THE LORDS OF CHAOS
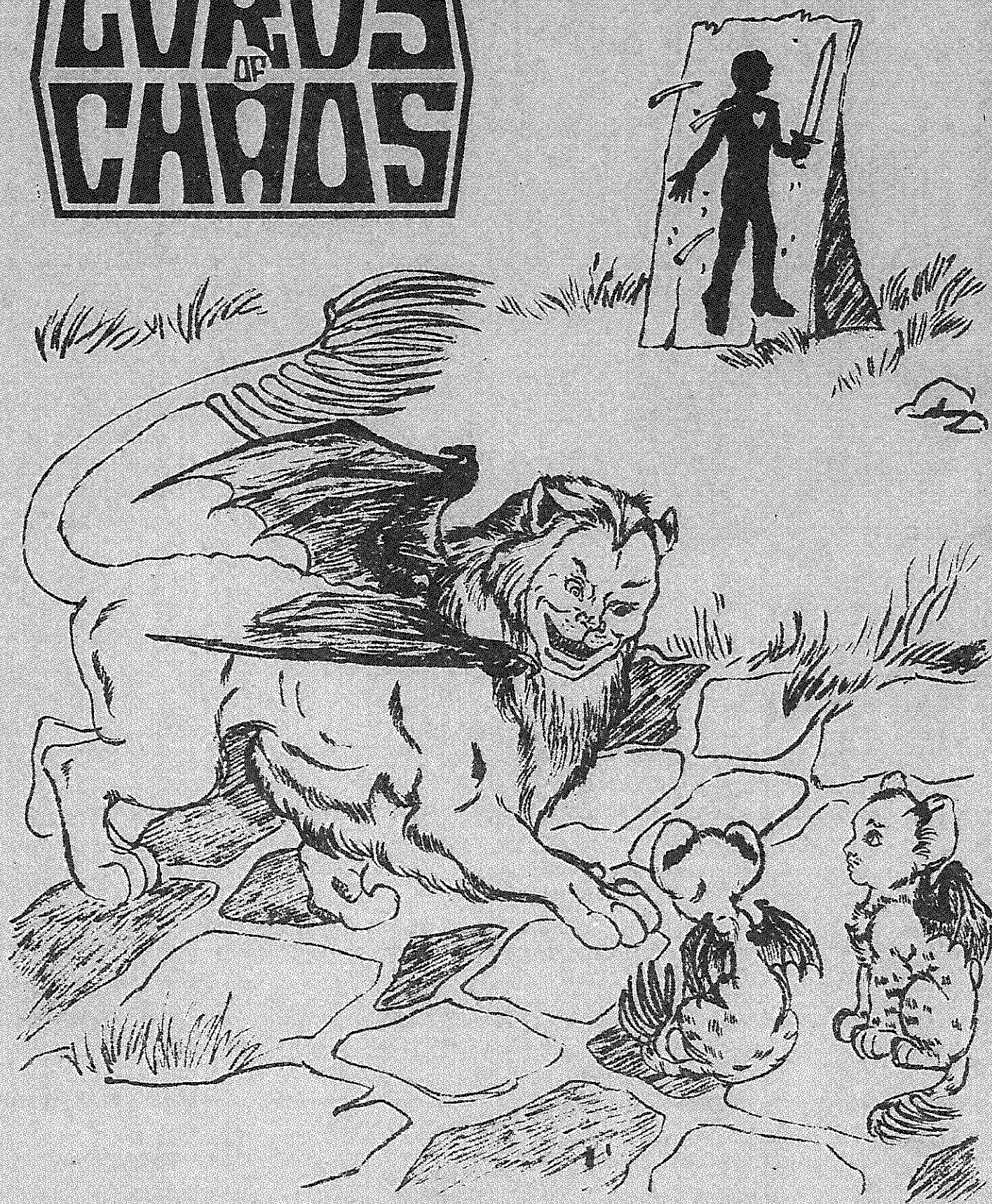
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Individuals wishing to contact the editor should write to the following address:

> N. C. Shapero
> 728 South Atlantic Blvd.
> Alhambra, California
> 91803

or call 213-282-5571 (please, no calls before 9 AM or after 10 PM Pacific Time).

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Deadline for all zines: 30 August 1981 (Issue #14)

Zines already held over to issue #14: David Myers, Corona Campaign Notes and Runecults for same, John Redden, Ramblings, The RuneQuest Prime Rules (Modifications to the RuneQuest! rules for the Combined Fullerton Campaign, and several other zines of interest to the RuneQuest and Other Suns playing public...

Magazines of Possible Interest to FRP Gamers

Wyrms Footnotes (RuneQuest oriented Prozine -- 1¢/word rate) PO BOX 6302, Albany, Ca. 94706. Write for information regarding current subscription rates.

Alarums and Excursions (D&D): 3965 Alla Road, Los Angeles, Ca. 90066. OC: Lee Gold. APA-zine available to non-contributers. $1.50 plus postage per issue. Monthly publication schedule.

Different Worlds (RQ, D&D, other FRP): Offset Prozine available from The Chaosium. See Wyrms Footnotes for address. A MUST FOR THE DEDICATED RUNEQUEST! PLAYER.

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This issue contains some preliminary notes for the game RUNES IN SPACE. All material by the author (Niall Shapero) is copyright (c) 1981. The game which developed from these notes will be sold under the title OTHER SUNS by the Chaosium, Inc. Considerably more material will be added for the commercial version (the PRELIMINARY version of the manuscript ran to 500 manuscript pages -- roughly 85 thousand words). Hopefully, the game will be out by Christmas.

-- N. S.

RUNES IN SPACE

BACKGROUND

History

The L'Doran Hegemony is a multi-species multi-star system government that developed while the Human Race was building the pyramids in Egypt. In the years while mankind developed on Earth, the myriad races of the Hegemony forged a multi-species empire that covered almost a third of the galactic rim.

And when Homo Sapiens went out to the stars in the latter part of the twenty-first century, he did so armed to the teeth. The Hegemony had and has one real hard and fast rule: "Thou shalt not make war upon any unwilling species". Needless to say, when the Terran Empire met the L'Doran Hegemony in the Fourth Century of the Atomic Era, the contact was little short of explosive.

After the first Hegemony-Empire War, which the Humans lost on the battlefield and then won at the peace tables a period of peace settled upon the local stellar neighborhood about Sol. During this peace (of perhaps twenty years duration) the human leaders rethought their position in the galaxy somewhat, and set about preparing for the inevitable next war.

It is a tribute to the force of will, the strength, the inventiveness, and the sheer unmitigated chutzpah of the human race that it went about preparing, in all seriousness, to take on practically a third of the rest of the galaxy single handed. What the hell, it almost worked! But, unfortunately, though the human race had adopted virtually all the technological wonders of their opponents, and though the humans were, by and large, better at the bloody game of war than the majority of the Hegemonic species, Homo Sapiens was horribly outnumbered in the second Hegemony-Empire War.

But, though the humans were defeated, and Earth reduced to a radioactive cinder, the L'Doran Hegemony collapsed shortly after the fall of the Terran Empire; the economic stresses and strains imposed by the war did what the human starships had failed to do. And the starlanes were clear of ships--either Hegemonic or Imperial.

In the 9th Century of the Atomic Era, the Hegemony began to reform as various former member races re-acquired the investment capital, the risk money to begin building starships once more.

In the 18th century of the Atomic Era, the L'Doran Hegemony covers virtually one quarter of the galactic rim. Human worlds, former Imperial colonies, have joined the Hegemony, and the combined efforts of virtually all the races of the region is being directed towards exploration, expansion, rediscovery of old worlds, and development of new worlds.

In this era of starfaring Drakes and Magellans, in this era of freebooters and explorers and exploiters of all kinds, the players must make their fortunes.

Technological Base

The L'Doran Hegemony is an FTL-starflight society. Contrgravity drives for normal space and atmospheric flight are commonplace. Power for all common needs is provided by cheap and efficient total conversion devices. Privately owned ftl (faster than light) starships are common--a vehicle capable of carrying four to six individuals at a speed of ten light years per hour being well within the reach of rich individuals (just as private aircraft are today). Planetary weather control techniques are well known, and planetary engineering to order is an expensive, though scientifically trivial, project. Time travel, and cross-time travel are possible, though extremely difficult (in much the way that space travel is now).

Monetary Base

The unit of exchange in the L'Doran Hegemony is called the System Monetary Unit (or SMU) and is worth roughly 0.02 troy ounces of gold (that is, 1 troy ounce of gold is worth about 50 SMU). Inflation is a factor only in local economies.

HOW TO CREATE A CHARACTER

Characteristics

1. Strength (STR): A character's strength affects the damage he does, how much equipment he can carry, and what weapons he may use. Strength can be increased through training up to the rating for the character's Constitution or Size. Humans roll for strength on 3D6.

2. Intelligence (INT): This is a measure of the character's ability to deal with abstractions and his ability to learn from experience. Intelligence for humans in the general population is rolled on 3D6. However, it is assumed that the adventurous characters, the spacers, the scientists, the space merchants, are all a cut above average--pre-selected, so to speak. Thus all adventuring characters (i.e. all player characters) roll for INT on 2D6+6 (if they are humans, that is--other species may roll on slightly different dice).

3. Power (POW): For the characters in Runes in Space, this characteristic represents the luck of the character. It also represents a factor in his ability to resist and/or power certain kinds of psionic attack and, possibly, his ability to affect the world through direct force of will (given that he has learned how to so use his power). Power is rolled on 3D6 for humans.

4. Constitution (CON): This is a measure of the character's health. It is one of the most important factors in determining how much punishment (in combat or otherwise) a character can take before dieing. Constitution can be trained up to the maximum of Strength and Size. Constitution is rolled on 3D6 for humans in the general population but again, the adventuring characters are assumed to be a cut above the common herd. Therefore, adventuring human characters roll constitution on 2D6+6.

Characteristics (continued)

5. Dexterity (DEX): This is a measure of how fast and how accurately a character can move and act. Dexterity may be increased by training up to species maximum. Humans roll for dexterity on 3D6.

6. Charisma (CHA): Charisma is the measure of a character's ability to lead. It is the ability to say "follow me" and find oneself leading a charge. Charisma is subject to change (both up and down) depending upon the success or failure of previous ventures. Humans roll for CHA on 3D6.

7. Size (SIZ): This is the combined indicator of the mass and height of the character. It will, to a small extent, affect his ability to absorb punishment (and to a much greater extent, his ability to deal out damage in hand to hand combat). Humans roll for Size on 3D6.

8. Endurance (END): This is a measure of the character's ability to withstand pain, and his ability to engage in strenuous activity for prolonged periods of time. Endurance is also a factor in determining how much physical punishment a character can take. Humans roll for Endurance on 4D10. Endurance may be trained up to species maximum.

9. Telepathic Strike Capability (TSC): This is a measure of a character's ability to launch telepathic attacks, to probe minds, and to handle psionic devices. Humans roll 1D6 to determine their TSC rating: on a roll of 1-5, the character has a TSC of zero, on a roll of 6, the character has a TSC of one. Characters with TSC=0 can NEVER be trained to TSC=1. There is, however, no species maximum for TSC.

10. Telepathic Resistance (TPR): This is a measure of the character's resistance to telepathic attacks via the character's strength of will, by his strength of ego, by the very integrety of the total mind of the character. There is no species maximum for TPR. Humans roll for TPR on 1D4+1.

Maximum and Minimum Characteristics

No characteristic may be increased for any reason, save cyborging (to be covered later), beyond the maximum amount rollable on the characteristic dice plus the number of dice rolled, where said characteristic refers to a physical body property of the character. Thus characteristics 1-8 may not be increased above the so-called species maxima, though TSC and TPR (characteristics 9-10) may be increased without limit. Thus, a human may not have a dexterity higher than 21 (=18+3).

The minimum characteristic possible for any reason is the number of dice rolled (for example, 3 for Human size). No characteristics save ENDURANCE and POWER may be reduced below this point voluntarily. Power may not be reduced to zero voluntarily.

Abilities and how Characteristics influence them

Each character has various abilities which he will be able to improve through training and experience. His characteristics, however, will influence how well he will do in each type of ability at the start of his career.

Abilities and how Characteristics influence them

Each table gives a percentage add or subtract for each high or low characteristic. The resulting bonuses or penalties are added together to give the natural bonus (or penalty) for the character in the given category of skills. Note: This natural bonus can be either positive, negative, or zero.

1. Attack -- As per RUNEQUEST

2. Parry -- As per RUNEQUEST

3. Defense -- As per RUNEQUEST

4. Hit Points

This is not so much an ability, as an attribute. Hit points are the measure of how much harm, how much damage, the character can take before he dies. It is based directly on the character's Constitution, and is modified by his POW, SIZ, and END, as indicated by the following

Characteristic   Characteristic Roll

	01-04	05-08	09-12	13-16	17-20	21-24	Each +4 additional
SIZ	-2	-1		+1	+2	+3	+1
POW	-1				+1	+2	+1
END	-4	-3	-2	-1			+1

The Reason Why:

SIZ--As Per RuneQuest
POW--As Per RuneQuest, save that for "favor of the Gods" substitute "oneness
    _ with the Universe".
END--The better trained and tougher the individual, the longer he can keep going
    despite what should be killing wounds. The greater the END, the longer
    the character can "put off dieing".

