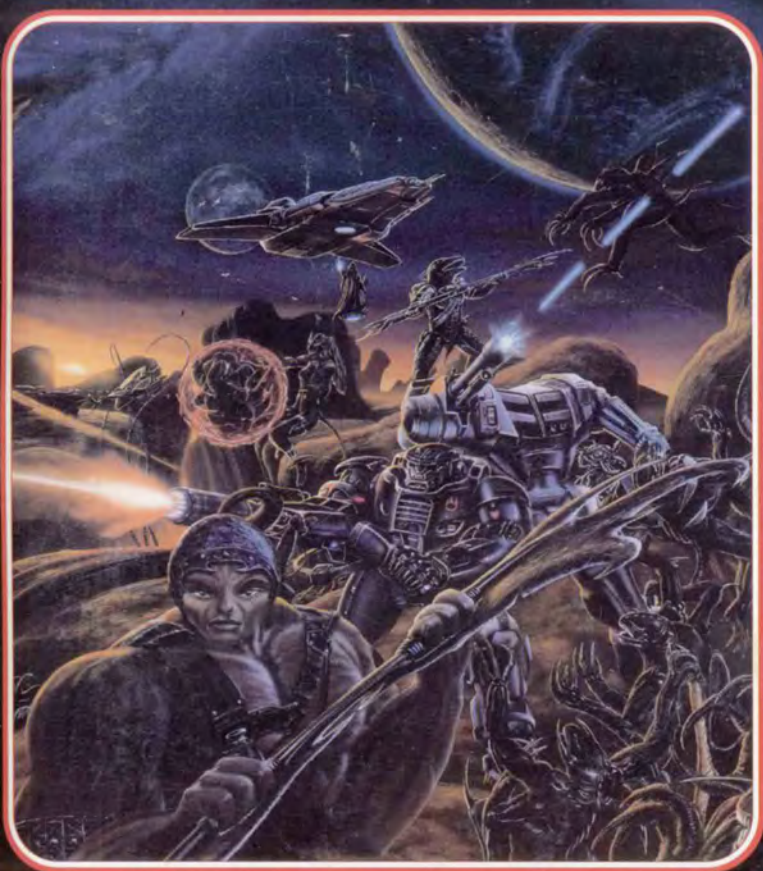




Rule Book

The Game Master's Guide



Rule Book

The Game Master's Guide

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Introduction

I am Jodar...

Welcome to the MetaScape™ Roleplaying System. More than a game, the MetaScape™ System is an unparalleled experience, spanning time, space and the limits of your imagination.

Scaping harnesses the most powerful force in the universe — the power of human thought and imagination! Through Scaping, thought and imagination can create worlds and universes undreamed of, and catapult you to adventure beyond your wildest dreams. Read on, and learn how!



To Be a Scaper

You may think of yourself as a human being, living on the third planet of the star system Sol, in the latter part of what you call the twentieth century. This is true, but it is far from the whole truth.

As a species, humans have harnessed many of the primary powers of the universe, especially the one known as Technology. To date, there's been no accepted evidence of other sentient life, and none of the other powers has been developed by your species. In fact, the probability of such changes are almost non-existent, for you live in the highly stable Scape known as Reality.

But your species controls a far greater power — the power to imagine, to aspire, and to dream. Those who have truly mastered these most awesome of powers are those few known as Scapers.

Through the power of Scaping, you, too can learn to open doorways into other places — lands you have never seen before, realms of dream and imagination, places of wonder! This is the true power of Scaping!

The art of Scaping is an ancient one, whose power originates in the beginning of the first universe. The full extent of Scaping is not known, even by those who have mastered it.

Within a species, only a few will have the ability to Scape. Rarely, an entire race will possess the latent ability, often unknown even to members of that race. Such is the case among the humans of Reality — all of whom have the power to Scape. Only the most creative and imaginative members of the human race have discovered this ability — creative and imaginative individuals such as yourself!

Before I tell you more about Scaping, you must understand what a Scape is.

A Scape might simply be described as a universe, but it is far more — a Scape is an entire existence, with unique sets of laws governing everything from physics to magic.

A Scape is everything! Traveling from Scape to Scape is like switching from one complete existence to another. Some Scares even have multiple dimensions or planes of existence, and yet they are still just one Scape, one set of rules, one existence.

Soon, you will be introduced to my Scape — Trinium.

The Secrets of Imagination

There are several ways of traveling between Scares. Humans possess the rare ability to travel to other Scares through dreams — known as DreamScaping. In dreams, a being wanders the infinite possibilities of the Scares, but has little control over the direction taken.

You may also visit another Scape through imagination or daydreaming — MindScaping. This is perhaps your species' greatest power, one which few other races can even conceive.

Finally, there are the rare individuals who can actually project their entire mind, body, and existence into another Scape. This is the ultimate art of MetaScaping, of which I, Jodar, am a master.

I have extended my powers and the portal opens now — if you fear the unknown, if your mind is not able to wield the mighty powers of superscience and sorcery, it is best that you close this book, sealing the portal forever. Choose your destiny...

Welcome Beyond Reality

Welcome to the realms beyond the confines of Reality. You have taken the first step in becoming a Scaper. I, Jodar, will serve as your guide and guardian. Do not be alarmed. You are in no immediate danger, but I will not lie to you... many dangers lie ahead!

Although I possess the power to physically enter your Scape, I cannot lend the ability to others.

Despite this, I am in need of Scapers to aid me in a desperate mission, the salvation of my Scape, Trinium.

In vain have I searched the Scares, looking desperately for a race with latent power. On the verge of total failure, I found the people for whom I had searched so long — the humans of Earth!

Now, I will teach those among you, who will listen, how to harness your dreams and imagination to assist me. Toward this end, I have caused a great tool to be created upon your planet: the MetaScape™ Game System!

Read the rules of this game. Within its pages are all the secrets you need to project your mind into Trinium, and lend the awesome powers of your imagination to me and my allies. Good luck, human — you are Trinium's last hope!

Welcome, Scapers!

There are five elements which make a roleplaying game truly great:

- the setting,
- the rules,
- the product,
- the company's philosophy, and
- the player-company relationship

The Game Lords™ Ltd., the MetaScape™ Game System, and its Guild Space™ Setting possess all of these qualities and more.

Setting

The Guild Space™ Setting is an outstanding example of *true* space opera.

This means not only that Guildspace is a place of high excitement adventure, but it also contains many different elements: super-science technology, magic, alien races, unique powers, high tech weaponry, ship combat, personal combat, and more. Game excitement and enjoyable adventure are stressed above all else.

The Guild Space™ Setting is incredibly rich, with many factions, political alliances, and alien societies. Even the player character races are unique and well-developed ranging from the emotionless, self-disciplined Calomora warriors to the mysterious, cloaked Shanask, who wield the secret powers of the *Sorce*, and the high-tech space faring Anthropos, the evolved descendants of ancient humans in the Trinium Scape.

Characters may control fantastic powers such as *psionics* (powers of the mind), *psychosomatics* (powers of the body), and the *Sorce* (an advanced form of Sorcery or magic). Many sciences also exist including cybernetics (mechanical body implants), technology, and biotechnology (living hardware).

Rules

The MetaScape™ Game contains some of the most innovative rule systems ever designed. Powerful, flexible and versatile, MetaScape™ Game development has utilized mathematicians, physicists, astronomers, and other experts over a period of years. Its systems are powerful and detailed, but easy to master.

The MetaScape™ Game System is based upon "story-book reality" — a reality which is consistent with gaming and fictional concepts rather than those of the real world. In book reality, one well-placed shot can bring down the toughest opponent, the weakest and least powerful adventurer has a chance to succeed at any task, and even a true master occasionally fails at a simple task.

These rare occurrences add the excitement to stories, books and movies which we all love so dearly. The MetaScape™ Game System accomplishes all this through one die system. Learn it, and you've mastered the game.

In the MetaScape™ Game, all rolls are open-ended. This means that it is possible to roll anything from zero to infinity. A simple table (found on your character sheet) manages to condense nearly the entire system into an easily used form. During game play, you don't have to look up tables in the *Rule Book*, calculate complicated formulae, or consult confusing GM screens. Everything you need is in this single, powerful system.

Special attention has been paid to the role of the game master (or GM). Our "Diceless Option" allows the GM to run an entire game without once rolling the dice — the players do all the rolling, and randomize all events through their own results.

Moreover, MetaScape™ Game Masters don't even look at tables to interpret the players' rolls. Entire game sessions can be run with minimal preparation — the MetaScape™ Game is an ad-lib game master's dream come true.

Unlike most roleplaying games, the MetaScape™ Game provides complete miniature rules. Veterans and novices agree that miniatures add an entire new dimension to the realism and enjoyment of roleplaying.

Most of the color artwork has been rendered by or directed by Mark Maxwell, a nationally famous artist who has done work for NASA, and has had his art displayed in the Smithsonian Institute in Washington D.C.

Products

The Game Lords™ Ltd. are going to support the MetaScape™ Game with an entire line of product, including adventures, setting expansions, dice, miniatures, a newzine, rules expansions, etc.

Roleplaying games are living, evolving systems which grow and expand as new rules are written, old rules are modified, game history advances and new frontiers are explored. Toward this end, expansion cards will be available for easy incorporation into your game.

Future expansion cards will be created, not only by our design staff, but by you, the players. The MetaScape™ Game grows as the players dictate. There is a form in this game box enabling you to send in suggestions for rules expansion cards. We will compile these suggestions and turn the best of them into new expansion cards — with credit given to their creators.

The Company

None of the above means anything without a great company behind the game. Our philosophy at The Game Lords™ Ltd. is to strive beyond all ordinary limits to satisfy players. To order MetaScape™ Game products 24 hours a day simply call:

1-800-880-8880

We accept all forms of payment — credit cards, C.O.D.'s, checks. We can even bill you if you desire. You can also order through the mail, send orders to:

The Game Lords™ Ltd.
P.O. Box PP
Meeker, CO 81641-0948

You can fax orders to 1-303-878-4042. We take phone and fax orders 24 hours a day. However, if you call during regular business hours (M-F 8-5 mountain time) you can place your order through a live operator.

The Game Lords™ Ltd. also provides a questions-and-answers support line. Call 303-878-4048 during our regular business hours.

Besides character ranking, The Game Lords™ Ltd., provides a national ranking system for players. A player's rank actually affects the game. Ranked players receive wallet-sized ID cards, special figure bases and many other special advantages.

A player scholarship fund also exists to help pay for selected gamers' college education. Finally, an internship program is being implemented allowing selected players to work in-house for The Game Lords™ Ltd. (and get paid for it!). For more information on these, and other programs, simply become a ranked player.

So, welcome to the MetaScape™ Game System. Together, we will explore the limits of imagination and beyond, and you will learn the true secrets of Scaping! We wish you luck in all your adventures, and hope that the future is both bright and exciting!

The Game Lords™ Ltd.



Box Contents

The MetaScape™ Game Box contains several books, some forms and several game accessories.

There are five books: the *Rule Book* (this one), the *Setting Guide*, two reference manuals (the *Equipment Manual* and the *Character Manual*), and the adventure *Shakna — Assault on the Hive*.

You should read this book first. It explains how to use everything in the game box. The *Setting Guide* contains detailed information about the Guild Space™ Setting, the reference manuals contains materials the players need during game play, and the adventure, *Shakna — Assault on the Hive*, will take your group on their first mission.

The various forms you will find in the game box include character record sheets, an ID/rank application, club registration, card suggestion mail-in form, product evaluation, and an order form.

Character record sheets are used to record characters' vital statistics. Each player will use a record sheet. The ID/rank application is used to apply for ranked membership in the Scaper's Guild™. Once your application is accepted, you will receive a wallet sized, personal ID card and the benefits of being a ranked Scaper. To register your gaming club in the Scaper's Guild™, use the club registration form. The card suggestion form is a means through which you, the gamer, may influence the development of the MetaScape™ Game System (and receive credit for it). Finally, the product evaluation is a helpful way for you to evaluate this product so we of The Game Lords,™ Ltd. may better serve you.

The last form you will find is the order form. This sheet will help you keep your gaming group supplied with new accessories for your MetaScape™ Game.

Accessories contained within the game box include dice, chits, and miniatures. These will make your gaming experience even more enjoyable.

A complete set of dice, including the special 16-sided doubling die, is in the box. There is one miniature representing each of the major player-character races, and chits (cardboard cutouts) to make up the remainder of the game's typical forces.

A business card from The Game Lords,™ Ltd. has been enclosed for your convenience (portraying one of the player character races).

There is also a very special card within this box: the Gift Card! If you would like to get MetaScape™ Game accessories for your birthday or holidays, give this card to a friend or relative, and your wishes will soon come true!



Learning to Play

Below are two recommended paths to take in learning the MetaScape™ Game System. One for veteran and one for novice roleplayers.

Before proceeding further, read about the following conventions — they will make learning the game easier and faster.

- **Section References:** The notation “RB, combat, personal” indicates that you are to refer to the *Rule Book* combat section, personal subsection. All four books have a two letter abbreviation: RB for *Rule Book*, SG for *Setting Guide*, CM for *Character Manual*, and EM for *Equipment Manual*.
- **Reference Manuals:** The term “reference manual” is used to jointly refer to the *Character Manual* and the *Equipment Manual*.
- **Use Tabs:** You may want to take the time to place index tabs (available at most office supply stores) at the beginning of important sections of the books.

Veteran's Path

If you are a veteran roleplayer (and if you don't know what this means, you're not) you should read this section. Otherwise, skip ahead to the section entitled “Novice's Path”.

Some of this book covers detailed information intended for novice or beginning roleplayers. As a veteran roleplayer, you may skip these sections and get down to gaming as soon as possible! At some later date you may decide to reread some of these sections, but for now it is recommended that you proceed as follows:

Setting Guide

Read the “Quick Intro” in the *Setting Guide*. Setting specific races and terminology will be used throughout the rest of this book.

Rule Book

1. Scan the “Terminology” section reading any unfamiliar terms (a few are unique to this game).
2. Read the sections on dice, adventure points, abilities, advancement, combat, movement, and the miscellaneous section. These are probably the most important sections of the rules, for they provide the framework upon which the rest of the MetaScape™ Game is supported. (Pay particular attention to the dice section, it is unlike anything you've ever seen before, and makes up the heart and soul of the MetaScape™ Game System.)

Reference Manuals

The reference manuals contain information needed during game play. These manuals group related information. All equipment from cybernetic eyes to starships can be found in the *Equipment Manual*. Racial statistics, chapters, skills (including powers), and skill enhancements can be found in the *Character Manual*.

1. Scan the reference manuals so you know their layout.
2. Read each section's introduction pages. They explain general rules governing the use of the section's entries.

Character Generation

To generate characters, follow the step by step guide provided in the *Rule Book*. It is wisest to generate a character yourself before helping a player generate their own.

Begin Play

Now prepare the enclosed adventure *Shakna — Assault on the Hive* and have fun!

Forms

At some point you should take the time to read through the various forms included in the game box. In particular, the forms on ID/rank registration and club registration may be of interest.

Novice's Path

Welcome to the fantastic world of roleplaying. As a novice, you are about to embark upon the most wonderful and imaginative adventure of your life. And, learning the game is part of the adventure. Only one member of your group needs to read on. It is suggested that you proceed as follows:

- First read “Roleplaying Defined” below.

Setting Guide

Now, read the *Setting Guide*. When you come to statistics (numbers, etc.), skip them as they will have no meaning at this point. You only need to skim the NPC sections.

A roleplaying game's “Setting” is the imaginary realm in which the adventures take place (much like the setting of a book). Throughout the rest of the rules, setting specific terminology will be used. You need to understand the setting in order to understand the rules.

Rule Book

This book has been laid out specifically for novice gamers like yourself. You should carefully read through all sections in order.

Reference Manuals

The *Equipment Manual* and the *Character Manual* contain reference material which players (as opposed to the game master) need to refer to during game play. They are broken into sections containing lists of similar items such as: tech items, psionic skills, starships, etc.

1. Scan through both manuals so you know what sections they contain and gain a feel for their layout.
2. Read each section's introduction pages (these pages explain general rules governing the use of the covered entries). Then read several of the listed entries until you become familiar with the format of the entries and the types of items found there.

Character Generation

Now it is time to go back and generate a character, follow the step by step guide provided in this book.

Once you have generated a character (as practice), one by one, meet each of your players and help them generate their characters.

Begin Play

Now prepare the enclosed adventure *Shakna — Assault on the Hive* and let the games begin!

Forms

At some point you should take the time to read through the various forms included in the game box. In particular, the forms on ID/rank registration and club registration may be of interest.



Roleplaying Defined

So what is roleplaying anyway?

Well, that question has been pondered since 1973, when roleplaying began, and the definition is constantly being molded as the industry grows and develops. Even among those who create these games, defining roleplaying is an unusually difficult task due to its flexibility, dynamics, and widely differing forms. But let us try.

First, we will make a few general statements about roleplaying games:

- They are the most advanced form of game on the planet.
- No computer can even begin to run a TRUE roleplaying game (although they do a nice job of graphically simulating some of their components).
- Roleplaying games have no formal beginning or ending.
- No one wins or loses.
- There is no simple objective.
- You don't have to use a game board.
- The largest game conventions in the world are held primarily for roleplaying games.
- Roleplaying games are the most creative, imaginative form of game in existence and, we believe, the most fun!

Now for a more specific definition.

Roleplaying games are a unique form of entertainment. They are classified as "Hobby Games" due to the depth of rules and typical time involved in play. Most roleplaying games have from 100 to several thousand pages of rules. Roleplayers typically meet weekly for six to twelve hours of play.

Roleplaying can be defined as an advanced form of group story-telling in which some rules exist to govern random events. One participant is the master story teller and is often called the game master (GM). The other participants are the players and each controls a character in the story. In fact, they do more than control these characters, they create them and "roleplay" them.

The GM learns the rules and game setting, assists the players in developing their characters, and prepares the story or adventure. The GM then explains the game's setting, in which the characters exist, to the players. The Guild Space™ Setting is a super-science space opera. This means that elements of any imaginable science-fiction setting may be included.

Once all the players understand their characters and the setting, the game begins. Play takes place around a table or while sitting in a living room. The GM explains the characters' current situation such as, "You are all part of the House of Dha of the

Guild and are currently working on the Space Station Alto-5 on the outer rim. Your team is working in cargo bay nine in preparation for your daily training flight."

The GM then allows the players to interact among themselves and ask questions. Eventually, scenes will unfold, aliens will be encountered, and heroes will rise and fall.

At some point, the players will end the current gaming session. Next time they play they will start up just as they left off. They will have their characters and the story will pick up in the same place. As the game progresses, a player's character becomes more significant, powerful, and heroic.

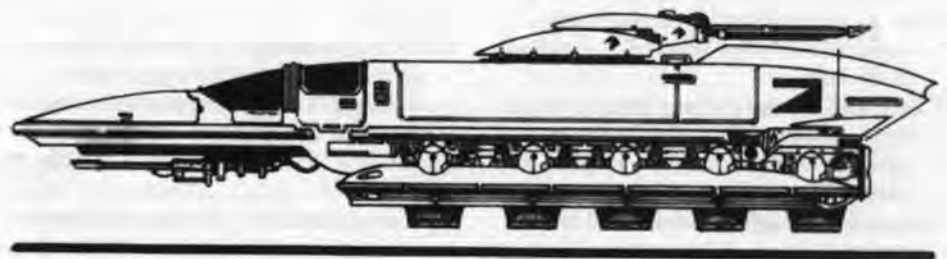
The fun and magic of roleplaying is the fact that the game is limited only by the players' imaginations. Every game is unique because the story continues to unfold and characters continue to develop in new and fantastic ways.

The Roleplaying Experience

This section provides a brief overview of the roleplaying phenomenon. The following is a list of the events which will soon unfold.

- You will read through the rules as recommended above. (Being the one reading the rules, you will likely become the GM of the first adventure.)
- Amazed and dazzled, you will spend the following evening or two reading through and preparing the adventure, *Shakna — Assault on the Hive*. (This will be the first story-line that your gaming group will adventure through.)
- Amazed, dazzled, and thrilled, you will get a group of peers together one by one to generate characters. (Most likely, they will be novices to roleplaying.)
- First, you will explain roleplaying to them. They will be amazed and bewildered (as this is a challenging task).
- Next you will explain the Guild Space™ setting to them (they will be more amazed and a little less bewildered).
- Finally, you will have them generate characters (they will be thrilled and will count the minutes until the game begins).
- You will then assemble your group together as a whole (the excitement level will be electrifying!).
- With unsurpassed bravery and renewed hope in your ability as a GM, you will charge into the thick of things and play.
- Several hours (or days) later, you will draw your first gaming session to a close.
- Your players will feel as if they just discovered a new universe! And they will beg you to run the game again tomorrow.
- Taking this as a cue, you will establish a regular gaming night and hand out food and preparation duties.
- For the next 5 to 50 years, you and your group will be caught up in one of the most remarkable experiences of your life. Your character will embark on adventures throughout the heavens and across the surfaces of many worlds, meet thousands of individuals from cultures spanning the Scapes. Some will become great friends, others dangerous enemies. And, alien powers and technologies will be discovered which you have not dared to imagine.

Now, read on and live the dream!



Terminology

Being a specialized and advanced form of game, roleplaying has developed a similarly specialized vocabulary. Some of the most important of these terms are listed below. Many are universal roleplaying terms, while others are specific to the MetaScape™ Game and the Guild Space™ Setting.

Ability: Any quantifiable aspect of a character is an ability. Attributes, skills, and enhancements are all abilities.

Accessory: Dice, miniatures, character record sheets, chits, game boards, screens, are all examples of accessories. Mostly, these are optional game products.

Ad-lib: Ad-libbing is the art of improvising or making up the rules. The MetaScape™ Game System is heavily based upon ad-lib GMing. The game supplies a strong, flexible, and highly advanced core rule system upon which to ad-lib.

Adventure: An adventure is a complete story, quest, or mission which the characters will experience. The GM prepares the adventure, and the players take their characters through it. You can buy adventures from The Game Lords™ Ltd. or make them up yourself. In roleplaying, an adventure is one episode of a campaign.

Adventure Points (AP): When characters go on adventures, they gain "adventure points." These points are used to improve abilities, gain new abilities, and increase the character's rank.

Adventurer: Another name for character.

Adventuring Group: The group of all player-characters, NPC's and mechnoids which make up the adventuring team.

Alien: Non-player race NPCs are aliens.

Attributes: These aspects define the fundamental abilities of a character, such as: Luck, Strength, Intelligence, BioTech, Nish, Vitality, etc. They are more fundamental to a character than skills. They are fully described in the *Character Manual*.

Base: All skill ratings are derived from some other ability. This ability is the skill's base.

Campaign: When a gaming group runs the same characters through a series of adventures, the entire story is called a campaign.

Category: The Light, Medium, and Heavy groups of the doubling tables are categories. Thus, each doubling table represents a category.

Character: The character is the imaginary entity which the player portrays or "roleplays" during the game.

Character Sheet (also Record Sheet or Character Record Sheet): A specially designed form onto which players record most of the information about their characters.

Check: Another word for "roll."

Chit: The cardboard cutouts included in the game box are referred to as chits. They are a substitute for miniatures.

Combat: When characters fight enemies, they are engaged in combat. In roleplaying, combat is typically marked by an enhancement in rule supervision, and the use of Initiative and rounds — a more controlled, detailed running of game time.

Credits: Credits are the base monetary unit of the Guild Space™ Setting.

Critical Damage: The amount of wounds exceeding a character's Vitality maximum.

Critical Failure: If the final result of a character's die roll is 1 or less, then it is a critical failure, and the GM may assess a suitable penalty or negative effect.

Critical Success: If a result is 100 or more it is generally judged to be a critical success and the GM will ad-lib some special effect.

Dice: There are four dice used in the MetaScape™ Game: 6-sided, 8-sided, 10-sided and a 16-sided. They are typically referred to as d6, d8, d10, and d16. The 16-sided die has a special name, "Doubling Die." (Usage note: a single die is "die" not "dice.")

Die Rating: When a die, category, and type are all combined, the total is a die rating. However, the term "die rating" is usually shortened to just "rating." The notation +1d, -1d stands for +1 die rating or -1 die rating.

Die Type: d6, d8, and d10 are die types. Ratings list a die type as their first element: 6L, 8L, 10L.

Difficulty (Dif): When a check is made, the GM compares the result to a number called the "Difficulty." When a GM says, "Make a Strength check difficulty 20," you need to roll your character's Strength with success being a 20 or higher.

Difficulty Notation: Dif notation is an abbreviated way of listing a task's difficulty, and the ability which needs to be rolled. The notation "WP (20)" means "make a Will Power roll vs a 20 Difficulty."

Dossier: A character's dossier includes such information as the organization, house, chapter, rank title, and team name which the character belongs to. A sample dossier might read: "Organization: The Guild, House: Dha, Chapter: Marine, Rank: Sergeant, Team: *Dark Force*."

Doubling Die: The specially numbered 16-sided die is most often called the doubling die. It is fundamental to the MetaScape™ Game and used more than any other die.

Doubling Tables: Printed on the character sheets are three special tables of numbers (L, M, and H). These are the doubling tables. They can be used to generate the results of an attribute or skill check.

Encounter: When the characters meet an NPC or when Initiative is used, an encounter is occurring. In general any specifically related group of events is an encounter.

Encumbrance: Unlike weight, encumbrance measures the overall bulk of an item. For example, 20 lbs of feathers may have an encumbrance of 40 due their size. Encumbrance typically ranges from one to two times an item's weight.

Enhancement: Enhancements are abilities which must be learned and may not be improved. They typically "enhance" other abilities, providing bonuses to rolls, etc.

Equipment: Anything your character can buy is considered equipment whether it be technology items, cybernetic implants, biotech items, ships, vehicles, mechnoids, etc.

Expansion: A product which details or expands upon the setting or rules of the game (i.e., there are Setting Expansions and Rule Expansions).

Game Board: The game board refers to an optional playing surface which may be used with the MetaScape™ System.

Game-Busting: Any element which throws the game out of balance, makes a character too powerful, kills characters too easily, or in general destroys the fun of gaming is considered "game-busting."

Game Master (GM): The gamer who referees or runs a roleplaying game is given the special title of "Game Master." The other gamers are "Players."

Game Time: Game time refers to time as experienced by the player-characters. An hour of "game time" may take four hours of real time to play, or it may take only a few minutes.

Guild Space™: All roleplaying games have a setting in which the game takes place. The setting you will be playing the MetaScape™ System in is the Guild Space™ Setting.

Guildspace: The region of space controlled by The Guild is known as Guildspace.

Handicap: Handicaps are similar to enhancements. Unlike ordinary enhancements, however, handicaps have an adverse effect on other abilities, and provide bonus APs to characters who take them.

Hazard: Hazards are a special set of rules (found in this book) which govern how to handle certain "hazardous" events such as drowning, falling, freezing, etc.

Hit: A hit occurs when an attack overcomes an opponent's defense.

House: The Guild is organized into units known as houses. The player character's will start out serving the *House of Dha*.

Improvement: When an ability is increased (i.e., made better) it is improved.

Initiative (Nish): During each round of combat, players will roll to see if their characters get to go before or after the NPCs. This process is called Initiative, and the roll is referred to as the Nish roll.

Known Space: All regions in and around Guildspace make up Known Space. Most adventures in the Guild Space™ Setting take place in Known Space.

Level: Level is a way of counting ratings with 6L being level 1 and increasing one for each successive rating, 10H being level 9 (e.g., 6L = 1, 8L = 2, 10L = 3, 6M = 4, 8M = 5, 10M = 6, 6H = 7, 8H = 8, 10H = 9). See Table 1.

Luck: Luck represents characters' ability to have events go their way in critical situations. A character may expend luck in order to improve chances of success, avoid death, etc.

Luck Boxes: The small boxes found near the luck attribute are luck boxes.

Mechnoids: A mechnoid is anything from a mechanical being to a simple robot. Androids, robots, drones, and sentient mechanical races are all mechnoids.

MetaScape™: This roleplaying game system is the MetaScape™ Game System. The game system is composed of all the fundamental rules, while the setting provides the spice to the game.

Miniature: Scale figures of metal or plastic used to represent the characters and NPCs.

Mission: If an adventure's quest is formally presented to the adventuring group, it is called a mission.

Nish: Initiative. When anything occurs in which it is important to determine order of action (which character goes first) the game master will "Call for Nish," requiring that all players make an Initiative check. Play then proceeds in order of Nish. This process is most often used in combat.

Non-Player Character (NPC): Any mechnoid, alien, race, opponent, etc. NPC is the generic term for all GM controlled beings and mechnoids. Sometimes, the GM will have players help run friendly NPCs who adventure with the characters.

Opponent: Adversarial NPCs are commonly known as opponents.

Personal: This is the type upon which the doubling tables are based. Personal type = x1. See *type*.

Player: The gamers who run characters are the "Players." Every member of a gaming group is a player except for the game master.

Player Character (PC): A character controlled by a player.

Player Race: A race which may be portrayed as characters and played. Player races include the Anthropol, Calemore, Draca, Kryll, Shanask and Zin-Shee. Player race names are capitalized throughout these books to distinguish them from NPC races.

Power: 1) Any paranormal ability is a power (e.g., *Sorce*, *psionics*, *psychosomatics*, etc.). 2) The amount of energy available to such a paranormal ability is also known as power.

Race: A specific species of being. Player character species such as the Anthropol, Zin-Shee and Calemore are considered races, as are non-player species such as the *katha* and *skrak*.

Rank: 1) Character rank is determined by the number of AP Total the character has accumulated. Rank impacts the character's mission allowance, status, title, and is an indicator of general ability. 2) Player rank indicates a player's experience and skill with the MetaScape™ Game System. Players become ranked by registering on the enclosed rank application form.

Rating: Rating is short for "Die Rating". All abilities are given a rating indicating how good they are. A rating is made up of a die, a category and a type. The nine basic ratings are 6L, 8L, 10L, 6M, 8M, 10M, 6H, 8H, 10H.

Real Time: The passage of time for gamers in the real world, as opposed to "Game Time" (see above).

Record Sheet: Short for Character Record Sheet.

Region: A region is any related area of space. Guildspace is a region, The Empire is a region, Aerolk Space is a region, etc. Regions are more encompassing than states.

Related Skill Roll: If a task or skill is deemed to be "related," then a related skill roll is made. Such a roll is penalized or adjusted in some manner to maintain game balance.

Roll: 1) To generate a number by throwing dice and consulting the doubling tables. 2) Another word for "Check." When a GM asks a player to make a "roll," he wants the player to roll a specific ability and inform him of the result. A "Strength Roll" means that the player should roll his character's Strength.

Rounds: During combat, game time proceeds in increments called "Rounds." An individual round has no set amount of time, but simply represents the amount of time taken to perform a move action and an attack action.

Rules Expansion: Any product which primarily details or expands upon the game rules (as opposed to the game setting).

Scape: A Scape is an entire existence with its own laws of physics, magic, etc. The Guild Space™ Setting takes place in the Trinium Scape.

Scaper: 1) Any being able to travel from one Scape to another is a Scaper. 2) Anyone playing the MetaScape™ Game System is also known as a Scaper.

Science: The science attributes indicate how well a character can use various forms of equipment. The major sciences of the Guild Space™ Setting are technology (Tech), biotechnology (BioT), and cybernetics (Cyber). In order to use certain types of equipment, a character must have a specific minimal rating in one of these three sciences. These attributes are also used to determine whether a character can figure out alien technology, perform repairs, etc.

Setting Expansion: Any product which primarily expands upon the setting (as opposed to the rules).

Setting: Just as a play or story has a setting, so too does every roleplaying game. Guild Space™ is the name of the setting you are playing. A setting consists of and is defined by the time era, sciences, powers, races, NPCs, etc.

Ship: 1) This is one of the doubling types used in the MetaScape™ Game. Ship type is 100 times Personal type (see *type*). 2) Also, short for "starship."

Shock: A character's ability to maintain mental awareness during a startling or horrifying moment is the character's Shock.

Skills: Skills are non-fundamental abilities. Skills are learned and they differ from character to character. Some examples are *pilot starship*, *first aid*, *blaster pistol attack*, etc.

State: Any governed region of space is known as a state.

Team: A group of adventuring characters. Team's typically give themselves a *team name*.

Trinium: The Scape in which the Guild Space™ Setting takes place.

Type: The major classifications of the doubling tables are types: Bantam (x1/10), Personal (x1; the most common), Vehicle (x10), Ship (x100), World (x1000), etc.

Value: By converting a rating into a number, you derive a "Value" (see table 7). A rating's value is equal to the corresponding number on the x1 column of the doubling table (10L = 10, 6M = 12, 10H = 40, etc.).

Vehicle: 1) One of the types used with the doubling table. Vehicle type is 10 times Personal type (see *type*). 2) A class of vessel smaller than ships, including armored vehicles, transports, civilian cars, etc.

Vessel: Ships and vehicles are jointly referred to as vessels.

Vitality (Vit): The ability of a character to take damage is "Vitality." The value of a character's Vit maximum represents the amount of damage the character can take before becoming critically wounded.

Weapon Class: There are several groups of related weapons known as weapon classes: body, melee, hurled, ranged, and artillery.

Wounding Damage: The amount of damage which penetrates a target's armor. If an Anthropos marine took 40 points of damage, and 10 points penetrated his armor to inflict damage, then the Anthropos is considered to have taken 10 points of wounding damage.

Abbreviations

Below are listed the common abbreviations of the Guild Space™ Setting and the MetaScape™ Game System.

