessels, and exceeding

a ship's normal operating limitations (see *pilot small craft* above), has similar Dif ratings as such maneuvers in a fighter or other small vessel.

PCs with this skill may attempt to move greater than a ship's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity (see *RB, combat, ships*).

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in two points of ship damage).

- **Hyperspace:** Without this enhancement all pilot checks in hyperspace are made at -1c.
- **Fighter Pilot:** This provides characters with the ability to fire forward guns at the pilot's skill rating.

Raise Shields

This skill simply allows an individual to operate a ship or vehicle's shields. Repair to shields may be made as related rolls.

Raising shields under normal conditions does not require a skill roll for someone with this skill. Doing so in battle, while being buffeted by hostile space conditions, or if the shields have been damaged may require a roll vs a Dif set by the GM.

Characters with this skill may increase the shield's power if they are directly manipulating shield control — just combine(cat) your rating with the shielded armor rating.

Repair Armor

Repair armor allows a character to fix personal armor such as flack jacket, marine armor, destron armor, shields, etc. Common repairs include fixing damage, power armor short circuits, etc. Ship and vehicle armor may only be repaired with the *repair hull* skill below. This skill does not apply to cyber armor.

The difficulty of a given repair is determined by the GM, based upon how badly the armor is damaged.

- **Repair specific armor:** Characters may choose to specialize in the repair of one specific type of armor (i.e., scout armor, tower shield, etc.). Each specialization provides +1c to *repair* rolls on that armor only. This enhancement may be taken multiple times.

Repair Cybernetics

This skill represents the ability to analyze, and repair cybernetic implants.

The GM should assign a Dif number to a given repair. If the skill roll exceeds this number, the repair is accomplished. This skill can be combined(cat) with any available tools.

If the cyber implant is not removable, on the patient's external surface, or otherwise exposed (through cyber-surgery), the repair may not be made.

Repairs to cybertanks are made at -1c.

- *Repair cybertank:* This enhancement allows a character to repair cybertanks without penalty.
- *Partial Surgery:* Do not confuse this with actual cyber surgery. This enhancement

does not allow the individual to install new implants. However, it does allow the individual to cut away tissue in order to expose an implant so that repairs may be made.

Repair Equipment Item

This skill represents the ability to operate, analyze, and *repair* equipment items.

The GM should assign a Dif number to a given task, repair, etc. If the skill roll exceeds this number, the task is accomplished. This skill can be combined(cat) with any available tools.

- *Repair equipment* does not apply to ship/vehicle systems, mechnoids, ship/vehicle/mechnoid damage, weapons, armor, or cybernetics. To repair these items refer to their specific repair skill.
- *Build equipment:* This enhancement allows a character to go beyond repair and actually build or jury rig equipment items.

Repair Hull

This skill allows characters to repair general damage to a ship or vehicle. This includes repairing doors, cargo bays and outer armor. This skill does not, however, allow a character to fix ship systems.

To begin repairs, the character must roll their skill at -1c (i.e., a 6M would become a 6HB). The result is how many HP are fixed (of the ship or vehicle's type). Only one such roll may be made during combat. A second such roll may be made immediately after combat. Finally, if given an uninterrupted eight-hour period, the individual may make a regular repair roll (no -1c penalty).

Repair Mechnoid

Repair mechnoid is the skill of repairing mechnoids such as drones, androids, walkers and all similar guild robots. Other unique mechnoids, such as imperial cybertanks, may also be repaired as a related roll.

One roll at -1c is allowed immediately after combat in which a mechnoid was damaged. The roll indicates how many points of damage is repaired (of the type matching the mechnoid's type).

- *Repair cybertank:* This allows cybertank repairs to be rolled without penalty.

Repair System

This skill enables a character to make repairs on any **one** ship or vehicle system. The player must specify which system the skill applies to. Learning to repair other systems is accomplished by taking the *additional system* enhancement below.

Most good bridge officers will take this skill for their particular bridge station (i.e., science officers will take repair system (science station), captains will take repair system (captains nest), etc.). For a complete list of ship systems refer to the *EM, ships and vehicles*, or the *RB, combat, ships & vehicles*.

The Dif of repairing a failed system is listed in the *RB, combat, ships & vehicles*.

- *Additional System:* To learn to repair additional systems, simply take this enhancement and select the desired system. This enhancement may be taken multiple times.



Repair Weapon

Repair weapon allows a character to fix personal weapons such as swords, pistols, cannons, etc. Common repairs include fixing jams, short circuits, power pack malfunctions, etc. Heavier weapons, including vehicle- and ship-class weapons, are related rolls. This skill does not apply to cybernetics weapons.

The difficulty of a given repair is determined by the GM, based upon how badly the weapon is damaged — a weapon that jams may be a Dif 5, were a weapon that was broken apart may be a Dif 20 or higher.

- *Repair ship weapon*: This enhancement allows normal rolls to repair ship weapons.
- *Repair specific weapon*: Characters may choose to specialize in the repair of one specific weapon (i.e., pulse laser rifle, blaster pistol, etc.). Each specialization provides +1c to *repair* rolls on that weapon only. This enhancement may be taken multiple times.
- *Repair vehicle weapon*: Characters with this enhancement may make normal rolls to repair vehicle-class weapons.

Scanners

This skill allows an individual to operate all types of scanners.

Any use of scanners requires a skill roll. The difficulty will be set by the GM. GM guidelines can be found in the *EM, ships and vehicles* section.

If scanners are being jammed, two rolls must be made. The first vs the jamming Dif, the second to actually perform the scan (assuming the first succeeded).

- *Scan-ECM*: This enhancement (ECM, or electronic countermeasures) allows operators to jam or otherwise interfere with enemy scanners.
- *Scan-ECCM*: This enhancement (electronic counter-countermeasures) gives the scanner operator a +1c bonus on all attempts to circumvent or otherwise avoid enemy jamming or ECM against his or her scanners.

Sensors

This skill enables a character to use all types of sensors.

Sensor rolls are not made at first. Rather, the GM will have the player make sensor rolls when the parameters of the sensor setting (i.e., what they are supposed to detect) have occurred. Experienced GMs will occasionally have the player make a roll even though the conditions don't exist to maintain player uncertainty.

If sensors are being jammed, a roll

must be made to break through the jam before any additional use of the sensors is allowed.

- *Sen-ECM*: This enhancement (ECM, or electronic countermeasures) allows sensors to jam or otherwise interfere with enemy sensors.
- *Sen-ECCM*: This enhancement (electronic counter-countermeasures) gives the sensor operator a +1c bonus on all attempts to circumvent or otherwise avoid enemy jamming or ECM against his or her sensors.

Ship Gunner

Gunners may shoot all fixed position guns on board a ship. A gunner's attack roll is equal to his or her skill rating combined (cat) with the ship's Atk rating. Damage is equal to the ship's Dmg rating.

Due to the slightly different aspects of vehicle guns, firing vehicle guns is only a related roll.

- *Turret Gunner*: This enhancement enables a character to additionally operate any turreted weapon on ships.
- *Weapon Expertise*: Ship gunners with this enhancement are considered experts in any single class of ship-type weapons (i.e. pulse lasers, blasters, ion guns, etc.), and receive a +1d Dmg bonus with such weapons. Each such weapon class must be purchased separately.
- *Missile Battery*: This enhancement allows the gunner to operate missile batteries.
- *Torpedo Launch*: This enhancement allows a gunner to fire torpedoes.
- *Vehicle Gunner*: This enhancement allows the *ship gunner* skill to also function for vehicles without penalty.

Ship Power

Powering up a ship is far more involved than pressing the "start" button. Usually, this requires a Tech roll vs the ship's rating. However, characters with *ship power* skill may power up any familiar type of ship without rolling. Alien vessels, derelicts, and other unusual circumstances may require a roll.

A character with this skill can also make rolls to transfer power from one system to another, i.e., transfer engine power to shields or scanner/sensor power to weapons systems. Such rolls are governed by GM ad-lib. Power diverted from the drive to the shields, for example, will reduce a ship's movement but increase its armor rating.

- *Vehicle Power*: This enhancement allows the *ship power* skill to function for vehicles as well.

Stealth

This skill allows a character to move without making a sound. Under conditions where other characters are allowed to make Dex checks to move silently, a character with *stealth* may combine (cat) this skill with Dex. Under conditions where other characters must make related Dex checks to move silently, a character with *stealth* may check vs their *stealth* skill.

Stealth allows a character to move across nearly any terrain or surface without making a sound (on a successful check). *Stealth* is typically rolled vs others' Awa, and may be modified by terrain.

Survival

Survival allows characters to live in extremely hostile environments (although such conditions as normal surface pressure and breathable atmosphere must still be present). Characters with this skill can live in many situations and places where a normal individual could not. They know what kinds of plants and animals are edible, how to find or build shelter, how to obtain drinkable water, etc.

The player should determine exactly what task a PC with *survival* skill is attempting during play. The GM then determines a Dif number based upon how unusual or challenging the task is. Finding water in a desert would have a Dif rating of 20-30, while finding food on a rich, fertile planet would be much easier, Dif 5.

- *Direction Sense*: Those with this enhancement may also make a skill check Dif(5) to determine direction during daylight and Dif(10) during night time.
- *Terrain expert*: Individuals with this enhancement may become experts in a certain type of terrain — forest, jungle, plains, desert, sea, arctic, etc. The player should state in which terrain type a character wishes to become an expert, and the GM must decide whether to allow the choice. If allowed, characters with this enhancement gain a +1c bonus to all *survival* rolls in the chosen terrain.

Swimming

Without this skill characters must make a Spe(10) check in order to just dog paddle (MR 1). Failure indicates drowning (see *RB, hazards*).

This skill enables a character to swim under normal conditions without a skill check. Skill rolls are required only if hazardous conditions exist. Swimming while the tide is coming in or going out might be Dif 5, while swimming through rapids could be as high as 20 or more.

Swimmer's MR is equal to their *swim-*

ing skill's level, with a maximum equal to their current "land" MR.

- **Lifesaving:** Swimmers who specialize in lifesaving may rescue drowning individuals, and may roll their *swimming* skill normally when attempting to get victims to shore or to help. The Dif of *lifesaving* rolls is determined by the GM, based upon the size of the individual being rescued, weather conditions, whether the victim is struggling, etc.
- **Cliff Diving:** This enhancement enables the swimmer to drive a number of feet equal to ten times their skill level without taking damage. Beyond this height, a skill roll will reduce the amount of falling damage which would normally occur (thus, a great roll may enable an individual to dive from a great height).
- **Deep Breath:** By taking a *deep breath* a swimmer is able to go without air for an extra number of rounds equal to their skill level without incurring the effects of the suffocation/drowning hazard (RB, hazards).