Note: unlike the other tables, the bonuses here are in actual points instead of percentages. Thus a character with a POW of 21, a SIZ of 13, an END of 26 will have, with a CON of 10, hit points of 10+2+1+1=14.

5. Damage -- As per RUNEQUEST

6. Accuracy

Accuracy is the ability to handle aimed weapons (such as bows, crossbows, pistols and rifles).

6. Accuracy (continued)

Characteristic							Characteristic Roll
	01-04	05-08	09-12	13-16	17-20	21-24	Each +4 Additional
INT	-10%	-05%		+05%	+10%	+15%	+5%
POW	-05%				+05%	+10%	+5%
DEX	-10%	-05%		+05%	+10%	+15%	+5%

The Reason Why:

INT--Intelligence has great influence on how well a character can learn, and how
    fast he can learn to handle complicated and unforgiving weapons. A moron,
    for example, will take longer to learn to handle a rifle than will a moderately
    intelligent individual.
POW--Extremes, both high and low, of POW influence the Accuracy because POW is
    a measure of how the character relates to the Universe, of how "in tune"
    he is with the world.
DEX--The ability to control where a weapon points is extremely important in
    determining whether or not one will hit the desired target.

7. Perception -- As per RUNEQUEST

8. Stealth -- As per RUNEQUEST

9. Manipulation -- As per RUNEQUEST

10. Knowledge -- As per RUNEQUEST

11. Arts of Love

Characteristic							Characteristic Roll
	01-04	05-08	09-12	13-16	17-20	21-24	Each +4 Additional
INT	-10%	-05%		+05%	+10%	+15%	+5%
POW	-05%				+05%	+10%	+5%
DEX	-10%	-05%		+05%	+10%	+15%	+5%
CHA	-10%	-05%		+05%	+10%	+15%	+5%

The Reason Why:

INT--An intelligent lover is generally far better than a stupid one. Certainly,
    the more intelligent (and presumably adaptable) a character is, the more
    potentially adept he or she will be in the arts of love.
POW--Again, Power affects everything, more or less.
DEX--Certainly, the more dexterous the individual is, the easier certain
    activities should prove to be.
CHA--Clearly the ability to influence others with a word, a glance, the power
    to command of one's charisma is going to have great influence on one's
    potential in this particular area.

12. Oratory -- As per RUNEQUEST

INCREASING CHARACTERISTICS

1. Physical Characteristic Training

The only method available for enhancing physical characteristics is hard training. And, living beings being what they are, and training programs being what they are, such training is not always successful.

In order to determine if the particular training attempt is successful, take the species maximum in the given characteristic, subtract the current characteristic value of the character, multiply by 5, and this is the number that must be rolled at or under on D100 for successful training (and one point characteristic increase) to occur.

In order to determine cost of training, assume 1 SMU = 2 lunars and use RUNEQUEST costs for STR, CON, and DEX training (this last assumed to be from martial artists in RIS at a cost equivalent of 1000 lunars). END training is available from the martial artists in RIS at a cost of 750 SMU per attempt.

Training costs and Time

As per RUNEQUEST, save that the costs are converted on a 1 SMU = 2 lunars basis.

Training

As per Runequest, 400 lunars (read 200 SMU) training requires one full week of uninterrupted time to absorb. Thus, from the cost of training, one can determine the amount of time in weeks by dividing cost by cost/week of training that can be absorbed. For example, an attempt to train END by one point costs 750 SMU, and thus the training program would require 750/200=3.75 weeks=26.25 days to complete.

2. Increasing Other Characteristics

POW, INT, SIZ as per RUNEQUEST.

CHA--Charisma is increased (or decreased) as per RUNEQUEST subject to the replacement of criterion B by:
(B): Each 25% increase in ones specialization (after 50%) adds 1 point, no limit to points
and the deletion of criterion C (dealing with showy magical items).

TSC and TPR--telepathic strike capability and telepathic resistance may be trained at various psionics institutes at a cost of 1400 SMU per training attempt. In order to succeed, a roll on D100 equal to or less than the INT of the character must be made. If training is successful, the characteristic in question (either TSC or TPR--the training is separate) is increased as per power increase roll.

MECHANICS AND MELEE

As per RuneQuest with the following modification for modern high-velocity projectile and energy weapons:

In addition to hit point damage to the indicated target area (which is limited as per maximum points counted against total hit points as per primitive hand to hand weapons) damage against total body endurance is done equal to the point total rolled for the damage of the weapon indicated. When END is reduced to zero (or a minus number) as a result of such an attack, the character is unconscious and an attack (as per poison--vs total constitution) is executed, the strength of the attack being equal to the absolute value of the negative END balance. (Thus a character whose END has been reduced to -8 will have an 8 point attack rolled against his CON--if his CON was 13, say, there would then be a 50+(8-13)x5=25% chance of an additional 8 points of damage vs total hit points, and a 75% chance of 8/2=4 points of damage vs total hit points). Further, where E=the endurance of the character prior to taking the hit, and D=the amount of damage done by the hit, the probability that the character will go into shock (resulting in death in 12 minutes unless proper treatment is applied) is D/E.

Healing Damage to Hit Locations and Endurance

As per RuneQuest. Endurance is recovered at a rate of CON/8 per hour of rest, CON/4 per hour of sleep. Natural healing does not begin until all END damage has been recovered.

COMBAT SKILLS

Notes on Combat

The Attack and the Parry: Treated as per RuneQuest

Effect of Natural Ability: As per RuneQuest, with the exception that aimed weapons (like crossbows, rifles, etc.) are modified for attack percentage by ACCURACY.

Basic Chances

The basic chance for most attacks and parries (as well as most other non-zero base skills) is 5%.
A roll of 01 on D100 will always mean a successful attack or parry and, conversely, a roll of 00 on D100 will always mean an unsuccessful attempt has been made to employ the skill in question.

Special Basic Chances for certain weapons:

As per RuneQuest with the following additions:

Projectile throwing handguns (i.e. handguns with recoil) -- 15% base
Rifles (of all kinds) -- 20% base (recoil type)
Recoilless handguns and "rifles"(energy weapons) -- 25% base

COMBAT SKILLS (cont.)

Special Damages:

Critical Hits are treated as per RuneQuest subject to the restriction that
critical hits on Marauder Armor do damage to the armor rather than ignoring
same where the weapon is an impact weapon (sword, arrow, maul, etc). Critical
hits with modern weapons (stunners, blasters, rifles, etc) ignore all types
of armor.

Parrying a critical Hit is as per RuneQuest (save that it is not possible to
parry a blaster bolt, a stunner bolt, or a bullet)at any time, let alone when
the hit is a critical hit).

Fumbles, impales, and parrying of impaling blows as per RuneQuest, as well as
optional rules for impaling weapons and critical and fumbled parries.

Attacking from Advantage:

As per RuneQuest subject to the following revisions:

Case 3. An attacker on the ground has only ½ his normal chance of
successful attack with ancient and hand to hand attack weapons. His
parry chances are not reduced below normal, nor are his attack chances
with handguns, rifles, or similar modern missile weapons.

Case 4. A totally helpless opponent can be killed with any weapon unless
the attacker rolls a FUMBLE. The attacker's chance of fumbling is the
same as usual with an attack with that weapon.

Learning Fighting Skills:

As Per RuneQuest, subject to the following modifications:

(1) Training: The probability that a given training attempt will be
successful is 100-current skill+INT (this probability is always AT
LEAST equal to INT), and if the training is successful, the increase
in skill is by 1D6%.

(2) Learning by Experience: The probability that a character has
learned from using a given skill in the field is 100-current skill+
number of successful uses of the skill+INT (this probability is always
AT LEAST equal to INT), and if the character learns from use of the
skill, the increase in skill is by 1D6%. Thus, if on one expedition,
a character used his fists 13 times successfully in combat, and his
current skill was 35%, and his INT was 13, the probability of his
learning from experience after he has had a week to relax and
consider his actions would be 100-35+13+13=91%.

(3) Total Increase Possible: There is no limit to the total increase
possible via training between successful uses of the skill in the field.

(4) Progressing to (and beyond) 100% Ability: An Adventurer may progress
via training up to, and beyond 100% Ability (so long as he can find a
teacher with Ability higher than his own, and higher than 90%) and can
progress indefinitely by experience in the field.

COMBAT SKILLS (cont.)

Weapon Training Cost Table (Hand-to-Hand weapons)

Base %	Weapon	00-25	26-50	51-75	76-100	101+
20	Axe, 1-H	100	150	350	500	650
15	Axe, 2-H	100	150	400	600	800
10	Butt	50	150	350	500	650
25	Dagger	50	150	350	500	650
25	Fist	50	100	250	400	550
15	Flail, 1-H	100	150	400	600	800
05	Flail, 2-H	100	250	550	800	1050
25	Grapple	50	150	400	650	900
20	Hammer, 1-H	50	150	350	550	750
05	Hammer, 2-H	100	150	400	600	800
25	Kick	50	100	350	600	850
25	Mace, 1-H	50	100	250	400	550
20	Maul	50	150	500	850	1200
05	Morningstar	100	250	550	800	1050
10	Pike	100	250	550	800	1050
05	Rapier	150	350	650	1000	1350
15	Shortsword	50	100	250	400	550
15	Sickle	50	100	250	400	550
10	Spear, 1-H	50	150	350	550	750
20	Spear, 2-H	50	100	250	400	550
10	Sword, 1-H	100	150	350	500	650
05	Sword, 2-H	150	350	650	1000	1350

Weapon Training Cost Table (Missile Weapons)

Base %	Weapon	00-25	26-50	51-75	76-100	101+
10	Axe, thrown	100	150	400	600	800
10	Bow	100	250	500	750	1000
20	Crossbow	50	100	250	400	550
15	Dagger, thrown	100	150	400	600	800
15	Javelin	100	150	400	600	800
05	Mortar	150	350	650	1000	1350

Weapon Training Cost Table (Missile Weapons) (cont.)

Base %	Weapon	00-25	26-50	51-75	76-100	101+
15	Pistol, recoil type	100	200	400	600	800
25	Pistol, recoilless	100	150	350	500	650
10	Pistol, machine	150	350	650	1000	1350
20	Rifle, slug	100	150	350	500	650
25	Rifle, energy	50	100	250	400	550
20	Rifle, fully automatic	100	250	550	850	1050
05	Rocket launcher, Shoulder Fired	50	100	250	400	550
10	Rifle grenade	100	250	500	750	1000
25	Rock	50	100	250	400	550
10	Sling	100	150	400	600	800
05	Staff Sling	100	250	550	850	1050

Modern Weapons

Unlike the ancient missile weapons, modern weapons are somewhat less affected by conditions of movement of firer and target. Modifications of basic attack percentages based on situation are as follows for modern weapons:

Range: Point Blank   +35%
        Short Range   +15%
        Medium Range   +0%
        Long Range   Divide Attack Percentage in half
        Extreme Range   Divide Attack Percentage by four

Weapon Firing Mode: Automatic Fire   -25%
                     Wide beam (energy pistol)   +25%
                        (uses four charges instead of one)
                     Gyrosteadied Weapon   +10%

Firer is: Braced   +08%   Target is: Moving   -04%
           Moving   -16%   Evading   -20%
           Evading   -16%   Immobilized   +16%
           Blinded   -50%   A Vehicle   +20%

The range given for each of the modern weapons is the medium range limit for the weapon. Point blank range is 0-5 meters, short range is 5 meters out to one fourth of the medium range limit. Long range extends from the end of medium range out to 1.5 times the medium range limit, and extreme range extends from the end of long range out to twice the medium range limit.

A telescopic sight will extend medium range (and hence all other ranges based on the medium range limit) by a factor of 1.5. Similarly, if the weapon has a gyrostabilizer unit added, medium range is increased by a factor of 1.5. If both a telescopic sight and a gyrostabilizer are added to the weapon, its medium range limit will be extended by a factor of 2.25.

Pistols

Projectile Type/Recoil Type

Calibre	Damage	Range	Cost
.22	2D4	100m	150 smu (+0.2 smu per round)
.32	2D6	100m	200 smu (+0.3 smu per round)
.38	3D6	100m	250 smu (+0.3 smu per round)
.357 magnum	3D8	100m	350 smu (+0.4 smu per round)
.45	4D6	100m	300 smu (+0.4 smu per round)
.44 magnum	4D8	100m	400 smu (+0.5 smu per round)

All of the above listed weapons have a six round ammo capacity. All are assumed to be revolver type. For automatics, increase the cost by 10% for the unit, do not increase ammunition cost, increase the ammo slip size to eight rounds. Machine pistol versions exist for all calibres listed above at a unit cost twice those listed above--with ammunition drums containing forty rounds of ammunition.

Projectile Type/Recoil Typer-- special slugs

Needler: This pistol fires steel needles at extremely high velocity (over three kilometers per second). Though the armor penetration capabilities of these needles is extremely poor, should a needle penetrate, the damage to the nervous system of the target is considerable (mostly from hydrostatic shock). Damage of 1D4+1 is rolled vs hit location and, if the armor is penetrated, 12D8 damage is done vs END. RANGE = 80m, COST = 600 smu (+0.6 smu per round of ammunition -- a magazine for this type of weapon holds ten rounds).