Attributes

AR	Armor
Awa	Awareness
BioT	Biotechnology
Cha	Charisma
Cyber	Cybernetics
Def	Defense
Dex	Dexterity
FR	Fortitude
Int	Intelligence
NAR	Natural Armor
Nish	Initiative
Spe	Speed
Str	Strength
Tech	Technology
Vit	Vitality
WP	Will Power

Combat Related

A	attack action
Act	action
Atk	attack
C	complete action
CD	critical damage
Dmg	damage
Dur	duration
I	incidental action
M	movement action
MR	movement rate
Rnd	round
Rng	range

Die Related

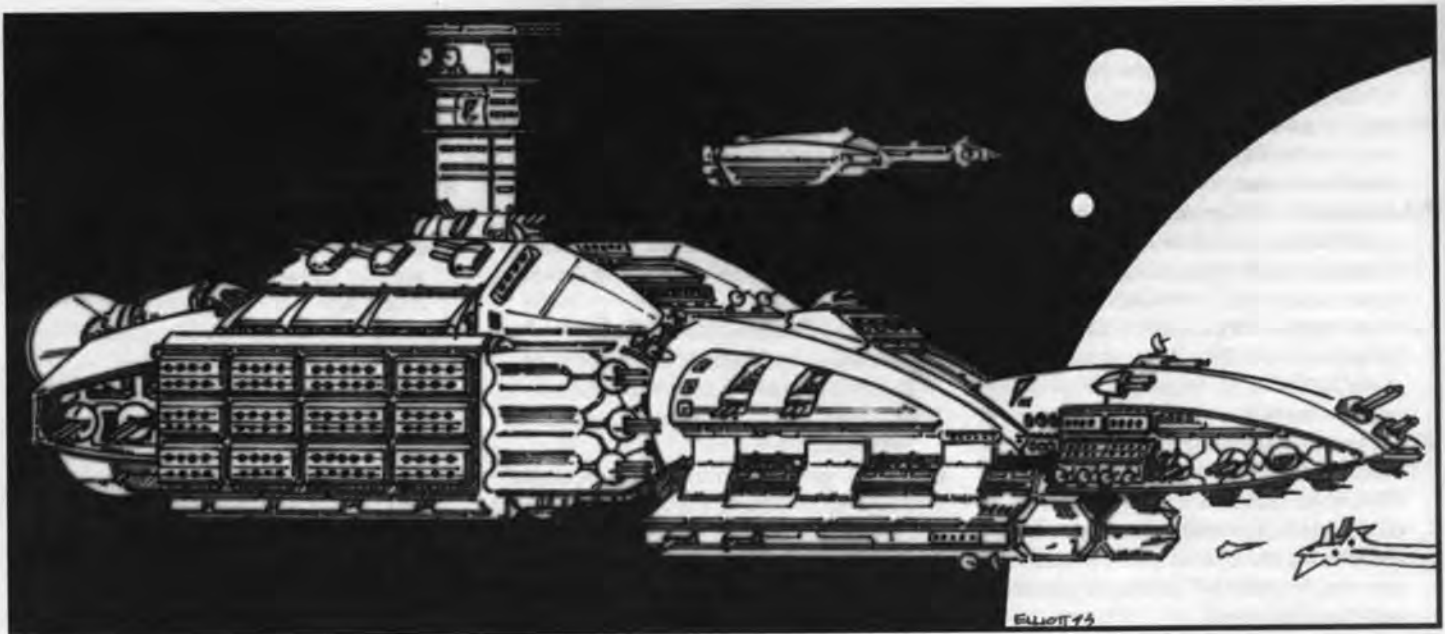
	category	Example
c	type	+1c
t	Light	+1t
L	Medium	6L
M	Heavy	6M
H	Bantam	6H
B	Personal	6LB
P	Vehicle	6LP
V	Ship	6LV
S	World	6LS
W	Celestial	6LW
C	Galactic	6LC
G	Universal	6LG
U	6-sided die	6LU
d6	8-sided die	
d8	10-sided die	
d10	doubling die	
d16		

Books

RB	<i>Rule Book</i>
EM	<i>Equipment Manual</i>
CM	<i>Character Manual</i>
SG	<i>Setting Guide</i>

Other

adj	adjustment
AP	adventure points
cr	credits
Dif	difficulty
Enc	encumbrance
GM	game master
IC	improvement cost
NPC	non-player character
PC	player character
Rtg	rating
Sk	skill
srg	surge
vs	versus



Dice

Nearly every random event in the MetaScape™ Game is governed by the same die routine, and this is one of the great features of this system. As GM you will need to explain the dice and how to roll them to the players.

IMPORTANT: This is the **most** important section in the entire game. As GM you **must** read it thoroughly, being sure to experiment with each concept. In order to make the MetaScape™ Game system work properly, you must fully understand the concepts of this section. Before playing your first game, it is paramount that you can easily recall the concepts explained below. (The designers of this game system can't stress this enough!) Please note, however, that "important" doesn't mean "difficult." The concepts discussed below are actually quite simple, but are vital to a full understanding of the game.

Definitions

Following are brief definitions of important terminology used throughout this section. Refer to these definitions as you read this section.

Category: The first letter in a rating is the category (e.g., L, M, or H). L is Light category, M is Medium category, and H is Heavy category. These three categories define the doubling tables.

Column: On the doubling table, there are five columns of numbers, headed x1, x2, x4, x8 and x16. They are referred to as the "1s-column," "2s-column," "4s-column," "8s-column" and "16s-column." These correspond to numbers obtained on the 16-sided doubling die.

d6: The six-sided die.

d8: The eight-sided die.

d10: The ten-sided die.

d16: The sixteen sided die. This die has the special name of "doubling die."

Die: A rating's number is the die type. This number indicates which die to roll. For example, the rating 6L (six Light) has a d6 die type. Thus, a six-sided die will be rolled. Please do not confuse "die type" with a rating's "type."

Difficulty: The result which must be rolled in order for the die roll (or check) to succeed.

Doubling Die: The special name for the sixteen sided die.

Doubling Tables: The doubling tables are printed on the front of every character sheet (the tables with all the numbers).

Level: Levels are a way of counting ratings. The 6L rating is considered level 1, and levels increase by one for each rating thereafter. Therefore, 6L = 1, 8L = 2, 10L = 3, and so on. Thus 10H is level 9. See Table 1.

Rating: Short for "die rating." A rating is made up of a die type (6, 8, or 10) followed by a category letter (L, M, or H) and possibly followed by a type letter (B, P, V, S...). A few examples are 6L, 8L, 10L, 8MS, 10HB, etc.

Result: After making a die roll a number will be generated (using a doubling table). This number is the "result."

Type: When a rating contains two letters, the second letter determines the "type." The types are: B = Bantam, P = Personal, V = Vehicle, S = Ship, W = World, C = Celestial, G = Galactic, U = Universal. Note that if a rating doesn't list any "type," the default is always type Personal. The most frequently used types are listed on the character sheets beneath the doubling tables.

Value: When a rating is converted into a number (without rolling) the result is the rating's "value." A rating's "value" is the number listed in the 1s column of the doubling table. See Table 1 for further clarification.

Dice

The first thing to do is prepare your dice. Get a hobby knife and trim any plastic spurs off of the dice. If the dice aren't pre-colored, you need to fill in their symbols by using a Sharpie® Fine Point Permanent Marker or by using miniature paint (use a tooth-pick or fine brush). All of the above supplies are available through The Game Lords,™ Ltd.

Now show the players the dice. There are six-, eight-, ten-, and sixteen-sided dice in the game. Players need to learn the names of these dice as d6 (dee-six), d8 (dee-eight), d10 (dee-ten) and the doubling die.

Each die has symbols upon the faces. The d6 is numbered 1 through 6, the d8 is numbered 1 through 8, and the d10 is numbered 0 through 9. However, a d10's 0 is **always** considered to be a 10. Thus, a d10 is really numbered 1 through 10.

The doubling die is numbered unusually: ©, t, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 4, 4, 8, 16. The © represents The Game Lords,™ Ltd's copyright of the die. However, during the game consider it to be a "c" which stands for "category." The "t" stands for "type."

The Doubling Tables

As stated in the introduction, the heart of the entire game is condensed down into the doubling tables found on the character sheets. Therefore, you need to become **very** familiar and comfortable with the doubling tables' layout. So let's begin — you should have a character sheet in your hands throughout the remainder of this chapter. Any time the doubling tables are mentioned, refer to your character sheet.

The doubling tables consist of three tables found on the front of your character sheet. The three tables are labeled L1, M2, and H4:

- L1 - The Light Doubling Table
- M2 - The Medium Doubling Table
- H4 - The Heavy Doubling Table

As you can see, each doubling table's label (L, M, and H) indicates its name. Furthermore, each doubling table corresponds to one of the three categories: Light, Medium, and Heavy.

When a 6L (or six-light) rating is rolled, you will use the Light doubling table. When a 6M (or six-medium) rating is rolled, you will use the Medium doubling table. In fact, any time a rating is rolled, the rating's category will tell you which doubling table to use.

A doubling table is made up of columns and rows. It is important to know which is which. Remember that a column runs up and down (just like the columns or "pillars" which hold up a roof). Rows run side to side. All three doubling tables have the same row and column labels. The columns are labeled x1, x2, x4, x8, and x16 and correspond to the numbers found on the doubling die. The rows are labeled 1 through 10 and correspond to the numbers found on the various dice.

Every rating will have one of three possible die types: 6, 8, or 10 corresponding to the d6, d8, and d10. Note that these three die types are indicated on the doubling tables as shaded boxes in the row labels.

Each shaded box represents a rating. The 6 on the Light table represents the rating 6L (six Light), the 8 represents 8L (eight Light), and the 10 represents 10L (ten Light). These are the only three Light ratings 6L, 8L, and 10L. Likewise the 6 on the Medium table represents 6M (six Medium), the 8 = 8M (eight Medium), and the 10=10M (ten Medium). The same holds true on the Heavy table: 6H, 8H, and 10H (six Heavy, eight Heavy, and ten Heavy).

These shaded boxes represent the nine fundamental ratings in order from smallest to largest: 6L, 8L, 10L, 6M, 8M, 10M, 6H, 8H, 10H.

Each doubling table also includes a line running out from the die types (6, 8, and 10). These lines indicate all possible results for each rating. For example a 6L roll can result in any number from the top of the table down to the line drawn out from the 6 row. An 8L roll can result in any number from the top of the table down to the line extending from the 8 row. And, a 10L roll can result in any number on the entire table.

Note that each doubling table is actually a multiplication table. For example if you cross reference the x4 and 5 on the Light table you obtain a result of 20 (i.e., $4 \times 5 = 20$). The Medium table is a multiplication table which doubles the result. Again, cross referencing the x4 and 5 on the Medium table results in a 40 (i.e., $4 \times 5 = 20$ doubled = 40). The Heavy table doubles twice (i.e., $4 \times 5 = 20$ doubled = 40 doubled = 80).

The number following each doubling table's labeled (e.g., L1, M2, and H4) indicates this doubling effect. On the Light table, a result is simply a multiplication ($4 \times 5 \times 1 = 20$). On the Medium table, a result is obtained by doubling or multiplying by 2 ($4 \times 5 \times 2 = 40$). Heavy table results are obtained by doubling twice, or multiplying by 4 ($4 \times 5 \times 4 = 80$).

When an actual rating is rolled, two dice are always used: one corresponding to the die rating and the other is always the doubling die. The result is then located on the table which matches the rating's category. For example, if a 6L rating is rolled, a six-sided die and the doubling die will be rolled and the result will be found on the Light table.

When looking up results, the doubling die's number will be found on the column label and the other die's number will be one of the row labels. Thus a 6L roll of 4 on the doubling die and 5 on the d6 will be looked up on the Light table, resulting in 20.

A Rating's Level & Value

To clarify the relationship between a rating and its value and level refer to table 1.

Table 1: Rating/Value/Level

Rating	Value	Level
6L	6	1
8L	8	2
10L	10	3
6M	12	4
8M	16	5
10M	20	6
6H	24	7
8H	32	8
10H	40	9
6LV	60	10
8LV	80	11
10LV	100	12

Besides referring to table 1, you can also derive a rating's value and level by using the doubling tables on the character sheet. It is very important that you learn to do this as such conversions occur regularly in the game, and they need to become second nature.

Level: To determine a rating's level, count down the doubling table's shaded boxes until you come to the box representing the rating. For example, to find the level of the rating 8M, just count the shaded boxes. Start at 6L (the shaded 6 on the Light table) and count until you come to 8M (the shaded 8 on the Medium table). By counting "6L = 1, 8L = 2, 10L = 3, 6M = 4, 8M = 5," you find that 8M is level 5.

The nine basic ratings indicated on the doubling tables represent the first nine levels.

To convert a level back into a rating, count down the doubling tables, and when you reach the desired level, you will have found the rating. For example, to convert the level 4 into a rating simply count "1 at 6L, 2 at 8L, 3 at 10L, and 4 at 6M." Thus level four is 6M.

Value: A rating's value equals the result in the x1-column next to the shaded box which corresponds to the rating. For example, to determine the value of 6M, find the shaded 6 on the Medium table. The number next to this shaded box is 12, which is the value of 6M.

A mental shortcut for determining value is to simply multiply the rating's die by the rating's category (L=1, M=2, and H=4 — as indicated on the doubling table labels). For example, the value of 6M is 6×2 or 12.

Likewise, to convert a value back into a

rating, find the value in the x1 column of one of the doubling tables. The nearest shaded box indicates the rating. For example, to convert the value 20 into a rating, look in the x1 column for a 20. There is no 20 on the Light table, so you look at the Medium table and find it next to the shaded 10 — corresponding to 10M. Thus, when the value 20 is converted to a rating it becomes 10M.

Category & Type

As you learned above, the shaded boxes on the doubling tables represent the three die types d6, d8, and d10. Each doubling table therefore contains three ratings. The Light table contains the ratings 6L, 8L, and 10L. The Medium table contains the ratings 6M, 8M, 10M.

Just as the shaded boxes represent ratings, the three doubling tables represent "categories." There are three categories: Light, Medium, and Heavy, abbreviated L, M and H. Note that each doubling table is labeled with one of these abbreviations — L, M, and H. Furthermore, the three doubling tables are named after the categories: the Light doubling table, Medium doubling table, and Heavy doubling table.

Finally, all three doubling tables represent one "type." A type is nothing more than a group of three categories (L, M and H). The common types are listed on the character sheets beneath the Heavy doubling table. All that a type does is multiply the results found on the doubling tables by some number (specifically a factor of 10). For example, when we looked up x4 and 5 on the Light table we found the result to be 20. This is only true if the type is Personal, as Personal type multiplies the result by 1 (i.e., no change). If instead, the type were Vehicle (V), the result of x4 and 5 would be 200, because Vehicle type multiplies the doubling tables by 10.

From the above you can see that each type is made up of three categories (L, M, and H), and each category is made up of three die types (6, 8, and 10). A rating includes all of this information: 6LV read "six Light Vehicle" tells you the die, category, and type — the die type is d6, the category is Light, and the type is Vehicle.

If a rating doesn't list a type (such as 6L), "Personal" is always the assumed type. Thus, 6L and 6LP are identical.

Rolling Dice

When a die roll is called for, the specific dice used are indicated by the rating. Table 2 lists the nine basic ratings and the dice needed to make the roll.

Table 2: Ratings

Rating	Dice needed
6L	d6 & d16
8L	d8 & d16
10L	d10 & d16
6M	d6 & d16
8M	d8 & d16
10M	d10 & d16
6H	d6 & d16
8H	d8 & d16
10H	d10 & d16

As you can see, a simple pattern emerges. Two dice are always rolled: the die which matches the rating's die type and the doubling die.

The rating's category (L, M, or H) doesn't influence the dice being rolled. Instead, the category determines which one of the doubling tables (L, M, or H) will be used to determine the result.

Now, it's time to make your first die roll. Lets make a 6L roll.

- As per table 2, you will need to pick up the d6 and the d16. **Always** roll both dice at the same time and encourage players to do the same (this saves a lot of game time).
- Assume you roll the dice, and that the d6 rolls a three and the d16 rolls a four.
- Once you've rolled the dice, you will find the result on one of the doubling tables (so get a character sheet in front of you). Since we rolled a 6L (six-light) we will be using the **Light doubling table** which is the one with "L1" in the upper left corner.
- The doubling table has a number of columns across the top, labeled x1, x2, x4, x8, x16. The result of the doubling die will be located here.
- The left of the doubling table is labeled from 1 to 10. The result of the d6 will be located here.
- To determine the actual "result" of the die, find the column which corresponds to the number you rolled on the doubling die (in this case "x4"). Then go down the table until you find the row which corresponds to the number you rolled on the d6 (in this case "3"). You will see that they meet on the table at the number "12."
- The result of 6L rolling a four on the d16 and a three on the d6 is 12!

Try a few 6L rolls on your own. For now, reroll if the doubling die comes up with "t" or "c." Once you get the hang of things, make some 8L rolls. The only difference is that you will roll a d8 in place of the d6. Note that it is possible to get a 1-8 as a row result instead of just 1-6. Likewise, 10L makes it possible to generate any result on the entire Light table.

Now let's move up to the Medium table and make a 6M roll. You will perform this just like the 6L above except that you will look up the results on the Medium table (the table with "M2" in the upper left corner). You can also try the 8M and 10M if you like.

Finally roll a 6H, 8H, and 10H. These are just like the others except that you will use the Heavy table (the table with "H4" in the upper left).

Shortcuts

Once players play the MetaScape™ Game System several times, they will learn that they often don't need to refer to the doubling tables. Instead they can use mental shortcuts. A clue to these short cuts is printed in the upper left on each doubling table next to the table's category: L1, M2, and H4 — the clue is the 1, 2, and 4.

You may have noticed that the results on the Light table can also be obtained by multiplying the die faces together. Above we saw that a 6L roll of three on the d6 and four on the d16 resulted in 12 (i.e., 3 times 4 = 12). In fact, if you examine the Light table, it is nothing more than a special multiplication table.

Looking at the Medium table, notice that every result is exactly two times the result on the Light table. The "2" in the "M2" is the clue. In other words, the Medium table "doubles" all results found on the Light table. A 6M roll of 3 and 4 therefore results in 24 (3x4 = 12 doubled = 24).

Likewise, the Heavy table doubles the Medium table's results. Every Heavy result is then four times the result found on the Light table. Again, a 6H roll of 3 and 4 is 48 (3x4 = 12 doubled = 24 doubled = 48).

In this way, you can always obtain the result of a die roll by multiplying the two die faces and then doubling once for Medium and twice for Heavy. Real math whizzes can get Heavy results by multiplying the two die then multiplying the total by 4 (which is simply a quick way of doubling twice).

Types

Note: a "die type" (d6, d8, etc.) is not a "type" (Bantam, Personal, Vehicle, etc.), so don't confuse the two words.

In the rolling section above, you were making all rolls of type "Personal." The doubling tables printed on the character sheets generate Personal type results. However, sometimes you will run into ratings with a second letter such as 8MB or 6LV. This second letter indicates that you are to generate a result of another type. And, this is very easy to do.

Types add zeroes to the end of a result (making it bigger by 10, 100, 1000, etc.). Lets take the example of 6LV. The "V" stands for "Vehicle" type. By looking at table 3 below, you can see that this type adds one zero (or increases the result by a factor of 10). So simply make a normal 6L roll, find the result, and add a 0. Thus, a roll of 3 and 4 (a 12 result in type Personal) becomes a result of 120 in type Vehicle.

Table 3: Types

Type	Name	Size	Zeroes
B	Bantam	x1/10	-1
P	Personal	x1	—
V	Vehicle	x10	1
S	Ship	x100	2
W	World	x1000	3
C	Celestial	x10,000	4
G	Galactic	x100,000	5
U	Universal	x1,000,000	6

The most common types are printed beneath the doubling tables on the character sheet.

The Bantam type is a little unusual as it doesn't add a zero. Instead it divides the result by 10, dropping any remainder. The simple way to do this is to remove the right most digit from any result. A 6LB roll of 3 and 4 (normally a 12) is thus 1 (the 2 is removed).

If the 6LB roll were 6 and 8 (normally 48) the actual Bantam result would be 4, as the 8 is dropped. A 6LB roll of 6 and 1 (normally 6) is 0, as the .6 is removed.

Often, ratings won't indicate the type, such as 6M. Any time a type is not listed, it is always considered to be type Personal and no further adjustment to the result is made (i.e., Personal type does not add or remove zeroes).

If You Roll a 16

When a 16 comes up on the doubling die, you are not actually finished rolling. Instead, you should figure out the result as usual (we'll call this the "original result" below). From here you will proceed **without** using the doubling tables.

Now, reroll **just** the doubling die and multiply the original result by the new number rolled on the doubling die. On this second roll a t or c are both considered to be 1s.

If this second roll comes up 16, you get to roll again (after multiplying the original result by 16). If you roll a 16 yet again, continue the process.

It shouldn't take long for you to realize that huge numbers may be generated by rolling multiple 16s. In fact, there is no upper limit as long as 16s keep showing up. However, in a year of play testing, the biggest result ever rolled was an 8M roll of 131,072 when Blake Mobley's Shanask attempted *ghost walk*.

In such situations, the GM should come up with some incredible effect to match the incredible number. In Blake's case, the GM ruled that the entire building in which the Shanask was located ghost walked.

Rolls of 16 are one of the few times when numbers will go off the doubling table, requiring the use of a calculator. However, rounding off and coming up with estimates of high numbers is acceptable.

For example a 6L roll of 6 and 16 results in 96, if the second roll comes up 16 the new result is 96×16 or 1536, if the next roll comes up 2, the final result is 3072. By rounding the first result would still be 96 (because it can easily be found on the doubling table), when the second roll was a 16, I would have rounded the 96 to 100, multiplied by 16 and got 1600, with a final roll of 2 this makes 3200. You will find that the difference between 3072 and 3200 is negligible as huge numbers are governed by GM interpretation.

The Complete Doubling Table

Now it is time to present the entire doubling table.

Table 4 contains the category-type names of the entire doubling table in order from the smallest to the largest. Note how the three doubling tables printed on the character sheet make up an entire type.

Table 4: Complete Doubling Table

Notation	Name
LB	Light-Bantam
MB	Medium-Bantam
HB	Heavy-Bantam
LP	Light-Personal
MP	Medium-Personal
HP	Heavy-Personal
LV	Light-Vehicle
MV	Medium-Vehicle
HV	Heavy-Vehicle
LS	Light-Ship
MS	Medium-Ship
HS	Heavy-Ship
LW	Light-World
MW	Medium-World
HW	Heavy-World
LC	Light-Celestial
MC	Medium-Celestial
HC	Heavy-Celestial
LG	Light-Galactic
MG	Medium-Galactic
HG	Heavy-Galactic
LU	Light-Universal
MU	Medium-Universal
HU	Heavy-Universal

¹ The Personal-type symbol "P" is often exclude from rating notation as Personal is the default type.

Of course, table 4 only lists category-type names. Each one of these categories is also broken down into the three die types: d6, d8, and d10.

By examining this table you can see that Light Vehicle is the next largest category-type after Heavy Personal. In other words, the tables printed on the character sheets wrap.

For example, let's say that you wanted to find the category-type that was seven greater than 6LP. Using the character sheet's doubling tables, you would start on the Light table (LP) and count: 1 = MP (Medium table), 2 = HP (Heavy table), 3 = LV (Light table), 4 = MV (Medium table), 5 = HV (Heavy table), 6 = LS (Light table), 7 = MS (Medium table). Thus MS (Medium ship) is the category-type seven above LP (Light Personal).

Notice how the doubling tables wrap with the Light category of the next type being one greater than the Heavy category of the previous type. This is a very important concept.

With a little consideration, all this makes sense. Given that Vehicle is the next type above Personal, it would stand that the lowest Vehicle category (LV or Light vehicle) is one category above the largest Personal category (HP or Heavy Personal).

In the following analogy, walking up steps will be used. However, because we read from the top of a table to the bottom, table 4 above and the tables on the character sheet are oriented from top to bottom (i.e. the smallest on the top and the largest at the bottom). Thus, you walk "down" tables and character sheets while you walk "up" steps. This note will make more sense as you read on.

The "wrapping" phenomenon mentioned above can be likened to a stairway in an eight story building (one story being the basement). The stairway is made up of three flights per story and each flight has three steps for a total of nine steps per story.

The stories in the building each have names: the basement is the "Bantam" story, the first story is called "Personal," the second story is called "Vehicle," etc.

On each story, the three flights each have a name: Light, Medium, and Heavy. Finally each flight's steps are numbered: the first step is numbered 6, the second is numbered 8, and the third is 10.

Besides being numbered, every step has its full "step name" printed on the step. The step name is the step's "rating" and is made up of the step's number, flight, and story (in that order). Thus, the first step on the ground floor is step 6, flight Light, story Personal or 6LP. The next step is still on the Light flight, Personal story, but it is step number 8, or 8LP, the next step is 10LP. The next step is on the first step of the second flight (i.e., we have turned the corner in the stairwell). This step's name is 6MP.

Notice that the step numbers go 6, 8, 10, and then back to 6 because we reach the next flight. After the Medium flight, the next step is 6HP (first step of the third or Heavy flight). So, let's walk up the first nine steps: 6LP, 8LP, 10LP (next flight) 6MP, 8MP, 10MP (next flight) 6HP, 8HP, 10HP.

Our next step will take us to the second (or Vehicle) story, making it the first step of the first flight on the Vehicle story. Thus, it has the name 6LV. Walking through this story, the steps are: 6LV, 8LV, 10LV (next flight) 6MV, 8MV, 10MV (next flight) 6HV, 8HV, 10HV. Once again, our next step will take us to the next story (the Ship story). And the process continues.

Now let's start again at ground floor (the Personal story). From here we can also go down the steps into the basement (the Bantam story).



Let's do this now. We are currently on the 6LP step (i.e., Personal story). The first step down is the top step of the third flight of the Bantam level. Thus, its name is 10HB. Walking to the bottom of the basement we step on: 10HB, 8HB, 6HB (next flight down) 10MB, 8MB, 6MB (next flight) 10LB, 8LB, 6LB.

In the above analogy, the steps are the ratings, the flights are the categories, and the floors are the types. Table 4 above therefore lists the names of every flight in the building.

Keeping this analogy in mind, the doubling tables on the character sheet suddenly become clearer. Each shaded box is a step (or rating). Each doubling table is a flight (or category). This makes all three doubling tables the equivalent of one story. Thus, when you are at the 10HP rating and need to increase by one rating, you go to the top of the doubling table (the 6L step) and use the next largest type (i.e., the next story).

Notice that a rating's level is merely a way of "counting steps."

t and ©

You're probably wondering what the "t" and "©" on the doubling die do. The answer is that they change the rating's type or category. The doubling die is copyrighted, that's why the copyright symbol appears (©). However, when rolled, consider it to be a c.

Both the t and c change the rating. The t changes it toward type Personal and the c changes it toward the Light category.

If you roll a t on the doubling die, simply adjust the rating one "type" closer to Personal. A 6LS roll would therefore be calculated as 6LV (since Vehicle is one type closer to Personal from Ship type).

In order to calculate the result, you will have to reroll the doubling die. If you get another t, the rating is yet again adjusted one type closer to Personal, which, in the above example, would be 6LP.

If the rating is already of type Personal, then a roll of t is considered to be a 1.

Note that if the original type is Bantam, a t result moves it up to Personal. Rolling a t is therefore bad in every type save Bantam.

The c is very similar, except that it moves the rating one "category" closer to Light. If you are rolling an 8H and get a c, it then becomes an 8M. A second c would take you to 8L.

As with the t result, you need to reroll the doubling die in order to determine the final result. Again, if a second c shows up, you move another category closer to Light and roll again.

If the rating is already of the Light category, then a roll of c is considered to be a 1.

As with t, c results move Bantam categories one category up towards Heavy Bantam. If the category is already Heavy Bantam, then it moves to Light Personal. And, as above, if the category is already Light a c result is treated as a 1.

It is possible to roll t's and c's in combination. Let's take a complex example. We start at 8HS. The roll is a three (on the eight-sided die) and a t on the doubling die, dropping us a type to 8HV. Rolling just the doubling die again, we get a c — we now drop to 8MV. Rolling just the doubling die a third time we get another t and end up at 8MP. Rolling a fourth time, we get a 2. Thus the final roll was a 3 (on the d8 — which is never rerolled) and a 2 on the doubling die. However, instead of the original 8HS, we look up the result as if it were 8MP due to the effects of the c's and t's.

Important: if a 16 is rolled after a t or c, the result is calculated and the rolling stops. Do not reroll. In other words, the 16 rule does not apply once a t or c has been rolled.

The above discussion is one of the more difficult concepts in the MetaScape™ Game. For added clarification, table 5 lists several examples. Be sure to work through these step by step so that you understand how the final result is obtained.

Please note that multiple doubling die rolls rarely occur. Most rolls are quite simple and are over immediately. Table 5 lists some complex (and rare) examples.

Table 5: Rolling Examples

Rating	d6/8/10 roll	doubling roll	Result
10LB	3	1	0
10MB	8	c, 1	3
10HB	8	c, 1	8
6L	5	4	20
8M	5	4	40
10H	5	4	80
8LV	5	4	200
10MS	5	4	4000
8L	5	t	5
8M	5	t	10
8LV	5	t, 1	5
8MV	5	t, 1	10
8MV	5	t, c, 1	5
8MV	5	c, t, 1	5
8MV	5	t, c, c	5
8MV	5	t, t	10
8MV	5	c, 2	100
10MV	3	16, 1	960
10MV	3	16, c	960
10MV	3	16, t	960
10MV	3	c, c	30
10MV	3	c, 16	480
10MV	3	t, 16	96
8M	8	16, 16, 16, 2	131072

+1d, +1c, +1t

From time to time, players will encounter adjustments to their die rolls. Usually these will be pluses or minuses to the rating (+1d, -1d, +2d, -2d, etc.), adjustments to the category (+1c, -1c, +2c, -2c, etc.), or adjustments to the type (+1t, -1t, +2t, -2t, etc.). Note that "d" stands "die rating" which is usually shortened to just "rating."

Using the stairwell analogy above, these "adjustments" simply move you up or down (plus or minus) a number of steps, flights, or stories as indicated by the number. The "d" is one step, the "c" is one flight, and the "t" is one story.

A +1d moves you to the next step, +1c moves you up exactly one flight (three steps) from where you were, and +1t moves you up exactly one story (nine steps or three flights) from where you were. For example 6LP +1d is 8LP, 8LP +1c is 8MP (three steps up), 8MP +1t is 8MV (nine steps up).

For example, if a player is making a damage roll at 6M and is informed to make a +1d adjustment, he or she will actually make an 8M roll (since 8M is one rating above 6M). If instead the adjustment were -1d, the player would actually roll 10L (since 10L is one rating less than 6M).

Above, we discussed levels. As you can see, a +#d or -#d adjustment simply moves the rating up or down a number of levels equal to the "#". For example, the next level above 6M is 8M. Thus 6M +1d equal 8M.

The real trick comes when you are at 6L or 10H. As you can see, 10H +1d exceeds the printed table. Actually, 10HP +1d becomes a 6L of the next higher type (which is Vehicle in this case). A 10HP +1d therefore becomes 6LV. By looking at the printed doubling table, you'll see that you just wrap around the table (from one end to the other) and increase the type by one. Likewise, a 6LP -1d becomes a 10HB (it just wraps the other way) and the type drops by one.

Of course, not all die adjustments will be +1d or -1d. Sometimes they will be +2d, -3d, etc. In such cases, increase or decrease the rating several times. A +2d is exactly like two +1d adjustments. For example, 8L +2d becomes 6M and 8L -2d becomes 10H of the next lower type.

Larger adjustments may be indicated by plus or minus a category (+1c or -1c). This works just like plus or minus die ratings, except that you move an entire category. A 6L +1c then becomes 6M. An 8H -2c becomes an 8L (two categories less). A 6HP +1c becomes 6LV. Again, just wrap (Heavy becomes Light) and the type

increases by one. Likewise 8LP -1c becomes 8HB (i.e. the Light category wraps to Heavy and the type decreases by one).

Category adjustments may also occur at increments greater than one: +2c, -3c, etc.

Note that +1c and +3d have **exactly** the same effect. This makes sense as every three ratings equal one category.

Finally, very large adjustments may be made with plus or minus a type (e.g., +1t or -1t). Again, this works just like die and category adjustments except that the rating adjusts by an entire type. A 6LP +1t therefore becomes 6LV and 8MV -1t becomes 8MP.

Again, note that +3c and +1t are **exactly** the same, as every type is made up of three categories. Likewise +9d and +1t are the same — think about it.

Critical Rolls

Any roll resulting in an unusually low or high number is considered to be a critical roll. A roll of 100 or more is generally a critical success and a roll of 1 or less is a critical failure.

Governing the special effects resulting from critical successes and critically failures is a powerful area of the game which the GM controls.

When a player rolls a critical success, *always* come up with some special effect. Note that a critical success doesn't have to be interpreted as the character performing well, it can also be interpreted that the NPC performed poorly, or that the subject of the task was flawed or weak in some manner.

For example, if Mike makes a phenomenal Strength roll when checking to see if his Calemora can force open a door, you may rule that the Calemora rips open the door taking half the wall with it, or you may rule that the door is flawed and bursts into splinters when pulled upon. The choice is largely up to you, the GM.

The first example makes Mike feel heroic, while the second may be more realistic (unless the character is truly very strong). This is another point. If a Calemora is forcing the door the first choice may be more appropriate while the second is more applicable for a Shanask.

Following are a few special effect ideas for critical successes.

- **Damage:** The character has discovered a vital area and gains +1d damage on all similar aliens for the remainder of this combat. If two opponents are lined up the attack hits both of them (i.e., killing two birds with one stone).
- **Attack:** Give a +d, c, or t to damage, depending upon the degree of the success. Also some special effect such as

knocking the opponent over may be appropriate.

- **Defense (opponent's attack):** The opponent swings and falls forward (even impaling himself if the character's roll is really high). Or, the character may get to take a free attack as the opponent is off balance.
- **Armor (opponent's damage):** The opponent's weapon breaks upon the character's armor.
- **Initiative:** Allow the character to perform multiple actions, or take one Initiative now and another at the end of the round, etc.
- **Powers:** Give a +d, t, or c to the effect if appropriate. Allow the character to use the power free three times in the near future. Perhaps the power works in some unusual and extreme manner.

Critical failures also result in special effects, but of a negative nature. Low rolls (2s and 3s) should also have negative effects, but should be proportionally less severe. Generally a roll of 5 or higher has no ill effect other than simple failure. Common critical failure results follow:

- **Attack:** The weapon gets stuck in its holster. The character may also fall over or drop the weapon. Hurling weapons may end up in undesirable locations. If an ally is within range, the attack may strike the ally.
- **Damage:** The character's weapon breaks upon the opponent's armor or the weapon jams or runs out of ammunition/power.
- **Defense (opponent's attack):** Double the attacker's damage rating or, equivalently, lower the character's armor by -1c. The character falls down. All defenses vs this type of alien are made at -1d, etc.
- **Armor (opponent's damage):** The character's armor is damaged, resulting in -1d AR until repaired. A random equipment item is destroyed in the attack, etc.
- **Sciences:** The item being used is damaged or destroyed.
- **Powers:** An unusual amount of energy is used. The ability becomes non-functional for a day. The effect backfires or has an unusual and detrimental result.