Theft

Theft is a general skill involving taking objects without being detected. This could involve pick pocketing, palming items, etc.

The *theft* skill is rolled vs onlooker's *Awa*. The roll may be adjusted as circumstances dictate — if the item is a small credit chip and the nearest onlooker is 50 feet away, then a +1t bonus might be appropriate, etc.

Tracking

Tracking allows a character to follow another individual or an animal by observing tracks, disturbances in the vegetation, odors, etc.

Tracking may be used in any environment, under any circumstances, but poor conditions will provide penalties. On snow or other soft ground, tracks will be easy to follow (Dif 1-5), while on hard-packed dirt or in rocky terrain, a trail will be much harder to detect (Dif 20-30). The amount of time since the tracker's quarry passed adds to difficulty as well (typically doubling the Dif every hour).

- **Terrain Specialist:** This enhancement adds a +1c to *tracking* rolls in the selected terrain. Possible terrains are: desert, open plains, caves, buildings, jungles, forests, urban/streets, etc. This enhancement may be taken multiple times.
- **Cover tracks:** This enhancement allows the individual to cover their own tracks making *tracking* more difficulty for their enemies. With this enhancement a skill roll is allowed and if it beats the tracker's skill, then the tracks have been success-

fully covered. Even if the check fails, the enemy trackers must still succeed with a normal *tracking* roll.

Tractor/Repulsor Beam

This skill allows an individual to use a tractor or repulsor beam on a ship or vehicle. The character's skill is combined(cat) with the tractor/repulsor beam's rating.

Transporter

This skill gives a character the ability to operate any type of transporter. Under ordinary conditions, no rolls are needed to use a transporter. Under difficult conditions — in combat, trying to use a transporter at greater than its ordinary range or capacity, etc. — the GM should assign a Dif rating, and have the player make a skill roll.

Difficult transports are a two roll process: one roll to establish a transporter lock, and a second to actually make the transport. A failed lock prevents transport. A failed transport causes damage to the individual transported equal to the amount of the failure. For more details refer to the *EM, ships & vehicles* section.

Vehicle Gunner

A *vehicle gunner* may shoot all of a vehicle's fixed weapons without penalty.

A gunner's attack roll is equal to his or her skill rating combined(cat) with the vehicle's *Atk* rating.

Due to the slightly different aspects of ships' guns, attempts to use them are only a related roll.

- **Turret Gunner:** This enhancement enables a character to additionally operate any turreted weapon on vehicles.
- **Weapon Expertise:** Vehicle gunners with this enhancement are considered experts in any single class of vehicle-type weapon (i.e. pulse lasers, blasters, ion guns, etc.), and receive a +1d Dmg bonus with such weapons. Each such weapon class must be purchased separately.
- **Missile Battery:** This enhancement allows the gunner to operate missile batteries.
- **Torpedo Launch:** This enhancement allows a gunner to fire torpedoes.

Vehicle Power

Personal sized and street vehicles can be powered on by nearly any character without difficulty. Powering up large combat transports however, usually requires a *Tech* roll vs the vehicle's rating. However, characters with *vehicle power* skill may power up any familiar type of vehicle without rolling. Alien vehicles, derelicts, and other unusual circumstances may require a roll.

A character with this skill can also make rolls to transfer power from one system to another, i.e., transfer drive power to shields or scanner/sensor power to weapons systems. Such rolls are governed by GM ad-lib. Power diverted from the drive to the shields, for example, will reduce a vehicle's movement but increase its armor rating.



Specialization

Table 7: Specializations

Ship Specializations	AP
Astrogation	40
Captain	50
Communications	35
Engineering	40
Fighter Pilot	30
Helm	40
Medic	50
Programmer	35
Scientist	40
Tactical	40
Tech	40

Other Specializations	AP
Archer	20
Blaster Expert	25
Carbinier	25
Martial Artists	30
Mechanic	25
Pistolier	20
Pulse Laser Expert	25
Rifle Expert	30
Spy	35
Survivalist	30
Thief	30
Vehicle Driver	30

Specializations bundle a group of similar skills and enhancements under one name and allow them to be learned at half their normal AP cost. The option to learn the listed skills and/or enhancements at half AP cost always exists (i.e., the option does not have to be taken immediately, and it may be taken for some now and others latter).

A skill's specific enhancements may also be learned at half their normal AP cost (This only applies to those enhancements listed directly beneath a skill's entry in the skill's section of this book).

NOTE: the half AP bonus just described may never be used cumulatively with any other bonus. At best a specialization will result in an ability requiring only half AP, never less.

The effects of specialization are as follows:

- All abilities listed under *bonus* are learned for free.
- All skills listed under *skills* may be learned for half price, now or anytime hereafter. Furthermore, specialized skills (including bonus skills from above)

should be indicated by lightly shading in their IC box. A specialized skill is always improved as if one rating (-1d) below its actual rating.

- All enhancements listed under *Enh*s may be learned for half price, now or any time hereafter, even if more than one is learned per rank, and even if this would normally break the asterisked "*" enhancement rules.

Finally, some specializations provide special rules which only effect those who have taken the specialization.

But more than this, specializations help to define a character. This aspect should be highly played up by both the player and the GM. Specialists should get "special" breaks when using specialized abilities.

Specialization Details

Note that all of the following entries are suggestions only. The GM is free to modify, add to, subtract from, or otherwise change a specialization's list of effected skills and enhancements. If a player feels that a skill or enhancement should be included within a particular specialization, the GM should determine whether this is the case.

If a GM determines that a skill or enhancement is appropriate to a certain specialization, then that choice should, of course, immediately become available to all players in the gaming group.

Archer

- *Skills*: all bows and crossbows, repair weapons
- *Enh*s: impale, aiming bonus, long range

Astrogator

- *Bonus*: astrogation skill (IC 12, Int/Tech -3d)
- *Skills*: navigate, sensors, scanners, pilot starship, repair system (astrogation station), computer
- *Enh*s: bridge officer

Blaster Expert

- *Skills*: all blaster weapons, repair weapons
- *Enh*s: aiming bonus, quick draw, sharp shooter

Captain

A *captain* is the leader of a ship's crew and commander of a ship when it is in space. Captain is the most important position on board ship, and is the most challenging from a roleplaying standpoint.

Due to their general ship study, captains gain the special benefit of making

bridge officer enhancement rolls at 8L instead of 6L.

- *Bonus*: bridge officer Enh (Int), orders Enh (Cha),
- *Skills*: repair system (captain's nest), comtech, dominate, ship power
- *Enh*s: common sense, social status

Carbinier

- *Skills*: all carbines, repair weapons
- *Enh*s: aiming bonus, quick draw, sharp shooter

Communications

A *communications* officer is responsible for opening and maintaining communications with planets, stations, other starships, etc.

- *Bonus*: comtech (IC 7, Cha/Tech -2d),
- *Skills*: computer, repair system (com station), scanners, detect lie, empathy, fast talk
- *Enh*s: all languages, bridge officer, enhanced hearing

Engineer

An *engineer* maintains a starship while it is in operation, and repairs items and systems when they are damaged or malfunction.

- *Bonus*: repair hull skill (IC 10, Str/Tech -3d), damage control skill (IC 8, Spe/Tech -3d), ship power (IC 6, Int/Tech -2d),
- *Skills*: all repair skills, transporter, tractor/repulsor beam, vehicle power
- *Enh*s: balance, bridge officer, catch object, enhanced touch, structural damage, tight grip, zero-gravity

Fighter Pilot

Those individuals with this specialization are known for their daring and devil-may-care attitudes. They may be found throughout Known Space, serving in the regular military, or acting as mercenaries, fighting for whoever pays the most, or whoever's cause impresses them.

- *Bonus*: pilot small craft (IC 9 Awa/Dex -3d), bridge officer (Int),
- *Skills*: ship gunner, raise shield, sensors, repair system(helm station), ship power
- *Enh*s: danger sense, luck burn, fearless

Helm

The *helm* officer can pilot the largest starships around. They can fly in hyperspace, sublight speeds, in orbit, in atmospheres, while landing. Helmsmen can fly starships, escape pods, assault pods, shuttlecraft, etc.

- *Bonus*: pilot starship (IC 12, Awa/Dex -3d),
- *Skills*: raise shields, repair system (helm station), ship gunner, astrogation, drive

vehicle, sensors, ship power

- *Enh:* bridge officer, double luck, same nish

Martial Artist

- *Bonus:* martial arts punch skill (IC 8, Body/Dex -1d)
- *Skills:* martial arts kick, martial arts hold
- *Enh:* ambidexterity

Mechanic

- *Skills:* all repair skills, vehicle power
- *Enh:* catch object, tight grip

Medic

Medics are the medical officers of Guild starships.

- *Bonus:* medtech skill (IC 12, BioT/Int -3d),
- *Skills:* first aid, repair system (med station), computers, scanners, empathy, general knowledge
- *Enh:* bridge officer, common sense, enhanced touch, social status, resist disease

Pistolier

- *Skills:* all tech-pistols, repair weapon
- *Enh:* aiming bonus, long range, quick draw, sharp shooter

Programmer

Characters with this master skill are computer specialists, who can easily identify and repair computer problems, formulate programs, and even design new systems. Programmers are one of the most recent additions to a full bridge complement, and not all starships have them.

- *Bonus:* computer (IC 7, Int/Tech -2d),
- *Skills:* repair system (computer), comtech, sensors, scanners, counter security
- *Enh:* bridge officer

Pulse Laser Expert

- *Skills:* all pulse laser weapons, repair weapons
- *Enh:* aiming bonus, quick draw, sharp shooter

Rifle Expert

- *Skills:* all rifle weapons, repair weapons
- *Enh:* aiming bonus, sharp shooter, long range

Scientist

Besides being general scientists, Science officers may select an area of specialty, such as biology or planetology, in which all rolls receive a +1c enhancement. In general GMs should play up a scientist's area of specialization.