Taser: This weapon fires three darts at once. Roll 1D4+1 to determine armor penetration capability of each separate dart that hits the target (each dart is rolled as a separate attack as well). If at least two darts hit and penetrate armor, then the target must make a POW x 2 roll on D100 or be immobilized (for so long as the darts are in place and the firer continues to operate the Taser unit). The darts must remain connected (via thin wires) to the firing unit in order to function, so the range of this unit is limited -- ABSOLUTE MAXIMUM RANGE = 5 meters. COST = 500 smu. Two sets of three darts are loaded in each unit-- and reloading requires recoiling the wires and reloading the darts, which takes a full melee round per set of darts.

Energy Type/Recoilless Type Pistols

Hand Blaster: 4D6 damage per charge. Wounds done by this weapon are automatically cauterized -- no bleeding. RANGE = 120m, COST = 550 smu (+1.0 smu per charge--a magazine typically holding 12 charges). THIS WEAPON WILL DAMAGE ALL TYPES OF ARMOR!

Energy Type/Recoilless Type Pistols (continued)

Sonic Stunner: Damage for this weapon is determined as follows:
A 4D6 attack is made vs CON. If the attack is successful, the target
will be knocked out for (22-CON) minutes. If the attack fails, the target
takes 2D6 damage vs END. RANGE = 40 meters, COST = 1000 smu (+0.5
smu per round of ammunition--and a typical magazine holds 8 charges).
This weapon WILL NOT FUNCTION IN A VACUUM, AND WILL NOT AFFECT ANY
INDIVIDUAL WEARING TYPE 3 OR BETTER ARMOR (see Armor and Suits).

Magnetic Pulse Stunner: Does 6D6 END damage. Divide this damage
in half before deducting armor protection for all metallic armor.
RANGE = 120 meters, COST = 1250 smu (+1.25 smu per charge -- a typical
magazine holding 12 charges).

Rifles

Projectile Type/Recoil Type

Calibre	Damage	Range	Cost
.223 long	1D8+1	200m	600 smu (+0.25 smu/round)
.30	2D6+1	200m	650 smu (+0.30 smu/round)
.308	2D6+1	200m	650 smu (+0.30 smu/round)

The above listed weapons have twenty round clips, and are assumed
to be semi-automatic weapons. Fully automatic versions of the above
listed weapons also exist -- and they cost twice as much as the
semiautomatic versions.

Projectile Type/Recoil Type (Shotguns)

All of the shotguns in RIS are assumed to be firing killing loads.
The medium range for shotguns is FIXED at 40 meters--use of telescopic
sights and gyrostabilizers have no effect upon shotguns. All these
shotguns are assumed to be semi-automatic, with eight round capacity.

In order to determine damage done, it is first necessary to
identify hit locations affected. Roll normally on 1D20 for hit location,
then roll 1D6 twice. Subtract the first roll on 1D6 from the 1D20 and
add the second 1D6 roll to the 1D20 roll. (Treat numbers less than 1 as 1,
treat numbers greater than 20 as 20.) This will give a range of
locations affected. (EXAMPLE: If the 1D20 roll is 9, and the first
D6 roll is 4 and the second D6 roll is 2, then locations (9-4)=5
through (9+2)=11 would be affected. If the target were humanoid,
locations 5 through 11 being involved would mean that the abdomen
and left leg would be-affected.) Next, roll 1D6+3 in order to determine
armor penetration -- then double the damage after deducting armor,
and apply this damage to each indicated hit location. (EXAMPLE: Thus
if we had rolled a 9 on 1D6+3 in our preceeding example, and each of
the locations affected had 7 points of armor, we would inflict
2*(9-7)=2*2=4 points of damage to each location with hit location
numbers 5 thru 11. Thus, in the case of a human, we would have done
4 points to the left leg, 4 points to the abdomen, for a total of
8 points damage.

Shotguns COST = 550 smu (+1.25 per round of ammunition).

Projectile Type/Recoil Type Rifle (continued) -- Rifle Grenades

Rifle grenade launcher mechanisms attach to any projectile type
rifle (except shotguns). Their RANGE = 200 meters. COST (of launcher)
= 1235 SMU. COST (of grenades) = 200 smu each. Grenades do 15 + 1D4
damage (against hit points) to all within a 10 meter range of the detonation
point (cut damage in half for each additional meter distance between
target and detonation point) rounding fractions DOWN). Type 3 armor and
better protects against the damage from grenades, but the armor takes
1/2 damage to all locations, reducing its protective capabilities against
all later attacks accordingly. Grenades do double damage to all targets
when detonated in a confined space (i.e. any completely enclosed space less
than 20 meters across).

If a rifle grenade shot misses its desired location of target, roll
randomly to determine direction of scatter (fell short, fell long, fell
left, fell right, or some combination) and roll 4D10 for distance, in
meters, that the grenade scattered.

Rifle grenades may be used for either direct or indirect fire.

Energy Type/Recoilless Type Rifles

All of the blaster rifles have the same range, to wit: 240 meters.
Blaster rifles all carry 24 charge capacity when fully charged.

Type	Damage	Range	Cost
1	4D8	240 m	1000 smu (+1.00 smu/round)
2	6D6	240 m	1350 smu (+1.35 smu/round)
3	8D6	240 m	2400 smu (+2.40 smu/round)
4	10D6	2400m	3750 smu (+3.75 smu/round)
5	8D8	500 m	8000 smu (+4.25 smu/round)

In order to fire blaster rifles type 2 - 4 safely, it is necessary
that the firer be armored. In order to fire a blaster rifle of type N
safely, it is necessary to be wearing armor of type N+1. If the firer
is NOT wearing the proper type of armor, he will take damage equal to
one third the amount rolled (round fractions up) to the head, chest,
and both arms (or hit locations 12 through 20 inclusive for non-humanoids).
This damage is assumed to be backblast from the shot fired that is
NOT stopped by the firers armor. In addition to the damage to the
firer, an equal amount of damage is done to the armor in each of the
indicated locations.

The tripod mount blasters (type 5) do not have a backblast problem.
Typical automatically reloading charge packs in tripod mount heavy
blasters increase the number of charges in the unit to 96. Tripod mount
units are typically to heavy to be carried conveniently (due to the
shielding necessary to prevent the backblast problem of types 2 - 4).

THESE WEAPONS WILL DAMAGE ALL TYPES OF ARMOR!

Mortars

The MINIMUM range for a mortar is 50 meters (all fire being indirect), and the medium range limit is 500 meters. Damage is 40+2D10 out to 15 meters, damage being cut in half for each additional 2 meters of range to ground zero. Armor type 3 and better will protect against damage, but will take half damage itself in the process (as against grenades). If the shot misses, determine scatter as per grenades, save that the distance scattered is 1D4 * (distance from mortar to desired target)/25, in meters, rounding fractions up.

Cost of mortar = 24000 smu. Cost of one mortar shell = 750 smu.

Rocket Launcher, shoulder fired

The range for this unit is 250 meters. Damage is 20+2D10 to all within 1 meter of impact point. Armor types 3 and better will protect against damage from this weapon, but full damage is done to the armor. This weapon may be used for direct fire only.

Cost of unit = 6500 smu. Cost of one rocket = 230 smu.

Accessories

A telescopic sight costs 220 smu. A gyrostabilizer unit costs 480 smu. A unipod or bipod mount for bracing a handgun or a rifle (respectively) costs 12 smu. Each of these devices adds one point of encumberance to the weapon.

Encumberances

All pistols have a basic encumberance of one, with the exception of the machine pistols, which have encumberances of two.

All rifles have a basic encumberance of two, with the exception of the tripod mount blaster rifle, which has an encumberance of twenty.

The mortar has an encumberance of thirty-five.

The rocket launcher, shoulder fired, has an encumberance of five.

Rates of Fire

All semi-automatic pistols and rifles fire at a rate of 3/MR. Shotguns fire at a rate of S/MR (reloading the chambers requiring 5 SR). Automatic weapons fire bursts of 3 rounds once per three strike ranks. The hand held rocket launchers may be fired once per melee round only. Mortars may be fired once per melee round.

STR/DEX Requirements

Only the Shoulder fired rocket has a strength or dexterity requirement among the modern weapons. For this particular weapon, there is a requirement of a 15 strength and a 13 dexterity.

Other Notes:

Defense may only be applied against the following two modern weapons: (1) the Taser and (2) the shoulder fired rocket.

As a rule of thumb, defense can only be applied against non-area affect weapons, and even then only when the target can see the projectile (or bolt, or whatever) coming. Thus defense may not be applied against blasters, machine gun fire, rifle fire, etc., etc.

Damage for ancient weapons is as per RuneQuest.

Armor and Suits

Armor Type	Description	Points Protection
0	Bare skin	0
1	Light Environmental Suit	5
2	Full EVA suit [space suit]	10
3	Light Combat armor	15
4	Scout Suit [Armored]	20
5	Command Suit [Armored]	30
6	Marauder I	40
7	Marauder II	70

Armor types 2 and higher are space suits and will protect the wearer against variations of pressure and temperature of zero to 100 atmospheres and 0.1 degrees Kelvin (near absolute zero) to 650 degrees Kelvin (over 800 degrees Fahrenheit) respectively. Armor type 1 may or may not protect the wearer against vacuum. In any case, the MAXIMUM temperature and pressure ranges allowable for type 1 armor are 200 degrees Kelvin to 400 degrees Kelvin [roughly -100 to +260 degrees Fahrenheit] and 0 to 5 atmospheres pressure. Life support and power limitations restrict suit operational time to 120 hours.

Armor points protection are for each individual hit location.

In order to use the higher classes of armored suits [type 2 and above] it is necessary to train in their use.

The skill VAC-SUIT OPERATION covers the operation of suits of armor type 2 and 3 (and, in addition, the handling of zero-g manuevering in a suit). This skill is a prerequisite to learning the skills of handling any of the higher armor type suits. It must be learned to the 50% skill level before training can be

begun in any of the higher armor suit operations skills. The
cost of training this skill is as follows:

25/50/75/100/101+

VAC-SUIT OPERATION   50/100/150/250/400

A suit of type 1 or 2 armor masses 2 kilograms per point of size.

The skill SCOUT SUIT OPERATION covers the operation of suits
of armor type 4. The skill COMMAND SUIT OPERATION covers the op-
eration of suits of armor type 5. One or both of these skills
must be at the 50% skill level or better in order to train in the
operation of either of the marauder suit skills.

In addition to providing protection, scout and command suits
add to movement and sensory capabilities of the users. The
modifications to user capabilities are as follows:

SCOUT ARMOR:

(1) Movement of 48 allowed in flight

(2) Fuel for 300 melee rounds of flight

(3) Sensor with range 10 kilometers, Grade 5, ECM
grade 9 (See section on Sensors and Electronic
Countermeasures).

(4) Strength multiplier of 2

(5) Size multiplier of 1.1

COMMAND ARMOR:

(1) Movement of 36 allowed in flight

(2) Fuel for 300 melee rounds of flight

(3) Sensor with range 10 kilometers, Grade 7, ECM
grade 7 (See section on Sensors and ECM).

(4) Strength multiplier of 2.5

(5) Size multiplier of 1.2

The cost of training these skills are as follows:

25/50/75/100/101+

SCOUT ARMOR OPERATION   50/100/250/400/550
COMMAND ARMOR OPERATION 50/100/250/400/550

A scout suit weighs 5 kilograms per point of size, a command suit
weighs 7 kilograms per point of size of suit.

The skill MARAUDER I OPERATION covers the operation of suits of armor type 6. The skill MARAUDER II OPERATION covers the operation of suits of armor type 7. Marauder armor is the equivalent of the powered armor in Heinlein's STARSHIP TROOPERS or Haldeman's THE FOREVER WAR. In order to begin training in its use, one must have learned either SCOUT ARMOR OPERATION or COMMAND ARMOR OPERATION skills (or both) to the 50% or better level. Further, before one can begin training in Marauder Type II operation, one must have MASTERED the skill of operating a Type I Marauder suit (i.e. learned the skill to the 90% or better level). Marauder suit capabilities are as follows:

MARAUDER TYPE I:

(1) Movement of 27 allowed in flight

(2) Fuel for 300 melee rounds of flight

(3) Sensor with range 10 kilometers, Grade 5, ECM grade 5 (See section on Sensors and Electronic Countermeasures).

(4) Strength multiplier of 5

(5) Size multiplier of 2.3

(6) Suit armament--2 type 3 blaster rifles (mounted in the arms of the suit--treat as gyrosteadied and set with telescopic sight) with 36 charge ammo packs, and a Y-rack (use either mortar skill or shoulder fired rocket launcher skill depending upon whether firing mode is direct or indirect) with 30 missiles (affect of missiles as per mortar shells).

MARAUDER TYPE II:

(1) Movement of 27 allowed in flight

(2) Fuel for 350 melee rounds of flight

(3) Sensor with range 10 kilometers, Grade 5, ECM Grade 5 (See section on Sensors and ECM).

(4) Strength multiplier of 7.0

(5) Size multiplier of 2.5

(6) Suit armament--2 type 3 blaster rifles (mounted in the arms of the suit--treat as gyrosteadied and set with telescopic sight) with 36 charge ammo packs, and a Y-rack (use either mortar skill or shoulder fired rocket launcher skill depending upon whether firing mode is direct or indirect)

with 60 missiles (affect of missiles as per mortar
shells). In addition, there are two helmet mount-
ed type 4 blaster rifle units with 36 charge ammo
packs.