The important thing is to *make your players happy and keep them excited*. Try to come up with appropriate things which they like. Ask your players for suggestions and work with them. Don't get caught in a rut — come up with new and unique effects.

Amount of Success/Failure

A common verbal convention used in this game is "amount of success" or "amount of failure." Sometimes the word "degree" will be used in place of amount, such as the "degree of the success." This notation indicates that the difference between the roll's result and the difficulty is significant.

For example a poison may be Dif 10 and render a person unconscious for a number of rounds equal to the amount of failure. This means that if a failed roll (such as 6) results, the victim is rendered unconscious for 10 - 6 or 4 rounds. A roll result of 12 is unaffected because 12 is greater than the difficulty. Taking another example, an opponent may be stunned for a number of rounds equal to the degree of attack success. Thus, if the opponent's Def is 15 and the attack result is 20, then the opponent is stunned for 20 - 15 or 5 rounds.

The word success or failure really isn't that important as it is relevant to point of view. In the previous example, the attack succeeded (from the attacker's point of view) but the defense failed (from the defender's point of view). In almost every case, common sense will dictate what effects a roll has.

Finally, the words "amount" or "degree" are often left out when the meaning is obvious. Using the above example, we could say that the poison renders a person unconscious for a number of rounds equal to the failure.

Later, you will learn that wounds are equal to the amount of the damage roll's success or the armor roll's failure (depending on how you look at it).

Ties

Die results will occasionally tie the difficulty. Sometimes ties make sense and can be used as a tie (i.e., ties in Initiative mean that both sides act at once). Otherwise, ties always go to the player. Ties between two players go to the defender. If there is no obvious defender, the tie goes to the higher ranked character, then higher ranked player, and if all else fails roll d10s for a tie breaker.

Repeated Attempts

If a character fails in the first attempt at a task, future attempts should become successively more difficult.

Let's take the example of a character attempting to force open a door. If rolls are continually made, eventually the character will succeed (as a high result will eventually occur), and this is unrealistic and game-busting. On the other hand, it is unrealistic to tell a player that his character can't try to force open the door a second or even third time.

To solve this, the general rule is to double the difficulty on each successive attempt. If the player doggedly continues to roll (after two or three attempts), inform the player that the task is beyond their character's ability. However, if the situation changes (if the player comes up with a new and creative approach — forming a lever to pry the door open, for example), then you may allow another roll, and you may even reset the difficulty to its original value.

Some tasks should not become more difficult upon repeated attempts. A good example is most of the combat rolls. Just because a player misses on an attack, you should not double the opponent's Def

In general, only double the difficulty for tasks which successive attempts would unlikely result in a different outcome in reality. For example, once you fail to lift a boulder, trying again a minute later is unlikely to succeed (thus the difficulty should double in the game). However, just because a grappling hook fails to catch on the first throw, doesn't mean that it won't succeed on a second or third (thus the difficulty shouldn't change).

The decision to double or not double the difficulty of a task should be governed by common sense. Be sure to consider the player's point of view. But, in the end, it all comes down to the GM's judgment.

Difficulty

A task's Difficulty (or Dif) is the result which must be rolled in order to succeed at the task.

Adventures will often inform GMs of the ability to be checked and the difficulty of the check. The common notation reads *ability (Dif)* such as Str (15) — make a Strength check at a difficulty of 15. Sometimes the ability won't be listed, rather the task will be listed such as, "The door has a lock (20) built into it." This means that the lock can be overcome with an appropriate ability check of 20 or greater.

Diceless GMing

One of the unusual and powerful aspects of the MetaScape™ Game System is diceless GMing. During game play, it is rare for the GM to roll any dice. Instead, the GM selects a difficulty (ranging from one to infinity) and the player then makes a roll on the most appropriate ability.

For example, if a door is locked the GM may select the difficulty of 10. The player then makes an ability check (such as *counter security* or *Dex* related). If the check is successful the lock is picked, otherwise the attempt fails. The power of this system is that *everything* works the same and difficulties are all identical. A difficulty 10 lock is just as hard as making a Dif 10 comm link, which is just as hard as a Dif 10 transporter lock, etc.

Even when an event is random in nature (such as an alien's damage) a simple number can be assigned. If, for example, an alien has a 10 damage rating, it is *always* 10. The player rolls vs AR to determine how much of the 10 points is stopped

The experienced GM may find this notion a little strange so we will briefly go into the mathematical details. The sophisticated die system used in the MetaScape™ Game is actually a double randomizer. If two people are rolling 20-sided die the chance that person "A" rolls higher (or wins) is exactly the same as 10M rolling above a 20 (since 10M has a value of 20).

Thus, one die roll creates the same probability of success and failure as two normal die rolls. Likewise, the probability that a d20 roll beats a d8 roll is the same as the probability of a 10M beating a difficulty 8. The MetaScape™ Game, therefore, has effectively created a d6, d8, d10, d12, d16, d20, d24, d32, d40, d60, d80, etc. through the various ratings. Moreover, any difficulty a GM selects becomes the "die" that the GM would be rolling.

By setting difficulties, the GM has the "ability" to roll any die from a d1 to a d-infinity. But the beauty of it all is that the GM doesn't

have to actually roll, the player's use of the doubling system combines both rolls into one.

Of course, the t and the c slightly alters the overall probability, making the above not quite true. However, their effects were derived out of play test to create a more balanced game feel than would be possible with normal dice.

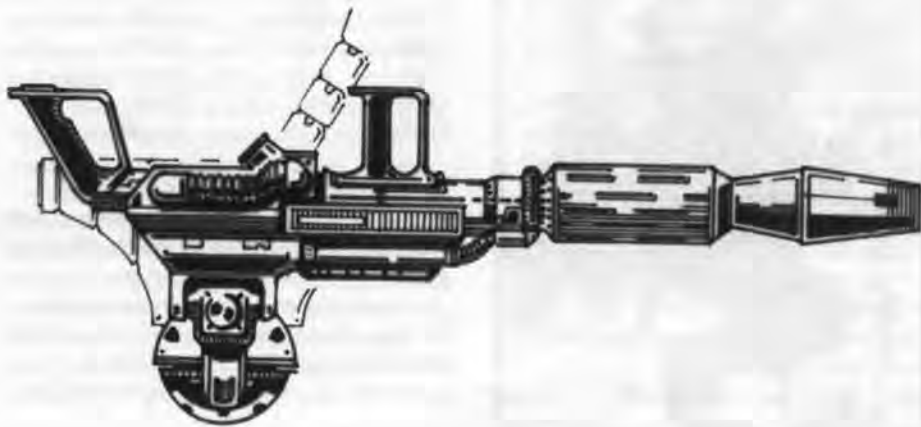
To sum up, when a player makes an armor check he is actually randomizing **both** the amount of the alien's damage **and** the success of his armor. If the damage rating was 10, a roll of 1 would result in 9 points of damage, a roll of 3 would result in 7 points of damage, and a roll of 10 or more indicates that the alien caused no damage.

GMs, don't let the die system fool you. A high armor roll by a player doesn't necessarily mean that the alien hit a well armored section. Perhaps the alien's attack was weak, grazed the character, or perhaps it did indeed strike a heavily armored section. The result of the player's roll can be interpreted as you see fit.

On an armor roll of "2" (resulting in eight points of damage) you might say, "The skrak plunged his dagger through your marine armor with a ferocious blow." On the next armor roll of "2" (again eight damage) you might say, "The skrak makes a feeble swing, but his blade fortuitously slips between a joint in your marine armor." The interpretation is up to you and your players.

With this system, all the GM has to do is determine what ability the player needs to roll to properly randomize the event at hand. Always think of opposites. If an opponent is attacking a character, *don't* grab for the dice. Instead have the player make a Defense roll. If the player rolls low, then the opponent's attack is successful.

The key question in this case shouldn't be "can the opponent hit the character?" but "can the character dodge the attack?" Try to think of all such situations from the standpoint of what the *player character* can do, rather than the opponent.



Setting Difficulties

Being a diceless GM, you need to get a really good feel for assigning difficulties. Table 6 lists a *general* guide to difficulties for low rank characters.

Table 6: Difficulties

Dif	Description
1	Automatic
2	Extremely Easy
5	Easy
8	Fairly Easy
10	Average
15	Moderate
20	Challenging
30	Hard
40	Very Difficult
50	Extremely Difficult
100+	Almost Impossible

The above is a rough guide only. As characters advance in rank, they will become more proficient and powerful. The "average" rating should roughly increase to match the die value of the character's "typical" rating.

As you gain GMing experience, you will acquire a strong feel for setting difficulties. One caution: be careful about using the above table if a character is attempting something nearly impossible. For example, the damage roll needed to destroy a small moon would be in the millions (not just 200 or even 2000). Note that if Blake's 8MP roll had been one type higher (8MV) he would have rolled 1.3 million. With this roll, a simple army tank would have destroyed a small moon! Of course, this kind of occurrence is what we all roleplay for — the chance to be super-heroes — but use caution when setting such truly impossible Difficulties.



Non-Diceless GMing

Some GMs will not want to run the game diceless, and occasionally, situations occur in which the GM must roll dice. However, when a GM rolls dice special considerations must be taken.

If the roll is being made against a player's roll — such as rolling an opponent's attack vs a character's Defense — the regular doubling system should *not* be used. Instead both player and GM make "Non-Doubling" rolls. This means that they roll without the doubling die. The proper table is still examined with the result indicated on the one's column (as if the doubling die had rolled a 1).

For example, if the player is making an 8M roll, he would pick up the d8, roll it, and consult the Medium-personal table as if he rolled a 1 on the doubling die.

Since using the doubling system is the default, most statistics listed for GM use will be written as a value and not a rating. For this reason, GMs wishing to roll will need to convert the value into a rating. Table 7 provides the necessary conversion for all values (or difficulties) from 1 to 100.

As you can see, if the value is 10, the GM would make a 10L roll, but like the player, the GM would *not* use the doubling die. This essentially results in the player making a d16 roll vs the GM's d10 roll.

Table 7: Value-Rating Conversion

Simple Value	Rating	Balanced Value
1	10LB	1
2	10MB	2
3	8HB	3
4	10HB	4
5-6	6L	5-6
7-8	8L	7-8
9-10	10L	9-10
11-12	6M	11-13
13-16	8M	14-18
17-20	10M	19-21
21-24	6H	22-27
25-32	8H	28-35
33-40	10H	36-49
41-60	6LT	50-69
61-80	8LT	70-89
81-100	10LT	90-109

The simple method is the *simplest*. Locate the value on the 1x-column and that is the die type. If it doesn't match a die type, move to the next largest die type.

Instead of moving to the next largest die type, the balanced method moves to the *nearest* die type. The choice of which method to use, is of course, up to the GM.

Now for some rationale. Indeed it is possible to have both Player and GM make doubling rolls. In fact, for those who like a lot of realism in their roleplaying, this is probably a more realistic approach. However, the authors of this game consider it game busting and contrary to the general roleplaying experience.

In roleplaying, we do not try to simulate reality. Instead we simulate "book-reality" — reality consistent with a fictional setting or gaming universe rather than the real world.

In book-reality, the characters are portrayed as mega-heroes capable of performing occasional super-human acts. The doubling system allows this to happen. It is possible for a character to slay a mighty enemy with a single throw of a dagger, or hack into a planetary defense system, etc. These events require unusually high rolls, but they will happen from time to time. This portrays "book-reality."

The heroes of books, movies, and TV programs seem to have an uncanny air of luck about them. If the GM also uses the doubling system, no character will live more than a gaming session or two because the GM will inevitably make one of those phenomenal rolls resulting in 1000 points of damage and another character will bite the dust! This may be a "realistic" method, but it's not recommended for regular play.

Occasionally, however, such a game can be enjoyable due to its realistic feel and the inherent challenge and sense of danger, but all players should be made aware of the likely results and new temporary characters should be used.

Player vs Player

Any time a player makes a game roll, they should use the doubling method. Consequently, when a player controls an NPC it is more powerful than when the GM controls it. Likewise, player ships are better than equally classed GM ships.

One of the few situations players don't use the doubling method is when the GM opts to roll dice (see above). The other is when players are rolling against each other. To prevent any catastrophic effect both players should then roll via the non-doubling method (described in Non-Diceless GMing above).

However, if one player is rolling for his character, and the other is rolling for an NPC or any other non-character aspect, the player with the character makes a normal doubling roll and the other player calculates out a difficulty. This gives the heroic advantage to the character and not to NPCs.



Combining Ratings

From time to time it will be necessary to combine ratings — for example, when layers of armor are worn, when two characters combine talents, or when a character uses a device which affects their ability (such as a ship station or gunnery port).

The common ways to combine ratings are to "combine (cat)", and "combine (high)".

Combine (cat)

To combine category, you will simply adjust the largest rating based upon the smaller rating. The adjustment depends upon the smaller rating's category as follows: HB = -1d, LP = +1d, MP = +2d, HP = +3d, LS = +4d, etc.

As an example, let's combine (cat) several ratings:

- 8L combined (cat) with 10L (+1d) is 6M
- 6H combined (cat) with 10L (+1d) is 8H
- 6H combined (cat) with 8M (+2d) is 10H

Multiple ratings are combined (cat) by simply choosing the two largest ratings (ignoring the rest) and proceeding as above. However, if two characters combine their talents along with a piece of equipment (having a rating of its own), then a special rule is used. The three ratings are combined (cat) by selecting the two largest and performing a normal combine (cat), then adding +1d if the second character's rating is Medium Personal or higher.

Combine (cat) is most often used when character's collaborate on a task (They combine (cat) their two skills (e.g., if two characters are *interrogating* a prisoner, they would combine (cat) their *interrogation* skills). Combine (cat) is also used when a character uses any piece of equipment, ship system, or vehicle system which has a rating of its own. The character then combines (cat) their rating with the equipment's rating.

Combine (high)

To combine high, convert both ratings to values. Then *add* the larger value to half of the smaller value. Now convert the single value back into a rating (using table 7).

As an example, let's combine (high) an 8L and a 10M.

- Convert to values: 8L = 8 and 10M = 20.
- Add half of smaller to the larger: half of 8 is 4, adding 4 to 20 we get 24.
- Convert the value into a rating: 24 is 6H. If the value didn't match a precise rating we would refer to table 7.
- Summing up: combining (high) 8L with 10M gives us 6H.

To combine (high) multiple ratings, simply add the largest value to half of all lesser values. For example, to combine (high) 6L, 8L, and 10L: convert to values = 6, 8, 10; add half of 6 and 8 to 10 or $3 + 4 + 10 = 17$; convert to a rating $17 = 8M$. Thus when 6L, 8L, and 10L are combined (high), the result is 8M.

Adventure Points

One of the most attractive aspects of roleplaying games is character advancement. As you play, your character will become more and more powerful, significant, and heroic. Adventure points are used to create characters, determine character rank, learn new abilities, improve old abilities, and much more.

On the back of your character sheet, there is a special "Advancement" area for tracking adventure points.

Gaining APs

Starting APs: Newly created characters are given 100 adventure points, plus 1 per player rank.

Game Play: At the close of each gaming night, the GM will hand out adventure points to all the player characters. Any time your character gains APs, you need to do two things: record the points under Unused AP (where they will be spent like cash) and increase your AP Total by the amount gained.

The AP Total will **never** be reduced, it only increases. AP Total is used to determine character rank.

Below is a list detailing how adventure points are gained and handed out.

- **Time:** Each character gains 1AP per hour of play (i.e., real time).
- **Group Bonus:** The GM gives out a group bonus based upon the team's effectiveness, good roleplaying, manageability, etc. The amount of the bonus should be roughly based upon the number of hours played, but can range from 0 to twice the hourly rate. Each character receives APs in the amount of the group bonus.
- **Adventure Bonuses:** Certain AP bonuses will be listed in the adventure. These are to be given to any character who fulfills the bonus requirements. For example, the adventure may state that players receive 1AP for each "good" question they ask during mission brief. When feasible, hand these bonuses out immediately (during the adventure). In the above example, you should secretly record the bonuses and hand them out as soon as the briefing is over. Adventure bonuses are designed to reward attentive, creative, players who are good problem solvers.



- **Journal:** (The use of journals is explained in the character creation section.) At the beginning of each game session, have one player read his or her journal entry of last week's game (you should rotate players from week to week). Have the player assess their work on a scale of one to ten. Unless you strongly disagree, give the player a number of APs equal to their self-assessment. Make sure that everyone gets an equal chance to read (a different person each week), and don't allow players to abuse your generosity by constantly rating themselves as "tens." However, if you think a player's self-assessment is too low, feel free to award more, up to the maximum of 10.
- **GM's Grab Bag:** During game play, the GM may hand out token bonuses (of 1-3 AP) any time deemed appropriate. Several guidelines should be followed:
 - Usually hand out one point. Two points can be awarded for unusually good play, and three for exceptional events or actions.
 - Treat these as "warm-fuzzies." Use them any time you find a player performing beyond the player's norm (i.e., don't compare one player to the next, judge each individually).

- Hand them out immediately after the deserving event.

- Do your best to spread the wealth around. If, for example, Bob never gets any bonus APs, he will soon feel left out and frustrated. Likewise, if you always give Bob lots of bonus APs, everyone else will resent him. You are using these points as behavior modifiers, encouraging good gaming, so your experienced players must do something really great to get one, while novice players need only do something reasonable.

- In general, you should average one grab bag point each hour of game play.

- **Veteran's Pocket:** This is an optional rule allowing ranked players to hand out a number of APs equal to their rank. The veteran hands these points out to other players during the game in the same manner that the GM hands out Grab Bag points. Remaining APs are NOT kept. Veterans may NEVER award points to themselves. If you, as GM, decide to allow a ranked player to use the veteran's pocket, be sure that they read through the guidelines for GM's Grab Bag above. Be sure the veteran uses good judgment. If they play favorites at all, don't use this optional rule.

Worthy Events

Below is a partial list of events worthy of receiving grab bag or veteran's pocket points:

- **Great Roleplaying:** Acts of great roleplaying (e.g., verbally acting out the part in an extraordinary way)
- **Racial Roleplaying:** Sticking to the racial qualities of a given race, even if the act is detrimental to the character. For example, Gra the Calemora has the opportunity to throw an 8LV grenade at a powerful opponent, but chooses to charge with nothing but a ra-oot dagger (Calemora disprove of ranged weapons).
- **Point of View Roleplaying:** The player knows something which the character does not, but still portrays their character properly. Example: Laura is a player who has played this particular adventure before. She knows that a heavily-armed A-frame walker is lurking just behind a door, but has her Anthropos enter anyway, since her character knows nothing about the adventure. This is good roleplaying (although it may represent certain death for Laura's character), and should be rewarded.
- **Creativity:** Highly creative acts should be rewarded. Example: Your team hears a group of pirates in the next room. Instead of barging in and attacking, two team members disguise themselves as pirates and enter, two others circle around to the second door, one climbs into the air duct and squirms into the room's center, while the final member waits with a combat android at the front door. Then, upon signal, the various groups attack while the two disguised pirates attempt to create confusion.

- **Heroic Acts:** Selfless acts of bravery. Example: Ontash leaps over the body of his fallen comrade and defiantly fires his blaster carbine at an onrushing horak even though he could run to safety.
- **Great Rolls:** Exceptionally high die rolls leading to incredible events. Example: Your Calemora grabs the leg of a walker and attempts to throw it off balance. He rolls 2500 and shoves the walker through the ceiling with a burst of super-strength.
- **Acts of Morality:** Benevolent acts and noble consideration for others. Example: Team *Griffon* finds itself in the engine room of an enemy vessel and is immediately seen. The engine crew rushes forward with tech-wands and small knives to attack you. Arik, an Anthropos destron, notices a slaver's patch upon one crew member indicating that the engineers are actually slaves. Realizing this, Arik calls out, "attack to subdue only," drops his turbo-plaz, and throws a flash-bang grenade.
- **Exceptional Decisions:** Any time a player chooses a less advantageous course of action to stay in line with a character's personality, race, chapter, etc. it may be an exceptional decision. Example: Your team has been ordered to avoid hostilities while on a space station. While in the station's bar, a large Zin-Shee male comes up to you and slanders your mother. Remembering that you recorded a dislike for Zin-Shee in the personality section of your character's journal, you decide to jump up and shove the Zin-Shee backwards (knowing that a brawl may result), even though all of your fellow players plead with you to stop.

Rank

As characters gain APs, they become more significant within. This is indicated by rank. The number of AP Total needed to reach each new rank is listed on Table 8.

Table 8: Rank/AP Schedule

Rank	Name	AP
0	Initiate	0
1	Rank-1	100
2	Rank-2	200
3	Rank-3	300
4	Rank-4	400
5	Rank-5	500
6	Rank-6	600
7	Rank-7	700
8	Rank-8	800
9	Rank-9	900
10	Rank-10	1000
11-20	Rank- 11-20	+200 per rank
21-30	Rank- 21-30	+300 per rank

The sole exception to this rule is Rank One. Although characters start with enough APs to be first rank, they don't actually achieve it until the characters successfully complete their first mission (or adventure). Prior to that time, a character is considered Rank Zero (a situation which comes into play during the first adventure).

Rank commonly affects a character's mission allowance, status within a house or organization, general fame, and should be highly played up in roleplaying (the GM should lead the way on this aspect). Characters may spend adventure points in special ways upon attaining a new rank. Also, rank improvement rolls are made upon reaching a new rank (see the advancement section below).

Spending APs

Unused adventure points (APs) are spent (like cash) to learn new abilities or improve existing abilities. When APs are spent, they should be subtracted from your Unused APs only. **Never** spend or reduce your AP Total. In other words, spending APs has no impact upon your AP Total which is used solely for the purpose of determining character rank.

Handicaps, although they provide "bonus" APs, do **not** add to a character's AP Total.

Gamers must be careful not to confuse the language of *spending APs*, with *spending credits* (money). Abilities are *purchased* with APs. Equipment items are *bought* with credits.

The various ways APs can be spent are detailed in the abilities section below.



Abilities

This section defines abilities, explains how to learn or gain new abilities, how to use abilities, and finally how to improve existing abilities.

Terminology

The terminology involved with abilities is fairly simple. It is important that you understand the following terms, so study them until they make sense.

IC Box: Next to nearly every ability on your character sheet are two boxes. The smaller one (two boxes to the left) is the IC box, in which you will record the ability's IC (improvement cost).

Rating Box: The other larger box found immediately to the ability's left is the rating box, in which you record the ability's rating.

Abilities

The word "Ability" is an all encompassing word which includes any aspect of the character which can be learned or improved. Most abilities have a rating associated with them.

Abilities are grouped into categories including: attributes, skills, and enhancements. These groups are defined below.

Attributes

Attributes are "core" or "base" abilities. Attributes define the fundamental aspects of a character. The list of attributes follows:

- Luck
- Dexterity (Dex)
- Fortitude (FR)
- Speed (Spe)
- Strength (Str)
- Awareness (Awa)
- Charisma (Cha)
- Intelligence (Int)
- Will Power (WP)
- Biotechnology (BioT)
- Cybernetics (Cyber)
- Technology (Tech)
- Natural Defense (Def)
- Natural Armor (NAR)
- Initiative (Nish)
- Shock
- Vitality (Vit)
- Healing
- Body
- Melee
- Hurling
- Ranged
- Artillery

All attributes are automatically known (they aren't learned), and can be improved.

Skills

Skills are abilities which must be learned, and they can also be improved. There are numerous skills defined in the *Character Manual* and thousands more which can be made up. A few skill examples are *repair mechnoid*, *fast talk*, and *drive vehicle*.

Enhancements/Handicaps

As the name implies, enhancements improve or "enhance" other abilities (primarily attributes and skills). Enhancements may only be learned, they can't be improved.

Handicaps function exactly like enhancements except that they result in adverse or negative effects, providing bonus APs. These APs are added to the character's Unused APs. They are **not** added to a character's AP Total.

For example *beauty* is a Charisma enhancement (costing 10 APs), while *unattractive* is a Charisma handicap (providing +10, or 10 bonus APs).

Specializations

Specializations group a family of skills and enhancements together. This bundle of abilities define the specialist. For example, a martial arts specialist will take the martial art specialization which bundles *martial arts punch*, *martial arts kick*, *martial arts hold*, and other "martial art" appropriate skills and enhancements together.

Improvement Cost

All attributes and skills come with their own improvement costs (ICs) which help determine how many APs it takes to **improve** their rating.

Base

When an ability is first learned, its rating is derived from a **base** attribute. This ability is the base.



Learning Abilities

This section explains how to learn the various types of abilities. Characters learn abilities during character creation and during character advancement. An in-depth discussion of character advancement is found after the ability section.

Attributes

Attributes are automatically known and are simply written down during character creation (i.e., they aren't learned — no APs are spent).

Skills

Learning a skill is an easy process.

1. Find the skill in the *Character Manual* in the skills section.
2. It will have a column entitled "AP" which indicates how many Unused APs must be spent to purchase the skill. These APs must be subtracted from your Unused APs. **Do not** adjust your AP Total. Your character may not purchase skills if sufficient Unused APs are not available.
3. Write the name of the skill on your character sheet in the skills table.
4. Record the skill's IC in the IC box on your character sheet.
5. Another column in the *Character Manual* will be labeled "Base." This is the attribute which the skill's rating is based upon. If two bases are listed (such as "Int/WP"), you may select either one — obviously you should select the most advantageous.
6. Your new skill's rating starts out at the base's rating after the indicated adjustment. For example if the base reads, "Str-3d" then the new skill has a rating -3d below your character's Strength rating. However, no new skill may start above 6M. Thus, if Str is 6H and the base reads, "Str-1d" then the new skill starts at 6M, not 10M.
7. Record any notes on how the skill works or what it does.
8. You are done!

To sum up, when you learn a new skill you must:

- Spend APs
- Record the skill's name
- Copy the IC from the Skill's Manual
- Copy the base's rating at the indicated penalty (maximum of 6M)
- Record notes.

At this point, take the time to practice learning a few skills so that the process becomes habit — you will find it to be quick and easy.

Weapons

Although weapon use is also a skill, the learning process is slightly different. First, all weapon skills should be recorded on your character sheet's weapons table. Second, a weapon skill may only be learned if your character's science attribute (Tech, Cyber, or BioT) equals or exceeds the related weapon's science rating. (Note: enhancements may be used to overcome this restriction).

Weapon skill is called attack (Atk). When the weapon's skill rating is written down, write it in the Atk column on your character sheet. All weapons are based upon one of the weapon class attributes. These attributes are all listed in the weapon classes box on your character sheet.

Record the rest of a weapon skill as you would any other skill. Once you are done, you need to record the weapon's Dmg (or Damage) rating on your character sheet. To do this, look up the weapon's Dmg rating in the *Equipment Manual* and adjust it by the amount indicated in the "Dmg Adj" column of the weapon class table.

For example, in the reference manual sword has a listed Dmg of 6M and it is based upon melee. Find melee on your character sheet's weapon class table and look for the listed Damage adjustment in the "Dmg Adj" column. Let's say that +1d is listed. This means that the sword's Dmg of 6M should be adjusted by +1d, making it 8M. Now, record 8M in the Dmg box next to the sword skill on the weapons table.

All other specifics of the weapon such as range (Rng) or special effects may be listed in the Rng or Notes column of the weapons table. Only record a weapon's encumbrance (Enc) if your character is actually carrying the weapon. Note: just because your character learns to use a weapon doesn't mean that he owns it or is carrying it.



Armor

Anyone can learn to use any type of armor if the character's science attribute equals or exceeds the related armor's science rating. (Note: enhancements may be used to overcome this restriction.)

Armor skill is called Defense (Def) and is recorded in the Def column of the armor table. Armor skill is listed on the armor tables of the *Equipment Manual*. Once you find the armor you wish to use. Spend the indicated number of Unused APs and record the armor's name on your armor table. Record the armor's IC and rating just like any other skill. After the armor's name, record its full AR in parenthesis for future "combine" use. Now, combine (high) (RB, dice, combining ratings) your natural AR with the armor's AR and record this in the AR column of the armor table, and, you're ready to go!

As with weapons, only record the armor's encumbrance (Enc) if your character is actually carrying or wearing the armor. There is a significant encumbrance difference between wearing armor and carrying armor. If armor is carried, the full encumbrance should be recorded. If armor is worn, you may record the encumbrance at half of its listed value. Some forms of powered armor (noted in the *Equipment Manual*) have power compensators, and so do not encumber at all, despite their great weight.

Kai, an Anthropos marine, has a Natural Armor rating of 6L (value 6). She dons a suit of Expedition Armor (AR of 16). The larger number (16) is then added to half of the smaller (3), for a total of 19. This number translates to a total AR of 10M when Kai wears it.

Expedition Armor is normally Enc 150, but this is halved to 75 while Kai is wearing it.

Combining Armor: Armor may be worn in layers such as wearing a suit of marine armor while putting up a personal force field, creating two layers. In fact, all purchased armor is automatically layered with natural armor. The layering of armor is known as "combining armor." When armor is combined, the AR of all layers should be combined (high) (RB, dice, combining ratings). When combined armor is worn, you must use the worst Def rating among all worn armor. A special circle is provided on your character sheet next to all Def ratings so that you can indicate your current Def (i.e., fill in the worst one). Note, due to this rule, it is impossible to defend better than your natural defense.

When combining armor, you need to list the armor separately and combined. You can not improve combined armor so the IC box should be crossed out. The armor combination's Def is always equal to the worst Def of any individual component (including natural defense). To improve the combined Def, you must improve the worst individual component.

Powers

Powers are very special skills (in fact each power is made up of two closely related skills). Due to their special nature powers must be discussed in detail. When a power is learned, the player should use the power sheet.

Record the Power's name at the top of the sheet along with the character's name and player's name. The skill's IC and rating should be recorded in the box marked "Skill" in the upper left hand corner of the power sheet.

Next to the skill's box is another box for the "Power" skill. The power skill functions a lot like Vitality — it can be expended, and it naturally replenishes. Beneath the power skill's rating box is an area to record power points (see CM, powers for the proper number). Next to this area is a "current power" box which is used to keep track of your current power points. Finally, there is an area in which you can record notes on how power points are regained.

The rest of the power sheet is designed for the recording of the power's enhancements (powers have a lot of enhancements).

Enhancements

Learning enhancements is even simpler than skills. However, those enhancements which enhance skills may not be learned unless the skill has already been learned. Of course, attribute enhancements are not restricted in this manner (as attributes are all automatically learned).

- First, find the enhancement in the *Character Manual*.
- Look up the enhancement's AP cost and spend the indicated Unused APs.
- Enhancement's list a base which is the attribute which they "enhance" or improve. At this point, you should record the enhancement's name on the enhancement table. (NOTE: before a skill can be enhanced, the skill must first be learned). It is best to record enhancements as close to their base as possible, making them easier to find during game play.
- Next to the enhancement's name, record the enhancement's base in the proper box for future reference. The base has no use besides indicating what ability the enhancement is "enhancing."
- Make any notes relating to the enhancement in the notes box.

Enhancements have AP costs which need only be paid once. After the initial AP cost is paid, the character has the enhancement, and does not need to spend any more APs.

In general, an enhancement may only be taken once, and in no way should they be allowed to act cumulatively (i.e., you cannot take *beauty* twice to become "doubly beautiful").

Combat Enhancements: Combat enhancements are learned a little differently. Most combat enhancements list several letters as their base such as B, M, H, R, A. These letters correspond to the first letter of the weapon class attributes (Body, Melee, Hurling, Ranged, Artillery). These enhancements also list three AP costs such as 50/20/5. The first AP cost applies if the enhancement is learned for all weapons included in the listed weapon classes (in this case copy all of the indicated weapon classes into the base box). The next cost applies if the enhancement is taken for only one class of weapon from among the list (in this case copy only one class into the base box). The last and cheapest AP cost applies if the enhancement is learned for a single weapon from among the listed weapon classes (in this case write the weapon's name into the base box).

The "*" Notation: Some enhancements will be followed by an asterisk "*". These are restricted enhancements and may only be learned at certain times (without penalty). Any number of restricted enhancements may be taken during character creation. Thereafter only one such enhancement may be learned per rank (immediately upon attaining the new rank and before the character adventures again or gains new APs). If taken at any other time, the AP cost is doubled.

Handicaps

Handicaps function a little differently. They are recorded just like enhancements, but instead of costing APs, they increase the character's Unused APs **only**. If the AP column lists +10, then the character gains 10 Unused APs by taking the handicap. Note: APs gained from handicaps do **not** increase the character's AP Total, only Unused APs.

Garrok the Draca takes the short temper handicap (AP +10). He therefore receives 10 APs, which he may spend any way he likes. These APs are not added to his AP Total, however, for they do not count toward rank advancement.

In general, a handicap may only be taken once, and in no way should they be allowed to act cumulatively (i.e., you cannot take *unlucky* twice to become "doubly unlucky").

Any number of handicaps may be taken during character creation. Thereafter only one handicap may be learned per rank (immediately upon attaining the new rank and before the character adventures again and gains new APs). If taken at any other time, the AP bonus is cut in half (i.e., you only gain half the indicated number of Unused APs).

Handicaps may also be removed by expending twice the number of listed APs. Any number may be removed during character creation. Thereafter only one handicap may be removed per rank (immediately upon attaining the new rank and before the character adventures again). If removed at any other time the AP cost is double (i.e., 4 times the handicaps listed AP bonus).

Specializations

To learn a specialization, look it up in *CM*, specializations and spend the indicated number of AP. If the specialization lists any *bonus* skills and/or enhancements, you should immediately record these (they are

learned for free, do not spend any additional AP learning them). Some specializations also provide special benefits (much like an enhancement). If this is the case, read the text on the specialization and make any necessary notes.

The skills listed in the *skills* entry and enhancements listed in the *Enh* entry of a specialization are not learned immediately. However, you need to remember what they are (for future use). It is best to write the name of the specialization down under notes and list all of these skills and enhancements beneath it. As you later learn these skills and enhancements, you can record them in the proper area and erase them from the specialization list.

Specializations bundle a group of similar skills and enhancements under one name and allow them to be learned at 1/2 their normal AP cost. The option to buy the listed skills and/or enhancements at 1/2 AP cost always exists (i.e., the option does not have to be taken immediately) and it does not have to be taken for all skills and/or enhancements at once (i.e., some can be learned now, and others later, but they are all at 1/2 AP price). Furthermore, any listed enhancements may be learned at 1/2 price at any time (breaking the restrictions and penalties on asterisked "*" enhancements above).