- *Bonus:* scanners (IC 10, Awa/Int -2d),
- *Skills:* computers, repair system (science station, scanners), sensors, general knowledge, first aid, transporter
- *Enh:* bridge officer, common sense

Spy

Espionage agents are found throughout known space. Their skill with covert operations, sabotage, and assassination is legendary, and governments are constantly on guard against their activities.

- *Bonus:* disguise skill (IC 6, Cha/Int -1d),
- *Skills:* climbing, computer, concealment, counter security, detect lie, fast talk, interrogate, stealth, theft
- *Enh:* danger sense, expert runner, languages all, enhanced hearing, extra luck, light sleeper, resist poison, starlight vision

Survivalist

Survivalists typically serve with the House of the Guide, or act as freelance adventurers and explorers.

- *Bonus:* survival skill (IC 7, FR/Int -2d),
- *Skills:* climbing, falling, first aid, swimming, tracking
- *Enh:* danger sense

Tactical

Tactical officers are responsible for analyzing combat situations, assigning ship gun positions, scanning potentially hostile vessels or worlds and, if combat begins, manning a ship's main guns. When not in potential combat situations, *tactical* officers are responsible for the internal security of starships.

- *Bonus:* ship gunner (IC 10, Art -2d),
- *Skills:* cloak, raise shields, repair system (tactical station, turret, ship guns), scanner, sensors, damage control, interrogate, vehicle gunner
- *Enh:* attack pool, bridge officer, danger sense, fearless, orders, tactical analysis, zero-gravity

Tech

A *tech* fills the gap between an engineer and the other bridge officers. Techs are not overly skilled at fixing things, but they are masters at using nearly any form of technical equipment.

- *Bonus:* This bonus is unusual. Techs gain +1d to their Tech rating and mark its IC as being specialized.
- *Skills:* cloak, computer, comtech, counter security, raise shields, repair system (computer), scanners, sensors, tractor/repulsor beam, transporter
- *Enh:* bridge officer

Thief

A *thief* is not necessarily a bad individual — in Guildspace, thieves are simply individuals who live by their wits and shun the structures of everyday society. They may bend the rules occasionally, and some are definitely of a criminal nature, but many are decent, compassionate individuals. Many respect the laws of Guildspace, but have no problem violating the laws of other governments, such as the Empire, or even the Sphere.

- *Bonus:* theft (IC 5, Dex/Awa -2d),
- *Skills:* detect lie, disguise, fast talk, gambling, climbing, concealment, counter security, stealth
- *Enh:* ambidexterity, danger sense, enhanced hearing, expert runner, extra luck, light sleeper, resist poison, starlight vision

Vehicle Driver

These are the vehicle drivers, tankers, and transport specialists of known space.

- *Bonus:* drive vehicle (IC 9, Awa/Dex -2d),
- *Skills:* repair hull, damage control, vehicle gunner, navigation, vehicle power



Powers

Powers are comprised of two skills and a large number of enhancements. They are included here in their own section due to their specialized nature and unique enhancements.

There are currently three main powers in the MetaScape™ Game System: *psionics*, *psychosomatics*, and the *Sorce*. *Psionics* is the power of the mind, *psychosomatics* is control over one's body, and the *Sorce* is like a modern form of sorcery.

All powers have the same two skills: *skill* and *power*. Since one is useless without the other, there is only one AP cost for learning the two skills. However, they must be improved individually.

We realize that these two skill names create terminology conflicts. We now have a skill called skill and a power has a skill called power. However, these two terms are steeped in tradition and we couldn't find better alternatives. Just keep this in mind and you should have no problems.

When a character learns a power, the player will record the *skill* rating and IC

information in the box labeled "Skill" on the power sheet. Beneath the *skill* rating box you will record the *skill's* value and level for quick reference during play. You will also record the *power* rating and IC in the box labeled "Power."

The power's *skill* rating determines how talented the character is at the power, while *power* rating determines how frequently the power may be used.

Powers also have a wide variety of enhancements. Without learning enhancements most powers are useless.

It is important to note that *psionics* can only learn *psionic* enhancements, *psychosomatics* can only learn *psychosomatic* enhancements, and *sorcists* can only learn *Sorce* enhancements.

Power Points

Power points are derived from the *power* skill's level or value as follows: *psionic* points = the *power* skill's value, *psychosomatic* points = two times the *power* skill's level, *Sorce* points = two times the *power* skill's value. These points are recorded in the power points box. When power points are used, **do not** change the number in the box. Instead record the change in the "current power" box.

Power points function similarly to

Vitality maximum and current power functions like wounds.

When power points are regained, they may not exceed the number listed in the power points box.

Enhancements

Power enhancements all have a Rtg assigned to them. This Rtg is not rolled. Rather it influences how costly (in APs) the enhancements are to purchase.

Normally, power enhancements are purchased for full AP price. Specialists, however, may buy enhancements at half normal AP cost if the enhancement's rating is equal to or less than the specialist's *skill* rating. If it is greater, then the enhancement must be purchased at full normal price.

Ranges

All *psychosomatic* enhancements have a range of "self" only. However, most *Sorce*, and *psionic* enhancements are ranged. As with ranged weapons, it becomes increasingly difficult to use these enhancements as range increases. The specifics are listed at the beginning of each section's enhancement details.



Psionics

Recording Power Points

Psionics rarely use their *power rating*; rather, they use their power points. Psionic power points are recorded in the power points box and they are equal to the **value** of the power skill.

A female Zin-Shee's starting power Rtg for psionics is 6M (value 12). A starting female Zin-Shee therefore has 12 psionic power points.

Learning Enhancements

When enhancements are learned, record their Cost, name, Act, Dur, and Rng in the provided areas on the power sheet. Then look up the enhancement and record any use details in the notes area.

Using Enhancements

Psionics operate from the power of the mind. Although potent, the mind is only capable of storing a small amount of psionic power. Fortunately, the mind replenishes itself with amazing speed.

When an enhancement is used, the recorded cost is subtracted from the current power points (similar to the relationship between damage and Vitality). Once all psionic power points are used up, the character can't use *Psionics* until power points are regained. If an enhancement requires more power points than the psionist has left, it may not be used.

Sh'Kirra, a female Zin-Shee psionist, uses the encase enhancement. This enhancement's Cost is listed as "3," so three power points are spent and recorded in the current power area.

Regaining Power

Fortunately, psionic power returns rather quickly. The rate of rejuvenation depends upon mental activity as per table 8.

Table 8 Psionic Power Regain

Regain 1 pt per	Mental Activity
5 min	Napping/Sleeping
10 min	Minimal Activity/Resting
30 min	Normal Activity
1 hr	Adventuring
4 hrs	Concentration or Combat

Sh'Kirra, in the above example, need only nap for 15 minutes in order to regain her three lost power points. If she were engaged in an exploratory expedition during that time, however, regain time would rise to three full hours.

Table 9: Psionic Skills

Name	AP	IC	Base*
Skill	100	28	Awa -3d
Power	-	15	Cha -3d

* As with all skills, the skill and power skills may not start out above 6M.

Table 10: Psionic Enhancements

Name	Rtg	AP	Cost	Act	Dur	Rng
Blast	10M	60	6	A	Act	SkVal
Blow	6M	30	4	A	Act	SkVal
Encase	10L	24	3	A	Cnt	SkVal
Hallucination	6M	30	4	A	Cnt	SkVal
Haze	10L	24	3	A	Cnt	SkVal
Hurl	6L	16	1	A	Act	SkLvl
Jerk	8L	18	2	A	Act	SkVal
Landing	6L	16	1	I	Act	SkVal
Levit. Other	6M	30	4	A	Cnt	SkVal
Levitate Self	10L	24	3	M	Cnt	Self
Mind Probe	6M	30	4	A	Act	SkLvl
Min. Telep.	10HB	10	0/1	I	Cnt	SkVal
Move Object	8L	20	2	M	Cnt	SkVal
Punch	10L	24	3	A	Act	SkVal
Read Sur. Thts.	8L	20	2	M	Cnt	SkVal
Rend	8M	40	5	A	Act	SkVal
Return	6L	16	1	I	Act	Spec
Shield	6M	30	4	M	Lvl	Self
Shove	10L	24	3	A	Act	SkVal
Telepathy	6M	30	4	M	Cnt	SkVal

Rtg: Specialists may purchase the enhancements for half AP if their *Skill* Rtg equals or exceeds the enhancement's Rtg.

AP: The AP cost to learn the enhancement.

Cost: The number of psionic power points the enhancement uses

Act: The type of action the enhancement takes up during Nish. C=Complete; A=Attack; M=Move; I=Incidental

Dur: Duration of the enhancement. Act = lasts for one action; Cnt = lasts while being concentrated upon, to a maximum number of rounds equal to the psionist's *skill* value (during concentration the psionist can only perform incidental actions and their movement is reduced to 1 sq); Lvl = lasts for a number of rounds equal to the psionist's *skill* level.

Rng: The maximum range in squares at which the enhancement may be used without penalty (see below): SkVal = the psionist's *skill* value; SkLvl = the psionist's *skill* level; self = no range, it effects the psionist only; spec. = special, refer to the enhancement's description below for details.



Table 11: Psionic Groups

Group	Rtg
Field	
Encase	10L
Shield	6M
Force	
Blast	10M
Blow	6M
Landing	6L
Punch	10L
Shove	10L
Mental	
Min. Telep.	10HB
Mind Probe	6M
Read Sur Tht	8L
Telepathy	6M
Reality	
Hallucination	6M
Haze	10L
Telekinesis	
Hurl	6L
Jerk	8L
Levit. Other	6M
Levitate Self	10L
Move Object	8L
Rend	8M
Return	6L

Table 12: Other Psionic Enhancements

Name	AP
Mental Reserves	30
Skill Extension	40

Enhancements

Ranges: Ranges of all ranged enhancements are a number of squares equal to the psionist's *skill* value in squares, unless otherwise noted. Any range may be doubled by expending twice the indicated power points. Tripling the range costs three times the indicated power, etc.

Blast

Blast creates a fist-shaped mass of kinetic energy approximately 18" across, which then strikes any target in range. Attack and damage are equal to the psionist's *skill* rating at +1c.

Blow

Blow is a lesser form of *blast*. It functions in the same manner, creating a near-invisible mass of kinetic energy approximately 10" across. Attack and damage are equal to the psionist's *skill* rating at +1d.

Encase

Encase allows the psionist to create an invisible wall of psychic energy, which can surround and restrain an opponent. In order to succeed, the psionist must roll his or her *skill* vs the target's Strength.