The cost of training these skills are as follows:

25/50/75/100/101+

MARAUDER I OPERATION   50/100/350/600/850
MARAUDER II OPERATION   50/150/400/650/900

A marauder I suit weighs 70 kilograms per point of size, a
marauder II suit weighs 100 kilograms per point of size of suit.

Missiles for Y-racks for suit types 6 and 7 cost 2500 smu each,
and have 5 kilometer medium range. The firing rate is 1 missile
every melee round, or 2 missiles every third melee round
(automatic reloading mechanism will reload one missile tube per
complete melee round).

Suit Basic Sensors

    All suits of type 2 and above are assumed to be sufficiently
well loaded with telescopic, infra-red, image intensifier, and
other sensory gear as to be able to see under virtually any
atmospheric conditions. Further, suit radars and sonars will
allow terrain and object location even under conditions of com-
plete darkness.

Suit Costs

Type	Cost	Type	Cost
1	2,500 SMU	5	202,500 SMU
2	10,000 SMU	6	1,467,000 SMU
3	22,500 SMU	7	20,298,000 SMU
4	90,000 SMU		

N.B.: Suits of type 4 through 7 may not be acquired legally by
civilian personnel. Suits of these kind can only be acquired by
civilians through salvage or through the black market (at a much
higher than standard cost--roll 1D4+1 to determine cost multipli-
er to apply).

Body Armor

Name	Armor Type	Enc	Protection	Cost
Reflect	1	0.1/loc	xxx	30 SMU/loc
Webbing	1	0.2/loc	2	150 SMU/loc
Flak	2	0.4/loc	5	40 SMU/loc
Protek	3	0.6/loc	7	60 SMU/loc
Shock	3	1.0/loc	8	90 SMU/loc

Reflect type armor protection is special--against impact (either ancient weapon or modern slug or concussive weapon) it is extremely poor protection. Against lasers and similar energy weapons, (i.e. blasters) it is somewhat more effective. Thus Reflect armor is 1 point versus impact or concussive weapons, 6 points of protection versus energy weapons.

Webbing (which must be custom fitted to the specific user) can protect the user from explosive decompression as well as providing low grade armor protection. It may function in this fashion, however, only when worn by non-furbearing creatures.

All forms of body armor listed above may be worn underneath space suits.

SPECIALTIES AND SUBSPECIALTIES IN RUNES IN SPACE

Within this section, each general field is listed first, and then each of the subspecialties within that general field are listed (with comments on the subspecialties as necessary).

The base starting skill level for a specialist is 35% + INT + Knowledge Bonus in his PRIMARY SUBFIELD within his general field. In his SECONDARY SUBFIELDS (all the other subspecialties within the specialist's general field) his base starting skill level is 1/2 his starting skill level in his primary subfield (except that if his base for the skill plus the appropriate bonus would result in a higher value than this computed value, his skill level is the higher of the two values).

Biology

(1) Biochemist
(2) Biologist (the generalist)
(3) Biophysicist
(4) Botanist
(5) Ecologist

(6) Geneticist
(7) Immunologist
(8) Molecular Biologist
(9) Paleontologist
(10) Pharmacologist

(11) Toxicologist
(12) Xenobiologist

Business

(1) Administrator
(2) Bargaining Specialist
(3) Bribery Specialist
(4) Business Arrangements Lawyer/Semanticist/Space Lawyer
(5) Diplomat

Business (cont.)

(6) Economist
(7) Orator

Chemistry

(1) Biochemist
(2) Chemist (the generalist)
(3) Geochemist
(4) Pharmacologist

Computer Science

(1) Applications Specialist
(2) Artificial Intelligence Specialist
(3) Data Base Systems Specialist
(4) General Programming Specialist
(5) Operating Systems Specialist

(6) Real Time Systems Specialist
(7) Security Systems Specialist

Criminal

(1) Administrator
(2) Bribery Specialist
(3) Legal Semanticist
(4) Orator
(5) Specialist in 1 weapon

(6) Streetwise Specialist

Engineering

(1) Civil Engineer
(2) Communications Systems Engineer
(3) Contragravity Systems Engineer
(4) Computer Systems Engineer
(5) Chemical Engineer

(6) Electrical Engineer
(7) Jump Drive Systems Engineer
(8) Life Support Systems Engineer
(9) Mechanical Engineer
(10) Power Systems Engineer

(11) Robotics Engineer (also Armorer at 1/2 skill level)
(12) Sensor and ECM Systems Engineer
(13) Shield Generator Systems Engineer
(14) Naval Engineering (ship construction)
(15) Weapon Systems Engineer

Lawyer

    (1) Business Arrangements Lawyer
    (2) Credit Lawyer
    (3) Criminal Lawyer
    (4) Private Inter-systems Lawyer
    (5) Procedural Lawyer
    (6) Tax Lawyer

Other areas included at skill level EQUAL to the skill
level of the primary subfield are as follows:

    (7) History
    (8) Legal Semantics
    (9) Space Law

Other areas AUTOMATICALLY included as SECONDARY
SUBFIELDS are as follows:

    (10) Bargaining Specialist
    (11) Computer Science--Data Base Specialist
    (12) Diplomat
    (13) Orator

Line Officer (Other than Weapons, Communications, Security or
Alien Contact)

    (1) Administrator
    (2) Astrogator/Navigator
    (3) Pilot
    (4) Tactician

Other areas AUTOMATICALLY included as SECONDARY
SUBFIELDS ONLY are as follows:

    (5) Command Skill
    (6) Command Suit Operation
    (7) Legal Semantics
    (8) Oratory
    (9) Sensor and ECM Systems Operator
    (10) Space Law
    (11) Weapon Systems Operator

Note Also: All line officers are trained to the 50%
level in VAC-SUIT OPERATIONS (or to BASE + MANIPULATION
BONUS, whichever is higher).

Line Officer (Alien Contact)

    (1) Computer Science--Data Base Specialist
    (2) Contact Xenologist
    (3) Cultural Anthropologist
    (4) Historian
    (5) Linguist

Line Officer (Alien Contact) (cont.)

(6) Psychologist
(7) Sociodynamicist
(8) Streetwise Specialist
(9) Xenolinguist
(10) Xenopsychologist

Other areas AUTOMATICALLY included as SECONDARY SUBFIELDS ONLY are as follows:

(11) Administrator
(12) Astrogator/Navigator
(13) Command Skill
(14) Command Suit Operation
(15) Legal Semantics
(16) Oratory
(17) Pilot
(18) Space Law
(19) Tactician

Note Also: All line officers are trained to the 50% level in VAC-SUIT OPERATIONS (or to BASE + MANIPULATION BONUS, whichever is higher).

Line Officer (Communications)

(1) Communications Systems Engineer
(2) Communications Systems Operator
(3) Cultural Anthropologist
(4) Linguist
(5) Psychologist

(6) Xenolinguist
(7) Xenopsychologist

Other areas AUTOMATICALLY included as SECONDARY SUBFIELDS ONLY are as follows:

(8) Administrator
(9) Astrogator/Navigator
(10) Command Skill
(11) Command Suit Operation
(12) Legal Semantics
(13) Oratory
(14) Pilot
(15) Space Law
(16) Tactician

Note Also: All line officers are trained to the 50% level in VAC-SUIT OPERATIONS (or to BASE + MANIPULATION BONUS, whichever is higher).

Line Officer (Security)

(1) Administrator
(2) Counter-Insurgency Specialist
(3) Counter-Intelligence Specialist
(4) Criminal Apprehensions Specialist
(5) Intelligence Operative

Other areas AUTOMATICALLY included as SECONDARY SUBFIELDS ONLY are as follows:

(6) Astrogator/Navigator
(7) Command Skill
(8) Command Suit Operation
(9) Legal Semantics
(10) Oratory
(11) Pilot
(12) Space Law
(13) Tactician

Note Also: All line officers are trained to the 50% level in VAC-SUIT OPERATIONS (or to BASE + MANIPULATION BONUS, whichever is higher).

Line Officer (Weapons)

(1) Astrogator/Navigator
(2) Pilot
(3) Sensor and ECM Systems Engineer
(4) Sensor and ECM Systems Operator
(5) Tactician

(6) Weapon Systems Engineer
(7) Weapon Systems Operator

Other areas AUTOMATICALLY included as SECONDARY SUBFIELDS ONLY are as follows:

(8) Administrator
(9) Command Skill
(10) Command Suit Operation
(11) Legal Semantics
(12) Oratory
(13) Space Law

Note Also: All line officers are trained to the 50% level in VAC-SUIT OPERATIONS (or to BASE + MANIPULATION BONUS, whichever is higher).

Martial Arts

All martial artists in Runes in Space have three skills in which
they are equally proficient (skill = 35% + INT + Knowledge
bonus). These three skills are as follows:

    (1) Martial Arts--disarm
    (2) Martial Arts--evade
    (3) Martial Arts--hand-to-hand (karate equivalent)

Mathematics

    (1) Algebraist
    (2) Analysis Specialist
    (3) Geometry Specialist
    (4) Metamathematician [logic, set theory, etc.]
    (5) Statistician or Probability Theorist

    (6) Topologist

Medicine

    (1) Immunologist
    (2)-(11) Medical Doctor for 10 individual species
    (12) Pathologist
    (12) Pharmacologist
    (13) Psychologist

    (14) Robopsychologist
    (15) Toxicologist
    (16) Xenobiologist
    (17) Xenopsychologist

Ninjutsu

    The ninja in Runes in Space are trained assassins, esp-
    ionage agents, infiltrators and martial artists.

    The primary subfield for a ninja character MUST be sel-
    ected from the following list of skills:

    (1) Intelligence
    (2) Counter-Intelligence
    (3) Computer Science -- Security Systems
    (4) Martial Arts -- Hand Weapons
    (5) Martial Arts -- Evade
    (6) Martial Arts -- Disarm
    (7) Piloting
    (8) Astrogration/Navigation
    (9) Tactics

    Once the primary subfield has been chosen, all the
    remaining skills listed above are treated as secondary
    subfields (starting at 1/2 the initial skill level of
    the primary subfield). Additional secondary subfields

Ninjutsu (cont.)

(also at 1/2 the initial skill level of the primary subfield) are as follows:

Skill Number	Skill	Type
(10)	Acting	Special
(11)	Camouflage	Stealth
(12)	Cheating	Manipulation
(13)	Climbing	Manipulation
(14)	Evaluate Treasure	Knowledge
(15)	Handgun, recoil	Accuracy
(16)	Handgun, recoilless	Accuracy
(17)	Handgun, recoilless	Accuracy
(18)	Hide in Cover	Stealth
(19)	Hide Item	Manipulation
(20)	Jumping	Manipulation
(21)	Lock Picking	Manipulation
(22)	Listen	Perception
(23)	Move Silently	Stealth
(24)	Pick Pockets	Stealth
(25)	Rapid Odds Calc.	Knowledge
(26)	Riding	Manipulation
(27)	Sense Ambush	Perception
(28)	Set Ambush	Stealth
(29)	Skiing	Manipulation
(30)	Spot Cheating	Perception
(31)	Spot Hidden	Perception
(32)	Spot Traps	Perception
(33)	Swimming	Manipulation
(34)	Thrown object	Attack
(35)	Tracking	Perception
(36)	Vac-Suit Operation	Manipulation
(37)	Vehicular Operation	Manipulation

A ninja may not train in, or apply skill points or skill adders to any skill not on the preceeding lists until all he has reached a skill level of 75% on all skills listed above and has reached the 90% skill level in his primary subfield.

In addition, DEX, END, and CON (in that order) must be trained in preference to any other characteristics.

Planetology

    (1) Cartographer
    (2) Geologist
    (3) Meteorologist
    (4) Oceanographer
    (5) Planetologist (the generalist)

Physics

    (1) Astrophysicist
    (2) Cosmologist
    (3) General Relativity Specialist (Covers Jump Physics)
    (4) Nuclear Physicist
    (5) Physicist (the generalist)

Sapientology

    (1) Archeologist
    (2) Contact Xenologist
    (3) Cultural Anthropologist
    (4) Historian
    (5) Linguist

    (6) Physical Anthropologist
    (7) Robopsychologist
    (8) Sociodynamicist/Economist (both skills at same level)
    (9) Sociologist
    (10) Xenolinguist

    (11) Xenopsychologist

Soldier

    (1) Armorer
    (2) Commander (Command Skill)
    (3) Driver (Vehicular Operations Skill)
    (4) Pilot
    (5) Specialist in 1 handgun and 1 rifle

    (6) Specialist in 1 heavy weapon
    (7) Vac-Suit and Scout Armor Specialist

(N.B: If Item #7 is chosen as primary subfield, and the initial skill level is 50% or higher, then the soldier will also have the skill of Marauder I operation as a secondary specialty--i.e. starting at 1/2 his primary subfield skill level.)

Survival Expert

    All skills listed for survival expert are begun by such specialists at a skill level of 35% + INT + Knowledge bonus (except where the natural base for the skill plus appropriate modifiers would result in a higher skill level--in which case the higher skill level is used).

Survival Expert (cont.)

    (1) Climb
    (2) Hide in Cover
    (3) Move Silently
    (4) Sense Ambush
    (5) Set Ambush

    (6) Ski
    (7) Spot Traps
    (8) Swim
    (9) Trap Set/Disarm
    (10) Vehicular Operations

SKILL DESCRIPTIONS

Acting

This skill is the measure of the character's ability to fool his audience--any audience. It is a measure of his ability to project a believable character, quite probably a character quite different from himself.