Any enhancements of a specialized skill may also be learned at 1/2 their normal AP cost even though these enhancements will not be listed under the specialization. This **only** applies to those enhancements listed directly beneath a skill's entry in the skill's section of the *Character Manual*. To help remind you of this benefit (and to remind you of the improvement benefit discussed in the improving abilities section below), you should lightly shade in the IC box of a specialized skill once it is actually learned.

NOTE: The 1/2 AP bonus may never be used cumulatively or combined with any other special AP bonus. In other words, a skill or enhancement always costs at least 1/2 of its AP and never less. This situation often occurs when multiple specializations are taken or when a specialization conflicts with racial weapons (see below).

Racial Weapons

In the *Equipment Manual* some weapons are grouped under a specific race's name. These are "racial weapons," meaning that they were developed by a specific race to suit that race's specific combat strengths, tactics, etc. A character is considered specialized at its own racial weapons.

Using Abilities

This section describes the specifics of using the various types of abilities during game play.

General Rules

GMs who want players to determine the results of using an ability will commonly ask for an "ability check." For example, "Ivan, your Draca, Oshga, needs to make a Strength check to break through the door." The other acceptable terminology is "ability roll." For example, "Ivan, your Draca needs to make a Dex roll to catch the falling gemstone." As you can see "check" and "roll" are used interchangeably.

To make a check or roll, locate the ability's rating, roll the appropriate dice, and inform your GM of the result. Ties always go to the player. If two players tie, ties go to the highest ranked character, then the highest ranked player, and if all else fails, roll a d10 tie breaker.

If the result of a check or roll exceeds the difficulty set by the GM, then the character succeeds. Otherwise, the character fails. The degree of success or failure is determined by the GM based upon how much the result varies from the difficulty. For example, if the GM decides that a particular door is Dif 15 to force open then the following are possible ad-lib effects based upon the player's Str check:

Result	The character...
1	...slips and falls, or takes five points of Dmg
5	...clumsily slams into the door
10	...hits the door with a thud
14	...shoves, the door groans and snaps in protest, but doesn't open
15	...shoves the door open a few inches
20	...forces the door open with ease
30	...throws the door open with a bang
50	...hurls the door open with such force that a large crack appears across the center
100	...hurls the door open and shatters it upon the wall
200	...physically rips the door from its hinges
500	...hits the door with such force that the door and part of the wall are taken out

Typically, the most difficult part of making checks is in determining which ability to use. Often, the choice is obvious — if you are attacking with your laser pistol, you need to make an Atk roll using your laser pistol.

However, if you are trying to determine if someone is lying, the choice is less clear. If the character knows the *detect lie* skill, this is the correct choice. Otherwise, should you use Charisma (i.e., the ability to deal with people), Intelligence (are you smart enough to catch the lie?), Awareness (did you notice his lips tremble and his palms sweat?), etc. The Attributes section of the *Character Manual* gives guidelines for what Attributes to use under what circumstances.

Of course, if there is an actual skill for the action, you can look the skill up, find its base, and use that attribute (e.g., *detect lie* would be Awareness or Charisma). But, for the sake of game speed, it is best to select the attribute you find most appropriate. By carefully reading through the attribute section of the *Character Manual*, you will gain a better feel for these types of ad-lib judgment calls. Experience will also make these calls easier.

GMs must typically decide when ability checks should be made and how difficult the checks are. At times, this will be obvious — for example, when a player wants to attack with a weapon, it is obvious that the weapon attack skill must be used versus the opponent's defense.

Adventures will often inform the GM what ability to use and the difficulty of the check. The common notation reads *ability (Dif)* such as Str (15) — make a strength check at a difficulty of 15. Sometimes the ability won't be listed, rather the task such as, "The door has a lock (20) built into it." This means that the lock can be overcome with an appropriate ability check of 20 or more.

Related Checks

Related checks are a special form of ability check which frequently occur. A related check is made when your character needs to make a check for a task which doesn't directly apply to any of your character's attributes or skills. For example, if your character picks up and tries to use a weapon with which it is not skilled, a related Atk roll will be made. If your character jumps into a transport and attempts to drive it without knowing *drive vehicle* skill, then a related check is made. If armor is worn for which your character has no skill, then a related Def check applies.

To make a related check the player and/or GM needs to determine the most appropriate attribute or skill to make the related roll from. With experience, this will become easy and obvious.

Related checks are rolled at a penalty (-1d, -1c, -2c, or -1t) assigned by the GM. The exact penalty is heavily governed by the GM using the following guidelines.

- No related roll should ever exceed 6M.
- Most related skill checks are made at twice the normal base penalty, listed in the skill's "base" column in the *Character Manual*. However, don't take the time to look this penalty up (this slows the game down too much). Simply ad-lib the penalty as best you can.
- The more closely a related task is to the ability being used, the less severe the penalty. For example, swinging a sword is a melee-related check, while curing a disease may be a Biotech related roll. Obviously, swinging a sword is more closely related to Melee than curing disease is to Biotech. Thus, the related penalty would be less for a related sword attack (-4d perhaps) than for a related cure disease check (-2c perhaps).
- You must also judge the task's fundamental difficulty. For example, swinging a sword is fundamentally simpler than firing a turbo plaz. Thus, a related sword attack may be made at -4d while firing a turbo plaz may be made at -2c.
- As GM, you also need to judge the importance of the roll to the party and adventure. If the roll is vital to the continuation of the adventure, you may want to assign a smaller penalty.
- Another consideration is skill availability. If a character in the adventuring team has a skill (say *drive vehicle*), other character's related *drive vehicle* rolls should be made at a more severe penalty. This properly portrays the fact that they aren't as good at driving as the skilled character.
- However, if no party member has a particular skill such as *drive vehicle* you may want to make the related penalty less so that "skill holes" in the team don't adversely affect the adventure.

Two alternative methods of governing related checks follow. You may use any method or combination which you feel comfortable with.

Difficulty Method: With this method, the GM simply increases a task's difficulty when the player is making a related check. The players always roll their actual related rating (no penalty applied), and the GM simply doubles, triples, etc. the difficulty.

Ad-lib Method: In this method, the related roll is made like any other roll, and the GM simply judges the final result on an ad-lib basis. A related result accomplishes less than an equal "unrelated" result.



A common combination of these methods is to have players make related rolls always at -1c then ad-lib the effects from there.

In general, you want to allow characters to at least try to do something, even if they aren't skilled at it. Even a young child could fix a hyperdrive by accidentally attaching the right wire or flipping the right switch.

The above rules are essentially a framework which makes the game play well and "feel" right. There are actually numerous solutions to the situation. The parameters of the situation are this:

- Any character should be able to attempt any task
- Skilled characters should be better than unskilled ones
- If a party has no skilled character, there is a need to make tasks easier — so that small parties can function normally, and so that a missing skill isn't game busting. Note that this should not be construed as a license to "go easy" on careless or unprepared parties. Don't be afraid to penalize bad planning, but don't kill off the entire party as a result, either.

Attributes

When characters attempt a task for which they have no specific skill, an attribute is commonly used. Determining if an attribute check should be normal or related is a judgement call. If the check is a direct uses of the attribute, for example trying to remain on one's feet during an earthquake (a Dex check), then it is a normal check. Most tasks should be considered normal checks unless a specific skill exists for the task. Thus, forcing doors open is a normal Str check as there is no *force door* skill. However, if *force door* is later listed as a skill in a rules expansion or turned into a skill by your gaming group, it should be treated as a related check by those who haven't learned the skill.

Skills

Usually, skill checks are normal rolls. Occasionally, a character may attempt a task which the GM will rule is only related to the skill — such as determining someone's mood by using detect lie.

Kharrush, Joe's Zin-Shee has the scanners skill at an 8M Rtg. Under normal conditions, when using scanners, Joe rolls for Kharrush using his 8M rating. When Kharrush attempts to use the ship's sensors, however, the GM declares that the sensors are similar enough to scanners for the Zin-Shee to use them, but are different enough that all rolls must be related checks (requiring a penalty).

Specializations

Specializations really aren't used themselves. Instead the skills and enhancements which are learned through the specialization are used. Specialized skills and enhancements function normally. However, it is strongly recommended that both player and GM play up a character's area of specialization.

A few specializations come with additional bonuses much like an enhancement. Such special bonuses are described in the CM, *specialization* section.

Enhancements

Each enhancement/handicap has its own rules for how it is used. Unlike attributes and skills, most enhancements have no rating. Many of them use the ratings from other abilities. Some use no rating of any kind; instead, they have other game effects, while a few have a set rating which never changes. For specifics, read about the enhancement in the *Character Manual*.

Also, unless explicitly stated otherwise, no two enhancements may be used at the same time. For example a character with *two weapon attack* and *double attack* may **not** attack twice with two weapons; he may either make a double attack (with one weapon) or attack with two weapons.

Most enhancements allow the player to make "enhanced rolls." An enhanced roll is always one step above the norm. If no roll would normally be allowed, the enhanced character may get to make a related roll. If related rolls are normally allowed, the enhanced character gets to make a regular roll. If regular rolls are normally allowed, the enhanced character should roll at +1c. Enhanced rolls should be allowed, where appropriate, even if an enhancement doesn't specifically mention enhanced rolls.

Special Cases

Following are some special rules on how to use various abilities.

• Luck

For specifics on luck see CM, *attributes*, *luck*.

• MR/Carry

Although movement (MR) and the ability to carry items (Carry) aren't actual abilities — rather they are applications of attributes — they are governed by some special rules.

After generating your character, you should add up all encumbrance and record it in the "Total Enc" box on the back sheet. Then, next to carry (on the back sheet) find the first carry box with a number equal to or greater than this total. Now fill in the circle directly above this box. By referring to the MR number above the circle, you can find what your character's current movement rate is. This final number can be written on the front of your character record sheet in the Combat Statistics area.

Technically, whenever your character drops or picks up an item, their total encumbrance and, therefore, MR should be adjusted. However, this is tedious, takes a lot of time, and almost no one does it. Instead, you should adjust your encumbrance and MR before each gaming session or after any significant change of gear.

If a character carries more encumbrance than the amount listed in the "x32" box, the character can't move.

Dale's Draca, Surra, has an unencumbered MR of 8. Surra is carrying equipment totaling 72 enc, however, reducing his MR to 3.

• Sciences

Characters may only use equipment items (tech, biotech, and cybernetics) if the character's science rating equals or exceeds the item's science rating. This restriction can be overcome with enhancements (CM, *Enhancements*).

Sciences can also be used to see if a character can figure out how to use a new piece of equipment. In this case a science check is made each time the character wishes to use an item (see CM, *attributes*).

Patty is running a Zin-Shee female whose Tech rating is 8M. She wishes to use a blaster cannon (Tech 10M), but cannot since her Tech rating is too low. If she increased her Tech by one die (either by improving it or by taking an enhancement), she could use the weapon; otherwise, she must make a Tech roll each time she wants to fire the cannon. If she wants to use a pulse rifle (Tech 6M), however, she would be free to do so.

Likewise, Tom's Anthropos (Cyber Rtg 6M), cannot be fitted with a titanium endoskeleton (Cyber 10M) without increasing his Cyber rating.

• Weapons/Armor

The specifics for using weapons and armor are listed in RB, *Combat*.

• Powers

The specifics for using powers are listed in CM, *powers*.

Improving Abilities

Now that you know how to learn and use abilities, it's time to learn how to improve abilities. Once an ability is known, it can be improved. The specifics follow.

General Rules

Attributes and skills can be improved by expending adventure points. Enhancements can't be improved, however their affects often improve as their base improves. Although handicaps can't be improved, they can be "bought out" or removed.

Improving an ability costs a number of APs equal to the ability's value plus its IC. For example, if you wish to improve a 6M Dex (IC 20), it would require spending 12 + 20 or 32 of your Unused APs. If you do not have enough Unused APs, then you may not improve the ability. Once the APs are spent, the ability improves by +1d.

An ability may only be improved once (i.e., a single +1d) until after the character completes their next mission. Also, a freshly learned skill may not be improved until after the character completes their next mission. The exception is during character creation. During creation a skill may be both learned and improved (but only one improvement may be made, even during creation).

Attributes

Most attributes follow the general rules above. The few special cases and special rules follow.

- **Luck** — When Luck increases, a new luck box is gained. The total number of Luck boxes should equal the luck's current level (minus any Luck boxes expended by the *luck burn* enhancement).
- **Dex** — Dexterity determines the ranged class damage adjustment (found on the weapon class table). The adj is based upon Dex category: HB = -1d, L = 0d, M = +1d, H = +2d, etc.
- **Spe** — Speed determines the hurled class damage adjustment (found on the weapon class table). The adj is based upon Spe category: HB = -1d, L = 0d, M = +1d, H = +2d, etc.

When Speed increases, all MR numbers (five in all) should move up one rating. Since these are recorded as values, convert the old values to ratings increase them by +1d and convert them back to values.

- **Str** — Strength determines body and melee class damage adjustments (found on the weapon class table). The adj is based upon Str category: HB = -1d, L = 0d, M = +1d, H = +2d, etc.

When Strength increases, its value should be recorded in the first box on the carry bar (back sheet). Then follow the instructions to fill out the rest of the carry bar — i.e., multiply by 2, 4, 8, 16 and 32 for the other 5 boxes.

- **Vitality** — If your Vitality increases, be sure to convert the new rating into a value and write it in the maximum box.

Skills

Skills improve as described above. Note that improving an attack skill has no effect upon the weapon's damage.

Likewise, improving your character's natural Def attribute has no impact upon AR. However, the Def of layered armor should be reevaluated.

Specializations

Specializations can not be improved. However, the skills learned through a specialization may be improved. These skills are improved normally except that the AP cost is calculated as if the specialized skill was one die type below its actual rating (i.e., -1d below its listed rating).

Handicaps

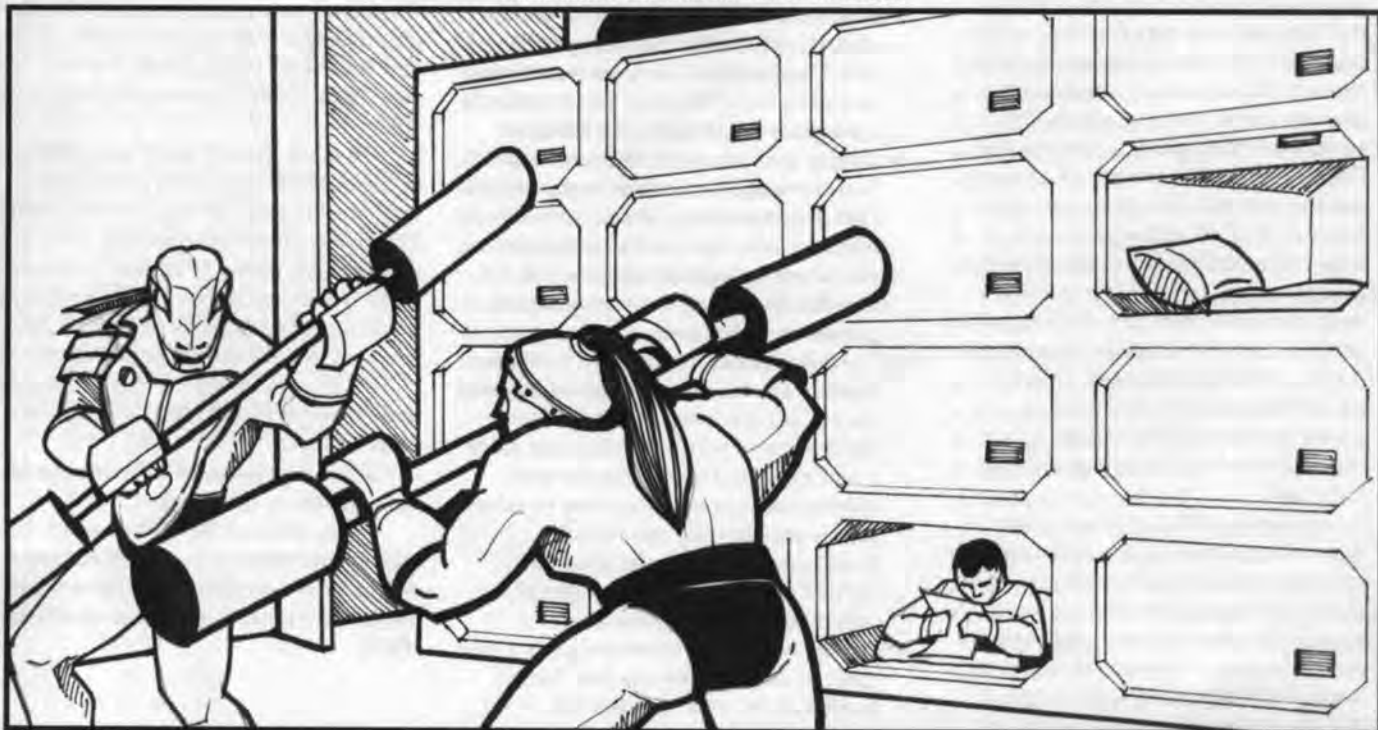
Although handicaps can't be improved, you can "buy them off". This costs a number of APs equal to twice the handicap's listed AP (i.e., twice the ones you got when you first took the handicap).

Handicaps may only be bought off immediately after gaining a new rank (before any additional APs are gained and before the character adventures again). Furthermore, only one handicap may be bought off per rank.

If bought off at any other time the cost is four times the listed amount.

Powers

For details on improving powers refer to CM, powers.



Advancement

Character advancement is the stage in the game in which the players spend Unused APs to improve their characters. Advancement and character creation (are related, but not to be confused. Character creation is the process of generating a character for the first time. Character advancement is the process of spending APs **after** the character has adventured.

There are several rules which govern character advancement:

- Character advancement is a post-game function — it is not considered to be part of actual game play. Thus, such “game” elements as spending luck boxes may not be used during advancement.
- During character advancement players spend their Unused APs to improve abilities and learn new abilities. Remember, AP Total is never used for character advancement or creation, it is only used to indicate current rank.
- The choice of what to improve and what to learn is entirely up to the player. Just use the rules above on learning and improving abilities.
- Remember the effects of specialization (see above) as they can have an impact upon character advancement.
- Also remember the rules for racial weaponry (see above). Racial weapons are always considered to be specialized.
- Ideally, character advancement should take place once the characters complete a mission (or adventure). However, most players will have a hard time waiting that long and you may find that everyone enjoys the game more if you allow character advancement immediately after the actual gaming session. On particularly long gaming sessions, the GM may even allow character advancement to take place every eight to ten hours of play, as well as at the end.
- If the characters are still in the middle of a mission, don't allow players to have their characters learn new abilities just to get them out of a situation. For example, if you end the gaming night with the adventuring team locked up in an enemy prison cell, don't allow character's to learn *counter security*, or *ghost walk*.
- No ability should be advanced more than once per mission (regardless of how many character advancements take place). Likewise, if an ability is learned, it may not be advanced until the character completes its next mission (i.e., you can't learn an ability and advance it both in one mission).



- Note that just because your character learns a new armor or weapon skill doesn't mean that the armor or weapon is actually owned — it must be purchased with credits. However, unlike APs, credits cannot be spent (and items cannot be bought) unless the character is someplace which sells such items, so during most missions, characters can't buy anything. Only when they return to Dha or some other civilized place are items for sale. Also, unlike advancement, characters' mission allowances (see *RB*, *miscellaneous*, *guild currency*) are **never** gained until the mission is over.
- The only time an asterisked “*” enhancement or **any** handicap can be taken at the normal price is immediately following the mission in which the character gains a new rank, and then, only one such enhancement or handicap may be taken. This is also the only time which a handicap may be bought off at the normal price (see handicaps above), otherwise all costs are doubled.
- Finally, when your character gains a new rank, be sure to make the free “rank improvement rolls” (see below).

Rank Improvement Rolls

Rank improvement rolls are allowed whenever a character reaches a new rank. The player may make a number of rank improvement rolls equal to the character's new rank (e.g., 1 at rank one, 2 at rank two, etc.). Rank improvement rolls are made at 10L.

To make the roll, select an ability and figure out how many APs it would normally cost to learn or improve the ability. This cost becomes the difficulty. If the roll succeeds, the ability is learned (or improved by +1d). Otherwise, the roll is simply lost. Rank improvement rolls require no APs (i.e., they are free improvement attempts).

As always, no ability may be improved more than once until after the character's next mission.

Rank improvement rolls must be used immediately or they are lost.

Note, critical rolls have no effect during rank improvement (i.e., critical successes don't increase an ability by +2d or something, and a critical failure has no adverse effect).

Character Generation

One of the more technical but rewarding roleplaying tasks is character generation (also known as character creation). Through this process, players will create and define their characters. This section covers the process of character generation in detail.

IMPORTANT: Before you GM or attempt to help a player create their character, it is imperative that you walk through the steps and actually create a character or two of your own — even if you don't intend to use them. By doing this, you will become familiar and comfortable with the creation process. Furthermore, you won't have to constantly refer to the detailed generation process below.

Preparation

Generating characters will be an unusual experience for new players, and one which you must lead them through carefully.

If you are a novice GM, you should meet with one or two players individually to generate characters (you may opt to do this over several evenings prior to the game night). Even veteran GMs should use this method with players new to the MetaScape™ Game System.

First, gather up pencils (**never** use pens, since most of the things you write are likely to change), scratch paper, a calculator, the MetaScape™ Game box, and find a quiet area where you are unlikely to be disturbed. Be sure you have character sheets available for each player.

Once the GM, players, and the gaming supplies are all in one place, the fun begins. First, you get to explain "Roleplaying" to the players. They may not get it at first, but don't worry — they soon will.

Tour them through the game components, showing them the miniatures, dice, Rule Books, character sheets, etc. **DO NOT** show them the inside of the adventure (this is for the GM's eyes only).

Once they see the bulk of the rules, your players may become concerned. Simply assure them that you are the only gamer who really needs to read the rules, and that they're the ones who get to play.



You might mention that character generation is the most rule-intensive phase of roleplaying, but they will soon learn that it is a lot of fun.

Show them the *Equipment Manual* and *Character Manual* and explain that these books are all they need to use during play, and that using them is like browsing through a catalogue. They don't need to read them, just know where things are.

The next step is to explain the Guild Space™ Setting to them. Be sure they realize that they will soon be creating a character in this setting, so they need to imagine it from the point of view of a Guild Space™ character.

Note: the basic setting of the game changes as a result of the players' actions in the first adventure, so make sure you describe the setting as it exists *before* the adventure takes place.

Character generation is a good chance to practice your GMing skills. Be attentive to your players — use greater detail on topics which peek their interest and zip past less interesting elements.

Character Sheet

Hand each player a set of character sheets. Explain the sheets' layout to the player, making sure they understand where the key areas are located.

The sheets are two sided, the "Front" of the main sheet says "Character Record Sheet," and the "Back" has "Back Sheet" recorded on it.

The major areas of the Character Record Sheet are:

- The Luck area
- Doubling tables
- Physical Attributes
- Mental Attributes
- Science Attributes
- Combat Statistics
- Weapon Classes
- Armor Table
- Weapons Table
- Enhancement Table
- Skills Table

The major areas of the Back Sheet are the:

- Description area
- Advancement Box
- Dossier
- Credit Card
- Equipment Table
- MR and Carry Table

The major areas of the Skills sheet are obvious. Note: this sheet is used for skill and enhancement overflow (i.e., when your character sheet no longer has enough room).

The major areas of the power sheet are:

- The Skill box
- The Power table
- The 5 enhancement tables





Racial Selection

The fun begins... It is time to help your players decide which race to play. First, you need to introduce them to the races. Turn to the racial section of the *Character Manual* and show them the pictures and miniatures while you explain a little bit about each race.

Things to cover on each race include: any powers which they use, their science ratings (i.e., how good they are at Tech, BioT, and Cyber), special abilities, rough personality description, description of homeworld and their brief history, and available genders. Be sure to interact with the players, allowing them to ask any questions they may have. Remember, you are their guide to this Scape.

In the first adventure, Shakna — Assault on the Hive, certain races (the Shanask and the Kryll) have minor restrictions on them. These races are still available to players, but make sure you are aware of the special rules regarding them, as described in the adventure itself (i.e., be sure to read the adventure first).

Once you have introduced the races, you need to have the players select which ones they wish to play. The following guidelines may help you and your players.

- A racially mixed party is generally more advantageous. If a previous group of your players has already created characters, tell your current group which races they chose.
- Novice roleplayers should avoid strange races and races with powers (i.e., select something easy to play). Inform players that they may generate other characters at a later time — their current decision isn't final.
- No race is better or more powerful than another. They each have strengths and weaknesses.
- **Important:** Be sure the player selects the race, **NOT** the GM or other players. Don't be suckered in by lines like, "Well, which is best?" or, "Which one would you pick?". You may suggest races to avoid (due to difficulty), but be sure to leave the player with a choice. After all, this is the whole concept to roleplaying: individual choice. Besides, players will have more ownership of a race they choose.

Generation Steps

Generating a character can be boiled down to the following seven steps.

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

Veteran players will be able to generate characters without referring to any steps. However, this requires quite a bit of experience.

In the *Character Manual's* generation section, the following outline is provided for your players.

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

With the above outline you will be able to easily guide your players throughout the generation process once you walk through it in detail a couple of times. But, you must know each step well. To assist you, the following section will guide you through character generation in detail. Learn this process well, so that you need not refer to it in the future.

It is strongly recommended that you follow the steps below and practice generating characters yourself.

Preliminary Information

1. Decide if you need one or both character sheets. You will only need both if your character has a power or an unusually large number of skills or enhancements. Otherwise you will just need the character record sheet.
2. **PLAYER NAME:** First, record your name in the provided spaces on both sides of the character sheet.
3. **ADVANCEMENT:** Record 100 plus your rank as a player (if any) in the AP Total box and in the Unused AP box. During the rest of character generation, you will only use the Unused APs. The AP Total box will not change until after your first adventure.
4. **RANK:** Until your character completes its first mission, it will be rank 0. Record a 0 in the rank boxes on the front and back sheet.

Racial Information

This step is largely a copy session in which you copy racial information from the *Character Manual* onto your character sheet. Refer to the statistical section for your race (CM, races).

Back Sheet

1. **DESCRIPTION:** The following items will be recorded in the "Description" box.
 - **RACE:** Racial name
 - **AGE:** You will need to generate age. The age will list a rating plus some number (for example 8L + 15). Make a roll based upon the rating (8L in our example) and add the result to the indicated number (15 in our example). If the total is greater than the indicated max, then use the max instead of the rolled result. Record the final number as your character's age. Players may always choose to make their characters older than rolled (but not younger).
 - **LIFESPAN:** Don't record lifespan information — GM use only.
 - **SEX:** Chose from the listed choices.

- **HEIGHT & WEIGHT:** Height and weight are generated similarly to age. However, only **one roll** is made. Simply pretend this is the roll you made for both height and weight. For example, if the notation reads

Hgt: 6L + 66 inches (84 max)

Wgt: 6LV + 150 lbs. (335 max)

Then roll a 6L and add 66 for the character's height in inches. If the result is greater than the indicated max, then the max is used instead of the generated height. Now, **don't reroll your dice**, but simply interpret the dice as 6LV, add 150, and this becomes your weight. The reason the same die roll is interpreted twice is to keep a character's height and weight proportionate.

Note: Players may always make their character's shorter than rolled (but not taller). Also, the rolled weight is just a guideline; players should be allowed to modify the weight to any reasonable amount (making their character skinny or fat).

- **OTHER:** Some races will also have a width or length aspect. Again, you should keep the same die roll made for height above. Just reinterpret the die results just as you did for weight and record the information under notes.
- **EYES & HAIR:** Players may select any indicated eye and hair color.
- **DIET & SLEEP:** Record diet and sleep information under notes.
- 2. **CREDITS:** Generate starting credits. Record the result in the white space of your credit card. This is how much money your character has before entering into Guild service (don't worry about a low roll, the Guild pays very well).
- 3. **MOVEMENT & CARRY:** Copy movement and carry information onto the provided MR and Carry box at the bottom of your sheet.

Front Sheet

ABILITIES: Follow the steps below to copy ability statistics. Note that some ICs have been prerecorded on the sheets.

1. Copy the race, age, and sex information from the back sheet into the provided spaces on the front sheet.
2. **LUCK:** Do not roll luck. Simply copy the luck rating from the *Character Manual* into the large box next to the word "Luck" on your character sheet. The luck IC has already been recorded for you.
3. **LUCK BOXES:** Beneath Luck is a series of luck boxes. You need to leave a number of them open equal to your luck's level (e.g., 1 for 6L, 2 for 8L, etc.). Blacken in the rest of the luck boxes.

4. **PHYSICAL:** Copy down all the physical attribute information just as you did with luck.
5. **VISION:** Record your character's form of vision in the vision box found under "Mental."
6. **MENTAL:** Copy mental attribute information.
7. **SCIENCES:** Copy science attribute information.
8. **NISH & SHOCK:** Copy Initiative and Shock information.
9. **VITALITY:** Copy Vitality information. You also need to convert your vitality rating into a value and record it in the "Maximum" box.
10. **HEALING:** Copy Healing information. Nothing goes in the "Wounds" box until your character is "wounded" (RB, combat, damage).
11. **DEFENSE & ARMOR:** Defense and Armor information is copied next to the word "Natural" on the armor table (Def stands for defense and AR stands for armor).
12. **WEAPON CLASSES:** The weapon class information should be copied onto the Weapon Classes table.
13. **NATURAL WEAPONS:** Natural weapon information should be recorded on the weapons table. You will have to write the name of the natural weapon, as well as its statistics. Natural weapons have no encumbrance. Most players record natural weapons at the bottom of this table, leaving the top for purchased weapons. Note that a race's natural weapon statistics don't necessarily match those given in the *Equipment Manual* (also, Body-class damage adjustments have already been made for you).
14. **SKILLS:** (Note: not all races get skills) Skills are recorded on the skills table. You may want to look up the skill in the *Character Manual* and read on what it does. Any special rules can be recorded in the notes box or in your character's journal (see below). If your character gets a power skill, refer to the Powers section below.
15. **ENHANCEMENTS/HANDICAPS:** All enhancements/handicaps will indicate what ability they affect. The enhancement/handicap should be recorded next to the appropriate ability (if possible).

Powers

Players should record powers (if any) on the power sheet.

1. **PLAYER'S NAME:** Record your name.
2. **POWER NAME:** Record the power's name at the top of the power sheet.
3. **SKILLS:** Now record the information for the power's *Skill* and *power* skills in the proper boxes on the power sheet.
4. **POWER POINTS:** Record the indicated power points in the power points box.
5. **REGAIN RATE:** Finally, record any regain information in the regain box.

House of Dha

Currently, all characters are members of the House of Dha, the secret elite military unit of the Guild. To fill in the following information, refer to the CM, *Dha* section.

Back Sheet

1. **DOSSIER:** Record your character's dossier information in the dossier box:
 - Organization: The Guild
 - House: Dha
 - Chapter: leave blank at this time
 - Title: leave blank at this time
 - Team: leave blank at this time
2. **DHA CREDIT CARD:** Every member of Dha is issued a Dha credit card. Record the hack and security levels as indicated. Credcard encumbrance is negligible.
3. **DHA COMMUNICATOR:** Record "Dha Communicator" on the equipment table. It has an Enc of 1. All races are given the *enhanced use* enhancement so that they can use the communicator (no matter what their Tech rating is).
4. **DHA LEASE:** Every Dha member enjoys the ability to lease to own equipment. See RB, *miscellaneous*, *guild currency* for specifics. You can write down the specifics in the notes area.
5. **LIVING EXPENSES:** Dha also pays for its member's basic living expenses while they are stationed on planet. Basic living expenses include clothing, food, and a place to stay (Dha barracks).
6. **GUILDSPEAK LANGUAGE:** Every Dha member is taught guildspeak. Record this language on the enhancement table.
7. **BRIDGE OFFICER:** Every Dha member is taught the fundamentals of running a starship. Record the *bridge officer* enhancement on the enhancement table.
8. **SHIP SPECIALIZATION:** Dha members have the option of being specialized at a ship position. If taken any one ship specialization may be purchased for 1/2 the normal AP price. It is most advantageous for team members to select different ship specializations. The specifics on learning a specialization can be found in RB, *ability*, *learning abilities*.

Chapter Information

Now turn to the chapter section of the *Character Manual*. You need to choose which Chapter your character is going to join. A list of chapters is provided at the beginning of the chapter section of the *Character Manual*. Make sure you choose a chapter which accepts your race.

Chapter information is recorded as follows.

Back Sheet

1. **DOSSIER:** Record the chapter you selected on your dossier.
2. **ALLOWANCE:** Record the rank - 0 allowance in the allowance balloon of your credit card.
3. **FORMULA:** Now record your allowance on your credit card's formula balloon.
4. **BONUS:** Most chapters give a bonus equal to the chapter's rank - 0 allowance to help equip new recruits. Record any bonus in the white space of your credit card. These are credits which your character has and can spend.
5. **BENEFITS:** Chapters provide members with special financial benefits such as half-price for certain equipment, access to the bio-pool, free equipment, etc. Record these in the notes box beneath your credit card. Specifics on leasing and mission allowance can be found in *RB, miscellaneous, guild currency*.
6. **ATTRIBUTES:** All attributes listed under benefits should be increased by +1d.

Front Sheet

The effects of specialization are summarized at the beginning of the chapter section of the *Character Manual*. The details on how to record skills, and enhancements can be found in the abilities-learning section of this book.

1. **SPECIALIZATION:** Record all bonus skills and enhancements in the skills and enhancements tables on your character record sheet (be sure to shade in the skill's IC box). Then write down your chapter's name in the notes area and list all other skills and enhancements under the name (for later use).
2. **DOSSIER:** Find your chapter's 0 - rank title and record this in the provided "Title" space at the top of your character record sheet. Now flip over to the back and record the information in your character's dossier.

Adventure Points

Now for the real fun — decision time. You may spend any remaining Unused APs. Remember that you **DO NOT** spend nor reduce the APs listed in the AP Total box.

You can use APs to learn new abilities or improve existing abilities. Specific rules for learning and improving abilities (including weapons and armor) are given in the abilities section of this book.

Don't forget that you can take any number of handicaps (negative enhancements) to **increase** your Unused APs. However, handicaps **do not** increase your AP Total.