Encased victims are immobilized. They may take no action other than attempting to break the wall. The wall is immune to all other attacks and may be broken only by the victim. Psionists must maintain concentration in order to keep the victim immobilized.

Jerk

This enhancement will seize an object, even if it is held or restrained, and violently throw it through the air in a random direction (determined by rolling a d8).

If used against an opponent's item, an attack roll equal to the psionist's *skill* is required to hit, and a then a *skill* roll vs the opponent's Str is required to successfully wrench the object free and throw it.

The psionist cannot control the object's flight once it has been thrown. The thrown item continues through the air in a straight line up to a number of squares equal to the psionist's *skill* level. If it strikes anything during its flight, the object inflicts damage equal to the number of feet traveled.

Hallucination

Using this enhancement, the psionist causes an individual to see an image that is not really there. The psionist must roll *skill* vs the targets' WP in order to succeed.

The images created must be described to the GM, who then determines the effects.

Haze

Haze creates an eerie, psychic fog in the mind of a victim. Victims are unable to see or think clearly — all *skill* rolls, attacks, etc., are made at a -1c penalty for the duration of the haze.

The haze exists only in the victim's mind, and is not visible to others. To succeed, the psionist must roll *skill* vs the target's WP.

Hurl

This enhancement lets the psionist throw hurled weapons with the force of their mind. Such weapons must be within a number of squares equal the psionist's *skill* level. The weapon is then thrown as if the psionist were physically throwing the item (i.e. use the weapon's Atk, Dmg, and Rng statistics as usual). However, this enhancement provides a +1d bonus to both

Atk and Dmg and doubles the weapon's range.

Landing

Landing creates a cushion of mental force which will slow a fall and absorb damage. This may be used to affect one target in range (including the psionist).

The psionist must make a normal *skill* roll, and reduces the target's falling damage by the amount obtained. If there is any falling damage left, the normal falling rules still apply (i.e., an AR check is still allowed).

Levitate Other

This creates a disk of psionic energy which can lift any one Anthropos sized being. Larger beings require a *skill* check to overcome the added size (Dif set by GM).

Each round a new *skill* check is made to determine the number of feet the disk rises or lowers (psionist's option). The disk may not move horizontally. The disk lasts as long as the user maintains concentration.

If used against an enemy, the first lift roll must exceed the enemy's Def, otherwise he simply hops to the side of the disk. At any later time the victim may, of course, jump off, but would suffer normal falling damage.

Levitate Self

This power creates a psionic disk beneath the user, which may lift the psionist and anything carried. As with *levitate others*, the disk will move up or down (only) a number of feet each round equal to the psionist's *skill* roll that round.

Levitate self lasts while being concentrated on. However, unlike most concentration enhancements, the psionist may still make an Atk action each round.

Mind Probe

This grueling enhancement allows a psionist to probe into a subject's inner thoughts and long term memory. The player should inform the GM what information their character is probing for. Then a *skill* check is made vs the subject's WP. Success indicates that the information is uncovered (assuming the subject actually knows the information).

Minor Telepathy

This allows the psionist to send thoughts to another individual within a number of squares equal to the *skill*'s value. This can only be done between telepaths.

The cost of the enhancement depends upon the individual to whom the message is being sent — cost is zero to other telepaths who speak the same language, and can

receive worded messages. Cost is one when sending to telepaths who don't speak the same language. Such individuals only receive pictures and other non-verbal images.

Move Object

Using telekinesis, psionics may move an object weighing ten times their *skill* level (in pounds) or less. The object may be moved a number of feet each round equal to a *skill* check, as long as the object is not being held or restrained.

This is especially useful for moving dangerous items such as bombs, red-hot metal, etc.

Punch

Punch creates a six-inch wide fist of telekinetic energy that attacks and does damage equal to the psionist's *skill* rating. Like *blast* and *blow*, *punch* is nearly invisible.

Read Surface Thoughts

This enhancement allows the psionist to read the thoughts of another individual. The psionist can only read the thoughts that are on the targets mind at that moment, and cannot see deep memories, thoughts that are being actively suppressed, etc. In other words, it reads what the subject is currently thinking.

Rend

This enhancement allows a psionist to telekinetically rip an object or opponent apart, bypassing armor and attacking an individual directly. Attack and damage for this enhancement are equal to the psionist's *skill* rating. Targets may only roll against damage using their Natural Armor, unless they are wearing a suit or other contained armor.

Return

This enhancement causes an item the psionist recently threw or hurled to leap back into his or her hand. The item must be within a number of squares equal to a *skill* check.

Shield

This enhancement creates a barrier of mental energy which protects the psionist's body, increasing AR by a number of dice equal to the psionist's *skill* level. For example a psionist with a *skill* of 6M (level 4) would gain +4d to their AR. Once raised, the shield remains up for a number of rounds equal to the *skill*'s level (no concentration needed).

Shove

Using this enhancement, a psionist forces an object or opponent backwards

with sheer force of mind. The psionist must roll *skill* vs the target's Str in order to succeed. If successful, the enemy is shoved directly away from the psionist a number of squares equal to the amount of the success (i.e. the amount that the *skill* roll exceeded the target's Str). Opponents shoved in this manner take one point of damage for every square shoved if they strike an object in the course of their flight.

This enhancement is very useful for pushing opponent's into pits, over cliffs, etc.

Telepathy

This enhancement allows the psionist to send thoughts to another individual within a number of squares equal to the *skill*'s value. The subject need not be a telepath, but must speak the same language in order to receive a linguistic message — otherwise the subject may only receive images and impressions. Characters sending messages to others who do not speak their language should describe the images being sent, and the GM will determine whether the subject understands or not.

Other Enhancements

Mental Reserves

This enhancement allows a psionist to engage an enhancement without spending power points. The psionist needs to make a *skill* check vs five times the enhancement's normal cost.

If successful, the enhancement functions normally and no power points are used. If unsuccessful, all remaining power points (if any) are spent and the psionist suffers damage equal to the amount of the failure, i.e., how far off the roll was (no armor roll is allowed). If critical damage results, the psionist must check for brain damage vs the amount of critical Dmg (RB, hazards).

Skill Extension

Those who take *skill extension* are psionic generalists. They study with every psionic master they encounter, in an attempt to briefly learn every psionic enhancement known.

A character who takes *skill extension* may use any psionic enhancement —even if it isn't known. The listed power points are deducted like normal, and a *skill* check versus five times the cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in all current power points being spent.



Psychosomatics

Recording Power Points

Psychosomaticists rarely use their power rating. Rather, they use psychosomatic power points. These are recorded in the power points box and they are equal to twice the level of the power skill.

In the beginning a Calemora psychosomaticist has a power Rtg of 6M (Level 4). This gives the individual eight psychosomatic power points. A Calemora with a power Rtg of 8M, on the other hand, would have 10 power points.

Learning Enhancements

When an enhancement is learned, record its Cost, Name, Act, Dur, and put a slash in the Rng box (actually, this is a good box to list the enhancement's Abil and Adj in). All psychosomatic enhancements are range 0 (self only). Two more columns are listed on the table below: Abil and Adj. These are to be recorded in notes (or in the Rng box). The ability listed under "Abil" is modified by the indicated "Adj" amount when the enhancement is used.

Using Enhancements

Using a psychosomatic enhancement always expends a single power point regardless of how powerful the enhancement is. There is no rolling involved. Once a power point is expended, the enhancement works (assuming it has been learned). Most psychosomatic enhancements require no rolling, but there are a few exceptions.

Regaining Power

Psychosomaticists must concentrate their mental and physical energies upon their bodies to regain power points. They may not be jostled, attacked, or otherwise disturbed. The typical activity is similar to a martial art kata (highly controlled body movements emphasizing a state of mental centering). Performing such a kata replenishes one power point every fifteen minutes (game time).

GM note: don't allow psychosomatic katas to occur just anywhere. The adventuring party can't just stop and rest for 15 minutes in a corridor while the psychosomatic performs a kata. The situation must feel right (i.e., the psychosomatic must be at peace with the environment in order to mentally center his energies).

Table 13: Psychosomatic Skills

Name	AP	IC	Base*
Skill	80	26	WP -3
Power	-	15	FR -3

* As with all skills, the skill and power skills may not start out above 6M.

Table 14: Psychosomatic Enhancements

Name	Rtg	AP	Act	Dur	Abil	Adj
Body Heal	10L	24	A	Act	Heal	SkLvl
Death Blow	8M	40	A	Act	spec.	SkRoll
Electric Palm	10L	24	A	Act	Dmg	SkLvl
Hearing Boost	10HB	10	I	Act	Awa	+1d
Iron Skin	8M	40	M	Lvl	AR	+1c
Jump	8L	20	I	Act	Spe	+1c
Molecular dif.	10M	50	A	Act	spec.	—
Oxygenate	8L	20	I	Val	Air	SkVal
Power Punch	6M	30	A	Act	Dmg	+1c
Resist Cold	8L	20	I	Val	spec.	+1c
Resist Heat	8L	20	I	Val	spec.	+1c
Rough Skin	6L	16	M	Lvl	AR	+1d
Speed	6M	30	I	Lvl	MR	+2d
Strength Surge	6M	30	I	Act	Str	+1c
Strengthen	10HB	10	I	Act	Str	+1d
Stun	6M	30	A	Act	Stun	SkLvl
Super Hearing	10L	24	I	Act	Awa	+1c
Super Vision	10L	24	I	Act	Awa	+1c
Tough Skin	6M	30	M	Lvl	AR	+2d
Vision Boost	10HB	10	I	Act	Awa	+1d
Vitalize	10L	24	A	Val	Vit	SkVal

Rtg: Specialists may purchase the enhancements for half normal AP if their skill rating is equal to or higher than the enhancement's Rtg.

AP: The AP cost to learn the enhancement.