This is a 0% base special skill, and the costs for training are as follows: 150/350/1000/1650/2650.

Administrator

This skill represents the character's familiarity with and understanding of bureaucratic agencies. It is an indication of his ability to move within the miles of red tape, and to make the paperwork work FOR him, instead of against him.

In the case of military personnel, the administration skill confers other benefits as well.

For each 25% skill in administration, an officer may attempt to push for promotion of one subordinate per six month period and, if his administration roll is successful, the subordinate will have an extra chance for promotion in that period, and will have an extra 20% chance of being promoted. Similarly, an officer may attempt to prevent promotion of one subordinate per 25% skill per six month period--and if he succeeds, the promotion chance of that character is reduced to 1%. Even if he fails in his attempt to block promotion, the promotion chances of the character are reduced by twenty-five per centile points.

In order to force the transfer of an unwilling individual to another assignment, it is only necessary that the officer in question succeed in his administration roll.

However, in all the above cases in the military, if the subject of the administrative moves is aware that the action is being taken and has an administrative skill of his own, he may attempt to block the moves via use of his own skill. Should he succeed, any attempt to harm him through the bureaucracy fails.

This skill is a 0% base knowledge skill, and the training costs are as follows: 50/100/200/350/450.

Algebraist

This skill is the measure of the character's understanding of that area of mathematics referred to as algebra. This covers group theory (necessary for NUCLEAR PHYSICS--and a limiting skill factor on that skill), ring theory, field theory, linear algebra and matrix theory (limiting factors on a character's skill level in the area's of ECONOMICS and SOCIODYNAMICS).

This skill is a 0% base knowledge skill, and the training costs are as follows: 100/250/550/1050/1600.

Analysis Specialist

This skill is the measure of the character's understanding of those areas of mathematics referred to as real and complex analysis, and also measure theory (and hence probability theory), as well as differential equations.

The following is a list of specialization areas where the character is limited to his skill level as a Mathematical Analyst or his skill level in the specialization area, whichever is LOWER:

(1) Astrogator/Navigator
(2) Astrophysicist
(3) Ecologist
(4) Economist
(5) Meteorologist [differential equations]
(6) Robopsychologist [differential equations]

(7) Sociodynamicist [for the differential equations, and the measure and probability theory]

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Archeologist

This skill is the measure of the characters ability to reconstruct, from the material remains [i.e. fossil relics, artifacts, and monuments] of prior

civilizations, the nature of those civilizations and the nature (to a certain extent) of the creatures that lived in that civilization. The higher the skill level, the more the character is able to extract in the way of useful information from a set of artifacts on a regular successful skill roll. On a critical skill roll, the character should receive virtually full information -- in addition to counting the critical roll as 10 successful applications of the skill when it comes time to determine skill improvements at the end of the expedition.

This skill is a 0% base knowledge skill, and the training costs are as follows: 100/250/550/1050/1600.

Armorer

This skill is the determiner of the character's ability to repair or modify the weapons and/or combat suits in R.I.S. Each attempt at using the skill requires one hour, and each successful repair attempt repairs 1D10 in points of damage to a weapon or to a given hit location on armor [if a critical is rolled in the repair roll, restore 1D100 points, and count that roll as 10 successful skill uses rather than 1 in later determining the probability of skill improvement].

An Armorer may assist a Robotics Engineer in repair of a Robot and, as long as there is a Robotics Engineer Specialist to assist, his repair skill is his skill as an Armorer or the skill of the Robotics Engineer, whichever is lower. If there is no Robotics Engineer Specialist available, an Armorer may attempt to repair the robot at 1/2 his Armorer skill. He may NOT attempt to build or modify an existing robot, however, unless he is working together with a Robotics Engineer Specialist.

This is a 0% base special skill, and the cost of training is as follows: 100/250/550/1050/1600.

Art Critic

This skill is the measure of the character's ability to recognize value in works of art. Like Evaluate Treasure it will allow the character to determine the rough market value of a particular piece of art. Unlike Evaluate Treasure, however, this skill will allow the character to determine what is WRONG with a particular piece of artwork and, by exercise of this skill, will enable the artist to determine the neccessary corrective measures to improve his work.

This skill must be learned to the 50% level before any artist (regardless of his level of skill in his art)

can attempt to teach another individual. Thus, an
artist must have this skill at 50%, and his artistic
skill at 90% before he can lay claim to being a master.

This skill is a 0% base special skill, and the cost of
training this skill is as follows: 50/100/250/500/800.

Astrogator/Navigator

This is the measure of the character's ability to find
his way in Jump Space or Normal Space without recourse
to the ship's navigational computer systems. Usefull
really only when the computer systems are down, it is
then essential.

Without this skill [or if the skill roll is failed when
the computer is down] the ship will become hopelessly
lost in Jump Space -- requiring 20D100+240 hours to
determine a safe return course via computer after the
computer is repaired, or requiring that 960 hours pass
before another astrogation/navigation roll attempt is
made. If the computer is not repairable, and there is
no astrogator/navigator on board, the ship will become
hopelessly lost--totally unable to find its own way
back to a safe port [it must sit and wait, and the crew
must pray that a passing ship stumbles upon them].

Without this skill being available in normal space, and
with no navigational computer, there is only one chance
in a thousand of the ship safely being navigated to the
vicinity of a planet, if there are no planets within
two light seconds of the ship. If there is a planet
within two light seconds of the ship, 2 successful
piloting rolls will being the ship safely to planet
orbit [and then one further successful one will land
the ship safely on the planet].

The exerciseable skill level of this skill is limited to
the character's skill in ANALYSIS [see Analysis
Specialist earlier in this section].

This skill is a 0% base knowledge skill, and the costs
for training are as follows: 100/250/550/1000/1600.

Astrophysicist

This skill is the measure of the characters understand-
ing of and ability to use knowledge of that field of
astronomy dealing with the physical and chemical
constitution of celestial bodies. The Astrophysicist
may function as a Planetologist [at 1/4 skill level,
but his forte is the analysis of stellar phenomena.
Use of this skill will allow the character to readily
identify startypes of various stars, and isolate which
stars are most likely to possess planets habitable and

inhabited among those viewed.

The astrophysicist will also be able to handle
questions of stellar evolution -- and how to accelerate
it. That is, it is members of this specialty that
determined how to CAUSE a star to become a nova or
supernova, and an exercise of this specialty is
necessary in order to successfully use the Nova weapon
necessary for this stellar detonation.

The exerciseable skill level of this skill is limited
to the character's skill in ANALYSIS [see Analysis
Specialist earlier in this section].

This skill is a 0% base knowledge skill, and the costs
for training are as follows: 100/250/550/1050/1600.

Bargaining

This is a 5% base skill possessed by all intelligent
beings as per CULTS OF PRAX. The training cost for
this skill is as follows: 150/350/650/1000/1350

Biochemist

This skill will allow a character to develop NEW drugs
with varying properties, for example a species specific
version of the nerve poison HALO-L [see section on
DRUGS]. Exercise of this skill will also allow a
character to determine the probable effects of various
compounds when administered to members of various
species (thus providing a check on the product of the
pharmacologists' exercises, as well as protecting
against possible problems from unusual compounds found
on worlds being explored). These uses of the skill
will take 1D4 weeks and 1D4 hours respectively, when a
biochemistry lab is available [quadruple the time
required if only computer simulation capabilities are
present--and require that someone make a COMPUTER
SCIENCE--APPLICATIONS skill roll in this case].

Exercise of this skill will also allow the character to
prepare counteracting compounds for these newly
discovered drugs. This use of the skill takes 1D4
weeks as per preparation of new drugs [and quadruple
the time required, as above, if only computer
facilities are available, and no biochemical lab is
available].

Where no biochemical lab is available, and no computer
facilities are available, increase the time required
for uses of the skill by a factor of 20. If a computer
is available, and no one with COMPUTER SCIENCE--
APPLICATIONS skill is available (or the available
person does not make his skill roll), COMPUTER

SCIENCE--GENERAL PROGRAMMING skill may be substituted, and a successful roll in this skill will mean an increase of time required by only a factor of 10.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Biologist (the generalist)

This skill is the measure of the character's ability as a generalist in the area of biology. The solution to any problem not lieing in any of the other subfields will be found through the generalist's knowledge.

This is the catch-all area for all the problems that do not easily fall into any of the other categories within the biological sciences, and is to be so treated by the GM. This skill may be used in place of any of the other biological science skills at 1/4 the stated skill level as biologist.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Biophysicist

The biophysicist in Runes in Space concerns himself more with bionics [i.e. internal medical electronics] than with biophysics as we generally regard the field today. Put in another way, he is a maker and repairman of cyborgs, and a student of the physical and biological problems thereof.

This skill is, in part, the determiner of the character's ability to repair or modify the weapons, equipment, and body surrounding same, in the cyborgs of Runes in Space. Each attempt at using the skill requires one hour, and each successful repair attempt repairs 1D10 in points of damage to a weapon or to a given hit location [if a critical is rolled in the repair roll, restore 1D100 points, and count that roll as 10 successful skill uses rather than 1 in later determining the probability of skill improvement].

A Biophysicist may assist a Robotics Engineer in repair of a Robot and, as long as there is a Robotics Engineer Specialist to assist, his repair skill is his skill as a Biophysicist or the skill of the Robotics Engineer, whichever is lower. If there is no Robotics Engineer Specialist available, a Biophysicist may attempt to repair the robot at 1/4 his Biophysicist skill. He may NOT attempt to build or modify an existing robot, however, unless he is working together with a Robotics Engineer Specialist.

This is a 0% base knowledge skill, and the cost of training is as follows: 100/250/550/1050/1600.

Botanist

This skill is a measure of the character's understanding of plant biology among the known forms of plantlife throughout the Hegemony. It is also a measure of the character's ability to quickly grasp details of plant biology when dealing with new and unusual plants, discovered on new worlds. It will allow the character to determine which, if any, constituents of a plant sample that might be of possible medicinal or commercial value.

This is a 0% base knowledge skill, and the cost of training is as follows: 100/250/550/1050/1600.

Bribery

This skill is a measure of the character's ability to judge when, to whom, how, and how much, to offer a bribe to an official or competitor in order to achieve some specified end (e.g. getting a custom's official to look the other way at the right time).

It is a zero based special skill, with training costs as follows: 100/250/650/1350/2000.

Business Arrangements Lawyer

This specialty deals with the broad way that people organize their efforts in a cooperative fashion to enrich themselves. Corporate Organizational law, the means of creating entities separate from their creators, and the whole field of Contracts (from means of making to enforcement) are contained here, as are any related financings through rights-as-a-member-of-an-organization (in American law, Securities). Theoretically the toughest of all legal systems because it grapples with pure fictions quite often.

As applied to American law, this would cover the areas of Corporate Formation, Reorganization, and Liquidation. Securities. Partnerships, Contracts. Remedies. Admiralty/Ownership-Management.

This skill is a zero based knowledge skill, and the skill level exercised in this skill may NOT be higher than the characters skill in Legal Semantics.

The training costs for this skill are as follows: 100/250/550/1050/1600

Camouflage

This is a 10% base stealth skill, as per RuneQuest!, and the training cost for this skill is as follows: 50/150/400/900/1350.

Cartographer

This is the measure of the character's skill as a master map maker. It is quite a different skill from the crude map making RuneQuest! skill, entailing photo-interpretation, precision drafting, surveying, etc.

This skill (through its photo-interpretation aspect) may be used (from orbit) to detect and isolate features of any particular interest to an exploratory party.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Cheating

This skill is a 5% base manipulation skill, and is a measure of the character's ability to cheat [by tricky dealing, palming cards, and similar tricks] in games of chance where manipulation of physical objects might prove useful in winning. This skill can also be used as a measure of the character's ability to carry out simple close-up magic work, such as (the obvious) card tricks, pulling coins "out of people's ears", etc. The training cost for this skill is: 50/150/400/900/1350.

Chemical Engineer

The chemical engineer is the specialist in industrial applications of chemical science knowledge. As such, he will be most familiar with the process and physical design of large scale chemical manufacturing facilities among the chemistry specialists in Runes in Space, and will be best able to re-organize and redesign same for maximum efficiency and yield.

The exercise of this skill will allow the character to recognize the function of a chemical manufacturing facility, analyze its design, and determine and duplicate the function of the facility--regardless of whether or not the facility is still 100% operational, and whether or not the facility is a product of Hegemonic technology. The chemical engineer can thus be of inestimable value in assisting in what one might call industrial archeology on dead worlds with surviving industrial facilities.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Chemist (the generalist)

This skill is the measure of the character's ability as a generalist in the area of chemistry. The solution to any problem not lieing in any of the other subfields will be found through the generalist's knowledge.

This is the catch-all area for all the problems that do not easily fall into any of the other categories within the chemistry, and is to be so treated by the GM. This skill may be used in place of any of the other chemistry science skills at 1/4 the stated skill level as chemist.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Civil Engineer

This is the skill of designing large structures that will, under specified conditions, refrain from falling down [and embarrassing a large number of engineers, not to mention probably killing large numbers of people]. It is also the skill of constructing said large structures to the design specifications given. It may also be used for the analysis of existing large structures (to assist in determining what technological level was necessary in order to build them in the first place).