Only one enhancement marked with an asterisk "*" may be learned per rank. However, during character generation, you may learn as many of them as your APs allow, so it is wise to examine enhancements carefully at this time.

You are not required to spend all of your Unused APs. Any remaining points are left in the Unused area. However, you may not spend into the negatives or borrow APs.

Purchase Equipment

Remember, just because your character is skilled at using an equipment item, doesn't mean he or she owns it. Be sure to buy or lease any equipment items you need. (Specific rules for leasing items are provided in *RB, miscellaneous, guild currency*)

Note that equipment is bought with credits, and abilities are purchased with APs.

Every equipment item has a use rating. To use a piece of equipment, your character's appropriate science rating (BioT for biotech items, Cyber for cybernetic implants, and Tech for technological items), must exceed the item's use rating. (There are enhancements which overcome this limitation — see the *Character Manual* for details.)

When you buy equipment, be sure to record how many you bought, the item's name, its encumbrance, and any notes on the equipment table (back sheet).

If the equipment is a weapon or armor, you can record everything you need on the weapons or armor table on the front sheet. Refer to *RB, abilities, learning* for specifics on how to record armor and weapons.

Some equipment requires AP expenditure before the equipment is usable (especially true of cybernetic enhancements). Other equipment functions much better if APs are expended (such as weapons and armor).

You do not have to spend all of your credits. In fact, it is probably a good idea to keep some in case you need to charter a spaceliner, buy an agent a drink, provide yourself with emergency ammo, etc.

Finishing Touches

Once, you spend as many of your APs and credits as you desire, you have almost completed your character. Just a few finishing touches.

1. **ENCUMBRANCE:** Add up all encumbrance and record the total on your back sheet in the provided box, don't forget weapon and armor encumbrance (recorded on your front sheet).
2. **MOVEMENT:** Find the first carry box which equals or exceeds your total encumbrance, and fill in the circle above it. This indicates your movement rate at your current encumbrance. Copy your current MR onto your front sheet. Note, some types of armor result in additional movement restrictions.
3. **CHARACTER NAME:** Select a character name and record it on all sheets. To set the proper feeling tone of the game, select racially appropriate names. Don't call a Calemora Bob, Piccard, or Speedo. Instead use Goth, Ubok, Kotaw, etc.
4. **TEAM NAME:** As a group, decide upon a team name and record it on the front and back sheet in the provided areas.
5. **SKETCH:** A sketch box is provided on the back sheet so that you may draw a sketch of your character.

Character Journal

This is an optional rule, but one which is highly recommended.

A character journal is a log book in which you keep your character sheets; a detailed character sketch; specifics on skills and enhancements, etc.; record information about your character's personality, history, and family; and record journal entries after each gaming night.

Some of the common journal entries are discussed below.

- **BACKGROUND:** Your first entry should be entitled "Background." Take some time to create and write down background information: family, past occupations, etc.
- **PERSONALITY:** You should create a personality sketch — a written description of your character's personality.
- **ADVENTURING HISTORY:** After each gaming night, make a journal entry briefly detailing the highlights of the adventure from your character's point of view. This will help you to build up your character's history. (And later in your real life, you will find reading your journal entries takes you back to a warm time filled with fond memories).
- **EXPAND:** Feel free to record any other information you want into your character's journal: maps; sketches of acquaintances; etc.

Miniatures

"Miniature Gaming" or "Miniature Use" refers to the process of using, not only miniatures, but chits, a game board, pens, erasers, props, etc.

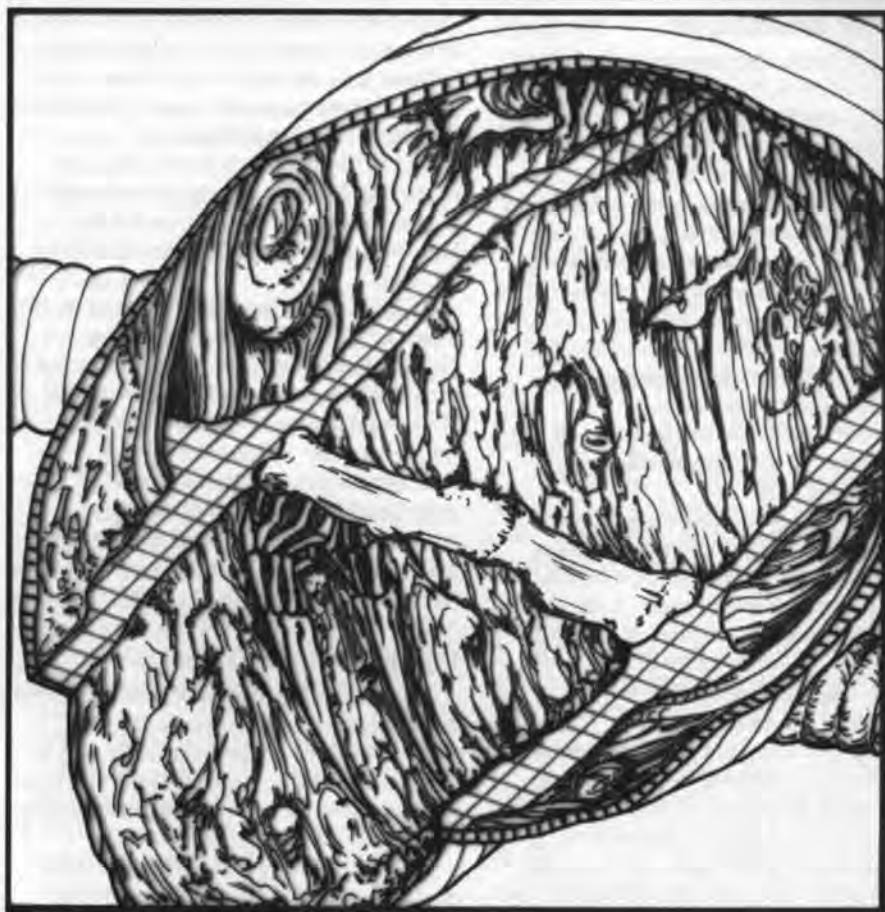
Preparation

First, you need to prepare your miniatures, chits, and game board for use in the game.

Miniatures: Half the fun of roleplaying arises from its "hobby" nature. Nowhere else is this as apparent as in miniature preparation.

You need to assemble the miniatures as described below. Several accessories are required to aid in assembly: a modeler's knife, special glue, and miniature paint. You may order these items through The Game Lords,TM Ltd. or buy them at a local hobby shop.

- Using a modeler's knife, trim away any excess metal, or "flash," from the miniature's surface; however, DO NOT trim away the tab on the bottom of the miniature as it will be used to affix the miniature to its base. (**Warning:** Be very careful when using a knife, always cut away from yourself, and seek adult supervision.)
- You may also need to trim the plastic miniature bases.
- Miniatures may come with multiple parts. You need to assemble and glue these miniatures together. Use fast bonding epoxy for metal miniatures and plastic model glue for plastic miniatures.
- Once trimmed, slip the bottom tab of the miniature into the slot in one of the plastic bases. The fit should be snug. If it is loose, bow the tab until it fits snugly. Once the miniature slips into the base properly, put a dab of glue on both sides of the tab and glue it into the base.
- Now the real fun begins: you get to paint your miniatures. Miniature painting is an art which many people love as it brings the game alive with vivid colors and imagination. However, if you don't have the time or patience to paint miniatures, see if someone else in your gaming club does. If not, miniatures serve their purpose perfectly well unpainted.
- Once the glue and paint dries, the miniatures are ready.



If the GM can not locate sufficient miniatures or chits to cover all needs, alternate items may be used: green plastic army men, figurines from a chess set, pawns from other games, etc. If you have none of these items, you can resort to pen and cardboard (or paper) to make your own chits. Simply draw a profile of the NPC you need or write the NPC's name on the chit. Crumpled balls of paper can even be used to represent hordes of similar aliens. Note, however, that such props are poor substitutes for well-crafted, colorful miniatures.

Additional miniatures and chits can be purchased through The Game Lords,TM Ltd.

Game Boards: A game board is provided on the inside of the *Shakna* adventure cover. However, this is only a simple temporary board which must be drawn upon using pencil and erased with a pencil eraser. Permanent professional game boards with erasable pens can be ordered through The Game Lords,TM Ltd.

Boards ordered through The Game Lords,TM Ltd. are perhaps the best option as they are nice, durable, permanent boards approved for use with the MetaScapeTM System. However, most generic grid boards available at your local hobby shop will work.

Props: To add extra life to your game, you may want to collect together any available props. Props are in-scale items used to represent other elements of the game such as chairs, tables, transports, rocks, columns, equipment, etc. A good source for props are other toys and games.

You can also make home-made props. Wadded up paper works well as a rock. Wood blocks function as tables, benches, and chests. Sponges can represent trees and bushes. Small dowels or cash register or adding machine tape rolls make good columns, etc. Be industrious and creative. If you really get into props, you can even get a pail of plaster and sculpt your own props.

Perhaps the most useful miniature aid is wall-tack, a kind of gummy clay normally used for sticking posters, pictures, etc. to walls. You can use wall-tack to stick miniatures onto props and vice-versa.

Another useful item is a carrying case to hold all of your miniature gaming supplies. Among the best of these devices are multi-drawer utility bins or fishing tackle boxes.

All of the above props may be found in local stores or you can call The Game Lords,TM Ltd. and order them direct (after all, we are the "One Call, Get it All" game shop, when it comes to the MetaScapeTM System).

Miniature Gaming

To prepare for miniature gaming the GM should try to find miniatures or chits sufficient to represent the player characters as well as all likely NPC encounters.

The Board

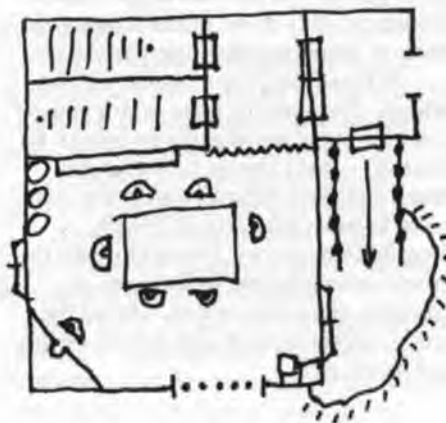
When you begin your gaming session, lay the board out on the table. The game board serves two primary functions: first it delineates distance in miniature scale, secondly, the GM uses it to draw the character's surroundings. Several drawing guidelines follow:

- Do **NOT** count every square and draw rooms exactly as they appear in adventures. First, this is too slow. Secondly, character's aren't stopping to measure every room with a tape measure, so having them a little off is more realistic.
- Draw quickly, but not sloppily.
- You may draw out the surroundings as often as you like. In general you should draw out any combat situation and any place which the players wish to use their miniatures.
- Do **NOT** draw out scenes if miniatures aren't useful — this is a waste of time.
- Use varying colors: one for walls, doors and other permanent fixtures, a second for tables, chairs, computer consoles, etc., but don't spend a lot of time switching colors.
- The purpose of your drawings is to indicate where players may move their miniatures, which way they should be facing, and what major furnishings exist.
- Don't waste time drawing a detailed map (such as the one shown above). The maps provided in our products are professional maps drawn out in far greater detail than is needed for a game board drawing.
- A table is drawn just as square, a computer console a shape, etc. If a table has items on it, describe them verbally. If a computer has special buttons, explain this to the players. To make the drawing process easier, drawing guidelines follow. We intentionally drew these out by hand so you can see exactly how to do it.

Board Symbols

	FORCE FIELD
	WALL
	CURTAIN
	RAILING
	PORTCULUS/BARS
	WINDOW
	DOOR
	DOUBLE DOOR
	SECRET DOOR
	ARCHWAY
	STAIRS
	SLOPE
	PIT
	LEDGE
	ROCK COLUMN
	RUBBLE
	CHAIR
	TABLE OR BENCH
	BARRELS
	CRATES/BOXES

When these symbols are combined, a board drawing might look something like below. Note how items have been drawn fast and simple. However, the map functions well to indicate where miniatures can be placed, the limits of sight, etc.



Minatures

Once the board is ready, players select miniatures or chits to represent their characters — it is best if NPCs are represented by miniatures or chits, as well. The remaining miniatures are placed within the GM's reach. Your group is now ready to play, but first you need to explain miniature rules to your players.

Following are a number of fundamental miniature rules

- First, the board's scale must be determined. In other words, each square on the game board represents a certain size. If you have a purchased adventure, consult its scale. Otherwise, use the following scales
 - Personal Scale = 5 feet
 - Vehicle Scale = 50 feet
 - Ship Scale (tactical) = 1 mile
- Whenever a new miniature or chit is used, be sure all gamers know who or what it represents.
- A miniature should only be moved by the GM or the player who controls it.
- During combat, a player's miniature should only be moved during Initiative (unless moved by the GM).
- The GM may move any miniature at any time. However, GMs should allow players to move their own miniatures whenever possible.
- The number of board squares a miniature may move is equal to its movement rate (i.e., a movement rate or MR 6 means that the miniature may be moved up to six squares during its Initiative).
- Unlike most games, miniature movement is **NOT** a hard science. Gamers do not need to count out exact squares unless it is really important, and it doesn't matter if a miniature is in a square, on the border, or somewhere in between.
- The direction a miniature faces is often very significant. Players and the GM need to make sure their miniatures are faced properly.
- If a particular miniature's facing is difficult to determine (e.g., a marine looking forward with a gun extended to the left), the gaming group needs to make a facing judgment which everyone understands (marking an arrow or dot on the miniature's base is often useful).

Further details on movement can be found in the movement section of the rules.

Combat

If you'll excuse the pun, now we're into the real guts of the game system — combat! And, as true adventuring heroes, you will undoubtedly become involved in numerous combats ranging from simple bar brawls to all-out war.

These combats will be of a type you've never experienced before. Swords, techno-boomerangs, laser cannons, grenade launchers, combat androids, drones, giant walkers, horrible bio-weapons, and arcane powers are just a few of the elements you will encounter. Opponents will range from those similar to yourself, to strange aliens, giant killer mechnoids, and beyond. If you wish to keep your character alive, expect the unexpected, because it will certainly expect you!

Personal Combat

Personal combat occurs when a character directly fights a foe. This is the most common and detailed type of combat and will be examined first. Later in this section, Vehicle and Ship combat will be examined. But, for now, read on and fight well!

Encounter Meeting

Miniature Use: At the beginning of every encounter, the first thing to do is draw out the encounter area in scale on a game board, then place any applicable props.

If your drawing is an extension of a previously drawn area, the player's miniatures should already be located appropriately. For example, if one of the characters opens a door, you should say, "Okay, don't touch your miniatures while I draw out the next encounter area."

If you need to erase the board to make room for the encounter area, have all the players pick up their miniatures, remembering how they were situated. Then have the players replace them in a similar manner once you've completed the drawing.

Placement: Once the room is drawn and the player's miniatures are situated, you need to determine NPC composition: how many, how tough, and where. Typically, the first two questions are answered by the adventure. But often, it is up to you to determine the exact placement of the NPCs.

The rule of thumb is to follow common sense and create fun. Place the NPCs logically based upon the area and their function within the area. If a group of aliens is encountered in a hatchery, they should be moving eggs around and caring for the young, not hiding on the ceiling above the doorway. If a guard's barracks is attacked, the guards should be sleeping, resting, sitting on their bunks talking, etc. If a sentry post is encountered, a sentry should be standing at watch (or perhaps playing cards with his peers, depending upon the sentry's reliability).

When multiple options exist, always consider player enjoyment. Players typically prefer dynamic encounters with a lot of variety — some guys on the stairs, two on guard, several visiting, one cleaning the area, and one sitting in the weapon's crow's-nest high up on the wall (sounds more fun than "a bunch of guys standing around," doesn't it?).

Shock: Now you must make a GM judgment call: from the characters' point of view, is the encounter scary, startling, unexpected, or would it in any other way create a possible state of shock? If so, you need to set a difficulty (i.e., how bad is the shock?), and have the characters make shock checks.

Characters who fail a shock check automatically lose Nish. This is exactly like rolling a 0 on Initiative. Characters who roll a critical failure are paralyzed with fear and get no Nish that round.

NPCs may also become shocked if you deem it appropriate. In this case, if the player rolls a high shock, they have actually shocked their opponents. Typically characters must roll at least twice their opponent's rating in order to shock them.

Response: It is now time to roleplay. You, the GM, need to determine the general mood and intent of encountered NPCs. Often, this will be evident: hungry alien monsters will usually attack to kill, outnumbered guards will fall back in good order, shooting as they do so, guard droids will stand at attention unless approached, etc.

At times, the proper response is not evident. These are the times which you get to set the initial mood of the encounter. Be creative — don't always have enemies attack and allies come forward with open arms. Enemies may pose as friends, demand bribe money, attempt to learn the group's strengths and weaknesses, etc. Likewise, allies may, at first, distrust the group, appear staunch and serious, be in a bad mood, etc.

Once the mood is determined, you need to figure out the NPC's intentions: are they looking for a fight, do they need money or equipment, will they fight until all are killed, will they run at the first sight of blood, or are they trying to sell items for everything they can get? Again, be creative and logical. Not all enemies will fight until only they or the characters are left alive. This becomes **boring!**

One very important piece of advice: remember that moods and intentions change. With sufficient reason, enemies may become friends and friends enemies.

Initiative

Initiative breaks game time down into tidy "rounds" in real time which are easy to GM. This causes the MetaScape™ Game to function similar to a traditional game: players take turns, and specific rules govern each turn's action. As GM, you can "Call for Initiative" any time you want: simply announce, "Nish." At this point, the game will take on an entirely different tone. Your players may ask you to call for Nish, but only you can do it.

So, when should you call for Nish? In general, any time you need it or want it. To help, a few guidelines follow:

- **Combat:** Any time combat erupts, the game should definitely be placed into Initiative mode. If one side would logically get to attack first, call for Nish right after they make their attack (e.g., during an ambush, or if a character is prepared to shoot the next alien walking through a door, etc.).
- **Growing Tension:** If the encounter is becoming tense or potentially dangerous (i.e., combat or other drastic measures are imminent), call for Nish.
- **Detail:** Any time that you need to control the game in detail, call for Initiative. For example, if the movement of characters is very important (perhaps there is an explosive mine in the area), you may want to enter Initiative so you can have each player move their character on their turn.
- **Even Turns:** Call for Initiative if you need to make sure that every character gets to perform a similar amount of actions. For example, if the characters are looting an area, you may want to call for Nish so that everyone gets a fair chance to grab the "good stuff."
- **Control Action:** If the game is becoming hectic, with everyone doing some specific or major action, you may want to call for Nish just to help you keep track of who is doing what.

Characters: When the GM calls for Initiative, all players make Initiative rolls. Have players locate their character's "Nish" rating (found on their character sheet). Each player then rolls the required dice and calls out the result. Record each result on scratch paper as you hear them.

A useful technique is to draw a small rectangle to represent the game table. As you hear each result, write it down on your map where that player sits. Once you get good, you won't even need the rectangle. This method allows you to easily match Initiative to player.

It is best if all players roll at once and call out their results as they figure them out. Otherwise, rolling Initiative takes too much time. The map method, above, should make this manageable.

NPCs: You also need to write down the NPCs' Nish — place it where you sit.

NPCs move on their recorded Initiative (see *SG, NPCs*) Note, the GM does NOT roll NPC Initiative, it is recorded without rolling. Thus, each round, it's possible for characters to go first, last, or in between.

So, you're ready to begin your first combat round. Play proceeds in Nish order, with the highest Initiative result going first, the next highest second, and on down to the lowest.

Once all characters and NPCs have taken their actions, call for Nish again, signifying the beginning of a new "Round."

Player-Controlled NPCs: It's easiest to have NPCs, mechnoids and other individuals being controlled by a player move and attack during that player's Initiative.

Initiative Types: The above is an example of "Individual Initiative." This is the most precise and generally the most fun. However, it is also the slowest. If you are gaming with a lot of players, you may choose to use "Wave" or "Group" Initiative.

WAVE: Wave Initiative works just like individual, except that you have all players rolling greater than the NPCs take their actions together, then the NPCs, then all players who rolled less than the NPCs. Note that all NPCs are grouped into one wave — just average their ratings.

If the NPCs have a number of different Initiatives, it may be easier to group them into one or two Initiatives, and have all NPCs act during which ever Initiative is closest to their actual rating.

Even during individual Initiative, it is generally best to have GM controlled NPCs use the wave method. Otherwise, you will take too much time and may forget which NPCs have gone and which haven't.

GROUP: If possible, avoid group Initiative, as it is unfair to individual characters. In group Initiative, all the characters go at once and all the NPCs go at once. One player rolls for the entire group — the one who controls the group leader. The group leader is the first character who meets one of these requirements:

- Ship Captain
- Highest character Rank
- Most Charismatic
- Highest WP
- Highest Player Rank
- Ties are broken by a d10 roll.

Saved Initiative: A player may always "Save Initiative." This means that they don't want their character to perform all of their actions on their Initiative. A character with saved Initiative may take his Initiative at any later time DURING THAT ROUND. Saved Initiative is lost once you call for the next round's Nish.

It is the responsibility of players to remember that they have saved Initiative and to perform actions later in the round. You shouldn't ask them again if they want to perform actions. However, if a player remembers saving Initiative as you call for Nish, allow the character to do something if they do it quickly.

Note that a player can save PART of a character's Initiative. If, for example, a character just walks down a hallway, he or she may perform an attack action later that round.

John rolls a 256 Initiative for his Anthropos warrior, Brice. This is a very high Initiative roll, and would normally enable Brice to go before anyone else during the round. John, however, wishes to see what the attacking skraks will do before having Brice act, and so announces that he is "saving Initiative." Brice may then go at any time during the round. John waits until the skraks have all acted, then has Brice step from hiding and massacres them with his turbo-plaz.

Actions

This section will explain how much characters and NPCs can do during Nish. It is assumed that the players have already rolled Initiative (see the above section).

Action rules apply identically and equally to both characters and NPCs.

Types of Actions: The best way to govern Initiative action is to ad-lib. Several options and guidelines follow.

In general, a character will perform two actions during Initiative: a **move** action and an **attack** action. These can be performed in either order but moving, attacking, and moving again is not allowed (without an enhancement).

As you can imagine, there is an unlimited number of possible actions (anything the players can think of), and it would be impossible to list them all. Most common actions are classified below to help you ad-lib the others.

(C) Complete Actions

- Running
- Detailed Search

(A) Attack Actions

- Attacking
- Using most power enhancements
- Content Search
- Voluntary use of Awareness

(M) Move Actions

- Moving (not running)
- Switching weapons
- Surface Search
- Picking up and storing an item
- Standing up from prone position
- Opening a door with a key

(I) Incidental Actions

- Change facing
- Flipping switches
- Looking around
- Stand from sitting or kneeling
- Going prone from standing position
- Sit or kneel
- Open a simple door

Each Initiative a character may perform the following combinations of actions. A character may always perform fewer actions than listed, but never more:

- One complete action
- One attack and one move action
- Any REASONABLE number of incidental actions may be combined with any of the above

In general two incidental actions equal one move action, but it is better to use common sense ad-libbing to govern incidental actions. To give you some guidelines in regard to adjudicating actions and ad-libbing, consider the following:

- The intent of Initiative is to allow every character to perform the same number of actions.
- Consider the "Fun" element. Try to ration time equally to all players. If a player is always prepared and acts quickly, you might allow that player's character to do a little more.
- **REWARD CREATIVITY:** If a player is performing an unusual action which needs some explaining or dialogue, don't cut them short — this is what roleplaying is all about, and exceptionally good actions might even result in an AP or two being awarded!

Speaking: Because of the roleplaying aspect, speech is governed under more flexible rules. In general, allow players to speak for their characters a little longer than would be realistic. The main guideline is to balance the amount of time you spend on each player. If a player takes a lot of time to say a few words, then that is all that character can accomplish that round. On the other hand, fast and succinct players may get to say twice as much or perform an attack action along with speech. You must also balance the importance of what is being said. Allow more time for creative or important speech.

Players will also get caught up in the game and want to discuss plans, make comments, etc. among themselves. Generally, allow this as long as you and the player with Initiative can carry on an easy conversation. However, you should always encourage good roleplaying. In other words, if characters are in separate rooms, be sure that there is a way for them to communicate. If not, ask the players not to discuss game-relevant ideas with each other.

Once your group gets the hang of roleplaying, pay a lot of attention to their conversations, and run the game accordingly. If characters are trying to be quiet, for example, actually have your players whisper.

Facing: Players may always adjust the facing of their characters at any time after their Nish. They don't even need to ask you about this. However, during NPC Initiative, this is no longer the case. Only allow a player to alter a character's facing if it would make sense.

If, for example, an alien tries to maneuver around the side of a character for a back attack, allow a player to adjust his or her miniature if the character would notice the alien and if the character could actually make the facing change. If an alien stepped through a doorway behind the character, it is unlikely that the character would change facing until after the alien attacked (unless the door made a lot of noise).

Duration: In general effects which last for one round last until the end of the next round. Likewise, effects which last two or more rounds last until the end of those rounds.

Movement

Movement rules are detailed in the movement section.

Attacking

There are two types of attack: melee (any attack made against targets in an adjacent square with body or melee weapons), and ranged (any attack made from more than one square away with hurled or ranged weapons).

Line of Sight: Ranged attacks require that a character have line of sight. The simple rule is that if the character can see *any part* of its target, the character has line of sight.

Remember that drawn walls, doors and other obstacles will block line of sight (unless the character can see through them). Smoke, darkness, and the presence of other miniatures must also be taken in to consideration. And, don't forget that different races possess different forms of vision.

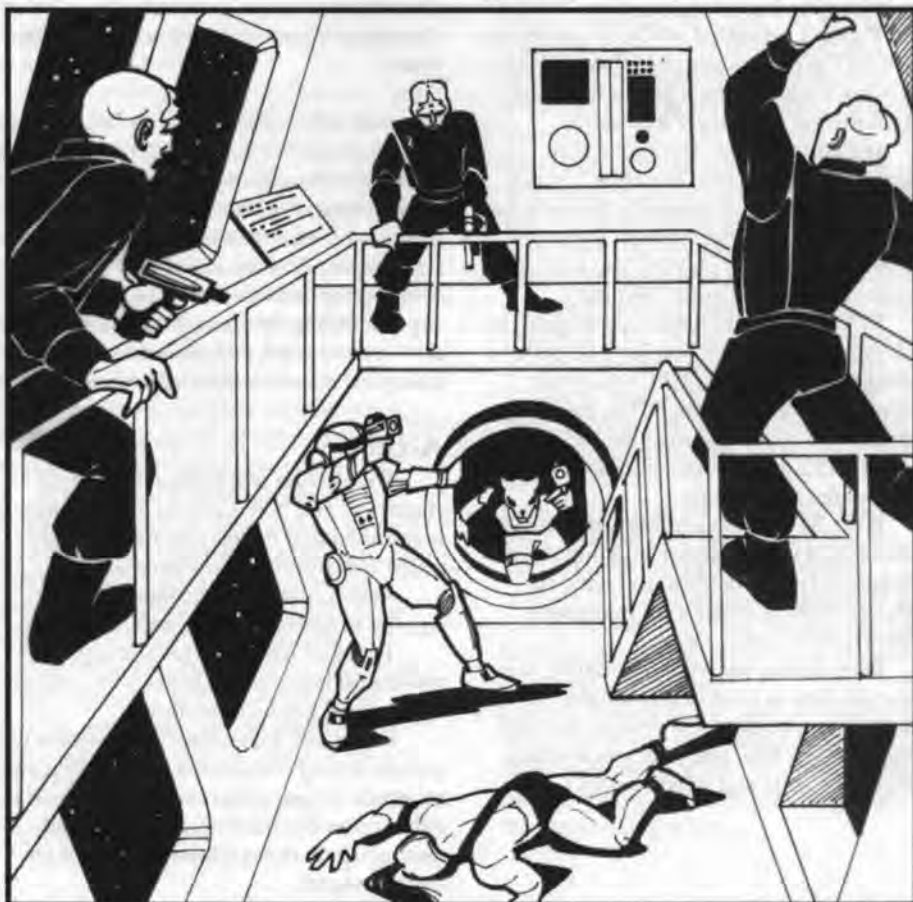
Range: A target must be in range before it can be attacked. The range of all melee weapons is, of course, one square — you can attack miniatures in squares adjacent to your character, unless some unusual obstacle intervenes. Exceptionally long melee weapons may be able to reach more than one square (the GM should adjudicate in such cases).

In most cases, it is best to ignore the effects of range for ordinary weapons. If a target is visible, it can be attacked with ranged weapons without penalty.

Long Range Optional Rules If you or your players enjoy simulating ranged effects, or if combat is taking place at extreme distances, then find the "Range" statistic for the weapon being used. For each group of squares equal to the weapon's range after the first, reduce the weapon's attack by -1d. Once the attack is reduced to -1c, hurled weapons start dropping off even faster (-1c for each additional group of squares equal to the weapon's range). Ranged weapons do not suffer this penalty — they continue with the -1d penalty for each additional group.

For example, if your weapon has a "Range" rating of 10, and your target is 25 squares away, the penalty to hit is -1d. If the target were 32 squares away, the penalty would be -3d (no penalty for the first 10 squares, -1d for the second 10 (out to 20), and -2d for the third ten (out to 30), and -3d for the fourth 10 (from 31 to 40)).

Line of Fire: Finally, having line of sight and range mean nothing if line of fire is blocked. Line of fire is the ability to actually make the attack. For example, if your target is on the other side of a transparent wall, line of fire is obstructed by the wall. Likewise, if the target is in the middle of a crowd, line of fire is obstructed by the crowd (you can still attempt an attack, but a miss will almost certainly hit an innocent bystander).



Rolling an Attack

Character: If your target is within line of sight, range, and line of fire, you may attack.

To "Roll an Attack," locate the weapon your character is using. It should be listed on your character sheet. Look under the Atk column for the Atk rating and roll the attack (i.e., make an attack check) and tell your GM the result.

GM, when a player tells you the result of a character's attack, you need to determine if the attack succeeded (hit) or not. Use the target's defensive value (see SG, NPCs) as the difficulty for the attack check. If the player succeeds, the character successfully hit the target and caused damage.

Note that a failed attack doesn't mean that the character missed. Perhaps the attack hit solid armor, glanced off the target, etc. — regardless of cause, no damage results.

Players should try roleplaying their attack rolls. When you attack or defend, breathe life into the combat by making up a narrative based on the die results. If you roll poorly you might say, "Stumbling forward, I barely manage a feint with my *Sorcesabre*." If you roll well, you might exclaim, "And with another mighty swing I catch the horak full in the chest!"

Will's Calemora dragon, Urgoth, is attacking a horak (Def 15) with his kray (Atk 8M). Will rolls 8M for the attack, and the result is 16, or one greater than the horak's Def. The mighty Urgoth managed to hit the horak, if only by the thinnest of margins.

NPCs: GM, do not roll NPC attacks upon the characters. Simply have the attacked character make a defensive check versus the NPC's attack value (see SG, NPCs). Among other things, this saves you the trouble of rolling, and it gives the player a sense of control over the game. Remember, one of the GM's primary roles is to create an environment in which the players can have fun.

Defense Rolls (NPC Attack)

Characters: Characters who are attacked must make Defense checks vs their opponent's attack value.

On your sheet, find the worst defense rating of any armor which your character is currently wearing. This is your character's current Defense rating with which you need to roll vs the opponent's attack value. Be sure to roll the number in the "Def" column, not the "AR" column — this roll comes later.

If the defense check succeeds, the opponent missed; otherwise your character has been hit and may take damage.

Donna's Zin-Shee Krrmyrra, is attacked by a berserk kurg with a laser pistol (attack rating 10). Krrmyrra's Def is 8M. Donna rolls 8M, but rolls badly, scoring only a 4. The unfortunate Krrmyrra has been hit by a mere kurg. What humiliation!

NPCs: The GM does not roll NPC defense. NPCs defense is combined into the character's attack roll. If the character rolls greater than the NPC's defensive rating, then the NPC has been hit. Otherwise, the NPC defended successfully.

Inflicting Damage

Character: If your character's attack hits, you need to generate damage. This rating is found on the "Dmg" column next to the weapon your character is using. Roll the indicated dice and tell your GM the result.

Hugh's destron has hit a kurg (probably the one which hit Krrmyrra in the previous example) with his turbo-plaz (Dmg 10H). Hugh rolls a 40, inflicting that amount of damage on the kurg. That will teach him!

NPCs: Opponents who hit a character inflict a set amount of damage equal to their damage value — again, no NPC die rolling is necessary. The player simply rolls their character's AR (see below)

Once the damage result is determined, proceed to armor rolls.

Armor (NPC Dmg)

Character: When a player character is hit, the player must roll to see how much damage the character's armor stops. Locate the character's current armor rating, and roll the dice listed in the "AR" (NOT "Def") column. This is the number of damage points which the armor stops. If it exceeds the opponent's damage, then no wounding damage is taken — the character is fine. If the roll is less than the damage, the character suffers wounding damage equal to the difference between the AR result and the Dmg result.

For example if a character is hit for 20 points of Dmg and makes an AR check of 12, the character will suffer 20 - 12, or 8 points of wounding damage. If wounding damage results proceed to the vitality discussion below.

Theresa's Draca, Hur'akkimm (AR 6M), has been hit by a pirate for 20 points of damage. She rolls 6M AR, with a result of 16. The cyber-lord's armor has stopped 16 points of damage, but four have penetrated. Hur'akkimm is therefore considered to have taken four points of "wounding damage." He is still standing, however, and the offending pirate had better start saying his prayers as Hur'akkimm levels his scythe cannon at him and prepares to fire!

NPC: When a character hits, the player rolls damage (see above). The GM then needs to reduce the character's damage result by the opponent's armor value. The result (called "wounding damage") is then recorded.

For example, if the character rolls a 25 and the opponent's armor value is 10 then the opponent will take 25 - 10, or 15 points of "wounding" damage. If the armor value exceeds the character's damage roll then no wounding damage results. If wounding damage occurs, proceed to the Vitality discussion below.

Vitality

Character: If your character receives wounding damage, record it in the "Wounds" box next to Vitality. If your character is already wounded, you must add all previous wounding damage to the new amount and record the total in the wounds box. NEVER erase your character's "Maximum Vitality." This is your Vitality reference number and should not be changed (unless you improve Vitality).

NPC: If an NPC receives wounding damage, jot down the NPC's name or number on scratch paper. If the NPC is already wounded, add all wounds up and write the total down.