Act: The type of action (during nish). I = Incidental, M = Move, A = Attack, C = Complete

Dur: Duration of the enhancement. Act = one action (i.e., one jump, one Awa roll, one healing, etc.); Lvl = a number of rounds equal to the psychosomaticist's skill level; Val = a number of rounds equal to the psychosomaticist's skill value

Abil: The ability or condition which the enhancement modifies (record in notes): spec. = special, refer to the description below

Adj: The amount of the modification (record in notes); SkLvl = a number equal to the skill's level; SkVal = a number equal to the skill's value; SkRoll = a random number equal to the skill's result (when rolled)



Table 15: Psychosomatic Groups

Group	Rtg
Alteration	
Molecular dif.	10M
Defensive	
Body Heal	10L
Iron Skin	8M
Rough Skin	6L
Tough Skin	6M
Vitalize	10L
Muscular	
Jump	8L
Speed	6M
Strength Surge	6M
Strengthen	10HB
Offensive	
Death Blow	8M
Electric Palm	10L
Power Punch	6M
Stun	6M
Sensory	
Hearing Boost	10HB
Super Hearing	10L
Super Vision	10L
Vision Boost	10HB
Survival	
Oxygenate	8L
Resist Cold	8L
Resist Heat	8L

Table 16: Other Psychosomatic Enhancements

Name	AP
Physical Reserves	30
Skill Extension	40

Enhancements

Unless stated otherwise, all psychosomatic enhancements which improve an attack require that it be a non-weapon body attack such as a punch, kick, etc. These enhancements do not function if the psychosomaticist is attacking with a sword, club, or some other weapon.

Body Heal

Body heal allows psychosomaticists to heal damage to their bodies. To use this power, the psychosomaticist concentrates upon the wounded area, sending self-healing impulses. The enhancement then automatically heals an amount of damage equal to the *skill's* level.

Death Blow

This enhancement enables the user to focus mental energy through a physical blow. The energy is then channeled into the target, crushing tissue, causing massive damage, and resulting in death.

Death blow can be activated after the psychosomaticist has struck a damaging blow. The psychosomaticist then makes a *skill* roll against the victim's FR. If the roll succeeds, the target is dead. PCs who are victims of this attack are reduced to -10 Vit.

Electric palm

This power allows the psychosomaticist to deliver a powerful electric charge, when his hand strikes an opponent.

This power may be used after the psychosomaticist has made a damaging attack. This enhancement inflicts additional damage equal to the *skill's* level. By expending more than one power point, the psychosomaticist may channel multiple doses of damage into the opponent — however, the player must state the number of doses initially and it can't be changed.

Hearing Boost

This discipline makes the psychosomaticist's skin more sensitive to vibrations in the air, greatly enhancing hearing.

Hearing boost allows the psychosomaticist to make his or her hearing-based Awa roll at +1d.

Iron Skin

Psychosomaticists may use this enhancement to temporarily transform their flesh into iron-hard, near-impenetrable tissue.

Iron skin grants a +1c bonus to AR (regardless of armor worn), and lasts a number of rounds equal to the *skill's* level. This can not be used in conjunction with *rough* or *tough* skin, and is considered gone if the user is rendered unconscious.

Jump

This enhancement gives the psychosomaticist greatly enhanced jumping and leaping abilities. The effect is to add +1c to Spe when a character is making a jump.

Molecular Diffusion

This highly sophisticated discipline allows users to align the very molecules of their body in such a way as to pass through solid objects without harm.

Psychosomaticists may pass directly through any solid object, living or non

living, in their path. This power may be used to walk through walls, get behind opponents, etc. Once through, the psychosomaticist instantly reverts to their normal solid state. Thus, this enhancement may only be used to pass through one item at a time.

If a psychosomatic with this enhancement states that they are activating it **before** making a Defense roll, then the attack misses as it passes right through them (effective on physical weapons only, not on energy weapons). Of course, the character must have Nish and spend their attack action on the enhancement as always.

Oxygenate

Oxygenate allows psychosomaticists to absorb oxygen from their body tissue. When used, the oxygen will sustain the user, eliminating any need for breathing, for a number of rounds equal to the *skill's* value.

This effects of this enhancement are in addition to the normal amount of time a character can go without air without making a suffocation check (see RB, hazards).

Power punch

Power punch allows a psychosomaticist to increase muscle strength, momentarily enhancing the damage of any punching or kicking blow. The enhancement may be activated after the blow hits, but before damage is rolled.

This discipline gives the psychosomaticist a surge of quick strength which increases damage by +1c.

Resist Cold

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of cold.

When using this discipline, users receive a +1c to their FR when resisting cold. Armor rolls against cold based attacks are made at +1d.

Resist Heat

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of heat.

Those using this enhancement receive a +1c to their FR when resisting heat. Armor rolls against heat based attacks (including plasma weapons) are made at +1d.

Rough skin

Psychosomaticists with this discipline may thicken and toughen their skin, creating a rough, leathery surface which is highly resistant to damage.

Users receive +1d to their AR (regardless of armor worn). Once activated, rough skin lasts for a number of rounds equal to their *skill's* level. It may not be used in conjunction with *tough skin* or *iron skin*, and is considered gone if the user is rendered unconscious.

Speed

Speed gives a psychosomaticist the ability to accelerate muscle movement and reaction time, increasing movement rate by +2d. This effect lasts for a number of rounds equal to the *skill's* value.

Strength Surge

Strength surge is much like *strengthen* in that muscle efficiency is increased. Also, biochemical stimulants are released to enhance muscle strength.

Strength surge gives the user +1c to strength for any one action (i.e. one roll). This enhancement may not be used in conjunction with *strengthen*.

Strengthen

Users of this discipline increase the efficiency of communication between the brain and musculature, allowing muscles to react more efficiently.

Strengthen increases the user's strength by +1d for the duration of one action. This enhancement may not be used in conjunction with *strength surge*.

Stun

When using *stun*, the psychosomaticist's mind focuses the power of an attack on the pressure point of the target's body. When the target is hit, the power instantly flows through the psychosomaticist and into the victim. This enhancement may be used after an attack hits, but before damage is rolled.

If the attack scores damage, the target is stunned and unable to take any action for a number of rounds equal to the *skill's* level.

Super Hearing

This enhancement increases a psychosomaticist's hearing, granting a +1c bonus to a character's hearing based Awa roll. It may not be used in conjunction with *hearing boost*.

Super Vision

Super vision enhances and improves optical efficiency, granting the user a +1c bonus to a character's sight based Awa roll. It may not be used in conjunction with *vision boost*.

Tough Skin

This discipline transforms the user's skin into a tough, rocky sheath, even more resistant to damage than *rough skin*.

Tough skin gives psychosomaticists +2d to AR (regardless of armor worn), and lasts for a number of rounds equal to their *skill's* level. *Tough skin* can not be used in conjunction with *rough skin* or *iron skin*, and is considered gone if the user is rendered unconscious.

Vision Boost

Psychosomaticists with this enhancement can effect the efficiency of their optic nerves, improving vision and providing a form of telescopic sight.

Vision boost gives the psychosomaticist +1d to his vision related Awa roll.

Vitalize

Using this enhancement, psychosomaticists may temporarily increase their bodily Vitality, and are able to take additional damage in combat.

This power may only be used when the psychosomaticist is healthy and unwounded. It adds the psychosomaticist's *skill's* value to his Vit maximum (temporarily, don't actually change the number in the maximum box). The additional Vit points must be the first ones lost in combat, and they may not be healed once lost. These extra Vit points last for a number of rounds equal to the *skill's* value.

Other Enhancements

Physical Reserves

This enhancement allows a psychosomaticist to use an enhancement without spending a power point. The psychosomaticist needs to make a *skill* check vs half the AP cost of the desired enhancement.

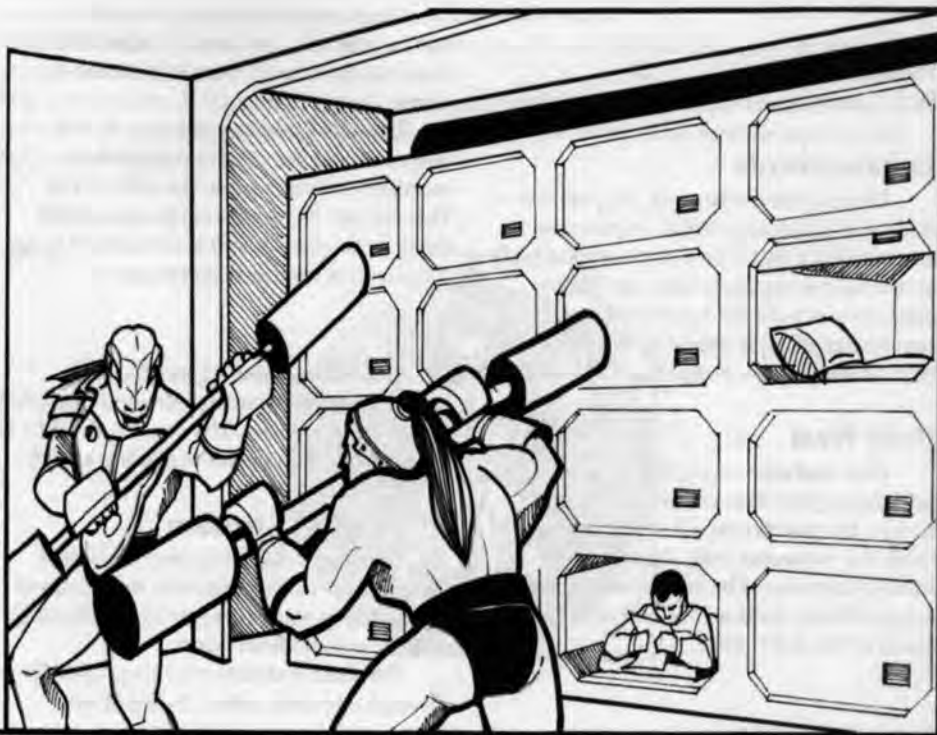
If successful, the enhancement functions normally and no power point is used.

If unsuccessful, all remaining power points are lost (if any) and the psychosomaticist takes damage equal to the amount of the failure (no armor check allowed).

Skill Extension

Those who take *skill extension* are psychosomatic generalists. They study with every master they encounter, in an attempt to understand every psychosomatic enhancement known.

A character who takes *skill extension* may use any psychosomaticist enhancement — even if it isn't known. The psychosomaticist spends 1 power point, as usual. Then a *skill* check versus half the enhancement's AP cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in a loss of all current power points.



Sorce

Recording Power Points

Sorcists rarely use their *power* rating (except to regain power), rather they use their power points. *Sorce* power points are recorded in the power points box and they are equal to **twice the value** of their *power* skill. For example if the *power* skill rating was 6M (value 12) then the sorcist would have 24 power points.