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Climbing

This is a 5% base manipulation skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/100/250/500/800.

Command Skill

This is the measure of the character's ability to yell "CHARGE!" and have his subordinates follow him -- straight into hell, if necessary.

In the military, it also is a determiner of the base probability of promotion for the character. That is, the basic probability of promotion for a character in the military is (100 - (current rank) + (Command skill)), so that an officer with numerical rank 112 (roughly equivalent to a USN full Lieutenant) with a command skill level of 47% would have a base chance of 100-112+47=35% chance of promotion. When promoted, a character's command skill is reduced by two percentile

points for each numerical rank he is promoted [thus, in the preceeding example, if the rank 112 officer was promoted by 3 steps in rank, to 114, his command skill would drop to 47-2x3=47-6=41%].

This is a zero based special skill, and the cost of training is: 100/250/550/800/1050.

Communications Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Communications Systems Operator

This skill is the ability of the character to operate the complex communications systems available in the Hegemony. Without this skill, the complex C+ and long range normal space transcievers can only be operated by computers--which must be run by someone with the COMPUTER SCIENCE--REAL TIME SYSTEMS, COMPUTER SCIENCE--APPLICATIONS, or COMPUTER SCIENCE--DATA BASE SYSTEMS skills--at 1/2 their skill percentage (and with a fumbled roll meaning that they have damaged the delicate equipment involved, somehow -- treat as normal equipment failure).

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Computer Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Commercial Lawyer

See Business Arrangements Lawyer

Computer Science--Applications

This is the measure of the character's skill at programming and designing scientific applications programs to assist in the analysis of various problems in the scientific and engineering fields.

This is a 0% based knowledge skill, and the training cost is as follows: 100/250/550/1050/1600.

Computer Science--Artificial Intelligence

This is the measure of the character's skill in programming, designing, and understanding the great machine intelligences that have been developed in the Hegemony.

This is a 0% based knowledge skill, and the training cost is as follows: 100/250/550/1050/1600.

Computer Science--Data Base Systems

This is a measure of the character's ability to ask the

right questions of the machines in order to get the
desired answers. It is a measure of the character's
ability to "think like a machine" in order to phrase
the question so that the desired data and ONLY the
desired data results. The data handling capabilities
of the Hegemonic computers being nothing short of
astronomical, quick retrieval of the key item [such as
a comparison check by silhouette for ship type and
recall of last reported locations of all ships
corresponding to said silhouette] requires an exercise
of this skill. The time required for someone in this
specialty to enter the proper keys to any given
question is six seconds -- for those not trained in
this skill, the time is measured not in seconds, but in
days or weeks.

This is a 0% based knowledge skill, and the training
cost is as follows: 100/250/550/1050/1600.

Computer Science--General Programming

This is the skill of computer programming--the ability
to write a simple program to solve a simple problem and
debugging same. Depending upon the complexity of the
problem, this might take an hour, a day, a week, or a
month. Programs may be prepared well in advance of
use, but the final test is in the use.

A non-fumbled failed use of this skill means that the
program will not run correctly, but that it will do so
in an obvious manner [one indicating that the program
did fail to produce the correct result, but not one
resulting in disasterous consequences]. A fumbled use
of this skill means that the program will produce
erroneous results which will either be (a) relatively
difficult to detect, or (b) totally disasterous in
their consequences.

For example, if someone writes a program designed to
land a spacecraft, and the skill roll is failed (but
not fumbled), when the program is tried in the field,
the spacecraft might land in the wrong place, or the
program might just abort, leaving the spacecraft
unharmed but still in orbit. If the skill roll were
fumbled, on the other hand, the spacecraft might crash
destructively when the program was run.

This is a 0% based knowledge skill, and the training
cost is as follows: 100/250/550/1050/1600.

Computer Science--Operating Systems

This is a measure of the character's understanding of
the operating systems of all of the major computer
systems currently "in vogue" throughout the Hegemony --

and what is really more important, his ability to apply
that understanding to both the design of new systems,
and the efficient operation of the current systems. It
will allow him to "crack" a new and different system on
an unknown computer type in 2D4 x 8 hours from a
standing start, given that his skill roll is
successfully made.

This is a 0% based knowledge skill, and the training
cost is as follows: 100/250/550/1050/1600.

Computer Science--Real Time Systems

This is the skill in design, maintenance, implementa-
tion and modification of real time systems -- such as
flight software, air traffic control software, tele-
communications software, etc. This skill will allow
the character to modify, as desired, such a system on
the fly, so to speak [once appropriate software
security safeguards have been bypassed, of course].

This is a 0% based knowledge skill, and the training
cost is as follows: 100/250/550/1050/1600.

Computer Science--Security Systems

This is the measure of the character's ability to
design, implement, and if needs be, bypass computer
security systems. It will allow him to safeguard his
own system against unauthorized modifications and/or
access, and will allow him to gain unauthorized access
to other machines.

This is a 0% based knowledge skill, and the training
cost is as follows: 100/250/550/1050/1600.

Contact Xenologist

This is the classical "First Contact" man. His is the
skill of quickly and accurately judging how the other
side will react, based on an almost supernatural talent
for playing hunches successfully.

These specialists are well versed in the art of
peaceful contact with other intelligent lifeforms, and
are extremely well versed in all the approaches that
have been tried in past, both successfull and not.

This is also the skill of "guessing" the cultural mores
of a previously unknown group successfully after only a
brief period of observation.

The consequences of failed rolls [minor misinterpreta-
tions] or fumbles [blunders that lead to blood being
spilled] are too obvious, not to mention numerous, to

list here.

This skill is a zero based PERCEPTION skill, and the cost of training is: 150/350/1000/1650/2650.

Contragravity Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Cosmologist

The science of cosmology is that branch of astronomy which deals with the origin, structure, and space-time relationships of the universe.

The cosmologist, then, is eminently qualified to solve problems relating to the theory behind the temporal, paratemporal, or space-twisting drives in use in the Hegemony.

The exerciseable skill level in this field is limited by the character's skill in the fields of both GEOMETRY AND TOPOLOGY.

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Counter-Insurgency Specialist

The counter-insurgency specialist is an individual skilled in dealing with the rebels, revolutionaries,

and terrorists with a cause that trouble the separate
system governments in the Hegemony.

Successful application of the skill will give the
character information as to the probable actions taken
(or to be taken) by any such rebels under the known
conditions in the campaign environment, as well as the
best possible responses. Precisely how much information
is provided by the GM should depend upon how skilled
the character is, and on how carefully the player
phrases any questions of the GM.

This skill is a zero based knowledge skill, and the
training cost is: 100/250/550/1050/1600.

Counter-Intelligence Specialist

The counter-intelligence agent in Runes In Space is an
expert in the art of recognizing intelligence agents
for what they are. He is a spy upon other spies.

In any encounter with a potential agent, a skill roll
in this skill successfully made means the GM should
provide sufficient additional information that it be-
comes clear to the player that he is in the presence of
a spy. Further, in such a situation, the character is
assumed to have recognized the fact as well.

This skill is a zero based knowledge skill, and the
training cost is: 100/250/550/1050/1600.

Credit Lawyer

This is the aportionment of ownership area of law.
Future ownerships will be balanced against possession
in the present and the past. All property will
essentially be dealt with in this law, including
Patents and Copyrights. The use of a possession is
governed here according to who ought to be rewarded for
the cost they paid. Most of the legal action will take
place here in terms of volume, as property rights
change hands in the marketplace.

The areas in current American law that fall within this
category include commercial lending, mortgages, all
financial law (rules of money ownership), patents,
copyrights, bankruptcy, sales and payments, property,
and inheritances.

This skill is a zero based knowledge skill, and the
skill level exercised in this skill may NOT be higher
than the characters skill in Legal Semantics.

The training costs for this skill are as follows:
100/250/550/1050/1600

Criminal Apprehensions Specialist

The specialist in this area is the quintessential detective. Applications of this skill will allow the character (if successful) to determine the facts of any event from the physical evidence (if such is at all possible). Applications of this skill will also allow the character to determine whether or not it is likely (and how likely it is) that a given witness (i.e. any other character -- player character or otherwise) is telling the truth. This latter method of applying this skill may only be used where the character is familiar with the species of the witness (GM may decide how familiar the detective must be).

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Criminal Lawyer

The balancing of individual interests against societal norms of behavior. It will usually have society as the injured party--but I place Tort law here. The most common law for individuals to be involved with--it balances your right to swing your fist and my nose, on the simplest level. Failures of duty would be another substantive area here.

Covered areas from current American law include torts, environmental protection law, anti-trust law, military law, and redistributive law.

This skill is a zero based knowledge skill, and the skill level exercised in this skill may NOT be higher than the characters skill in Legal Semantics.

The training costs for this skill are as follows: 100/250/550/1050/1600

Cultural Anthropologist

These specialists are able to determine, based on observation of the members of an existing civilization, the nature of those intelligences, and the nature of their society. The higher the skill level, the more the character is able to extract in the way of useful information from a set of observations on a regular successful skill roll. On a critical skill roll, the character should receive virtually full information -- in addition to counting the critical roll as 10 successful applications of the skill when it comes time to determine skill improvements at the end of the expedition.

This skill is a 0% base knowledge skill, and the training costs are as follows: 100/250/550/1050/1600.

Cunnilingus

This particular sexual skill is the measure of the
character's ability to send his sexual partner into
convulsive fits of ecstasy by "going down" on her.
This skill is applicable across species lines, of
course, though at only 1/2 skill level.

This is a 5% base Arts of Love skill, and the training
cost is as follows: 150/350/1000/1650/2650.

Training in this skill is available from courtesans.
In societies where such individuals are members of the
underworld, a successful STREETWISE roll will be
necessary in order to locate them.

Diplomat

The diplomat is the master of negotiation, the master
of the compromise. The skill of diplomacy is applied
in much the same way as ORATORY, save that instead of
being convinced of the truth of someone's words, the
target of the diplomat's skill is instead convinced
that he should alter his actions, that he should act as
suggested by the diplomat (or that he should refrain
from acting, in accord with the diplomat's wishes and
arguments).

A character with the diplomacy skill may attempt to
resist the skill use of another character (he simply
need roll at or under his own skill percentage on
D100).

The diplomacy skill will not cause a character to act
in violation of any deeply held beliefs, though it may
cause him to hesitate before acting. For example, if a
diplomat were to work his whiles on a pacifist and a
violent thug, he might not be able to make the pacifist
fight to protect himself, but the diplomat might be
able to make the thug refrain from attacking the
pacifist (at least for the moment).

This is a 0% based ORATORY skill, and the training cost
is as follows: 150/350/1000/1650/2650.

Ecologist

This specialty deals with that branch of science
concerned with the interrelationships of organisms and
their environments. It is the study of the totality or
pattern of relations between organisms and their
environment (which, of course, includes the other
organisms present).

This skill allows the specialist to determine precisely

pattern of relations between organisms and their environment (which, of course, includes the other organisms present).

This skill allows the specialist to determine precisely the effects upon the natural environment of any desired course of action (e.g. killing off all predators for a given herbiverous species will result in a bloom of that species--and subsequent mass starvations). The skill level exercised in this skill is limited by the character's skill level in BOTH the ANALYSIS SPECIALTY in mathematics AND either the COMPUTER SCIENCE--APPLICATIONS skill or the COMPUTER SCIENCE--GENERAL PROGRAMMING skill.

This skill is a zero based knowledge skill, and the cost of training this skill is as follows: 400/600/800/1000/1200.

Economist

This is the skill of judging the economic consequences of any given set of actions. It will also aid the mercantile PC's in judging correctly which most profitable trade commodities will be and by how much.

The exerciseable skill level of this skill is limited by the character's skill in ANALYSIS AND ALGEBRA [See those specialties earlier in this section], and by the charac-ter's skill in COMPUTER SCIENCE (either APPLICATIONS or GENERAL PROGRAMMING).

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Electrical Engineer

This field is the study of electrical and electronic systems. As such, the character's skill is the measure of his ability to analyze, diagnose fault in, and design such systems. It is also a measure of the character's ability to determine the functional capabilities of some alien electronic system -- without actually firing the bloody thing up and finding out the hard way [though on a fumbled roll while attempting to analyze such a system, the GM might well consider assuming that the artifact was triggered into action -- or destroyed].

In addition this skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship

system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Evaluate Treasure

This is a 5% base knowledge skill, as per RuneQuest!, and the training costs for this skill are as follows: 100/250/550/800/1050.

Fellatio

This particular sexual skill is the measure of the character's ability to send her sexual partner into convulsive fits of ecstasy by "going down" on him. This skill is applicable across species lines, of course, though at only 1/2 skill level.

This skill is also a measure of the character's ability to suppress the gag reflex, and to deal with appropriate minor species related difficulties involved in this particular oral sexual act [avoiding the problem of the barbs on the H'Reli organ or the bone in the Altani organ, for example].

This is a 5% base Arts of Love skill, and the training cost is as follows: 150/350/1000/1650/2650.

Training in this skill is available from courtesans. In societies where such individuals are members of the underworld, a successful STREETWISE roll will be necessary in order to locate them.

First Aid

This skill will allow a character to stop bleeding, and cure 1D3 points damage in any given hit location. It is a species specific skill, so it must be learned from base for each different species. One minute is needed per use of the skill (and this skill may not be used twice for the same location).