Critical Damage

When wounds exceed the Vitality maximum, "critical damage" results. Thus a character with 16 Vit maximum who has taken 18 points of damage has two points of critical damage.

Character: When a character takes critical damage, unconsciousness or death may occur. Rules governing these situations are based upon the amount of critical damage.

0: When the character's wounds exactly match its Vitality, the player must make a WP (5) roll or pass out. This check is only made once (not every round) and it is the only roll required.

1+: Any amount of critical damage may cause unconsciousness (see unconsciousness below). In addition, the character suffers Vitality drain (see below).

10+: When a character's critical damage equals 10 or more, several checks occur. First, make a death check (see below). If the character is still alive, the player must also check for unconsciousness. Finally, the character suffers Vitality drain.

Unconsciousness: A player makes an unconsciousness check every round in which one or more points of critical damage exist. An unconsciousness check is made with WP vs a Dif equal to five times the amount of critical damage. If the check fails, the character falls unconscious.

An unconscious character also gets to make one unconsciousness check each round on the character's Nish (yes, unconscious characters roll Nish). Success indicates that the character regains consciousness — note the character must continue to make unconsciousness checks if critical damage remains. It is therefore possible for a character to fall unconscious, wake up, fall unconscious again, etc.

Tony's Zin-Shee warrior has taken enough damage to exceed his Vitality maximum by four points (four points of critical damage). In order for the wounded warrior to stay conscious, Tony must make a WP roll 10L vs 20 (five times the amount of critical damage). He rolls a 24, so the lucky psi-cat is able to cling to consciousness for at least one more round.

Vitality Drain: Characters with critical damage are subject to Vitality drain. This represents the cumulative effects of critical damage, including blood loss, organ shut down, tissue damage, etc.

Each round in which a character has critical damage, the player must make a Healing check vs five times the critical damage. Failure indicates that an additional point of wounding damage is taken. However, once a successful healing check occurs, Vitality drain stops, and no further checks are made unless additional damage is taken — in which case Vitality drain begins again.

Vitality drain also stops if the character receives any form of healing of one point or more.

Jeff's Anthropos has taken sufficient damage to cause eight points of critical damage. Jeff must roll Healing (10L) vs 40 (five times the critical damage), or lose another Vit point. The first round, he rolls only 10, so the wounded Anthropos now has nine points of critical damage. On the following round, however, Jeff rolls a miraculous 128 vs 45 (five times the current critical damage). Vitality drain then stops, leaving the gallant Anthropos with nine points of critical damage, hovering virtually at death's door.

Death: This check is made every round in which there are 10 or more points of critical damage. Make a Vitality check vs the amount of critical damage. If the check fails, the character dies.

Holly's Kryll, Ikk'tkk'irr ("Ikk" for short) has taken 12 points of critical damage. In order to keep Ikk alive, Holly must roll Vit (8M) vs 12 (the amount of critical damage). To her relief, she rolls a 16, so Ikk remains alive. Unless Ikk receives immediate medical attention, however, Holly will have to roll again next round, and failure will indicate that the unfortunate Ikk has permanently departed this Scape.

When to Check: Death and unconsciousness checks are made immediately upon receiving initial critical damage sufficient to warrant such checks. Thereafter, unconsciousness, Vitality drain, and death checks are made each round on the character's Initiative. They are made before the character performs any other actions. Note that in the first round, it is possible to make death and unconsciousness checks twice (as the damage is taken, then again on the character's Initiative).

When to Stop: Checking for Vitality drain stops according to the rules above. Unconsciousness checks stop once a character no longer suffers any critical damage. Death checks stop once the character's critical damage is less than ten.

Optional Rule: When a character is critically wounded (i.e., has suffered critical damage), all ability checks are made at -1c (except death, unconsciousness, and Vitality drain), and the character's MR is cut in half.

NPCs: When NPCs suffer critical damage, they die — short and simple. As GM, you don't have the time to check for Vitality drain, unconsciousness, and death. You may always ad-lib these effects if desired.

If you are playing a particularly powerful or significant NPC, you may opt to use the complete character rules above. This should be done seldom and only if you consider it very important. If you take this option, you will have to roll dice.

Healing

When characters or NPCs receive healing, their wounds are reduced by a number equal to the healing. A character cannot have more wounds healed than were taken.

Natural: Characters have a natural healing ability recorded next to their vitality. This rating may be rolled at -1t every four hours (game time). If the character sleeps or lies down and rests, a full healing roll can be made without penalty every eight hours. Other situations will have to be governed by GM rule. Natural healing reduces wounds just like any other type of healing.

Ron's Calemora has taken six points of damage. After the GM informs him that four hours of game time have passed, Ron rolls the Calemora's Healing (10M) at Bantam type (10MB). The result is 2 (24 with the four removed due to the Bantam type), so the wounded Calemora heals two points. After the adventure, Ron's Calemora sleeps for eight hours, and so receives a normal 10M Healing roll. The result is 16, far more than the original damage, so all wounds are removed.



Vehicle Combat

Most aspects of vehicle combat are identical to personal combat: all players still roll individual Initiative for their characters, rounds progress the same, action rules are the same, etc. The main difference is that the characters have different actions to choose from: firing vehicle guns, driving, using vehicle systems (scanners, sensors, computers, transporters, etc.), and more. These and other details are explained below.

Miniature Use: If the vehicle is relatively stationary during the combat keep the board at personal scale (one square equalling five feet). To represent a vehicle, take a sheet of paper and draw the vehicle out in personal scale. Then place the paper on the game board. Miniatures can then be placed inside or outside of the vehicle, and the vehicle (sheet of paper) can be moved around.

If the vehicle is mobile, zoom out to Vehicle scale (one square = 50 feet) or the map's scale. The vehicle is represented on the board with a vehicle miniature or chit. A Personal scale drawing of the vehicle is placed to the side of the board. Character miniatures can then interact among themselves on the paper drawing.

Movement

Details of vehicle movement are listed in the movement section.

Vehicle Actions

During vehicle combat, characters roll normal Initiative. Just like personal combat, there are Complete, Attack, Movement, and Incidental actions. The vehicle therefore moves when someone with the appropriate skill uses a move action to "drive" it forward. Note that most vehicle systems may only be used once a round even if multiple individuals know how to operate them. For example, a ship turret may only fire once per round, if character "A" fires it, character "B" can't also fire it that round. The same goes for driving, scanners, etc.

Hull Points

Vehicles have hull points (HP) in place of vitality. Hull points serve the same purpose as vitality but the rules for critical damage are different. First, vehicles never die, and there is no special effect until critical damage occurs.

Note that vehicle damage and hull points are of the Vehicle type (10 times Personal type). A Personal type weapon would have to inflict ten points of damage to cause 1 point of Vehicle type damage. All Personal hits upon a vehicle which inflict less than ten points are ignored, as is any fraction of ten. A hit from a Turbo-Plaz which inflicts 64 points of damage on a vehicle would therefore only be considered to have inflicted six Vehicle points of damage.

And, of course, damage must first get through the vehicle's armor before it becomes wounding damage.

Critical Damage

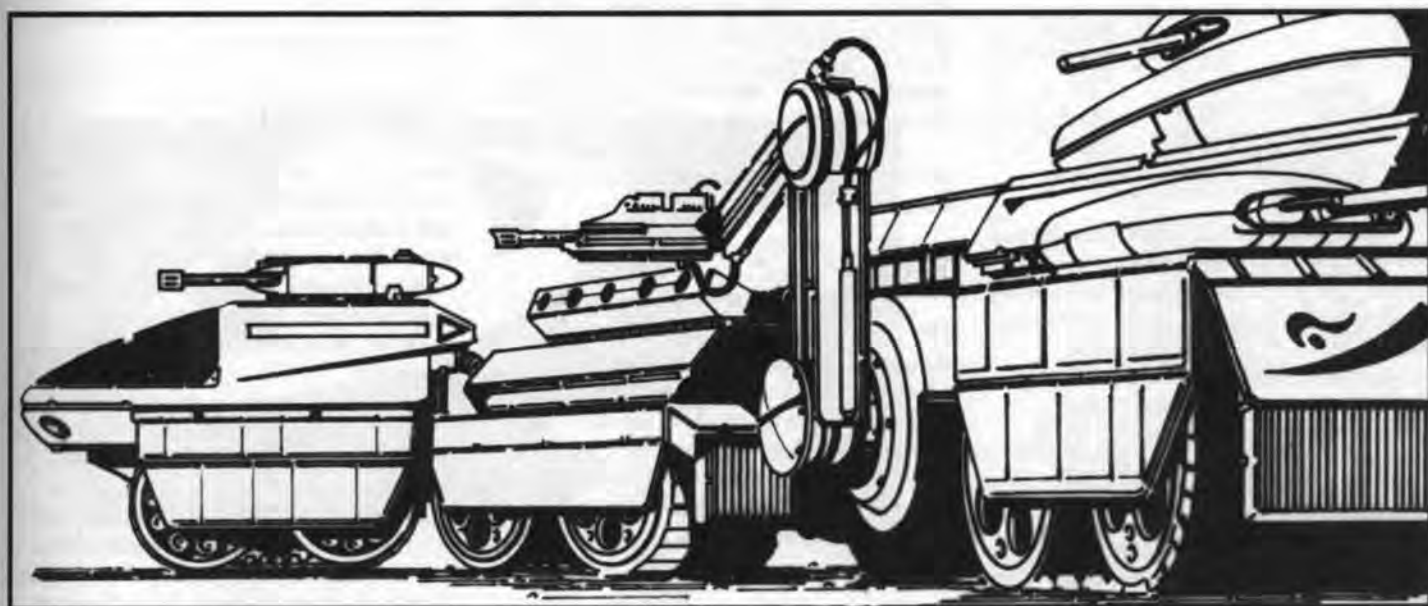
Several of the critical damage rules below require characters to roll vs a difficulty equal to the amount of critical damage which a vehicle has taken. Except where noted, the difficulty is equal to the number of *Vehicle points* which the vehicle has taken (NOT Personal points). If a vehicle has taken five points of Vehicle type damage, all rolls are made against a Dif of five (NOT 50!).

NPC Vehicles: GMs should almost never take the time to make all the critical rolls described below for NPC vehicles. If an NPC's vehicle suffers critical damage, ad-lib the effects as you desire. For example, if the characters wish to board the vehicle, assume the vehicle has been crippled; if the characters have no interest in capturing it, you may rule that it has been destroyed.

Character Vehicles: When critical damage occurs, several checks must be made.

Hull Breach: If hull breach is important (e.g., the vehicle is under water, in a toxic atmosphere, etc.), the applicable character (engineer type if available), needs to make an armor check combined (cat) with any *repair hull*. The difficulty is equal to five times the amount of critical damage. If the roll fails, the hull has been breached, and atmospheric problems may follow.

This check need not be rolled every round, just once. However, anytime an armor check is made another hull breach check must be made so long as critical damage exists.



System Failure

Any time a hull breach roll is required, a system failure check is also required. This check is made using the vehicle's overall rating combined (cat) with one character's *damage control* skill. The difficulty is equal to the amount of critical damage times five.

In addition to the above system failure check, "cascade failure" also occurs. This means that every round after a system fails, another system failure check **must** follow. This continues round after round until a successful check results.

The GM can ad-lib system failures based upon where the damage occurred, or the following tables may be consulted. Roll 1d10 on the following chart. If you roll a system which has already been destroyed, then nothing happens. If you roll a system which does not exist, roll again.

Table 9: Vehicle Systems

Die Roll	System
1	Central Computer
2	Engine
3	Life Support
4	Scanners/Sensors
5	Station (Comm, Ast, etc.)
6	Weapon System
7	Shields
8	Turret
9-10	Other/Minor System (GM's choice)

Once the system is identified, consult table 10 below to determine the effect.

Table 10: System Failure

d8	Effect	Atk/Dmg	Repair Dif
1-3	Failure	None	CD
4-5	Fire	CDx2	CDx2
6-7	Blow-out	CDx5	CDx5
8	Explosion	CDx10x	CDx10

Atk/Dmg: When a system fails damage may result to any character using the system. The attack and damage value of the failed system is indicated in the Atk/Dmg column above. CD stands for critical damage (an amount equal to the vehicle's critical damage). The notation "CDx5" indicates five times the vehicle's critical damage.; "CDx10x" indicates that the damage is ten times the critical damage and is explosive (see below).

Repair Dif: This column indicates how hard it is to repair a failed system.

Any system failure result indicates that the system no longer works. Specific side effects are listed below.

Failure: A failed system simply stops working due to loss of power, partial damage, etc. Exact consequences of system failure are determined based upon its description in the *Equipment Manual*.

Fire: Fire results from internal damage or power overload. The system becomes non-functional and the fire continues to burn until put out (Dif to put out a fire equals the amount of critical damage). Note that fires may spread to other systems and areas of the vehicle.

Blow-Out: When a system blows out, power arcs from it and several small explosions occur. There is a further 50 percent chance that the system will catch on fire as well.

Explosion: When a system explodes, use the explosion rules (see below), centering the blast upon the system in question.

Team Phoenix's Halberd-class transport (HP 24) has been hit for 32 points of damage., and an armor check (8M) stops only 2 points. Six points of critical damage has been scored against the Halberd.

Sherri's Zin-Shee, Hurr'ak, has the engineer master skill, and so has the skill damage control at a rating of 10L. The transport's rating is 6M, so the two numbers are combined (cat) for a total rating of 8M (6M +1d). Sherri must therefore roll 8M vs a Dif of 30 (five times the amount of critical damage).

Sherri's roll is a 12, so system failure has occurred, and the GM now rolls to determine what system fails. The roll is an 8 — the transport's turret has malfunctioned! The GM then rolls a d8 on the system failure table, and gets a 5. The turret is on fire (Dif 6 to extinguish), its operator must defend against a Dif 12 fire, and the malfunction is Dif 12 to repair.

The following round, the crew scrambles to put out the fire, repair the turret, and prepare for a possible cascade failure.

Repairs

Repair hull simply restores destroyed HP. This alone has no effect upon any damaged systems. Systems must be repaired individually, using an appropriate skill. Guidelines for the difficulty of repairing a damaged system are given in table 10. This can be modified by the GM at will. If the check succeeds, the system is again fully operational.

Ship Combat

Ship combat is run very much like vehicle combat — players still roll individual Initiative, rounds progress, actions are the same, etc. Miniature rules are slightly different as described below.

Miniature Use: When the adventure is taking place within a starship, draw out all encounter areas in Personal scale.

During ship to ship combat, you will probably have to divide your board into two areas as in vehicle combat. One area should use tactical Ship scale (one square equals one mile), while the other uses Personal scale (one square equal five feet). The Personal board is used to draw pertinent sections of the PC's ship, such as the bridge and turrets. The other board area is used for placing ship miniatures (or chits) to indicate movement and location.

Movement

The details of ship movement are listed in the movement section.

Ship Actions

Ship actions function just like vehicle actions.

Hull Points

Like vehicles, ships use hull points in place of Vitality. Ship HPs are of Ship type (100x Personal, 10x vehicle), so any hits against ships which inflict less than 100 points of Personal type damage, or any fraction thereof, are ignored. Damage against a ship which totals 335 Personal points would therefore inflict only three points of Ship damage.

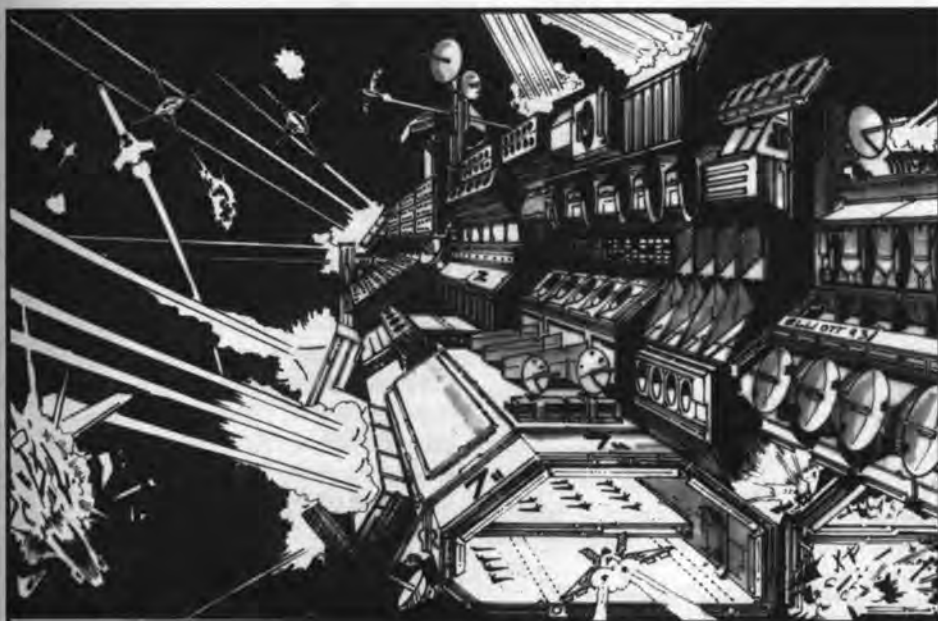
Critical Damage

NPC: If an NPC ship takes critical damage, the rule is similar to that for NPC vehicles. Generally, the GM will consider such a vessel destroyed, unless special circumstances exist (such as the PCs wishing to board and capture the vessel).

Character: Character ships make checks in the same manner as vehicles when they are hit.

When rolls are to be made vs critical damage, use the amount of Ship type damage, don't convert to Personal type. Thus, if one point of critical damage has been suffered the Dif would be 1 NOT 100.

Hull Breaches and Depressurization: Hull breaches are critically important in the vacuum of space. To check for hull breach, an armor check (without shields) vs critical damage x5 must be made combined (cat) with *repair hull* skill.



If this roll fails, a hull breach occurs. The specific area can be chosen by the GM, or randomly rolled. A hull breach check must only be rolled when critical damage first occurs, and anytime an armor check is made while critical damage exists.

If hull breach occurs, the area will immediately begin to depressurize as air rushes into space. The amount of time this takes is up to the GM — large areas will take more time, but a large amount of damage (i.e., a low breach roll) indicates a large hole which will lose air quickly. Typical depressurization time is 1-6 rounds. Note that the Reactive Hull ship system (*EM, ship/vehicles* systems) reduces the danger of a hull breach.

Characters in the breached area run the risk of being sucked into space. If the character has something to hold onto, they should make a Str check (Dif = CDx5); otherwise a Dex check at -1c can be made (Dif = CDx5). If a character is sucked into space, refer to the vacuum hazard (*RB, hazards*).

Once an area is completely depressurized, all in the area suffer vacuum hazard effects.

The vacuum of space has a 10H suction. Normal doors rarely withstand this force, having only a strength of 5-20. If they blow out, the adjoining rooms are also effected. Bulkheads, blast doors, and similar heavy duty doors are more likely to hold. Starships with Internal Integrity systems are protected against such chain-reaction depressurization.



System Failure

Any time a hull breach roll is required, a system failure check must be made. The rules are identical to vehicle system failure rules. The difficulty is equal to critical damage x5. This check is made using the ship's rating combined (cat) with one character's *damage control* skill (*RB, Combining Ratings*).

In addition to the above system failure check, "cascade failure" also occurs. This means that every round after a system fails, another system failure check **must** follow. This continues round after round until a successful check results.

Use the following table in the same manner as with vehicles in order to determine the system affected. First roll 1d10 to determine which table to use, then roll 1d10 again to find the exact system affected. If you roll a system that has been destroyed then nothing happens. If you roll a system which does not exist, roll again.

Table 11: Ship Systems

d10 roll 1-5

Die roll	System
1	Shield
2	Central Computer
3	Cloaking Device
4	Life Support
5	Scanners/Sensors
6	Main Drive
7	Weapon System
8	Inertial Dampers
9	Sublight Drive
10	Other/Minor System (GM's choice)

d10 roll 6-10

Die Roll	System
1	View Screen
2	Lab (Science, Eng, etc.)
3	Artificial Gravity
4	Tractor/Repulsor Beam
5	Communications
6	Turret
7	Transporters
8	Escape/Assault Pods
9	Station (Comm, Med, etc.)
10	Other/Minor System (GM's choice)

Once the system is identified, you need to consult table 10 above to determine the effect. Ship system failures are handled in exactly the same manner as vehicle failures.

Repairs

Ship repair works in the same manner as vehicle repair. The *repair hull* skill repairs only hull damage; individual systems must be repaired with an applicable skill.

Miscellaneous Combat Rules

Types in Combat

The MetaScape™ Game System is so flexible that individuals, vehicles, ships, and beyond can fire at one another using the same rules. To properly game master such mixed combat, you need to understand the various armor and damage types.

In combat, the terms "Personal," "Vehicle," and "Ship" each have two distinct meanings. In addition to describing the source of damage, they also refer to the rating's type used in such combats. However, a vehicle is still a vehicle even if it carries 6LS (Ship type) weapons. Likewise, a character wearing 8LV (Vehicle-type) armor is not classified as a vehicle.

In most cases, however, characters and NPCs use Personal type armor and weapons, vehicles use Vehicle type, and ships use Ship type. In fact, if no weapon or armor type is indicated, always assume this as the default.

Combat elements such as Initiative, attack, defense, etc., which do not relate to the size or mass of an individual are considered to always be of Personal type.

The following table clarifies this:

Table 12: Default Combat Types

Aspect	Default Type
Armor	Name Type
Damage	Name Type
Healing	Name Type
Hull Points	Name Type
Vitality	Name Type
Attack	Personal*
Defense	Personal*
All Others	Personal

A 10M vehicle would therefore have the following combat statistics (unless noted otherwise):

Armor	10MV
Damage	10MV
Hull Points	10MV
Shock	10MP
Attack	10MP*
Defense	10MP*
Initiative	10MP

* Attack and defense are specially modified (see table 13 below)

Mixed Combat

When individuals or devices of the same type are attacking each other, attacks and defenses are resolved normally. However, combat between types (Vehicle vs Ship, Vehicle vs Personal, or Personal vs Ship) is governed by special rules.

As always, the following rules are only meant as guidelines, and may be modified as you see fit.

Table 13: Mixed Type Combat Adjs

Attacker	Defender	PC Atk	PC Def
Personal	Personal	—	—
Personal	Vehicle	+1c	-1c
Personal	Ship	+2c	-2c
Vehicle	Personal	-1c	+1c
Vehicle	Vehicle	—	—
Vehicle	Ship	+1c	-1c
Ship	Personal	-2c	+2c
Ship	Vehicle	-1c	+1c
Ship	Ship	—	—

Attacks by one type on another are modified as described above. If a vehicle attacked a character (Vehicle vs Personal), the character would therefore modify their defense by +1c.

This table can be summarized by applying a one category modifier per type of difference between the attacker and defender. Note that the modifier is only applied to the player controlled party (i.e., it is only applied to one combatant)

This rule is intended to represent the difficulty of hitting a small target with a large weapon, and, conversely, how easy it is to hit a large target with a small weapon. It is also, frankly, intended for game balance.

Jamie's Anthropos marine, Ikarov (Atk 6M) is attacking a horak. Jamie rolls the attack normally, since both the marine and the horak are Personal-type opponents. If Ikarov attacked a vehicle, however, Jamie would roll 6H to attack (Personal vs Vehicle = +1c to Atk). If Ikarov fired at a starship, the attack would be at +2c.

On the other hand, if the ship (10L Atk) fired back at the annoying marine, it would attack at 10MB (Ship vs Personal = -2c). Ikarov is unlikely to be hit, but if he is, in all likelihood the brave (if suicidal) marine will be squashed like a bug by the ship-class weapons.

Simplified Types: Damage, armor, and HP are all of appropriate types — ships have Ship type armor and cause Ship type damage, vehicles have Vehicle type armor and cause Vehicle type damage, and characters and NPCs have Personal type armor and cause Personal type damage.

Most of the time, damage and armor checks will occur between individuals and devices of the same type (e.g., Ship vs Ship, Vehicle vs Vehicle, or Personal vs Personal). During such combat, damage and armor types can be ignored (just treat all rolls as if they were at Personal scale).

As an example let's assume a 6M vehicle (6M Dmg & AR with 12 HP) is fighting an 8M vehicle (8M Dmg and AR with 16 HP). If the 6M hits and rolls 10 for damage, and the 8M rolls 6 for armor, then the 8M has taken four points of damage.

What really happened was that the 6MV caused 100 points of damage and the 8MV stopped 60, resulting in 40 points of damage. But, as you can see, all of these extra zeros make no difference. During same type combat, you can therefore use or ignore types without concern.

However, during mixed type combat, detail must be paid to the specific types involved. Damage to higher types is only counted in full increments of 10 or 100, as noted in the rules above. Remainders are ignored. A character who shoots a vehicle and inflicts 48 points of damage would, for example, only inflict four points of Vehicle type damage. A destron who, miraculously, manages to inflict 288 points of damage on an enemy starship with a turbo-plaz would only inflict two points of Ship type damage (the 88 is dropped, since it is less than 100).

In short, damage against the next higher type is divided by ten (Personal vs Vehicle or Vehicle vs ship), and damage against a type two above is divided by 100 (Personal vs ship), and any fractions are dropped.

Multiple Attack Rules

Use the rules below when multiple attacks are made from the same source such as: a character swinging a sword twice, firing a gun twice, a dual cannon (i.e., two separate beams of energy), a quad cannon (four beams of energy), multiple missiles (i.e., a 5 battery salvo), etc. Note: such multiple attacks are not normally allowed. Only certain items or enhancements allow a character to make multiple attacks.

When made, a player should only make **one** attack roll. All attacks either hit or miss. If the attacks hit, the player makes only **one** damage roll. If the single roll is not sufficient to penetrate armor then all attacks have been stopped by the armor. If the roll exceeds armor, calculate out the wounding damage once for each attack. For example, if five missiles are shot at a target and hit, then all five have hit. If the damage result is 12 and the armor is 10 then each missile has caused 2 points of wounding damage for a total of 10. As you may have noticed, a short

cut is to simply make the attack and damage rolls as if one weapon were being used, calculate damage normally, then multiple all *wounding* damage by the number of attacks.

Explosion Rules

Explosion rules are a special subclass of general combat rules. Grenades, bombs, exploding ship systems, etc., use explosion rules. Unlike typical damage, explosion damage affects a number of squares as opposed to a single target. Any individuals in the area of an explosion may be affected.

However, some weapons use "local explosives." A local explosion does not effect more than one target.

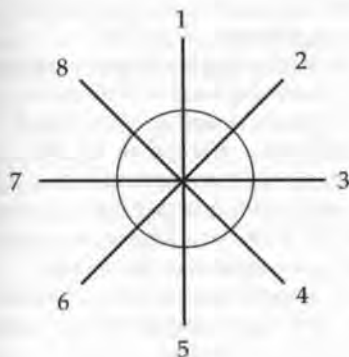
Notation: Explosive damage is followed by an "x" (6Mx, 20x, or 10LVx).

When characters attack with an explosive weapon, they may select either a board square or an opponent. Guidelines for handling these attacks follow, but GMs should use their discretion and ad-lib where appropriate.

The difficulty of hitting a board square is equal to the squares range (firing eight squares out is therefore a Dif 8). The difficulty of hitting an opponent is the **higher** of the opponent's Def or the range in squares. A roll result above the Dif indicates that the selected target was struck.

Any roll below the Dif indicates how many squares away the missile actually hit (e.g., with a Dif 10, a roll of 6 misses by 4 squares). A player then rolls a d8 to determine the random direction of the miss (see diagram). A result of 1 is always directly away from the firing character

When you count out along the indicated direction, don't always count along a perfect line (horizontal, diagonal, or vertical).



NPCs: When NPCs attack a character, the character can make a Defense roll. If the roll is less than the NPC's Atk value then the character is hit. Otherwise, the missile misses by a number of squares equal to the result minus the Atk value.

If the NPC targets a square, the GM should have the player controlling the nearest character make an Atk check for the NPC. If a miss is indicated, the player should also make the random direction die roll — however, the GM should select the exact square hit.

Defending Against Explosions:

Characters caught in an explosion's blast radius may make a normal defense roll at -1t (Note: a character directly targeted and hit, does not get this roll). The result is the number of squares the character may dive or leap in an attempt to avoid the blast radius.

NOTE: this roll will usually be a Bantam type roll. Unlike typical Bantam rules, you may not want to drop fractions, because a fraction of a square may put the character into the next square, which makes a lot of difference on damage.

NPCs who are defending against an explosion, don't get to roll — they leap or dive a number of squares equal to one tenth of their Def (for example, a Def of 13 means the NPC could leap 1.3 squares away).

Damage: Character damage is rolled (based upon the weapon) and NPC damage is usually set (using the diceless GM option).

Anything in the square hit takes full damage. Anything in adjacent squares takes half damage; anything two squares away takes half of that, etc. Thus, damage is cut in half for each square away from the impact square, until it reaches one or less, at which time it is considered zero.



Combat Modifiers

In addition to the above general combat rules, many things can affect combat, especially attack and defense rolls.

Ad-lib: Any time a player comes up with a good idea or point about attacking or defending, you must make a decision as to what modifier, if any, you will give the player. Be liberal with modifiers — they make the game come alive as players try to think of something to give them an edge. The following table contains several suggested modifiers:

Table 14: Defense Modifiers

Mod	Situation
+1d	25% cover
+2d	50% cover
+1c	75% cover
+2c	Using a weapon port
+1c	Defending while prone (vs ranged)
-1c	Defending while prone (vs melee)

Table 15: Attack Modifiers

Mod	Situation
+1d	Attacker is hard to see
+1c	Attacker is invisible
+1d	Expected attack from behind
+1c	Unexpected attack
+2c	Unexpected attack from behind

There are hundreds of other modifiers. A warrior jumping from a height with a melee weapon will receive a penalty to Atk and a bonus to Dmg. A character fighting in knee-deep water will suffer a Def penalty. Firing from the back of a running horse will reduce the attack roll. As in every other aspect of the MetaScape™ Game, the GM is the final arbiter of all such considerations.

Kill Rules

When a result (other than normal damage) would normally kill an NPC it should only place a player character at 10 points of critical damage (i.e., on death's door). This is a roleplaying safety-net preventing the unnecessary demise of a player character (without an additional unlucky roll). Such things as death poison, death ray, etc. do not necessarily kill a character instantly they just place them at 10 points of critical damage.

Rarely, if ever, should a GM rule that an event instantly ends in a character's death with no rolls allowed.

Movement

Every character, NPC, vehicle, and ship has a movement rate (MR). A character's MR is recorded on his sheet. An NPC's MR is equal to his first rating number, likewise, a ship's MR is equal to its first rating number.

During Initiative, a miniature may move a number of board squares equal to its movement rate (MR). The square's scale should match the miniature's scale:

Personal scale for characters and NPCs (5 ft/sq), Vehicle scale for vehicles (50 ft/sq), and Ship tactical scale for space combat (1 mi/sq). A character whose current MR is six can move six squares at personal scale.

Miniature movement is not a hard science. Players don't have to count each individual square unless it really matters. Miniatures may be placed with any facing anywhere on the grid. They don't have to face perpendicular, horizontal, or diagonal to the board, and they can stand in, partially in, or between squares on the board.

A miniature may always move as many or as few squares as desired, up to its MR.

Maneuvers

Any non-linear movement (e.g., a turn) is considered a maneuver.

Individuals (characters, NPCs, and most mechnoids) can maneuver freely. In other words they can make any number of turns without movement penalty.

Vehicles can only maneuver by exchanging squares of movement for the maneuver as per table 16.

Table 16: Vehicle Maneuvers

Mvt Pts	Maneuver
1	Move 1 square forward
2	Move 1 square backward
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Normally, ships maneuver poorly due to the extreme speeds at which they travel and the absence of friction. A ship may make one 45 degree turn each round, and even this requires two movement points.

Some ships are equipped with tactical fittings (EM, ships/vehicle systems) allowing them to expend movement points as per table 17 below:

Table 17: Ship Maneuvers

MR Pnts	Maneuver
1	Move 1 square forward
2	Slip 1 sq diagonally
4	Slip 1 sq sideways
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Running/Overdrive

Individuals who spend both their movement action and attack action moving may run. Vehicles and Ships may operate at overdrive if a skilled driver/helmsman spends their full Initiative doing nothing but driving/piloting. Note: a driver/pilot must at least spend their movement action driving/piloting in order to move normally.

To run/overdrive make a check equal to your MR as a rating (i.e., convert the MR into a rating). This is a non-doubled roll. In other words calculate the results as if the doubling die comes up 1. This result is then added to the normal MR and the total indicates the number of squares moved.

For example if a vehicle (MR 16) wanted to run in overdrive, an 8M roll would be made. If the d8 comes up 3, the result is 6 (3 on the medium table). The total overdrive speed that round would be $16 + 6 = 24$ squares.

Vehicles/ships may not make more than a 45 degree turn during overdrive movement without making a driving/piloting check with a Dif equal to the overdrive speed. Failure results in loss of control and possible damage.

Overland Travel

The above movement rules apply to Initiative style movement (i.e., during combat or other precise action).

Calculating the time required for long distance travel is governed differently.

Individuals can cover a number of miles each hour equal to their MR at a forced march (i.e. very fast and very strenuous). Such a rate may not be kept up for long (a FR check vs 5 times the number of hours must succeed or the character becomes fatigued). Movement at half this rate (i.e., MR miles every two hours) can be kept up without penalty.

Vehicles may travel a number of miles each hour equal to 10 times their MR. A skilled driver may make an overdrive check for even greater speeds if terrain permits.



Space Travel

Starships can travel through space using a variety of techniques: sublight drives, hyperdrives, and wormholes created by quantum wedges.

Sublight Travel

Sublight drives are commonly used during tactical combat and in-system travel. When traveling from one planet to another in the same solar system (i.e., in-system) a ship can travel a number of astronomical units per day (AUpd) equal to its MR. An astronomical unit (AU) is equal to the distance between Arth and its sun (about 93 million miles).

The maximum possible sublight MR is 170 at which point the vessel is going about 99% the speed of light. Sublight drives are not capable of breaking the light barrier.

Hyperspace Travel

And that's where hyperdrives take over. To engage a hyperdrive (known as "making the jump to hyperspace") the starship must be moving at maximum sublight speed in a straight line (no turns allowed).