Learning Enhancements

When an enhancement is learned, record its Cost, name, Act, Dur, and Rng in the provided areas on the power sheet. Then look up the enhancement and record any use details in the notes area.

Using Enhancements

Using a *Sorce* enhancement is usually a two step process. First, a *Sorce* skill check is made versus the enhancement's cost. If the roll succeeds then the enhancement functions normally and **no** power points are used. (Thus, it is possible for sorcists to continue using enhancements all day if they keep rolling high enough.) However, if the roll fails the player has two options:

1. Spend enough power points to bring the roll up to the needed cost, resulting in success.
2. Spend a number of power points equal to the roll, resulting in failure.

If option one is taken, the enhancement functions normally. If option two is taken, the enhancement doesn't function.

Vic's Shanask, Kygar, attempts to throw an energy bolt (Cost 15). If Vic rolls a 9, Kygar can either lose nine power points (equal to the roll) and fail, or spend six points (enough to bring the roll up to the difficulty — 9+6 = 15), and have the enhancement succeed.

Note: Option one (success) may only be taken if the sorcist has sufficient power points remaining. Otherwise, option two (failure) must be taken even if it is more costly. Also note that a sorcist may not even attempt an enhancement unless at least one power point is available.

If the enhancement functions, follow the enhancement's instructions. Many *Sorce* enhancement's require an additional roll. If this is the case, be sure to roll again, usually the first roll *only* determines if the enhancement functions and has no effect on how well the enhancement works.

Regaining Power

Sorce power points return naturally at the rate of one "regain roll" every four game hours. To make a "regain roll" just make a normal roll using the *power* rating. The result is the amount of power points returned to the sorcist. A sorcist may not regain more power points than he has spent (no matter what the roll).

Four hours have passed since Kygar's last regain roll. Kygar has used five power points and Vic wants Kygar to regain some of his lost power points. Kygar's power rating is 6M, so Vic rolls that. The result is a 16, but Kygar can only gain back the five used points, and no more.

Table 17: Sorce Skills

Name	AP	IC	Base*
Skill	120	30	Int-3d
Power	-	15	Luck-3d

* As with all skills, the *skill* and *power* skills may not start out above 6M.

Table 18: Sorce Enhancements

Classes	Rtg	AP	Cost	Act	Dur	Rng**
Adhere	6M	30	15	M	Lvl	self
Binding Word	10L	24	12	M	spec.	SkLvl
Choke	10HB	10	5	A	Cnt	SkVal
Death Ray	10M	50	15	A	Act	SkVal
Displace	10L	24	12	M	Act	self
Displace Group	8M	40	20+2 ea	A	Act	SkLvl
Door Hand	10HB	10	5	I	Act	SkVal
Door Master	10L	24	12	A	Act	SkLvl
Energy Bolt	6M	30	15	A	Act	SkVal
Ghost Walk	6M	30	15	A	spec.	self
Glow Globe	10HB	10	5	I	spec.	SkVal
Heal All	6M	30	Dmg	A	Act	SkLvl
Healing	6M	30	15	A	Act	SkVal
Immortal Stance	10M	50	25	M	Lvl	self
Life Balance	6L	16	8	A	Act	touch
Life Drain	10L	24	12	A	Act	SkLvl
Light Healing	6L	16	8	A	Act	SkLvl
Radiate Fear*	8L	20	10	A	Act	self
Shockblast	10L	24	12	A	Act	1sq
Sorce Field	6M	30	15	M	Lvl	self
Teleport	10M	50	Varies	C	Act	self
Vampire Touch	10L	24	12	A	Act	touch

* Radiate fear is always active for Shanasks unless it is consciously contained.

** If an enhancement's range is touch and the subject is living, Shanasks don't actually have to touch the subject, they just have to get their cloak within an inch or two (this still requires a successful punch Atk roll where noted).

Rtg: Specialists may purchase the enhancements for half AP if their *skill*'s rating equals or exceeds the enhancement's Rtg.

AP: The AP cost to learn the enhancement.

Dur: Duration of the enhancement: Act = one action; Lvl = a number of rounds equal to the sorcist's *skill* level; Cnt = a number of rounds up to the sorcist's *skill* level as long as the enhancement is concentrated upon (i.e., only incidental actions and a max MR of 1); spec = special, refer to the description below

Cost: The power point cost required to make the enhancement function, a *skill* roll can reduce or eliminate this cost (see above)

Act: The type of action (during nish): C=Complete, M=Move, A=Attack, I=Incidental

Rng: The maximum range (in squares) at which the power may be used without penalty: self = no range, it affects only the sorcist; SkLvl = a number of squares equal to the sorcist's *skill* level; SkVal = a number of squares equal to the sorcist's *skill* value; touch = a range at which the sorcist can touch the target (often requiring a successful punch attack)

Table 19: Sorcer Groups

Group	Rtg
<i>Associative</i>	
Binding Word	10L
Radiate Fear	8L
<i>Defensive</i>	
Adhere	6M
Immortal Stance	10M
Sorcer Field	6M
<i>Environmental</i>	
Door Hand	10HB
Door Master	10L
Glow Globe	10HB
<i>Healing</i>	
Heal All	6M
Healing	6M
Life Balance	6L
Light Healing	6L
<i>Offensive</i>	
Choke	10HB
Death Ray	10M
Energy Bolt	6M
Life Drain	10L
Shockblast	10L
Vampire Touch	10L
<i>Transportal</i>	
Displace	10L
Displace Group	8M
Ghost Walk	6M
Teleport	10M

Table 20: Other Sorcer Enhancements

Name	AP
Negative Power Burn	30
Skill Extension	40

Sorcer Color

Sorcer is a mysterious power used by the Shanask (and, it is rumored, certain selected members of other races). No one can say where the power comes from, or exactly what it is — *Sorcer* seems to violate all the known laws of physics and defy all attempts at analysis or testing. The only thing which can be determined about a Sorcist is a rough estimate of ability based on *Sorcer* color. Unfortunately, this is not always a good gauge, as both the lowest and highest levels of *Sorcer* power are black, and a Sorcist may always use skills at a lesser color than his or her own. See table 21 for a list of *Sorcer* levels and colors. Oddly enough, Shanask are able to see "Sorcer color" even though they are otherwise colorblind.

Table 21: SORCER COLOR

Skill	Color	Description
Bantam	Black	Glossy Black
6L	Magenta	Vivid Purplish red
8L	Crimson	Deep red
10L	Vermilion	Fiery reddish orange
6M	Amber	Glowing orange
8M	Emerald	Brilliant deep green
10M	Azure	Flaming light blue
6H	Mauve	Deep reddish purple
8H	Violet	Radiant deep purple
10H	Bronze	Metallic brown
LV	Gold	Rich shining yellow
MV	Silver	Gleaming silver
HV	Ivory	Bright white
Ship+	Black	Jet black

Enhancements

Ranges of all ranged enhancements is a number of squares equal to the Sorcist's *skill* value, unless otherwise noted. Any range may be doubled resulting in a -1c penalty to the *skill* check vs cost. Tripling the range results in -2c penalty, etc.

The range "Touch" indicates that the target must be touched. Shanask, only need to get their cloak *close* to the target to be considered a "touch." In any event, touching an unwilling target requires a successful punch attack roll (vs the target's Def) — even for Shanask.

Adhere

When using this enhancement, a sorcist becomes physically welded to a selected surface. Toppling or moving the sorcist is impossible. While in this state, the sorcist rolls 6LS vs any form of physical Dmg (although they are not allowed to defend and are thus automatically hit). If damage does get through, a normal AR check is still allowed. If damage is actually taken, the enhancement is broken.

Binding word

This binds another individual to an agreement with the sorcist. This may be a promise, a task, a quest, a secret, etc. The bound individual must freely accept the binding or it will not work.

If at any time the bound individual breaks the agreement, roll the sorcist's *skill* against the bound individual's Vit. If the sorcist succeeds, the victim will crumble into dust.

Choke

Sorcists using this enhancement can create a *Sorcer*-based blockage in the target's windpipe. It does not, of course, work on creatures which do not breathe. If the sorcist's *skill* roll exceeds the victim's FR, the victim is incapacitated and cannot speak,

but for a whisper, or take any action other than movement of one square per round.

Choke lasts for as long as the sorcist concentrates, but the victim may roll FR vs the sorcist's *skill* each round to break free.

Death Ray

This power shoots a ray of pure *Sorcer* energy, engulfing and draining a victim's life energy. If a *skill* roll exceeds the victim's Def and Vit, the victim dies and crumbles to dust, life energies completely annihilated. This enhancement works only on living targets.

Displace

Displace causes its user to vanish and reappear some distance away. The sorcist may select the direction and distance of the displacement up to a maximum number of squares equal to a *skill* roll. The sorcist does not move over the intervening distance, but simply disappears from one spot then appears in the other.

Displacing through walls or into areas which the sorcist can't view is dangerous as the sorcist may end up displaced into a solid object. If this occurs refer to RB, hazards.

Displace Group

Displace group transports a group of individuals from one place to another. The sorcist may displace himself and up to a number of other individuals equal to his *skill*'s level. For each additional individual, the enhancement's cost increases by two. Otherwise, this enhancement works as *Displace*, moving the group a number of squares up to the amount of a *skill* roll.

Door Hand

This enhancement allows the sorcist to instantly open or close a portal: doors, lids, etc., without physically touching them. The portal must be one which the sorcist could normally open without using this enhancement.

Door Master

This enhancement will open or close any portal, regardless of size or how it is secured. The sorcist simply needs to succeed at a *skill* check vs the portal's Dif (as set by the GM).

This enhancement's effects are instantaneous — even a complex portal will open immediately.

Energy Bolt

This allows a sorcist to fire a bolt of blaster-like energy from his hand. Damage and attack are both equal to the sorcist's *skill* rating. Moreover, only one roll is made and counted as both the Atk roll and the Dmg roll. The bolt completely bypasses *Sorcer* fields.

Ghost Walk

Sorcists use this power to become completely insubstantial. A *ghost walking* sorcist grows dim and transparent, actually occupying another dimension. The sorcist may then walk through walls, doors, other living things, etc.

Ghost walkers are only affected by (and can only be affected by) others in the *ghost walk* dimension. The only exception is that those in either dimension can see objects in the other although everything looks faint and hazy. Objects carried by the sorcist also become insubstantial, and remain that way until the sorcist returns to this dimension.