A critical roll in this skill results in 2D3 points of cure to the indicated location, as well as counting for

ten successful uses of the skill for the purpose of the skill improvement roll at the end of the expedition. If the critical results in restoring 6 hitpoints to a location, this will not reattach a severed limb, or heal a ruined limb back to useful condition. A fumbled roll results in an additional 1D3 points damage being done to the location, and 2D4 END damage as well.

The base value for this skill is 5% in the character's own species, and 0% base in all others. It is a knowledge skill and training costs are: 50/100/200/300/400

Forgery

This is the skill of producing fake documents (or in recognizing same). A successful use of this skill would, for example, allow the character to produce fake ship's papers.

This is a 5% base manipulation skill, and the training cost is: 50/150/500/850/1200.

Training is available in this skill only from two sources--the government intelligence services, and from the underworld. When seeking training from the government, it is necessary to have what the government would regard as a legitimate reason for learning this skill. To find a teacher in the underworld, a successful STREETWISE roll will be necessary.

General Relativity Specialist (Covers Jump Physics)

The physicist whose specialty is general relativity is, in the terms of the same, an expert in the physics of black holes, gravity in general, and the physics of the FTL Jump space used by the starships of the Hegemony. In addition, he will be familiar with the theories of multiple time tracks, and the theory behind time and cross time travel.

Familiar with the physics of gravity, the physics of space-time travel, the general relativity specialist will be of greatest value on astrophysical research missions where the understanding of such obscure fields might well save the expedition. [For example, through his understanding of black holes, he might be able to plot a course for a ship -- apparently trapped in a rotating charged black hole -- that would lead to safety].

The exerciseable skill level in this specialty will be limited to the skill level of the character in the field of GEOMETRY.

This skill is a 0% based knowledge skill, and the costs

for training are as follows: 100/250/550/1050/1600.

Geneticist

This skill indicates the character's understanding of the science of genetics. Successful application of this skill will allow the geneticist to reconstruct the appearence of animals from any small intact sample (via doing a gene map, and then developing the creature in simulation on a computer) or to recreate the creature itself from the small genetic sample. In addition, a successful application of this skill will allow the character to ALTER the genetic structure of a creature in any desired fashion [such biological engineering is only permitted on unintelligent life forms in the Hegemony].

Applications of this skill require from 1D3 days (for a computer reconstruction of an extinct lifeform) to 1D8 years (for the alteration of the genetic structure of a plant to extract and refine molybenum from the soil, say).

This skill is generally limited in exercisable skill level by the character's skill in COMPUTER SCIENCE -- APPLICATIONS. If a specialist in COMPUTER SCIENCE -- APPLICATIONS is available to work with the geneticist, the skill level of the geneticist will only be limited to the maximum of his skill or the computer scientist's skill (whichever is higher) in APPLICATIONS.

This skill is a 0% based knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Geochemist

Geochemistry is defined as that science which deals with the chemical composition of and chemical changes in the crust of a planet, and the related chemical and geological properties of substances. The geochemist skill is of use to those adventurers attempting to lo-cate deposits of valuable materials on planetary sur-faces without going to the trouble of drilling every-where on the planet.

This skill is a 0% based knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Geometry Specialist

This skill is the measure the character's understand-ing of the areas of mathematics involved in euclidean geometry, differential geometry, and differential mani-folds.

The General Relativity Specialist (see Physics) will be limited in the applications of his skill in physics (in general relativity) by his skill in the mathematical subfield of geometry.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Geologist

The geologist in Runes in Space is a student of the plantology of terrestrial type worlds. His skill will enable him to predict earthquakes and the like, and to serve as a generalist to answer any questions of the geology of terrestrial type planets.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Hide in Cover

This is a 5% base stealth skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/150/500/900/1350.

Hide Item

This is a 10% base manipulation skill, as per RuneQuest!, and the training costs for this skill are as follows: 100/250/550/1050/1600.

Historian

This skill is the measure of the character's knowledge and understanding of the past events that have shaped the current Hegemonic society. And it is a measure of the character's ability to recall the key fact that might bear, say, on the identification of an ancient artifact of some kind.

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Immunologist

The immunologist is the variety of biologist or medical doctor whose specialty is the immune response system of the various known lifeforms of the Hegemony. He will be an expert in the field of allergies and their treatment -- a fact that makes him EXTREMELY valuable.

The unpleasant, and sometimes violent, reactions of some life forms to alien substances (for example, the unusual reactions that some humans have to bee stings) are this specialist's meat. With some individuals

(perhaps one in one hundred) there is an allergic response to other of the intelligent life forms in the Hegemony. Similarly, perhaps one individual in one hundred will be incapacitated by some new alien protein on a newly discovered world. It is the task of the immunologist to deal with this sort of problem.

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Intelligence Operative

The intelligence operative is the expert in not being noticed by others -- the expert in assuming a role and in being believed. The level of this skill may also be taken to be a measure of the character's ability to be the "James Bond" type spy -- and get away with it.

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Jump Drive Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Jumping

This is a 15% base manipulation skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/100/150/250/400.

Legal Semantics

Legal semantics is the skill of reading legalese and translating it into terms understandable to the layman (read: the absolute idiot). It is the ability to recognize from the legal document all the immediate legal and social ramifacations of same. And it is the ability to "read the fine print" in a legal document so as to not be trapped by same. Alternatively, this skill will allow the character to create the legalese document, suitable for baffling poor witless laymen.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 50/100/250/500/800.

Life Support Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Linguist

The linguist in Runes in Space is a master of the major known languages of the Hegemony. He may initially read, write, and speak one language per point of INT at a skill level equal to his skill as a linguist. Further, given ANY known language he may learn that language from ANY character with whom he shares a common language at the assured communication level at a rate of 1D6 (in percentile points skill level) for each week that he makes a successful roll in his linguistics skill.

This skill is a 0% base knowledge skill, and the costs
for training are as follows: 150/350/650/1350/2000.

Listen

This is a 25% base perception skill, as per RuneQuest!,
and the training costs for this skill are as follows:
50/100/250/400/550.

Lock Picking

This is a 5% base manipulation skill, as   per
RuneQuest!, and the training costs for this skill are
as follows: 150/350/650/1350/2000.

Map Making

This is a 10% base manipulation skill, as   per
RuneQuest!, and the training costs for this skill are
as follows: 50/100/150/250/400.

Martial Arts -- Disarm

This skill may allow a character to disarm an opponent.

If an opponent fails his attack with a hand-to-hand
impact weapon, and the martial artist makes a success-
ful parry, the martial artist may attempt to disarm his
opponent.   If his disarm roll succeeds, roll an attack
as per average of STR and DEX of martial artist (round
fractions up) vs STR of opponent -- if successful, op-
ponent is disarmed.

If the martial artist does not attack in a given melee
round, he may attempt to use his disarm skill. If his
disarm roll succeeds, roll an attack as per average of
STR and DEX of martial artist (round fractions up) vs
STR of opponent -- if successful, his opponent is dis-
armed.

This skill is a 0% based PARRY skill, and the costs of
training are as follows: 250/550/1050/1600/2100.

Martial Arts -- Evade

This is the skill of being where the melee blow,
bullet, or blaster bolt isn't. It is the only skill
that will allow a character to dodge a missile that he
couldn't normally see coming.

A successful use of this skill will allow the martial
artist to evade ONE incoming blow, resulting in no
damage being taken by the martial artist.   Critical
hits graze -- doing a random percentage of normal
damage (roll D100) -- unless the evade roll is a

critical also, in which case again no damage is done. The skill must be employed before the player is told whether the blow (or bullet or blaster bolt) has "hit" or not, and the specific attack against which the martial artist is employing his evade skill must be specified in advance of the roll.

This skill is a 0% based DEFENSE skill, and the costs of training are as follows: 250/550/1050/1600/2100.

Martial Arts -- Hand-to-Hand (karate equivalent)

This skill is the art of using one's body parts as effective offensive weapons. It allows the character to strike two hand/fist blows or two elbow blows (during the same strike rank) AND kick as well (provided he has sufficient strike ranks). Damages and length of body weapons are as follows:

Elbows	1D4	Length 0
Hand/Fist	1D4+1	Length 0
Kick	1D8+1	Length 0.5
Knees	1D6	Length 0

This skill is a 0% base ATTACK skill, and the training cost is: 250/550/1050/1600/2100.

Mechanical Engineer

The mechanical engineer is the specialist in industrial applications of the knowledge of mechanical systems. As such he will be most familiar with the process and physical design of large scale manufacturing facilities among the specialists in Runes in Space, and will be best able to re-organize and redesign same for maximum efficiency.

The exercise of this skill will allow the character to recognize the function of a manufacturing facility, analyze its design, and determine and duplicate the function of the facility--regardless of whether or not the facility is still 100% operational, and whether or not the facility is a product of Hegemonic technology. The mechanical engineer can thus be of inestimable value in assisting in what one might call industrial archeology on dead worlds with surviving industrial facilities.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Medical Doctor

The medical skill is a species specific skill, applicable at 1/2 skill level to a species with CLOSELY re-

lated physiology.

The doctor may, through successful application of his skill, keep a character alive for two minutes who would otherwise have died "instantly". Repeated uses of this skill will thus allow a doctor to keep an injured patient alive hopefully long enough that he can be taken to surgical/advanced medical facilities.

Once an injured character has been taken to a place where medical facilities are available, the medical skill will allow the doctor to restore 2D6 damage in one location for each successful use of his skill. Each attempt at such restoration will take one hour, and a failed roll on a critically injured patient (i.e. one who would normally be dead at this point) results in the death of the patient if the doctor cannot roll 1/2 his normal skill level in a second roll. A fumbled medical skill roll results in a 2D6 attack vs CON of the patient, and immediate death of the patient if he was critically injured.

Without medical facilities, a medical doctor may still use his skill as a replacement for the first aid skill for the species in question, with the exception that the penalty for a fumbled skill roll is only 1/2 as great as it would normally be for a failed first aid skill roll.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 150/250/550/1050/1600.

Metamathematician [logic, set theory, etc.]

The metamathematician is the student of the fundamentals of mathematics. He is the student of mathematical logic, set theory, and such. And he is, by his nature, something of a philosopher. As a primary subfield, this will result in a character becoming somewhat useless in the real world, but then, no one has ever accused metamathematicians of being particularly useful.

This is a 0% base knowledge skill, and the costs for training are as follows: 150/250/550/1050/1600.

Meteorologist

This skill measures the character's understanding of weather systems on both terrestrial worlds and jovian type gas giant planets. In addition, it is a measure of the character's understanding of how to alter the weather system of a planet to conform with some desired state using the weather control equipment available in the Hegemony. Needless to say, use of this skill will

allow the character to predict the weather on any world given monitor data from weather satellites.

The exerciseable skill level of this skill is limited to the character's skill in ANALYSIS [see Analysis Specialist earlier in this section].

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Molecular Biologist

This skill is as per the GENETICS skill, save that it is not limited by the character's skill in computer scienc (applications). It is, instead, limited by the character's skill in CHEMISTRY (see the Chemist-generalist earlier in this sectin).

This is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/800/1050.

Move Silently

This is a 5% base stealth skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/150/400/600/800.

Musical Instrument

This skill is the measure of the character's ability to play a specific musical instrument. At skill levels up through 24%, it is more a measure of the character's ability to produce noise with the given musical instrument. After the 25% level has been reached, it is assumed that the character can play the instrument competently (though perhaps not particularly pleasingly).

This skill is a manipulation skill, 0% base, and the training costs are as follows: 100/300/900/1500/2100.

Naval Engineering (ship construction)

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

This skill also allows the character to repair damage done in the form of hit points to various hull plates or sections of ship. A successful repair attempt will restore 1D10 damage, a critical roll will restore 1D100

damage points [and count as 10 successful uses of the
skill], and a fumble will cause an additional 1D10
damage to the indicated area [affected area for repair
attempt is a square section of material 3.0 meters on a
side].

An attempt at repair requires one hour's uninterrupted
time, and a successful repair attempt will improve the
system's reliability by 1D10 in percentile points. A
critical roll on the repair attempt will improve the
system's reliability by 1D100 in percentile points [and
will count as 10 successful uses of the skill for later
determination of skill improvement probability]. If a
repair roll is fumbled, roll 1D100 again--if the result
is another fumble, reduce system reliability by 1D100
in percentile points, and if the result is not another
fumble, reduce system reliability by 1D10 in percentile
points [systems whose reliability is thereby reduced
below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the
training cost is: 100/250/550/1050/1600.

Normal Sex

This is the ability to perform the normal sex act with-
out making yourself look like a complete bloody fool.
At the 25% skill level, the character is able to per-
form most normal activities satisfactorily without the
necessity of making a roll in the skill. Complicated
maneuvers will, however, require a skill roll. A
successful skill roll indicates a better than normal
performance, a critical roll indicates that the partner
has been sent off to cloud cuckoo land in a fit of sex-
ual ecstasy, and a fumble indicates that the episode
was a COMPLETE disaster.

This skill is applicable across species lines, though
only where the body types are roughly compatible and at
only 1/2 skill level.

This skill is a 20% base Arts of Love skill, and the
training costs are as follows: 150/350/1000/1650/2650.

Training in this skill is available from courtesans.
In societies where such individuals are members of the
underworld, a successful STREETWISE roll will be
necessary in order to locate them.