The ship's astrogator must then go through a series of complex calculations before a jump is attempted. The calculations themselves are very difficult and time consuming, and the more rounds the astrogator spends on them, the easier a jump becomes. The astrogator may make an *astrogation* skill roll each round, and each round's result should be added to all previous results. Once the total reaches 100, the jump to hyperspace succeeds. Note, if the game is not in an Initiative state, there is no need to spend time making hyperspace rolls, just let it succeed.

If the starship turns, maneuvers, makes a defensive roll, or takes wounding damage, all cumulative *astrogation* rolls are reset to 0 and the process starts from scratch. The same is true if any roll critically fails. Normal *astrogation* failures do not reset the total.

When a vessel enters hyperspace, others simply see it rapidly accelerate, seeming to stretch out for an instant, and then vanish in a bright flash of light (as it breaks the light barrier).

A hyperdrive unit creates a field about the vessel which causes the ship to slip into another dimension known as "Hyperspace." In this space, some of the laws of physics are reversed. The speed of light becomes the slowest possible velocity instead of the greatest. Thus, a ship is constantly using breaking thrusters to maintain a slower speed.

Theoretically, the attainable speeds in hyperspace are infinite. Unfortunately, as speed increases, it becomes harder and harder to slow down. By going too fast, a starship begins to uncontrollably accelerate to infinity. Not even the best Guild scientists know what the effects of infinite acceleration are.

Safe hyper travel is equal to the ship's MR in light years per day. Going faster requires a *pilot* roll equal to the number of light years by which the safe limit is being exceeded. Failure indicates that the ship is lost in hyperspace. Whether a lost ship is shifted to another universe, destroyed, or merely reappears in some random distant place is up to the GM. Some legends speak of long-lost ships emerging from hyperspace thousands of years after they entered, but this has never been scientifically confirmed.

When in hyperspace, sensors and scanners are useless (except to scan the ship itself). The only thing visible is a tunnel of scintillating energy.

If a hyper-ship encounters another object in hyperspace (most often another starship), the crew has two choices: 1) drop out of hyperspace and into real space or 2) attempt to make astrogational adjustments (Dif set by GM, the greater the mass of the object encountered, the greater the difficulty). If astrogational adjustments fail, a *pilot* check at the same difficulty must be made or the vessel shoots off to infinity and is lost.

Due to the catastrophic consequences of failure, ships usually elect to drop back into real space when they encounter each other in hyperspace.

Hyperspace travel is not an exact science. With the best computing technology available, astrogators are still only able to guide a ship "close" to the desired destination. When a hyper-ship reaches its intended destination and drops out of hyperspace into normal space, an *astrogation* check is required vs Dif 50. Success indicates the rare perfect drop out of hyperspace (the star ship is within a hundred miles of the intended destination). Failure indicates the number of AU the starship is away from the intended destination. Thus a roll of 40 (failed by 10) indicates that the ship is 10 AU from the destination.

Due to this error factor, hyperspace travel in-system is not practical — a bad drop could place your vessel further from its destination than it began.



Worm Hole Travel

Even hyperspace speeds are not sufficient for practical long range space travel. Fortunately, there is an even faster means of travel, which ironically, can only be accomplished at very low speeds — worm hole travel.

A wormhole is a quantum phenomenon, a strange anomaly linking one region of space to another without distance (a sort of window, or doorway connecting two distance places).

When an object enters one end of a wormhole, it immediately emerges from the other without having traveled the intervening distance. Any object — an individual being, a vehicle, or even a starship, can travel over unimaginable distances by using wormholes, and never even exceed the speed of light.

Flying through a wormhole is a tricky business. A high energy quantum wedge is used to open a wormhole. When generated, wormholes rotate rapidly and are stationary in space. The pilot must avoid the arcs of high energy being pumped into the wormhole, as well as match the ship's rotation to that of the wormhole. This requires a *pilot* check (Dif based upon the size of the opening and the size of the vessel). Failure indicates that the vessel was struck by the wedge's power stream, taking damage equal to the amount of the failure (e.g., a roll of 12 on a Dif 15 hole results in 3 points of ship damage). No armor check is allowed.

Going through a wormhole cloaked or with shields up doubles the difficulty due to all the extraneous power fields being generated.

Roleplaying

Adventure Preparation

One of the key elements in roleplaying is the adventure. Whether you are a novice or veteran, your first adventure should be the one contained within the MetaScape™ Game box. This adventure was specially designed for ease of use while introducing you and your players to many of the MetaScape™ Game elements as well as to the Guild Space™ Setting. Your group will experience ship flight, ship combat, exploration, ground reconnaissance, and individual combat. Moreover, this adventure involves the players and their characters in a fundamental and major setting development.

A quick note about adventures: only the GM should read (or even look at) the contents of an adventure. As GM, you should also refrain from discussing any element of the adventure with players prior to running the adventure. Doing any of the above spoils the mystery, excitement, and "adventure" of roleplaying.

An adventure is actually a highly advanced and specialized story. Besides containing all the elements of a story, an adventure also contains specific game information, GMing hints, and combat statistics to allow the players to "Play" the story. Good adventures are non-linear (unlike stories). In other words, the actual plot of the adventure is somewhat flexible and will be developed by your gaming group as they play. The experience of adventuring or roleplaying is wonderful. But, to heighten the enjoyment that you and your players experience, you need to carefully prepare the adventure. The first step is to learn how an adventure is laid out.

Layout

The first thing you should do is skim the adventure contained in this box. Look at everything: the maps, the drawings, the text, the layout, etc.

Now let's discuss the way an adventure is put together so you'll know how to use one. The outside of the adventure is the cover. The cover is typically loose so the GM can easily examine the map or drawing on its inside panel. The front of the cover contains artwork representing some event which may occur in the adventure — it is fun to show this to the players before the game begins just to get their imaginations churning (however, don't tell them what it means).

The booklet contains the real meat of the adventure. It is broken up into three main parts: the introduction, the body, and a reference section.

Introduction

The introduction contains a table of contents, a brief intro section, a plot summary of the entire adventure, a list of likely NPC encounters, any special rule or format conventions, and GMing tips. Following is a brief discussion of the these elements and their purposes.

- **Table of Contents:** a list of the adventure's major sections with page references.
- **Intro Section:** a bit of interesting background to set the tone.
- **Plot Summary:** This section is very useful as it provides an overview of the adventure's plot. Read it carefully, imagining the plot as you do so. This will provide a mental framework making the rest of the adventure easier to understand.
- **NPC List:** This list is provided for two reasons. First, take the time to read up on all NPCs so you can properly portray them during the game (looking up information during the game should be avoided as it causes the game to drag). Secondly, NPC encounters are accompanied by a number which identifies the likely maximum number of miniatures (or chits) needed during the adventure. You should attempt to find miniatures, chits, or substitutes to cover all of these possibilities. You can even put all these miniatures in one case or group them together — again, making game play smooth and efficient.
- **Special Rules:** Some adventures will incorporate special rules governing situations which may arise during the adventure which aren't covered by the general rules. Be sure to read these carefully, highlighting the pertinent information.
- **Special Formats:** If the adventure uses any unique format conventions (such as all room numbers starting with letters to identify certain maps) this section will explain the special formats and how to use them. Again, this section is very important as it will allow you to use the adventure more efficiently.
- **GMing Tips:** Occasionally, a section on GMing tips will be included. These tips will likely make some aspect of the adventure **much** easier to run, so reading this section is pertinent.

Body

The adventure's body contains a detailed plot of the adventure. As the characters proceed through the adventure, the players will learn most aspects of this section (although never to the degree that you, as GM, will). However, the players will never actually *read* any part of the body.

The body is broken into several sections: a background section and several scenes. The background section will enable the GM to gather the characters together and set them off on the adventure. There will usually be a section containing setting specific information. This is to be read to the players so events in the adventure will make sense. Typically, this information would be known to the characters, and the player's need to hear it so they can properly portray their characters' knowledge.

There will be several scenes. Each scene covers all events surrounding a specific section of the adventure. For example, in an adventure where the characters rendezvous with a ship, fly to a planet, scout the terrain, and explore some caves, each of these will be covered in a separate scene. Scenes, too, are broken down into encounters. Each encounter details a specific room, event, or area that the characters may experience.

Encounters are the real building blocks of an adventure. As the game progresses, you will move from one encounter to another. And, depending upon the player's decisions, you won't always progress linearly; you may jump around a bit.

Each encounter is usually laid out with a map number, encounter name, boxed text section, and GM notes (in that order).

- **Map Number:** If the adventure contains a map on which the encounter occurs, a map number will precede the encounter name (unless the map is small enough to be included in the text). This number is a key allowing you to locate the exact section of the map in which the encounter is to take place. Use the map to draw out the encounter area on your board.
- **Encounter Name:** The encounter name is provided for your convenience.
- **Boxed Text:** Boxed text is information which the characters learn when they reach the encounter location. *Boxed* text may either be boxed or italicized. As GM, you can either read the boxed text, or paraphrase it in your own words. And please feel free to edit the boxed text, add elements, cut out information, etc. as the course of the adventure dictates.
- **GM Notes:** Following the boxed text is information the GM will need to run the encounter: description of the events which will unfold, NPC statistics, etc.

Reference Section

Following the body is the reference section. It contains any special tables, player handouts, or other elements which aren't appropriate for the introduction or body.

Cards: Finally, the adventure may include expansion cards. These cards contain specific information on new rule or setting elements which add to the body of the MetaScape™ Game and can be incorporated into future adventures. These should be placed in your game box along with other expansion cards for future reference.

Actual Preparation

Now that you are familiar with the general layout, you need to actually prepare the adventure.

First, read through the entire adventure — start to finish — as you would a book. Don't worry about game statistics; just read to get a feel for the general plot. Be sure to refer to any available maps, drawings, etc., as they are mentioned.

Now go through with pencil, paper, and a highlighter. Use the pencil and paper to take notes, adjust text to fit your needs, etc. You see, an adventure is never complete. At best, it is only a good framework for the GM to build upon. Try to customize the adventure to fit your gaming group. Don't worry, you will get a lot better at this as you gain GMing experience.

Use the highlighter to mark key words, especially in the GM's section of each encounter. This way, when you are actually playing, you won't need to stop the game and silently read the entire GMing section during each encounter. You will look at the key words, triggering your memory as to the encounter's events, and immediately start running the encounter. As you need specific information during the encounter's development, you can find the key word and quickly read the following sentence or two.

The adventure is now prepared. However, if you haven't read the adventure within a week before GMing it, you should skim the adventure before the game (especially highlighted key words).



Player Preparation

Finding Players

Before playing, you need to locate several other people interested in becoming a part of your roleplaying group. Not everyone is a good choice.

Roleplaying is a "Hobby Game," meaning that it takes a fair amount of time on a regular basis. You need to find players who are willing to game once a week (or however often you play) at a regular time, so you need to ask potential gamers what days and times they could meet on a regular basis.

Roleplaying is also an event in which the gaming group will be together for four to eight hours each gaming night. All the players will function as a unified team (teamwork is often crucial to character survival). You will want individuals who have highly compatible personalities.

Once the GM understands the game, it is very easy to teach players how to roleplay. Therefore, you don't need a group of geniuses willing to read through all of these rules. In fact, you can even tell potential players that they don't have to read a single rule page (they will, of course, refer to the reference manuals to look up equipment, powers, etc., but this is hardly like reading rules). What you really want are gamers with good imaginations and fun personalities.

Try selecting individuals from diversified backgrounds. This typically adds dimension and fun to roleplaying: find an academic, an athlete, a farm kid, a foreign exchange student, a computer programmer, your best friend, etc. Don't limit yourself by gender, either — although most gamers are still male, the number of female gamers is growing constantly. A coed gaming group will add dimension and diversity to your adventures.

Now, go out and put a group together. If you are having a hard time locating individuals: speak to your local hobby shop, post flyers at school or work, attend local game conventions, etc. Once you find one interested person, ask them if they know anyone else who would like to play.

Roleplaying is best with 4-6 gamers (i.e., one GM and 3-5 players). If you end up with more than this, run two separate groups on your gaming night.

Character Generation

After assembling a group of gamers, you need to help them generate characters. The details of character generation are covered in *RB*, *character generation*.

Game Area Preparation

You are almost ready to play. You just need to prepare the gaming area. This starts with selecting a good location.

A gaming area should have the following qualities:

- **Table:** sturdy; hard surface (for writing); big enough to hold your gaming board, character sheets, scratch paper, and large enough for everyone to sit around it, yet small enough that all players can reach their miniatures out on the board
- **No Distracting Noises:** During roleplaying players will be trying to verbally portray their characters. They will be carrying on conversations, whispering, etc., so you must be in a quiet area.
- **Isolated:** During the gaming night, players will inevitably shout, laugh, speak loudly, etc. as they roleplay their characters. In fact, most of the game will be spent in conversation. Therefore, you need to be located where game noise won't irritate others. If you play into the night, please remember that noise is especially irritating to sleeping family members.
- **Comfort:** You will soon find that you need to roleplay for at least 4-8 hours at a time, so everyone needs to be comfortable: warm, nice seats, good lighting, adequate snacks, etc.
- **Cozy:** Perhaps the best place to roleplay is in a downstairs den where your gaming group can seclude themselves from the everyday routine and imagine the wonderful events of strange worlds and new life forms. You want to find a nice cozy place where everyone can laugh and have fun in comfort.

Once you have found the perfect gaming area, you need to prepare it before the player's arrive.

First, think about seating. The GM's seat is the most important and there are several things to consider:

- As GM you will need to reach as much of the game board as possible. A bar stool or tall chair will elevate you for a better reach.
- You need lots of available space for gaming accessories. TV trays, card tables, and counter space work well.
- You will also need to keep things hidden from the players such as the adventure, notes, miniatures to be used, etc. No one should sit beside you on the same side of the table.

Now you need to arrange chairs for your players. Seat your most experienced or talkative players at the far end of the table. Novice or quiet players should be seated between this group and yourself — this way they are more easily included in the game, you can hear them better, and you are more handy to help them with game questions.

Game Setup

Once the seating arrangement is ready, you need to set up the game. Here is a checklist of items you need:

- ☐ Players — remind them of the day, time, and location of the game
- ☐ Fully generated characters
- ☐ Table
- ☐ Chairs
- ☐ TV tray, card table, or other spare surface
- ☐ MetaScape™ Game box
- ☐ Fully prepared (and recently read) adventure
- ☐ Game board
- ☐ Board pens
- ☐ Board cloth — for erasing board
- ☐ Pencil for every gamer (including the GM)
- ☐ Blank paper — one sheet per player and several for the GM
- ☐ Calculator
- ☐ Dice — it is best if every gamer has one set (6, 8, 10, and doubling), but you can share if need be
- ☐ Miniatures — as listed in the NPC list of the adventure **and** one for each player character
- ☐ Board Props — if you use them
- ☐ Snacks: drink and food — traditionally players provide the drink and food as the GM has already done a lot of work.

Game Mastering

GMing is a highly challenging and rewarding experience, and occasionally, it can be frustrating. The following tips should make the good games great and the rough ones less bumpy.

To help you get started, you need to know what the GM's role is. A GM is the master story-teller, referee, arbitrator, judge, and jury. As GM you will be the player's window into the game's setting. It is up to you to create and drive the plot. You will set the tone for the game and spark the players' imaginations. You play the roles of enemies, allies, subordinates, and superiors. You help guide player's through the game. If a rule question arises, you will hear the arguments and make the judgment call. In other words, **you are the game** — all of it except the players' characters.

Starting the Game

This is what you've been waiting for: it's time for the game to begin!

When players start arriving, direct them to the seat you have selected for them, place any snacks on the snack table, and make sure they have a character. Be sure your adventure is closed or hidden from player view. It is also best to keep the adventure's miniatures hidden so as not to give away clues to the possible forces characters will encounter.

Once everyone has arrived you may begin. Hand out dice, pencils, and scratch paper to any player who needs them. Now pull out your miniatures and allow players to select one for their character — these should be racially accurate if possible.

Before beginning you need to explain some of the common courtesies of roleplaying:

1. Players should keep snacks, character sheets, pens, and scratch paper at the edge of the table and off the board if possible.
2. Players are not to move any miniature but their own. And during an encounter, they should only move their miniature during their Initiative.
3. Players should not play with or roll dice when it is not their turn.
4. You are the GM and, during the game, you will act as referee and master storyteller. Players may politely question your judgment calls, but your word is final.
5. Explain that the GM's word has more power than any rule written in the *Rule Book*. (This rule, right here, says so!)
6. Although roleplaying is a free format game in which player characters occasionally argue among themselves, you will not tolerate arguing among players, and you will ban a player from the evening's game if they willfully have their character attempt to harm another player's character.

Now on to the adventure! You should provide a brief history which links the player's characters together (have they been training together on Dha, are they old friends, etc.). Give them some common background.

Then, the players need to introduce their characters to each other. For true roleplaying do this during the actual adventure. However, it needs to be done within the first five minutes of game play. If the adventure's plot does not allow for this, then you should have the players introduce their characters before you start.

If there is an NPC accompanying the characters, you should introduce the NPC first to set an example. When a character or NPC is introduced talk in the first person (i.e., roleplay or speak as if you are the character). Hold up the miniature which represents your character so everyone can identify it.

During the introduction you need to let the other players know your character's race, sex, appearance, general size, age, obvious equipment carried, and any outstanding features. Also, based upon the characters' common background (as described by the GM), you should describe any abilities, skills, personality traits, etc. which the other characters would know about your character. A possible introduction for a Shanask PC might go something like this:

My name is Zeada. I'm a 6'6" black cloaked figure standing in the shadows of the room. I am ageless, mysterious, and your skin crawls with a slight tinge of fear as you look my way. I carry nothing, and not even hands or feet protrude from my multi-fold robe. All you notice is a simple tasseled belt fastened about my waist. Stealing a glance into the depths of my hood, you're alarmed to find two glowing points of red light unblinkingly staring back at you. I don't eat, I don't breath, I don't sleep, and you've never seen me sit or lie down.

As barrack mates during the past 10 weeks of Dha training, you have come to respect me as the captain of our group. I have a formidable personality coupled with a keen intellect. You've observed me using tech items without difficulty, though I have no overt need for them.

During combat training you have noticed that I use a strange energy sword which seems to magically activate as I wish. When not using the sword, it vanishes into the folds of my robe.

During individual training, I disappear to the Shanask moon. And, though you've likely questioned me about these escapades, I reveal nothing, only speaking in the dry, penetrating whisper of my kind, "I have been preparing for that which awaits us all".

Once everyone has introduced their character you can continue with the adventure.



Ad-libbing

At best an adventure is a rough story framework. Every group of players will play it differently. At times, they will do things not anticipated by you or the adventure designer. It is at these times that the GM gets to test his skill at "ad-lib" gaming — and it's loads of fun!

For example, let's say that your players are on a starship running from two heavy cruisers. The adventure is laid out so they can turn and fight, call for help, or outrun their adversaries. If they turn and fight, they will soon realize that they are outclassed.

However, your players turn, do a quick fly-by and transport onto the enemy vessels — a course of action the adventure doesn't cover. The adventure has no information on the layout of the enemy vessels, their crew, etc. — you get to ad-lib it all!

And, you're in luck, for the MetaScape™ Game is one of the easiest roleplaying games on the market to ad-lib. To aid you even further, here are some helpful tips:

- Don't let players know that you are ad-libbing. Players are often less willing to accept ad-libbed plots. If you need time to think, flip pages in the adventure, pretend to read, etc.
- A good trick is to think of a similar situation from a book, cartoon, TV show, movie, or other adventure, and use it as your mental framework. In the example above, select a famous starship you know of and use it as the layout — if you don't tell your players they often won't even realize what you are doing.
- Figure out the players' motives and work to make them quickly realized, so that they can get back on track with the adventure.
- Finally, don't worry. You will soon be amazed at how easy it is to ad-lib.
- Once you learn to ad-lib, you will find that you do it more and more often, stretching adventure plots to match the interests of your players. You will begin to tailor the game to Player Enjoyment. It is at this point that you are truly becoming a great GM — unfortunately, it is also at this time that you can enter into a truly terrible GMing trap (see the next section).

GM Tips and Traps

If there is a cardinal rule to GMing it is: **Always be fair to the players and make sure they are fair to each other.** If there is a single purpose to your role as GM it is: **Make the game fun for everyone.**

To accomplish these two ultimatums, consider the following tips:

Character Death

- First, be sure you are aware of the "Death Rule" detailed in the combat section.
- Avoid killing a new character, even if the roll of the dice indicates otherwise. A lot of time and effort goes into a character, an early demise only leads to player frustration.
- Senseless character death is no fun. If a character dies due to no fault or misjudgment of the player, think about it twice.
- If a player does something dumb which kills the character, however, or the players decide to fight when they could run, and are clearly out matched — then so be it. If you swing too far the other way, your players will lose the sense of danger and adventure which keeps roleplaying games alive.
- Never try to kill a character. If, for some reason, you are that irritated, stop the game.
- Never, kill all or a majority of the party in one encounter. If this occurs, it means that the players are being silly and you should stop the game, or the encounter is too difficult and you need to adjust it.
- Once players game enough to become regulars in your group have each of them generate a backup character. Then, if their character dies, they can get out their backup and continue playing.
- If a player has no backup character, have them run one of the team's NPCs. If you don't have any NPCs adventuring with the team, have the team encounter one within the next encounter or two — don't worry about whether it makes sense with the plot or not. Remember, player fun is more important than plot integrity (this is a game, after all).

- Let players back in the game as quickly as possible after character death.
- Above all, be sensitive to players and their motives. Some enjoy running their characters on the edge all the time and they expect an early character demise. Others are very into their character (and often very attached). They may spend hours detailing their character's history, personality, etc. They will play more cautiously and cleverly. You should be lenient with their characters. You should also consider your players' ages and maturity level.
- If a character does die, watch the player's reaction. If they become very upset, consider bringing the character back. For example, "In the next room, the party finds a strange black shard. It glows with an inner light and Zeata, the Shanask, recognizes it as a rare *Sorce* healing artifact. When it is used on the dead character, he amazingly comes back to life".
- The balance point on character demise is perhaps the most difficult thing you will have to face. Fortunately, the MetaScape™ Game System does a really good job by itself. Just remember, if characters die too often, players will become discouraged. If they never or rarely die, the sense of danger, risk, and adventure will be lost (and this is one of the most powerful elements of the game).
- One last suggestion — tell your players up front that their characters will be going on tremendously dangerous and heroic quests. And it is unlikely that they will all return every time. Be sure the players understand that this is the truth of the game and not just romantic story telling. However, character demise should not be interpreted as "losing the game" or ending the campaign. The player simply gets to switch to another character (again backup characters makes this a lot easier to take).



Game Balance

Maintaining game balance is also one of the most challenging elements of GMing, and one that is often overlooked. The main areas of game balance are characters, equipment, treasure, and encounters.

Many factors are involved in maintaining game balance, but they can all be boiled down to two main elements: immediate player satisfaction vs long term enjoyment.

You see, players love to be more powerful than their adversaries, gain tremendous skills and combat prowess, and find tons of treasure and equipment. At least, this is what they believe and, as GM, you will even be rewarded through immediate laughter, excitement, etc. for satisfying these unspoken desires.

Unfortunately, this is a vicious "Catch 22" proposition and is game-busting. As players get what they want, their characters will become more powerful and they will want more and more. Soon, you will be giving away gravtanks, fighters, ships, and super powers just to keep up with their appetite for improvement. Worst of all, once you finally realize what you have done, it will be largely unfixable. If you strip their characters down to something practical, they will feel cheated and frustrated. Plus, once your players get in the habit of having everything go their way, it will be harder to satisfy them with the proper amount.

On the flip side, if the players' characters have to adventure through an entire game night just to gain a couple of adventure points, a few credits, and a single combat knife, they will soon become discouraged and bored with the game. Furthermore, if they have to run from most encounters, they will not feel heroic and will become frustrated.

The proper balance exists when you maintain player interest from adventure to adventure. Players should feel that their characters are improving, but improvement should come in even steps — just enough to whet their appetites.

Using the analogy of game balance to appetite: you should normally "feed" your players just enough to keep them from going hungry, but not so much that they become full or complacent — keep them ever so slightly on the lean and wanting side. However, proper game balance is never constant. You **must** vary it from time to time. Occasionally you should let them have a nice feast (but **never** gorge them), and occasionally you should let them go hungry for a short while.

The key is to keep them wanting to come back next week. If you can accomplish this, they are happy enough to keep playing.

Characters: Character balance elements include character demise (covered above), adventure points, skills, combat ability, and powers. You should examine each of these elements individually in your GMing decisions.

Players need to feel that their characters are becoming more powerful and more heroic, but always leave room for improvement. Be very careful about letting any one character aspect improve too much or too quickly.

Equipment and Treasure: Balancing equipment and treasure is very similar to balancing out characters, as it ultimately affects characters in the same way. It is game-busting to allow characters to gain equipment or treasure quickly or in large amounts. Likewise, if you keep equipment and treasure finding to a minimum, the players will become frustrated.

Encounters: Encounter balance exists on two fronts: frequency and difficulty.

Frequency will depend upon the interest of your gaming group. Some groups prefer to spend as much as 75% of real time roleplaying (verbally acting). Others want to run from combat to combat with brief roleplaying episodes between. The typical group will want to spend 50% of reality time in actual combat, 25% heavily involved in encounters (non-combat), and 25% in verbal roleplaying.

The proper balance will depend mostly on your group's interest. You may have to game with a group for a while to get the proper balance down.

As GM you should edit adventures, cutting out or adding encounters, changing encounter hostility level, etc. to match the bent of your gaming group.

Encounter difficulty is, perhaps, more complex. Here are some guidelines:

Table 18: Encounter Outcome

%	Outcome
10	The characters survive the encounter and destroy all opponents with no damage to themselves
20	Characters engage, and overcome opponents, with slight damage only
50	Characters engage, receive moderate wounds, and overcome their opponents
10	Characters engage, become heavily wounded, but eventually triumph
5	The characters engage, become heavily wounded, and must flee or risk losing a character or two
5	The characters must flee or take heavy losses
0!	One or more characters will die, no option to flee or avoid the encounter

Remember, the characters are great heroes and players love this. Never play down their heroic abilities. However, when it comes to encounters, you must present the player's with a challenging sense of danger.

Players should occasionally feel that their character's existence is at risk. No adventure, even one you create, will balance perfectly with your gaming group. To adjust, you can increase or decrease the number of foes and increase or decrease the difficulty of the foes. Consider arming opponents with different weapons or vary their combat tactics, etc.

Your most powerful tool is your roleplaying or story-telling ability. You can make a weak foe seem nearly invincible (even as a character overcomes it) or you can cause a player to feel heroic (even as his character is nearing death) by good GMing.

The trick lies in what you say. Read the following two passages; they are both GM descriptions of the same event: Renay's marine, Andor, being attacked by a dreadar.

Playing up Encounter: "Renay, Andor sees a dreadar emerge from the green glowing bio-tunnel high up on the left wall. Your blood chills as it drops to the ground, swiveling its eyes to lock onto your form. Its lips curl back in a wicked hiss (GM hisses) showing hundreds of razor-sharp teeth while bubbling yellow saliva drips from its mouth, landing with a hiss in the pool of bio-slime at its feet. Four powerful arms rise up, ending in wicked, eight-inch claws. With unbelievable speed, the naturally armored terror hurls itself at you.

Renay rolls Def and is hit — You can smell the creature's terrible breath as it locks onto your neck while its claws slice through your power armor like butter. The impact of its body knocks you back several feet (GM moves miniature), and you nearly lose your balance.

Renay rolls armor and is wounded — You hear a terrible ripping as it steps back, towers over you, and spits out armor and flesh. Pain shoots through your side and neck, where you have been wounded. And you feel its burning saliva bubbling into your shoulder. Feeling weak and battered, what do you do?"

Playing up Character: "Renay, Andor sees a Dreadar emerge from the green glowing bio-tunnel high up on the left wall. You adjust your stance, preparing to meet your adversary. With instinctively heightened senses you calmly watch as it drops, splash, into a pool of bio-slime. Its face is alien and horrible, but you think you see fear in its tiny eyes. Its lips curl back and it snarls (GM snarls) to build its confidence. The pitiful alien seems to be drooling in fear. It has nothing to match the super-tech hardware you carry — only teeth and claws. Lumbering up to you, it tentatively swipes out with one claw.

Renay rolls Def and is hit — With amazing luck, it finds the one gap in your armor and manages to scrape you a bit. You instantly put the slight discomfort out of your mind as you prepare to dispatch the pitiful thing. What does your mighty techno-warrior do next?"

Player Misbehavior

Unfortunately, if you game long enough you may encounter an unruly player: one who cheats, argues, is disruptive, etc. This section will give you a contingency plan for these events.

One of the best ways to handle the situation is to explain your misbehavior policy before the game. Be sure to explain that roleplaying in your group is a privilege, and that the goal is for everyone to have fun.

Specific situations and possible courses of action follow.

- **Cheating:** First, explain to players that cheating in roleplaying doesn't make sense as there is no winner or loser. They will only be cheating the story and themselves. Because of the necessary trust in roleplaying games, cheating destroys the fun for everyone.

The first time you notice cheating, stop the game. Reiterate the uselessness of cheating, and mention that cheaters will not be asked to game in the future. Don't use names, just make these comments to the group at large. If the cheating persists, verbally warn the player. If it continues, ask the offending player or players to leave, but allow them back next week. If it still persists, don't invite them back at all.

- **Arguing:** Players will question your GMing decisions from time to time. A good GM will listen to calm rational arguments and rule on them. However, if a player is always arguing or becomes emotional, explain that you are the GM, that you may alter the rules as you wish, and that your word is final. If arguing persists, tell the offending players that they are ruining the mood of the game for everyone, and that if they don't like the way you GM, they should consider playing with a different gaming group. If it continues, ask them to leave.
- **Disruptive:** If a player is noisy, plays with dice lots, is rude, etc., politely point out that this can be annoying. Don't attack the individual, just the action. For example, tell the individual, "You're a good player, but constantly rolling the dice distracts me and the other players."

If the disruptive behavior is an unconscious habit (such as playing with dice) you may have to point it out several times before the offenders start catching themselves. However, if they intentionally continue, ask them to leave.

If a player won't leave, end the game for the night and don't invite the offender back.

Miscellaneous Tips

- **Retroactive Ruling:** Retroactive ruling occurs when you go back into the game (a Nish ago, a round ago, an hour ago, etc.) and alter some event or judgment call. The **golden rule** here is **NEVER** retroactively rule against the players (i.e., never go back and change something so that the players' situation is worse). This is true **even** if you or one of the players made a mistake. Just explain the error away as "amazing luck." However, you may always retroactively rule in favor of the players or their situation.
- **Fudge Factor:** To properly balance game play, it is often necessary for the GM to "fudge" a bit. For example, if a player rolls a string of 2s in a critical situation, you may need to soften the effects of such a roll. Also, if the game has been going against the players, you should begin softening the effects of all low rolls for a time. Another good trick in these situations is presented next.
- **Difficulty Screening:** At times, you will want your players to know the difficulty of a task before they roll. At other times, you will want to keep this a secret. GM experience will help you make the choice. However, one benefit of keeping the Dif a secret is the ability to make ad-lib adjustments to the task's Dif (i.e., you can tweak the Dif up or down to help maintain game balance).
- **Player Response Time:** Players should learn to preplan their actions before their Initiative comes up. When their Nish comes, they should be ready to explain their character's actions. Be flexible at first (and with all new players). After several hours of play, limit the amount of player response time. Roleplaying games are more enjoyable when the game moves along at a nice pace — no single player should hog game time.

To create quick player response, tell all players that if they don't respond in a reasonable amount of time, they will lose their Initiative and have to go at the end of the round. If they still don't plan

their actions, they lose their Nish that round. Please remember that your goal is to create a fun environment for all players, so be gentle and flexible on this subject or you will irritate your players.

- **Hands Over Ears:** At times you will need to communicate to a single player or group of players. The traditional method is to pass notes scribbled out on scratch paper. Unfortunately, this takes time and players can't interact with you. A better method is to have the other players place their hands over their ears. Then, you may speak openly with select individuals.

A couple of suggestions: when using this technique do it as quickly as possible. When you call for "Hands-Over-Ears," several players have to sit in silence — this is no fun. If you need to converse privately for more than thirty seconds, take the player into another room. This way the other players can talk with each other and have fun.

Whenever possible, call for good roleplaying (see below).

- **Notes:** When players wish to communicate secretly with the GM, they should pass you a note. This should be done on their own time (i.e., don't hold up the game so they can finish their note before their Nish).

Whenever possible, a player should call for good roleplaying (see below).

- **Good Roleplaying:** The best method for individual communication is to call for "good roleplaying." Remind the players that they should **always** make character decisions based upon what their character actually knows. Just say, "I need good roleplaying here." Then go ahead and explain the situation to the individual(s) as needed. The only time you should resort to hands-over-ears is when you believe good roleplaying won't suffice or when it will be more enjoyable for the players not to hear what you are saying.

For example, if a character is taken over by a mind spider, you probably don't want the other players to know his mental instructions. Players will probably have more fun if you give the controlled player secret instructions.

- **Witnessed Rolls:** Until you become familiar with your gaming group. You should install a "witnessed roll" policy. This means that a roll is considered void unless someone watches the roll (not just the result, but the actual roll).

Ending the Game

As the evening comes to a close, you need to wrap up the game.

Stopping the Adventure

Most adventures will be played over several game sessions. In this case, you need to locate a good break in the adventure. The best breaks exist when the players feel that they have accomplished some goal or objective, yet there is some impending event which they are looking forward to. Most importantly, end the game with all players happy and satisfied. You want them looking forward to the next game. Here are some guidelines:

- Never stop right in the middle of a combat.
- If there has been a lot of combat, stop just before the next one. If there hasn't been very much, stop after the next one.
- If possible, stop at the end of a scene or at the end of an adventure.
- Don't end right after a major character defeat — you want the players to be happy when they leave.
- Try to end with the entire character group together, alive, and conscious.

Be sure to allow enough time to hand out adventure points. It is also best if you leave time for the players to perform character advancement (i.e., spend their new adventure points). Advancing characters will make them more powerful, causing players to look forward to playing again. Anticipation keeps player motivation high between games.

A good technique is to tantalize your players with hints of events to come. For example, "Well, this was really fun. But, next time you will have a chance to learn who is really behind the alien attack, and you may even meet their master." Give your players something to ponder until the next game.



Wrap Up

Once the adventure ends, you need to take care of character advancement, establish the next game night, and assign duties.