The duration of *ghost walk* is flexible. It lasts up to a number of rounds equal to the sorcist's *skill* level. However, *ghost walkers* must remain within an area having a radius (in squares) equal to their *skill* level. Sorcists who go beyond this limit instantly become solid again and the enhancement ends.

Glow Globe

Glow globe creates a soft, white light source which illuminates a radius equal to the sorcist's *skill* value in squares. Each hour the radius shrinks by one square until gone.

The globe is a sphere the size of a marble. Normally stationary, it may be attached to an object, moving with it as the sorcist desires. Unwilling subjects (i.e., opponents) require a successful punch *Atk* roll.

Heal All

Heal all will cure all of the damage that an individual has if the sorcist succeeds at the enhancement. Unlike most enhancements, however, the cost of *heal all* exactly matches the victim's current damage (i.e., the cost will vary from use to use). If the roll fails (and additional power points aren't spent to make it succeed), then no damage is healed. This power may only be used on living subjects, including the sorcist.

Healing

This enhancement will heal a number of vitality points equal to the sorcist's *skill* roll. *Healing* can only be used on living subjects, including the sorcist.

Immortal Stance

This allows sorcists, and the surface immediately beneath their feet, to become immovable and nearly invulnerable to physical and energy damage. The sorcist makes *AR* checks at 10LS.

The user becomes rigid and bonds to any contacted surface. Toppling or moving the sorcist is nearly impossible (10LS *Str*) — even if the surface is torn away or destroyed, a sorcist will remain standing on a small fragment of the surface, possibly floating in midair if the ground beneath was destroyed.

If any damage is taken a normal *AR*

roll is still allowed. If damage results, the enhancement is broken.

Life Balance

Life balance allows a sorcist to distribute damage between two living beings. The total amount of damage from both beings is added together. The sorcist then distributes the total as desired (i.e., all to one none to the other, half and half, etc.).

A sorcist must make a successful punch attack to touch any unwilling subject. Subjects are not allowed an armor roll, not even for Natural Armor.

Life Drain

This allows the sorcist to drain Vitality. Thin beams emerge from a sorcist's fingers when using this enhancement. An attack roll is then made based on the sorcist's *skill* rating. If the roll hits, that number of maximum Vitality points are permanently drained from the victim. No armor rolls are allowed, not even for Natural Armor. This attack has no effect on non-living targets, such as androids.

Due to the devastating effects of this enhancement, GMs should not allow one player character to use it upon another.

Light Healing

This enhancement will heal an amount of damage equal to the sorcist's *skill* roll at -1c. *Light healing* can only be used on living subjects, this includes the sorcist.

Radiate Fear

This enhancement causes fear in a radius equal to the sorcist's *skill* level (measured in squares). The fear has a strength equal to the sorcist's *skill* rating. Fear's effects are detailed in *RB, hazards*.

Shanask always *radiate fear* unless they consciously contain it. However, the radius is only 1 square unless this enhancement is activated. If it is activated, *Shanask* gain a +1c to the fear's intensity.

Shockblast

This enhancement electrifies the sorcist's body. The sorcist need not touch the target; any target within one square may be attacked. Attacks with this enhancement automatically hit, causing damage equal to a *skill* roll.

Sorce Field

Sorce field provides an armor bonus equal to +1d per the sorcist's *skill* level. Thus, a 6M *skill* (level 4) provides +4d to the sorcist's *AR*. This armor is effective against all physical, energy, and *Sorce* damage and lasts for a number of rounds equal to the sorcist's *skill* level.

Teleport Self

This allows a sorcist to teleport instantly to another location. The sorcist selects the new location and describes it to the GM, who then determines the enhancement's cost. (Unlike most *Sorce* enhancements, the cost of teleporting varies depending upon distance and familiarity).

A few possible costs follow, although they should be reduced (up to half) based upon how familiar the sorcist is with the intended teleport sight.

Distance	Dif
10'	5
100'	10
1 mile	15
10 miles	20
100 miles	25
1000 miles	30
On planet	40
Adjacent planet	50
In system	60

The biggest risk in teleporting is appearing in a solid object (e.g., a desk, chair, wall, person, etc.). If the GM rules that this happens, refer to the *RB, hazards*.

Vampiric Touch

This power allows sorcists to drain victims' *Vit* away and add it to their own. The result is that the victim takes damage and the sorcist is healed an equal amount.

The sorcist need only touch a victim in order to perform this enhancement. If the victim is unwilling, the sorcist must roll his punch *Atk*. The amount of *Dmg* caused is equal to the sorcist's *skill* level. *Vampiric touch* ignores armor, but does not affect non-living beings.

Other Enhancements

Negative Power Burn

Negative power burn allows a sorcist to use an enhancement even if the sorcist's power points are currently zero or in the negatives.

Simply use the enhancement normally. If power points are required, the sorcist suffers damage equal to the number of power points which would normally be expended.

Skill Extension

Those who take *skill extension* are *Sorce* generalists. They study with every master they encounter, in an attempt to understand every known *Sorce* enhancement.

A character who takes *skill extension* may use any *Sorce* enhancement — even if it isn't known. A *skill* check versus the enhancement's cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in a loss of all current power points.

Table 3: Enhancements

Enhancement	AP	Base
Aiming Bonus	100/50/25	H,R
Ambidexterity	20*	Dex
Anti-Vehicle	120/30/15	B,M,H,R
Armor Penetration	120/30/15	B,M,H,R
Attack Pool	1 for 5 AP	cbt
Balance	25	Dex
Beauty	20*	Cha
Berserk	40*	WP
Block Ranged	60/30/15	B,M
Bridge Officer	40	Int
Carry More	30	Str
Catch Object	15	Dex
Catch Ranged	35	Spe
Common Sense	25*	Int
Crushing Damage	20	Str
Danger Sense	35*	Awa
Def vs Body	25	Def
Def vs Hurlled	25	Def
Def vs Melee	25	Def
Def vs Ranged	25	Def
Disarm	80/40/20	B,M
Double Attack	180/60/30	B,M,R
Double Luck	45*	Luck
Enhanced Hearing	30*	Awa
Enhanced Jumping	30	Spe
Enhanced Smell	10*	Awa
Enhanced Taste	10*	Awa
Enhanced Touch	10*	Awa
Enhanced Use	Spec.	sci
Enhanced Vision	30*	Awa
Expert Runner	25	Spe
Extra Luck	25*	Luck
Fame	30*	Cha
Fast Healing	20*	Heal
Fearless	15	Shck
High Death Thresh.	30*	Vit
Impale	80/40/20	H,R
Imp. Field of Vision	30*	Awa
Languages	Spec.	Int
Life Freeze	30*	WP
Light Sleeper	15	Awa

Enhancement	AP	Base
Long Range	60/30/15	H,R
Luck Burn	20*	Luck
Luck Restore	35*	Luck
Luck Sustain	30*	Luck
Move and Attack	30	Spe
Multiple Attack	120/40/20	B,M,R
No Emotions	15*	WP
Orders	40	Cha
Parry	60/30/15	B,M
Quick Draw	15	Spe
Regeneration	25*	Heal
Resist Cold	15*	FR
Resist Heat	15*	FR
Resist Disease	20*	FR
Resist Mind Control	25*	WP
Resist Poison	25*	FR
Resist Psionics	30*	WP
Resist Sorce	35*	Luck
Riposte	60/30/15	B,M
Same Nish	25*	Nish
Save Nish	15*	Nish
Sharp Shooter	40/20/10	H,R
Slow Drain	20*	Heal
Social Status	20*	Cha
Specific Opponent	15	cmbt
Starlight Vision	40*	Awa
Strong Will	25*	WP
Structural Damage	80/20/10	B,H,M,R
Stunning Blow	90/30/15	B,H,M
Tactical Analysis	120/30/15	B,H,M,R
Throw Weapon	-/20/10	M
Tight Grip	10	Str
Tight Quarters	120/30/15	B,H,M,R
Tough Blunt Wpns	20*	AR
Tough Edged Wpns	20*	AR
Tough Energy Wpns	20*	AR
Tough Proj. Wpns	20*	AR
Two Weapons	160/40/20	B,H,M,R
Wealthy	30*	Luck
Weapon Display	120/30/15	B,H,M,R
Zero-Gravity	25	Dex

Table 4: Handicaps

Handicap	AP	Base
Absent-Minded	+8	Int
Bad Balance	+10	Dex
Bad Defense Body	+20	Def
Bad Defense vs Hurlled	+15	Def
Bad Defense vs Melee	+20	Def
Bad Defense vs Ranged	+20	Def
Bad Jumper	+10	Spe
Bad Runner	+10	Spe
Boor	+6	Cha
Clumsy	+8	Dex
Color Blind	+4	Awa
Deep Sleeper	+6	Awa
Fast Drain	+16	Heal
Fearful	+8	Shck
Flirtatious	+10	WP
Frail	+25	Vit
Glass Jaw	+20	WP
Greedy	+8	WP
Low Cold Tolerance	+8	FR
Low Death Threshold	+25	Vit
Low Heat Tolerance	+8	FR
Low poison tolerance	+14	FR
Night blindness	+8	Awa
Pacifist	+16	Cha
Poor Hearing	+8	Awa
Poor Smell	+4	Awa
Poor Taste	+4	Awa
Poor Touch	+4	Awa
Poor Vision	+10	Awa
Poverty	+16	Luck
Short Temper	+10	WP
Slovenly	+6	Cha
Slow	+12	Spe
Slow Healer	+12	Heal
Slow Reaction	+16	Nish
Slow Restore	+20	Luck
Thick-Headed	+14	Int
Tunnel Vision	+16	Awa
Unattractive	+8	Cha
Unhealthy	+10	FR
Unlucky	+16	Luck
Very Unlucky	+25	Luck
Vulnerable vs Blunt Wpns	+12	AR
Vulnerable vs Edged Wpns	+12	AR
Vulnerable vs Energy Wpns	+12	AR
Vulnerable vs Proj. Wpns	+12	AR
Weak Grip	+8	Str
Weak Will	+14	WP

Table 7: Specializations

Ship Specializations	AP	Other Specializations	AP
Astrogration	40	Archer	20
Captain	50	Blaster Expert	25
Communications	35	Carbinier	25
Engineering	40	Martial Artists	30
Fighter Pilot	30	Mechanic	25
Helm	40	Pistolier	20
Medic	50	Pulse Laser Expert	25
Programmer	35	Rifle Expert	30
Scientist	40	Spy	35
Tactical	40	Survivalist	30
Tech	40	Thief	30
		Vehicle Driver	30



Table 5: Skills

Name	AP	IC	Base
Acrobatics	20	10	Dex/Spd -1d
Astrogation	25	12	Int/Tech -3d
Climbing	15	7	Dex/Str -1d
Cloak	10	5	Int/Tech -1d
Computer	15	7	Int/Tech -2d
Comtech	15	7	Cha/Tech -2d
Concealment	10	5	Dex/Int -1d
Counter Security	15	7	Tech/Dex -1d
Damage Control	14	8	Spd/Tech -1d
Demolitions	10	5	Int/Tech -1d
Detect Lie	10	5	Awa/Cha -1d
Disguise	12	6	Cha/Int -1d
Dominate	10	5	WP -2d
Drive Vehicle	18	9	Awa/Dex -2d
Empathy	12	6	Cha/Awa -2d
Falling	10	5	Dex/Spe -1d
Fast Talk	10	5	Cha/Int -1d
First Aid	12	6	BioT/Int -2d
Gambling	10	5	Luck/Int -1d
Gen. Knowledge	10	5	Int -2d
Interrogate	10	5	Str/WP -2d
MA Hold	12	8	Str/Body -2d
MA Kick	12	8	Body/Spe -2d
MA Punch	12	8	Body/Dex -1d
Medtech	25	12	BioT/Int -3d
Navigate	10	5	Awa/Int -1d
Pilot Small Craft	18	9	Awa/Dex -2d
Pilot Starship	25	12	Awa/Dex -3d
Raise Shields	10	5	Int/Tech -1d
Repair Armor	12	6	Tech/Str -1d
Repair Cyb.	15	7	Cyb/Tech -2d
Repair Equip.	15	7	Tech/Dex -2d
Repair Hull	20	10	Str/Tech -3d
Repair Mechnoid	15	7	Tech/Str -2d
Repair System	10	5	Tech/Int -1d
Repair Weapon	12	6	Tech/Dex -1d
Scanners	20	10	Awa/Int -2d
Sensors	15	7	Awa/Int -1d
Ship Gunner	20	10	Art -2d
Ship Power	12	6	Int/Tech -2d
Stealth	12	6	Dex -1d
Survival	15	7	FR/Int -2d
Swimming	10	5	Str/Spd -1d
Theft	10	5	Dex/Awa -2d
Tracking	10	5	Awa/Int -1d
Trac/Rep Beam	10	5	Int/Tech -1d
Transporter	15	7	Int/Tech -2d
Vehicle Gunner	15	7	Art -2d
Vehicle power	10	5	Tech/Int -1d



Table 6: Skill Enhancements

Skill	Enhancements	AP
Acrobatics	—	—
Falling	10	—
Astrogation	—	—
Hyperspace	20	—
Assist Pilot	15	—
Climbing	—	—
Grab	15	—
Falling	15	—
Specialized Surface	10	—
Cloak	—	—
Computer	—	—
Hacking	15	—
Programmer	10	—
Comtech	—	—
Com-tapping	15	—
Com-ECM	10	—
Com-ECCM	10	—
Concealment	—	—
Spec. Surroundings	10	—
Movement	15	—
Counter Security	—	—
Damage Control	—	—
System Repair	10	—
Demolitions	—	—
Detect Lie	—	—
Lie	5	—
Disguise	—	—
Impersonation	15	—
Dominate	—	—
Empathy	—	—
Falling	—	—
Fast Talk	—	—
Spec. Institution	10	—
Seduction	10	—
First Aid	—	—
Gambling	—	—
General Knowledge	—	—
Field of Study	8	—
Interrogate	—	—
Martial Arts Hold	—	—
Crush	10	—
Sleeper Hold	15	—
Throw	15	—
Bar Hold	15	—
Martial Arts Kick	—	—
Sweep	8	—
Double Kick	15	—
Forced Kick	15	—
Flying Kick	18	—
Martial Arts Punch	—	—
Double Punch	15	—
Forced Punch	15	—
Death Blow	20	—
Board Breaking	5	—
Medtech	—	—
Surgery	10	—
Alien Medtech	5	—
Afflictions	10	—
Cybernetic Surgery	15	—

Skill	Enhancements	AP
Navigate	—	—
Directions	5	—
Assist Driver	10	—
Pilot Small Craft	—	—
Fighter Pilot	15	—
Pilot Starship	—	—
Hyperspace	20	—
Fighter Pilot	15	—
Raise Shields	—	—
Repair Armor	—	—
Repair Specific Armor	5	—
Repair Cybernetics	—	—
Repair Cybertank	10	—
Partial Surgery	10	—
Repair Equipment	—	—
Build Equipment	15	—
Repair Hull	—	—
Repair Mechnoid	—	—
Repair Cybertank	8	—
Repair System	—	—
Additional System	10	—
Repair Weapon	—	—
Rep. Ship Wpn.	18	—
Rep. Spec. Wpn.	5	—
Rep. Vehicle Wpn.	15	—
Scanners	—	—
Scan-ECM	10	—
Scan-ECCM	10	—
Sensors	—	—
Sen-ECM	10	—
Sen ECCM	10	—
Ship Gunner	—	—
Turret Gunner	15	—
Weapon Expertise	10	—
Missile Battery	10	—
Torpedo Launch	10	—
Vehicle Gunner	15	—
Ship Power	—	—
Vehicle Power	12	—
Stealth	—	—
Survival	—	—
Directions	5	—
Terrain Expertise	10	—
Swimming	—	—
Life Saving	10	—
Cliff Diving	10	—
Deep Breath	10	—
Theft	—	—
Tracking	—	—
Terrain Specialist	10	—
Cover Tracks	8	—
Tractor/Repulsor Beam	—	—
Transporter	—	—
Vehicle Gunner	—	—
Turret Gunner	15	—
Weapon Expertise	10	—
Missile Battery	8	—
Torpedo Launcher	8	—
Vehicle Power	—	—

Table 10: Psionic Enhancements

Name	Rtg	AP	Cost	Act	Dur	Rng
Blast	10M	60	6	A	Act	SkVal
Blow	6M	30	4	A	Act	SkVal
Encase	10L	24	3	A	Cnt	SkVal
Hallucination.	6M	30	4	A	Cnt	SkVal
Haze	10L	24	3	A	Cnt	SkVal
Hurl	6L	16	1	A	Act	SkLvl
Jerk	8L	18	2	A	Act	SkVal
Landing	6L	16	1	I	Act	SkVal
Levit. Other	6M	30	4	A	Cnt	SkVal
Levitate Self	10L	24	3	M	Cnt	Self
Mind Probe	6M	30	4	A	Act	SkLvl
Min. Telep.	10HB	10	0/1	I	Cnt	SkVal
Move Object	8L	20	2	M	Cnt	SkVal
Punch	10L	24	3	A	Act	SkVal
Read Sur. Thts.	8L	20	2	M	Cnt	SkVal
Rend	8M	40	5	A	Act	SkVal
Return	6L	16	1	I	Act	Spec
Shield	6M	30	4	M	Lvl	Self
Shove	10L	24	3	A	Act	SkVal
Telepathy	6M	30	4	M	Cnt	SkVal

Table 14: Psychosomatic Enhancements

Name	Rtg	AP	Act	Dur	Abil	Adj
Body Heal	10L	24	A	Act	Heal	SkLvl
Death Blow	8M	40	A	Act	spec.	SkRoll
Electric Palm	10L	24	A	Act	Dmg	SkLvl
Hearing Boost	10HB	10	I	Act	Awa	+1d
Iron Skin	8M	40	M	Lvl	AR	+1c
Jump	8L	20	I	Act	Spe	+1c
Molecular dif.	10M	50	A	Act	spec.	—
Oxygenate	8L	20	I	Val	Air	SkVal
Power Punch	6M	30	A	Act	Dmg	+1c
Resist Cold	8L	20	I	Val	spec.	+1c
Resist Heat	8L	20	I	Val	spec.	+1c
Rough Skin	6L	16	M	Lvl	AR	+1d
Speed	6M	30	I	Lvl	MR	+2d
Strength Surge	6M	30	I	Act	Str	+1c
Strengthen	10HB	10	I	Act	Str	+1d
Stun	6M	30	A	Act	Stun	SkLvl
Super Hearing	10L	24	I	Act	Awa	+1c
Super Vision	10L	24	I	Act	Awa	+1c
Tough Skin	6M	30	M	Lvl	AR	+2d
Vision Boost	10HB	10	I	Act	Awa	+1d
Vitalize	10L	24	A	Val	Vit	SkVal

Table 18: Sorce Enhancements

Classes	Rtg	AP	Cost	Act	Dur	Rng
Adhere	6M	30	15	M	Lvl	self
Binding Word	10L	24	12	M	spec.	SkLvl
Choke	10HB	10	5	A	Cnt	SkVal
Death Ray	10M	50	15	A	Act	SkVal
Displace	10L	24	12	M	Act	self
Displace Group	8M	40	20+2x	A	Act	SkLvl
Door Hand	10HB	10	5	I	Act	SkVal
Door Master	10L	24	12	A	Act	SkLvl
Energy Bolt	6M	30	15	A	Act	SkVal
Ghost Walk	6M	30	15	A	spec.	self
Glow Globe	10HB	10	5	I	spec.	SkVal
Heal All	6M	30	Dmg	A	Act	SkLvl
Healing	6M	30	15	A	Act	SkVal
Immortal Stance	10M	50	25	M	Lvl	self
Life Balance	6L	16	8	A	Act	touch
Life Drain	10L	24	12	A	Act	SkLvl
Light Healing	6L	16	8	A	Act	SkLvl
Radiate Fear*	8L	20	10	A	Act	self
Shockblast	10L	24	12	A	Act	1sq
Sorce Field	6M	30	15	M	Lvl	self
Teleport	10M	50	Varies	C	Act	self
Vampire Touch	10L	24	12	A	Act	touch

Table 9: Psionic Skills

Name	AP	IC	Base*
Skill	100	28	Awa -3d
Power	-	15	Cha -3d

Table 13: Psychosomatic Skills

Name	AP	IC	Base*
Skill	80	26	WP -3
Power	-	15	FR -3

Table 17: Sorce Skills

Name	AP	IC	Base*
Skill	120	30	Int-3d
Power	-	15	Luck-3d



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