Character Advancement

- First, hand out adventure points (*RB*, *adventure points*)
- Calculate mission allowance if appropriate
- Help players spend their new APs to advance their characters and buy equipment (if they are near a store).

Establishing a Game Night

- Decide where and when the next game will be held. **Don't** just say, "I'll call you all next week about our next gaming night." Decide now, and set a time and date. Remember, roleplaying is a "hobby". If you want to maintain the interest level of your players, you need to meet regularly.
- Figure out who can be there
- Decide who is to be GM and make sure they will have an adventure ready. (Once an adventure is started, it should be run to completion by the same GM. Don't switch GMs in the middle of an adventure).

Setting Duties

Before you finish wrapping up, be sure everyone knows what to bring next time. The GM should either collect character record sheets or remind players to bring them. Depending on your group's policy, players may also need to bring pencil, paper, their own miniatures, dice, etc.

It is gaming tradition that the players (not the GM) bring snacks to the games. You may want to form a player roster in which you rotate assignments for such items as chips, pop, and frozen pizzas.

Clean Up

From the very first game, you should get your players into the good habit of helping with the clean up. No player should leave until the board is erased, miniatures are put away, dice are put away, the area is picked up, trash thrown away (in recycle bins), TV trays put up, etc.

Forming a Club

At the end of your first or second gaming night, you may want to consider forming an official *MetaScape™* Game Club. A form for this purpose can be found in your *MetaScape™* Game box.

Miscellaneous Rules

This chapter discusses several other important topics which don't fit in any of the previous sections.

Guild Currency

Credits

Credits are the currency of Guildspace. Almost every transaction is measured in credits. Most realms of known space have adopted the Guild's credit system. Credits are abbreviated *cr* — 10 *cr* is read "ten credits."

Credits are commonly stored on a computerized metallic or plastic credit card (or "credcard" for short). These cards have a small digital readout area which indicates how many credits the card contains at any given time.

Credits are also stored on smaller units called credit chips (aka "credchips"). These small disks resemble small poker chips, and can store credits in the same manner as a card. Each chip has a maximum amount of credits it can store, as indicated by its color, as shown on the table below.

Table 19: Chip Color

Chip Color	Max Cr
White	1
Red	5
Orange	10
Yellow	25
Green	50
Blue	100
Indigo	1000
Violet	10,000
Gray	100,000
Black	1,000,000

Each chip has a small digital readout which shows how many credits are stored on it, up to its maximum. These credits may be added to the currency on a credit card by placing the chip into a small recessed slot on the card. The user then enters how many credits should be transferred from the chip. Credcards may also be set to transfer credits back into a credit chip, and to or from another credcard.

A credit card can always accept credits without authorization. However, in order to reduce the card's credits, the licensed user must enter the proper security code.

All credcards have security routines to prevent unauthorized use (called hacking). Special, restricted cards (such as Dha credit cards) contain built in hacking routines. Hacking allows the user's card to break into other cards and transfer the credits to the user. In these cases, the hacking number is combined (cat) with the user's *hacking* skill, and checked versus the other card's security rating. Success indicates that the other card has been broken into and you can access its credits. Dha members are equipped with such cards so that they may salvage credits on their missions (see salvage below).

Dha Mission Allowance

Dha chapters train individuals in many areas of combat. Chapter members qualify for varying levels of mission allowance based upon typical need. A character's allowance indicates the number of credits given to a character for serving the House of Dha.

Allowances have a formula which includes a base rate (equal to the character's zero-rank allowance) plus an additional number of credits per character rank (i.e., higher ranking officials are given a larger allowance).

A bio warrior, for example, has the following allowance formula: $750 + 110 \text{ cr per rank}$.

A second rank bio warrior would therefore receive an allowance of 970 cr — $750 + 110 \times 2 = 970$.

When characters first join Dha, they will be given an initial "bonus" allowance, to help them equip for their first mission. This is the only time they will be paid *before* a mission. Dha also pays for all fundamental living expenses: food, clothing, housing, etc. Thus, all mission allowances are for personal use, enabling each Dha member to purchase or lease any required equipment. Because of this, Dha only pays allowances after a character completes a mission or some other significant task.

Dha allowances works a lot like hazard pay. Depending upon the severity of the mission, its length, and the team's success, characters may receive anywhere from half to all of their allowance per mission.

One benefit of joining Dha is that members (characters) may stockpile their allowance, keeping the excess credits for their own, even after leaving Dha service. Likewise, all equipment which has been purchased actually belongs to the characters. However, leased items (see below) are considered to be Dha owned until the final lease payment has been made.

Salvage Rights

Besides mission allowance, Dha members may also acquire items and wealth through Dha's salvage program. Items which are found or "acquired" upon a mission are classified as salvage — including credits and other valuables.

Upon mission debriefing (i.e., when the mission is complete) the debriefing officer will ask the team to report all salvage (including acquired credits). The officer will then exercise Dha's salvage rights. Characters are entitled to keep half of all salvage. However, once the characters' share of salvage equals their mission allowance, Dha takes 100% of the remaining salvage. The exact manner in which the salvage is divided between Dha and the team is handled by the debriefing officer through negotiation. Usually, Dha lets the characters select their share from among the available salvage. The GM is encouraged to use discretion here. Dha scientists will want to analyze an alien weapon, for example, but may return it to the team in a few weeks.

Selling Equipment

Equipment (weapons, armor, items, etc.) can be sold to Dha for 10% the actual value, including salvaged equipment.

Leasing to Own

Dha has a special feature that allows its members to obtain needed equipment through installments. This feature is called "lease to own." Equipment that is used up or unreturnable may not be leased; these items include grenades, slap packs, etc.

A leased item is gained immediately upon making the first lease payment. Payments are equal to 10% of the item's actual cost. After 12 payments the item is fully owned by the character and no future payments on that item are due. At least one payment must be made before each mission. Otherwise, the item is repossessed — taken back by Dha. There is nothing wrong with leasing an item for only a single mission or a set of missions — just remember that when the item is repossessed, you don't get any of your lease payments back.

There are consequences to losing or damaging a leased item. If the item was lost or destroyed through negligence of the character, they will be held accountable for the remaining payments, and they must complete all 12 payments. If they do not make at least one payment per mission, Dha will repossess other equipment to make up the difference. However, if the item is lost or destroyed in the line of duty, Dha will take the loss and your character will owe nothing.

Total disrespect for this program such as leasing an item, selling it, and then telling Dha you lost it in the line of duty will result in severe punishment when discovered. Such individuals have been thrown out of Dha or imprisoned, although the common penalty is having to pay triple the amount owed, and never again being allowed to lease.

Chapter Benefits

Some chapters allow their members to buy items for half price. In this case, characters may also lease to own such items, in which case they make six normal payments, instead of 12.

Bio-Pool

Bio-pool access is a membership benefit of some Dha Chapters. Bio pools are commonly run by Kryll. Although anyone may purchase bio items on the black market, one can only legally purchase these items through such a pool.

Bio-pools are merchant areas that sell living organisms as equipment and weapons. In general, this practice is frowned upon in the Guild, which officially disapproves of the outright ownership of other life-forms (although some pets are allowed). However, licensed bio-pools are authorized to sell bio-tech items to select individuals who have authorized access.

The second benefit of bio-pool access stems from Kryll custom. Kryll traditionally live in a hive society in which the concept of "ownership" has no meaning. Each Kryll uses an item when needed and exchanges it for other items as desired. This concept has carried over into the bio-pool. Those with access may freely exchange bio-items at a 1:1 credit ratio. This assumes that the trade-ins are in good shape and fully functional. Obviously, items which are used up may not be traded in.



Vision/Light

The ability to see is often of paramount importance in roleplaying. Sight requires the proper type of light or radiation to illuminate the subject.

To fully understand vision, it is helpful to understand light. Light is also known as "electromagnetic radiation" and is indeed, a form of radiation. The entire "spectrum of light" ranges from electric waves to gamma rays as per Table 20.

Table 20: Spectrum of Light

Electric Waves
Radio Waves
Infrared Rays
Visible Light
Ultraviolet Rays
X Rays
Gamma Rays

Anthropos (and humans) can perceive only visible light (from the visible spectrum). Other races may perceive light from other parts of the spectrum. For example, Calemora see in the infrared spectrum. This form of vision is known as "infravision."

The two most common forms of vision are described below.

Visible: Humans see with visible light vision. Visible light can penetrate air without much interference. Glass and water can be penetrated for several dozen feet.

Infrared: The infrared spectrum is also known as "radiant heat." Hot things appear red and cold things appear blue to black. Because an item's temperature changes, the perceived "color" of the item also changes, making infravision very volatile. A scene is an ever-changing pattern of scintillating colors.

This means that those with infravision see heat rather than light. Their brains do not process visible light, but instead perceive objects in shades of color from white (hot) to black (cold). The hot sun would appear bright, while a cold ice cube would appear black. As objects change temperature, their color changes as well. An ordinary rock would appear dark normally, but lighten as it was heated. Objects with multiple temperatures (such as characters) will appear all shades of color, constantly changing as one part of the body heats or cools.



Many races wonder how infravision sees anything at all. The air itself, for example, is rarely a single temperature, but is full of eddies and currents and temperature variations. An individual with infravision walking into a hot room, for example, might be thermally "blinded" by the sudden change. To compensate for this, those with infravision have the natural ability to filter out certain temperature bands, in effect "focusing" their infrared vision on certain specific thermal levels.

Of course, heating a room to an individual's normal body temperature is one way of partially disguising oneself from infravision, but infravision is accurate enough to detect even the minute variations of an individual's body temperature.

Random currents of air can also distract infravision, but most have learned to filter out atmospheric disturbances and concentrate on more important images.

Those with infravision are also excellent trackers because of their heat vision. An individual leaning against a wall will leave a thermal pattern behind for several minutes even after leaving the area. Footprints retain their heat for some time after being made, as well, allowing infravision to determine not only where, but when, a given footprint was made. Completely cold tracks cannot be followed, however.

Stars emit a fair amount of infrared light making vision possible during daylight. Since the infrared band of light is adjacent to the visible band, visible forms of light (flashlights, etc.) emit some infrared light. On the average a visible light source appears half as bright to infrared vision. "Hot" light sources (candles, torches, etc.) produce large amounts of infrared light. In fact, a single candle flame is as bright to infravision as a lantern is to human vision.

Infravision also functions at night since color is based upon temperatures, so anything which emits heat can be seen. This makes plants, animals, and even the ground visible as all of these things emit heat. The hotter an item, the brighter it appears and the easier it is to see. Thus, warm blooded animals are rather easy to see, even at night.

Some special considerations when using infravision follow:

- You can track animals shortly after they have passed — their feet warm up the ground leaving behind infrared "foot prints."
- If someone leans on a thin wall (or a wall which conducts heat well), a silhouette may show up on the other side of the wall.
- Warm or cold air currents can obstruct vision as the very air itself will be "seen."
- Infravision can be used to see if

something is dead or not — living things typically give off more heat.

- To "hide" from infravision, individuals need to mask their temperature, making it blend in with the surroundings.
- Very warm things will heat the air around them producing an infrared aura.
- Those with infravision can typically see only half the distance as normal vision due to the effects of varying air temperatures.

Starlight

Starlight is the ability to see in starlight as most would see during the daytime. With starlight a single candle flame is sufficient to light up an entire stadium sized area. A typical computer diode (little red light) sufficiently lights up a good sized room.

Starlight can function in addition to any form of vision: visible, infrared, etc.

Color/Monochrome

All sight, regardless of the spectral range, comes in one of two forms: color or monochrome. Colored vision means that items appear to have different colors: red, orange, yellow, green, blue, indigo, violet, etc. Monochrome vision indicates that everything is viewed in "shades of gray" — like a black and white television. Actually, "shades of gray" is called "white" monochrome. Monochrome vision could be red, blue, green, or any other color. Items are seen in shades of the indicated color.

Field of View

Field of view indicates how much of the surroundings can be seen through peripheral vision (i.e., without turning one's head). Field of view will always be indicated in degrees. For example, Anthropos, like their human ancestors, have a 180 degree (half a circle) field of view.

Among other things, field of view is used to determine if a rear attack is seen or not.



Energy

In the Guild Space™ Setting, energy is far more prevalent and readily available than in reality. About eighty years ago The Company began mass production of the Q-cell. Although Q-cells had been around for several hundred years, they were too costly to produce on a large scale.

Q-Cell stands for *Quantum Energy Cell*. A Q-Cell uses the concepts of quantum mechanics to channel quantum particles and energy from surrounding space and convert them into usable energy.

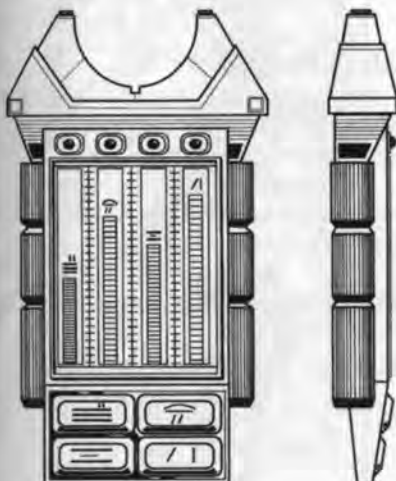
Although power packs, power cells, and small back-pack sized nuclear power plants exist and are prevalent, most player characters will have access to more modern equipment which uses Q-Cell technology.

In fact, almost all equipment in the *Equipment Manual* comes standard with Q-cells (if energy is needed).

If an item uses large bursts of energy (such as energy weapons), then the Q-cell will be coupled to a capacitor. The capacitor acts like an energy storage tank (or battery) and the Q-cell is the generator which charges it up. For example, a laser pistol has both a capacitor and Q-cell as indicated by its ammo rating, "20/5 min." This notation indicates that the capacitor stores enough energy for 20 shots and that the Q-cell replenishes the capacitor at the rate of one shot every five minutes.

The standard unit of energy is the surge (abbreviated srg). One surge is roughly the equivalent of one point of damage potential. Thus, a 10L weapon uses 10 surge per shot, a 10M weapon uses 20, etc.

In the high tech universe of the Guild Space™ Setting, energy is virtually free in low quantities (100 surge is worth about a credit). Finding a buyer of raw energy (even in large quantities) is not profitable, as most buy Q-cell arrays, or some other form of power generation system.



Hazards

Poisoned? Falling? Materializing into solid stone? Then this is the rule section for you. It contains the rules which govern most of the common "Hazards" which occur in a MetaScape™ Game. Each hazard is detailed below in alphabetical order.

If you can't find a description of the hazard you are looking for, you will have to ad-lib. To help, you might try examining a similar hazard.

Table 21: Hazards

Hazard	Description
Brain Damage	Mental Damage
Falling	Intentional or not
Fatigue	Overexertion
Fear	Scared
Freezing	Too Cold
Heat	Too Hot
Materialization	Power Malfunction
Panic	Irrational Behavior
Poison	Poisoned
Sleep Deprivation	Lack of Sleep
Starvation/Thirst	Lack of Food/Water
Suffocation	Suffocation/Drowning
Vacuum	Exposure to Outer Space or Other Airless Conditions

Brain Damage

Brain damage is a WP check vs a GM set difficulty. Failure indicates that the character has suffered brain damage.

Below are several possible results of brain damage. Results run from least to most severe. You may have a player roll randomly, or may select the result based upon how bad the check failed. Feel free to come up with your own results as well.

1 — Insanity: Each hour the character must make a WP(15) check or function as if panicked.

2 — Phobia: The character gains an irrational fear of a common situation or object (select something related to this check).

3 — Retardation: A permanent -1c is applied to the character's intelligence.

4 — Broken Mind: A permanent -1c is applied to the character's WP.

5 — Fearful: Any time the character fails a shock roll, the character becomes fearful (see fear).

6 — Fearful: If this character has a supernatural power, the ability to use it is permanently lost.

If you rule that the effect is temporary, you may have the player roll WP check at the beginning of each new gaming session in which the character is to be played. A result of 50 or more indicates that character has recovered. You may also allow a character to buy off an effect upon attaining next rank for 10-20AP.

Falling

If a fall results accidentally or is not planned for, damage equals the number of feet fallen.

Any character can intentionally leap or drop a number of feet equal to their height. For greater heights, damage equals half the total number of feet fallen.

Note: a character who hangs over the edge of a 20' ledge and drops only falls the distance from the bottom of his or her feet to the floor.

A character who tries to grab something while falling must roll Dex vs a GM set Dif. If the grabbed item is not at the top of the fall, the character will need to make a Str check vs feet fallen so far in order to hold on (this may also cause damage).

An armor check is allowed to reduce the amount of falling damage (a great armor roll can be interpreted as a "lucky" landing as well as actual damage absorption).

Fatigue

Due to the numerous causes and types of fatigue, the following rules are general and flexible. A lot of ad-lib GMing will likely be needed.

In general, fatigue comes in one of two varieties: physical and mental. Physical fatigue should be checked vs FR and mental fatigue should be checked vs WP.

GMs who are good at ad-libbing, can have a character roll an open ended check and adjudicate the results as they see fit.

If you prefer more structure, select a difficulty and a number of rolls. For example, "Make three WP (10) checks." Each failure lowers all applicable abilities by -1d.

If you wish to target specific abilities, you may. Let's say a player insists on constantly having his character carry a rifle "at the ready." You may decide to have the character check for arm fatigue (vs For) when he gets ready to fire. Penalties would apply to his Atk due to his fatigued and shaky arm.

Fear

There are three severities of fear: scared, fearful, and terror. Most causes of fear will indicate the proper severity. Otherwise you may choose, have the character make an open-ended shock roll, or have the character make a shock check on table 22.

Table 22: Fear Severity

Shock Result	Severity
0-5	Terror
6-10	Fearful
11+	Scared

Depending upon the source of the fear, you may apply modifiers to the characters shock roll.

Scared: A scared character will attempt to keep his or her distance from the source of the fear (generally this just calls for good roleplaying). The character will not act irrationally. However, if the player wants the character to approach or deal directly with the source of the fear, the character must make a WP (10) check or become truly fearful (see below). Once the source of the scare is out of sight, this type of fear ends.

Fearful: A fearful character will take any reasonable step to flee from the object of the fear. The character will not act irrationally unless stopped or trapped. In this case, the character must make a WP (20) check or become truly terrified. The fear ends once the character is safely away from the source of the fear. If a similar event occurs later in the character's life, the character will respond as if scared.

Terrified: A truly terrified character is irrational and will do anything to get away from the source of the terror. This includes fighting anyone (friend or foe) who attempts to block the character's retreat. Such characters will have no qualms about using their most effective power or weapon to escape. They will not feel safe until they remove themselves from the area in which the terror exists. If anyone tries to slow them down (let alone stop them) from fleeing, they will attempt to break free or kill the one restraining them unless a WP(30) check succeeds. Characters who are confronted with the same source of terror in future gaming sessions will immediately react as if fearful.

Freezing

Most characters can withstand freezing temperatures for a number of rounds equal to their Fortitude value. Once this time is up, freezing rolls must be made.

Freezing rolls are a modified FR check vs a difficulty which the GM sets. These rolls should be made at a set frequency (i.e., once every "X" number of rounds or minutes) based upon the severity of the cold. If the roll fails, the character suffers an amount of wounds (frost bite) equal to the amount of failure. A roll of 12 vs a 20 Dif therefore results in 20 - 12 or 8 points of wounds.

It is easiest (and perhaps best) to ad-lib the FR difficulty, FR modifiers, and the frequency of the checks. However, the following tables provide suggested guidelines for the GM.

Table 23: Freezing Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
30	0	—
10	3	30 min
0	5	15 min
-10	10	10 min
-20	12	5 min
-30	15	2rnd
-40	20	2 rnd
-50	25	2 rnd
-75	30	2 rnd
-100	35	1 rnd
-150	40	1 rnd
-200	50	1 rnd

Table 24: Freezing Modifiers (FR)

Situation	Adj
Activity:	
Sleeping	-1c
Sitting	-1d
Walking	—
Working	+1d
Fighting	+1c
Home Planet:	
Desert	-1c
Arth	0
Frozen Waste	+1c
Race:	
Cold Blooded	-2d
Mechnoid	+1t
Clothing:	
None	-2c
Light	-1c
Average	-1d
Adequate	—
Good	+1d
Heavy	+1c
Environmental	+1t

Heat

As with freezing, characters can typically last a number of rounds equal to their FR value before making heat checks.

Heat checks are nearly identical to Freezing checks: a modified FR is rolled vs a Dif at a set frequency based upon the temperature. For specifics refer to the freezing hazard above.

Table 25: Heat Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
100	0	—
110	3	15 min
120	12	10 rnd
130	15	5 min
140	20	2 rnd
150	25	2 rnd
175	30	2 rnd
200	35	1 rnd
250	40	1 rnd
300	50	1 rnd

Table 26: Heat Modifiers (FR)

Situation	Adj
Activity:	
Sleeping	+2d
Sitting	—
Walking	-1d
Working	-2c
Fighting	-1c
Home Planet:	
Desert	+1c
Arth	0
Frozen Waste	-1c
Race:	
Cold Blooded	+2d
Mechnoid	+1t
Clothing:	
Environmental	+1c
None	+1d
Light	—
Average	-1d
Heavy	-1c

Materialization

When a character partially materializes inside another object (or vice versa), the materialization rules must be used.

The character receives an amount of damage as per table 27 below. Only natural armor can resist this Dmg.

Table 27: Materialization Dmg

% of Body	Dmg
25	10
50	20
75	30
100	40

If the character's head or chest are included in the materialization, the character must make suffocation rolls as well.

Panic

Panic is an irrational state of mind. If you wish to determine if a character is panicked, have the player make a WP check vs an appropriate difficulty. If the roll fails, you may make up an effect or select one of the following.

1 — Fearful: Character responds as if afraid (see fear)

2 — Paralysis: The Character will fall down and do nothing until a WP (15) roll succeeds.

3 — Frenzy: The character will attack the nearest target until it is destroyed, and continue in this mode until a WP(15) succeeds.

4 — Faint: The character faints. A good slap or shaking will wake the character, otherwise, a WP (15) check must succeed for the character to wake up.

5 — Bolt: The character will madly run in a random direction at top speed until a WP (15) check succeeds.

6 — Frantic Search: The character will search the area frantically for an "unknown" item until a WP (15) check succeeds. Characters will tear through their own equipment (tossing items around aimlessly) and search over the bodies of friends and enemies.

The indicated WP checks may be made once per round.

Poison

Major poisons in the Guild Space™ Setting are described in the *Equipment Manual*. The general rule is that a FR check vs the poison's Dif is made. If failed, the poison takes effect.



Radiation

Armor helps protect against radiation. However, if any radiation wounding damage is taken, the character must make a FR check vs the amount of damage. Failure indicates an additional side effect occurs from the following table.

1 — Cancer: Character must make a FR (# of missions) check before each mission or die.

2 — Burns: Blisters form on the skin for an additional 20 points of damage. Roll against FR instead of armor to reduce the damage.

3 — Blindness: Blindness occurs unless a FR (15) check succeeds. Each day another FR check may be made to regain sight (however, the difficulty doubles with every failure).

4 — Immune Failure: All checks against diseases and poisons are made at -1c permanently.

5 — Hair Loss: Roll an open-ended FR check to see how much hair falls out (generally anything below a 10 indicates all of it).

6 — Nausea: The character will remain nauseous until a FR (20) check succeeds. Roll once every 15 minutes.

Sleep Deprivation

Active characters engaging in physical activity can force themselves to stay awake for WP level days. After that, characters must make a WP check vs total days or fall unconscious (check once a day).

Starvation/Thirst

Characters can go without food for a number of days equal to their FR value. After this, they must make a FR check vs total days or fall unconscious (check once a day).

Characters can go without water for a number of days equal to their FR level. After this, they must make a FR check vs total days or fall unconscious (check once a day).

Once unconscious, the character must make a FR check vs the number of hours spent unconscious or die (check each hour).

Suffocation/Drowning

These two situations result from similar effects — characters being deprived of oxygen. Note that races which do not breathe (such as the Shanask) need not worry about suffocation.

A character who manages to get a lung full of air before being suffocated or submerged can hold his or her breath for a number of rounds equal to WP level (6L = 1, 8L = 2, 10L = 3, etc.). Rounds are counted on the character's Initiative (i.e., 1 could come this round or next). If the character wasn't prepared (i.e., no lung full of air), start the suffocation phase immediately.

Once the character's air runs out, the player must make a WP check on each Initiative in order to avoid passing out. The difficulty is five times the number of rounds which required rolls (e.g., 5, 10, 15, 20, 25, etc.).

A character who passes out is considered to have inhaled. This results in death if the character is in water. If the character has no breathable air, the character must make a Vit (rnds x5) check each Initiative. These Vitality checks start at 5. Once this roll fails, the character is dead.

In either case, the player should still keep track of total elapsed rounds. This number is the typical *first aid* or *medtech* Dif to revive the character once the adverse conditions are eliminated. The number of rounds is also the Dif vs FR which the character must roll to avoid brain damage if revived (see brain damage hazard).

Vacuum

Being exposed to vacuum is a VERY BAD THING! Suffocation rules take effect immediately (characters who attempt to breathe in space pass out immediately).

If the character's ears are subject to the vacuum, the character must make an immediate FR check Dif 10 to check for ear drum rupture. And if that isn't bad enough, read on.

The character is subject to 10 points of Damage each round. Only natural armor can reduce this Damage.

The following table sums up all of these checks, including suffocation effects:

Table 28: Vacuum Effects

Abil	Dif	Effect/Notes
WP	5xRnds	fall unconscious
For	10	Ear drum rupture
AR	10	Dmg vs NAR only

Die Related Tables

Table 1: Rating/Value/Level

Rating	Value	Level
6L	6	1
8L	8	2
10L	10	3
6M	12	4
8M	16	5
10M	20	6
6H	24	7
8H	32	8
10H	40	9
6LV	60	10
8LV	80	11
10LV	100	12

Table 6: Difficulties

Dif	Description
1	Automatic
2	Extremely Easy
5	Easy
8	Fairly Easy
10	Average
15	Moderate
20	Challenging
30	Hard
40	Very Difficult
50	Extremely Difficult
100+	Almost Impossible

Table 7: Value-Rating Conversion

Simple Value	Rating	Balanced Value
1	10LB	1
2	10MB	2
3	8HB	3
4	10HB	4
5-6	6L	5-6
7-8	8L	7-8
9-10	10L	9-10
11-12	6M	11-13
13-16	8M	14-18
17-20	10M	19-21
21-24	6H	22-27
25-32	8H	28-35
33-40	10H	36-49
41-60	6LT	50-69
61-80	8LT	70-89
81-100	10LT	90-109

Table 3: Types

Type	Name	Size	Zeroes
B	Bantam	x1/10	-1
P	Personal	x1	—
V	Vehicle	x10	1
S	Ship	x100	2
W	World	x1000	3
C	Celestial	x10,000	4
G	Galactic	x100,000	5
U	Universal	x1,000,000	6

Table 4: Complete Doubling Table

Notation	Name
LB	Light-Bantam
MB	Medium-Bantam
HB	Heavy-Bantam
LP ¹	Light-Personal
MP	Medium-Personal
HP	Heavy-Personal
LV	Light-Vehicle
MV	Medium-Vehicle
HV	Heavy-Vehicle
LS	Light-Ship
MS	Medium-Ship
HS	Heavy-Ship
LW	Light-World
MW	Medium-World
HW	Heavy-World
LC	Light-Celestial
MC	Medium-Celestial
HC	Heavy-Celestial
LG	Light-Galactic
MG	Medium-Galactic
HG	Heavy-Galactic
LU	Light-Universal
MU	Medium-Universal
HU	Heavy-Universal

Hazzard Tables

Table 21: Hazards

Hazard	Description
Brain Damage	Mental Damage
Falling	Intentional or not
Fatigue	Overexertion
Fear	Scared
Freezing	Too Cold
Heat	Too Hot
Materialization	Power Malfunction
Panic	Irrational Behavior
Poison	Poisoned
Sleep Deprivation	Lack of Sleep
Starvation/Thirst	Lack of Food/Water
Suffocation	Suffocation/Drowning
Vacuum	Exposure to Outer Space or Other Airless Conditions

Table 22: Fear Severity

Shock Result	Severity
0-5	Terror
6-10	Fearful
11+	Scared

Table 23: Freezing Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
30	0	—
10	3	30 min
0	5	15 min
-10	10	10 min
-20	12	5 min
-30	15	2rnd
-40	20	2 rnd
-50	25	2 rnd
-75	30	2 rnd
-100	35	1 rnd
-150	40	1 rnd
-200	50	1 rnd

Table 24: Freezing Modifiers (FR)

Situation	Adj
Activity:	
Sleeping	-1c
Sitting	-1d
Walking	—
Working	+1d
Fighting	+1c
Home Planet:	
Desert	-1c
Arth	0
Frozen Waste	+1c
Race:	
Cold Blooded	-2d
Mechnoid	+1t
Clothing:	
None	-2c
Light	-1c
Average	-1d
Adequate	—
Good	+1d
Heavy	+1c
Environmental	+1t

Table 25: Heat Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
100	0	—
110	3	15 min
120	12	10 rnd
130	15	5 min
140	20	2 rnd
150	25	2 rnd
175	30	2 rnd
200	35	1 rnd
250	40	1 rnd
300	50	1 rnd

Table 26: Heat Modifiers (FR)

Situation	Adj
Activity:	
Sleeping	+2d
Sitting	—
Walking	-1d
Working	-2c
Fighting	-1c
Home Planet:	
Desert	+1c
Arth	0
Frozen Waste	-1c
Race:	
Cold Blooded	+2d
Mechnoid	+1t
Clothing:	
Environmental	+1c
None	+1d
Light	—
Average	-1d
Heavy	-1c

Table 27: Materialization Dmg

% of Body	Dmg
25	10
50	20
75	30
100	40

Table 28: Vacuum Effects

Abil	Dif	Effect/Notes
WP	5xRnds	fall unconscious
For	10	Ear drum rupture

Combat Related Tables

Table 14: Defense Modifiers

Mod	Situation
+1d	25% cover
+2d	50% cover
+1c	75% cover
+2c	Using a weapon port
+1c	Defending while prone (vs ranged)
-1c	Defending while prone (vs melee)

Table 15: Attack Modifiers

Mod	Situation
+1d	Attacker is hard to see
+1c	Attacker is invisible
+1d	Expected attack from behind
+1c	Unexpected attack
+2c	Unexpected attack from behind

Table 13: Mixed Type Combat Adjs

Attacker	Defender	PC Atk	PC Def
Personal	Personal	—	—
Personal	Vehicle	+1c	-1c
Personal	Ship	+2c	-2c
Vehicle	Personal	-1c	+1c
Vehicle	Vehicle	—	—
Vehicle	Ship	+1c	-1c
Ship	Personal	-2c	+2c
Ship	Vehicle	-1c	+1c
Ship	Ship	—	—

Table 16: Vehicle Maneuvers

Mvt Pts	Maneuver
1	Move 1 square forward
2	Move 1 square backward
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Table 17: Ship Maneuvers

MR Pnts	Maneuver
1	Move 1 square forward
2	Slip 1 sq diagonally
4	Slip 1 sq sideways
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Table 9: Vehicle Systems

Die Roll	System
1	Central Computer
2	Engine
3	Life Support
4	Scanners/Sensors
5	Station (Comm, Ast, etc.)
6	Weapon System
7	Shields
8	Turret
9-10	Other/Minor System (GM's choice)

Table 11: Ship Systems

d10 roll 1-5 Die roll	System
1	Shield
2	Central Computer
3	Cloaking Device
4	Life Support
5	Scanners/Sensors
6	Main Drive
7	Weapon System
8	Inertial Dampers
9	Sublight Drive
10	Other/Minor System (GM's choice)

d10 roll 6-10 Die Roll	System
1	View Screen
2	Lab (Science, Eng, etc.)
3	Artificial Gravity
4	Tractor/Repulsor Beam
5	Communications
6	Turret
7	Transporters
8	Escape/Assault Pods
9	Station (Comm, Med, etc.)
10	Other/Minor System (GM's choice)

Table 10: System Failure

d8	Effect	Atk/Dmg	Repair Dif
1-3	Failure	None	CD
4-5	Fire	CDx2	CDx2
6-7	Blow-out	CDx5	CDx5
8	Explosion	CDx10x	CDx10

Character Generation

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 ¹⁹⁹⁷
 - 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

Table 8: Rank/AP Schedule

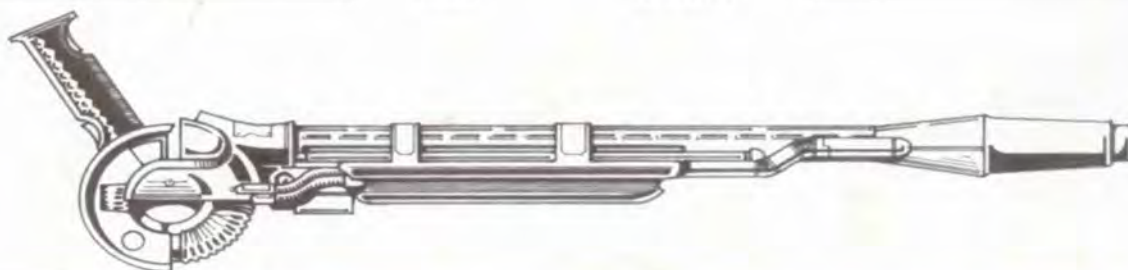
Rank	Name	AP
0	Initiate	0
1	Rank-1	100
2	Rank-2	200
3	Rank-3	300
4	Rank-4	400
5	Rank-5	500
6	Rank-6	600
7	Rank-7	700
8	Rank-8	800
9	Rank-9	900
10	Rank-10	1000
11-20	Rank- 11-20	+200/rank
21-30	Rank- 21-30	+300/rank

Table 19: Chip Color

Chip Color	Max Cr
White	1
Red	5
Orange	10
Yellow	25
Green	50
Blue	100
Indigo	1000
Violet	10,000
Gray	100,000
Black	1,000,000

Map Symbols

	FORCE FIELD
	WALL
	CURTAIN
	RAILING
	PORTCULUS/BARS
	WINDOW
	DOOR
	DOUBLE DOOR
	SECRET DOOR
	ARCHWAY
	STAIRS
	SLOPE
	PIT
	LEDGE
	ROCK COLUMN
	RUBBLE
	CHAIR
	TABLE OR BENCH
	BARRELS
	CRATES/BOXES



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