Nuclear Physicist

The nuclear physicist in Runes in Space is a student of
subatomic particle physics as well as a student of the
fission, fusion, and total conversion weapons and ener-
gy supply systems.

The exerciseable skill level of this skill is limited to the character's skill as an ALGEBRAIST [see Algebraist earlier in this section].

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Oceanographer

The oceanographer, in addition to being the oceangoing meteorologist and geologist, a student of the physics and chemistry of the seas, is something of a marine biologist as well.

The exerciseable skill level of this skill is, in consequence, limited by the character's skill level in each of the following fields:

> (1) Biology (the generalist category)
> (2) Chemistry (the generalist category)
> (3) Computer Science--Applications
> (4) Ecology
> (5) Physics (the generalist category)

This skill is a 0% base knowledge skill, and the costs for training are as follows: 400/600/800/1000/1200

Oratory

This is a 5% base oratory skill, as per RuneQuest!, and the training costs for this skill are as follows: 150/350/1000/1650/2650.

Paleontologist

Paleontology is the branch of geology that deals with the study of prehistoric forms of life through the study of fossil plants and animals. As such, it is grouped with the other biological sciences in Runes in Space.

The specialist in this field will through successful application of his skill, be able to find fossil remains and then, with a second successful application of his skill, determine much (if not all) of the nature of the life form responsible for said fossil remains. (The precise amount of information that the GM gives out should be a proportional to both the skill level of the character and how well the player rolled on the skill application roll).

Fossil finding applications of this skill should take 3D4 days--analysis of remains found should take 3D4 hours on critical rolls, 3D20 hours on non-critical successful rolls, PER FOSSILIZED CREATURE. [Note: max-

imum work day for scientists is assumed to be 12 hours out of 24].

This is a zero based knowledge skill, and the cost for training is: 100/25/550/1050/1600.

Pathologist

The Pathologist is a student of that area of medicine devoted to the study of the nature of diseases, their causes and symptoms, and especially the structural and functional changes caused by disease.

The Pathologist's skills will allow him to determine the cause of death of a member of a familiar species, or of a species similar to one with which he is familiar. A familiar species is one for which the Pathologist has a skill as medical doctor for at a skill level of 25% or higher. The pathologist may apply his skill to a species which he is not familiar with if that species is similar [by GM decision] to one in which his skill as a medical doctor is 50% or higher.

The Pathologist's skill will also allow him to detect (on a successful skill roll) a disease — and allow him to identify same (if it is one known to Hegemonic med-ical science), and to select the appropriate treatment (though if the treatment called for involves surgery, he must rely upon either his own medical doctor skill for that species, or he must brief a medical doctor for the species involved).

This is a zero based knowledge skill, and the cost for training is: 100/25/550/1050/1600.

Pharmacologist

The Pharmacologist in Runes in Space is a student of the properties and the art of preparation of various drugs. [See section on Drugs in Runes in Space for further details.]

This is a zero based knowledge skill, and the cost for training is: 100/25/550/1050/1600.

Physicist (the generalist)

This skill is the measure of the character's ability as a generalist in the area of physics. The solution to any problem not lieing in any of the other subfields will be found through the generalist's knowledge.

This is the catch-all area for all the problems that do not easily fall into any of the other categories within

the physics, and is to be so treated by the GM. This skill may be used in place of any of the other physics science skills at 1/4 the stated skill level as physicist.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Physical Anthropologist

This skill is the measure of the characters ability to determine, based on physical artifacts of an existing civilization, the nature of the creatures that live in that civilization, and their probable culture. The higher the skill level, the more the character is able to extract in the way of useful information from a set of artifacts on a regular successful skill roll. On a critical skill roll, the character should receive virtually full information -- in addition to counting the critical roll as 10 successful applications of the skill when it comes time to determine skill improvements at the end of the expedition.

This skill is a 0% base knowledge skill, and the training costs are as follows: 100/250/550/1050/1600.

Pick Pockets

This is a 5% base stealth skill, as per RuneQuest!, and the training costs for this skill are as follows: 100/250/550/800/1050.

Pilot

This skill is the measure of the character's ability to control and maneuver spacecraft or aircraft in difficult situations (landing, docking, special maneuvers, etc.)

In combat, a successful piloting roll means a reduction in the probability of an opponent successfully attacking the piloted craft. For each 25% in skill (or fraction thereof) ABOVE 25%, reduce all opponents' chances of scoring a hit that melee round by five percentile points.

In normal, unhurried situations, where there are no distractions [such as bad weather in the case of a planetary landing, or combat in the case of a docking maneuver] a skill of 25% or better will guarentee a safely completed maneuver. As such maneuvers are without risk for pilots with 25% or better skill, the skill use does not count for skill improvement rolls after the expedition.

A failed skill roll in Piloting means that the desired
maneuver was not carried out successfully. In the case
of a landing, this means that the ship crashed -- but
no one was injured (though depending on precise
circumstances, the GM may wish to assign some damage to
the landing ship itself). A FUMBLE in a Piloting roll
means that the pilot completely lost control of the
craft for a brief instant. In the case of a fumble,
the craft will be damaged (if the situation allows for
such to have happened) and a SECOND roll is made, and
if the result is another fumble, all aboard must make
(2xPOW) as a percentage or die [serious crash]--those
who are not killed take 4D10 END damage. If the second
roll is not a fumble, all aboard will still take 4D10
END damage.

This is a 0% base knowledge skill, with training costs
as follows: 100/250/550/800/1050.

Planetologist (the generalist)

The Planetologist (the generalist, that is) handles all
the little geological/planetological problems that do
not fit nicely into any of the other subfields of the
general planetology study. He can handle problems deal-
ing with both terrestrial AND Jovian type worlds, how-
ever, unlike the geologist generalist who is limited to
terrestrial type worlds in his problem solving.

The generalist may substitute his skill for any of the
other subspecialties within the overall planetology
specialty at 1/4 his normal skill level.

This is a 0% base knowledge skill, and training cost is
as follows: 100/250/550/1050/1600.

Poetry

At the 25%+ level in this skill, the character is able
to produce pleasant poetry on a successful skill roll.
At skill levels up through 24%, a successful roll
merely produces something recognizable as an attempt at
poetry (and it requires a critical at this level of
skill to produce pleasant, reasonably competent
poetry).

The time required per attempt is (100/skill level) in
hours. Thus at 25% it will require four hours per
attempt at poetry.

At 25%+ skill level, a critical roll indicates that the
poem is an excellent (and possibly saleable) piece of
work.

This skill is a 0% base PERCEPTION skill, and the cost

for training is: 100/250/550/1050/1600.

Power Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Private Inter-systems Lawyer

This is the area that covers what American law refers to as "Private International Law". It refers to the interactions between individuals who belong to/are under the jurisdiction of/owe duties to different societies. The conflicts here belong only to the individuals, and their respective societies have only the interest that their members not be taken advantage of. It is the balancing of the other areas of law between the two systems (who owes tax to whom, how is the contract resolved, etc.). This law will have great emphasis on merchant-pragmatics, since they are the one group most involved--and the strangest quirks will exist here. (Marriages under one system are valid and unchallangeable under another--polyandry and polygamy in America would be recognized for a Saudi, etc.) The greatest requirement here is knowledge of the business or practical requirements of the people involved, and an openness of mind greater than the norm.

In current American law, this would cover the areas of private international law, arbitration, nationality or immigration law (most of the above as they affect a given deal, from both legal systems, yet) and

comparative Law.

This skill is a zero based knowledge skill, and the
skill level exercised in this skill may NOT be higher
than the characters skill in Legal Semantics.

Procedural Lawyer

These are the people who practice determination of the
law, and who resolve the controversies by operation of
law. It is the study of the rules that govern the
substantive laws--hence the actual study and practice
of resolution of factual situations. The specialist
determines how to decide what the rights, duties,
obligations are, how they are to be shown to the people
involved, and how they are to be enforced as well by
society. Of all the areas, it may be the greatest art
and the least trainable, for it is entirely independant
of any factual setting but must be applied to all.

In modern American law, this specialty would cover the
areas of civil procedure, evidence, trial advocacy,
administrative or bureaucratic law, all litigation,
constitutional and source law, legislations' meanings,
and public international law.

The training costs for this skill are as follows:
100/250/550/1050/1600

Psychologist

This skill is the measure of the character's ability of
quantitatively judge and analyze personal behavior and
mental attitudes of an individual of any of the known
species, AND PROJECT LIKELY ACTIONS OF THE INDIVIDUAL
UNDER GIVEN SETS OF CIRCUMSTANCE.

Thus, a psychologist who makes his skill roll, will be
able to make predictions of the form "If we do X, the
odds are that Mr. A, being a member of thus and such a
species who I will assume to be sane (for the moment)
can be expected to do Y, Z, W, or T". Of course, by
the Harvard law of animal behavior (as applied to
people), the subject might do something entirely
outside the predicted range of behavior. However, the
GM should keep such cases to an absolute minimum.
Further, if the player rolls a critical on the skill
roll, he should be given full and complete information
regarding the possible responses (or mental state) of
the subject [as well as counting the critical as 10
successful uses of the skill for later determination of
skill improvement].

This skill is also a measure of the character's ability
to cure psychological trauma of various kind--as well

as diagnose their presence.

This skill is a zero based knowledge skill, and the training cost is as follows: 100/250/550/1050/1600.

Rapid Odds Calculation

This skill indicates the character's ability to quickly judge the true odds in any game of chance. It will allow him to determine the proper actions to take in order that the odds favor him, not the house or, if no such course of action exists in the game in question, the skill will allow him to determine the proper action to maximize his probable return.

This skill is a 5% base knowledge skill, and the training cost is as follows: 50/100/350/600/850.

Riding

This is a 0% base manipulation skill, otherwise treated as per RuneQuest!, and the training costs for this skill are as follows: 50/150/350/500/650.

Robopsychologist

This skill is essentially the same as the psychology skill, except that the subjects known are the artificial intelligences, the thinking, living robots that exist in the Hegemonic society. The EXERCISEABLE SKILL LEVEL in this skill WILL BE LIMITED to THE MAXIMUM OF THIS SKILL and EITHER the skill level in the ANALYSIS subfield of mathematics OR COMPUTER SCIENCE-ARTIFICIAL INTELLIGENCE.

This skill is a zero based knowledge skill, and the training cost is as follows: 100/250/550/1050/1600.

Robotics Engineer (also Armorer at 1/2 skill level)

This skill is a measure of the ability of the character to diagnose fault in, repair or modify the robots in use in the Hegemony. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage and/or the amount of damage done to a given location) for a robot (either of Hegemonic design or of comparable design to the Hegemonic robots which he has been trained to repair).

He may also serve as an Armorer at 1/2 his normal skill level or, if a specialist Armorer is present he may assist the Armorer (and function at his skill level as a Robotics Engineer).

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points, or repair 1D10 damage to a given location. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points or repair 1D100 points damage, as appropriate [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, [or do D100 damage to one location] and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [or do 1D10 damage] [systems whose reliability is thereby reduced below 0, or damaged to more than 5 times original hit point, are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Seduction

This skill is the measure of the character's ability to twist other intelligence's "around the character's little finger." It is the character's ability to get his, her, or its way through an application of sexual attraction (or through working with the target being's sexual drives in some manner or other).

The skill level is modified by circumstance in order to determine the value which must be rolled on D100 in order for the seduction to be successful. Modifiers are as follows:

   (1) Target is a different species = -100%

   (2) Target is of incorrect sexual orientation (e.g., character is attempting a heterosexual seduction of a homosexual, or a homosexual seduction of a heterosexual) = -50%

   (3) Target is a mated member of a monogamous species = -75%

   (4) Target comes from a culture with strong taboos prohibiting such activity = -50%

These modifiers are applied against the base skill level. If the result is 0% or less, the attempt will ALWAYS be unsuccessful.

HOWEVER, if the target of the seduction has employed the skill of seduction, he/she may not be allowed to apply all of the modifiers listed above. Any modifier

that involves an act in which the target acted as seducer may not be applied to protect the target against seduction. For example, if the target had in past seduced other individuals of a different species, he/she could not employ that modifier to protect against seduction by members of those species which had provided subjects for his (the current target's) seduction skills in past.

This skill is a 0% based Arts of Love skill, and the training costs are as follows: 150/350/1000/1650/2650.

Training in this skill is available from courtesans. In societies where such individuals are members of the underworld, a successful STREETWISE roll will be necessary in order to locate them.

Sense Ambush

This is a 5% base perception skill, as per RuneQuest!, with training costs as follows: 150/350/650/1100/1500.

Sensor and ECM Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again—if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Sensor and ECM Systems Operator

This skill is the measure of the character's ability to get the most out of the sensor and electronic counter measures equipment available to him. In the event of a

successful skill roll, for each 25% in skill (or fraction thereof) ABOVE 25%, increase the GRADE of SENSOR SYSTEM being employed by ONE or increase the GRADE of the ECM system (for the purpose of detecting opposition craft, and hiding from them, respectively) [see section on Sensors and ECM in SHIP CONSTRUCTION later in these rules].

This skill is a 0% based PERCEPTION skill, and the training cost is: 100/250/550/1600.

Set Ambush

This is a 5% base stealth skill, as per RuneQuest! with training costs as follows: 100/150/300/400/500.

Shield Generator Systems Engineer

This skill is a measure of the ability of the character to diagnose fault in, repair or modify this particular system on one of the Hegemonic spacecraft. It is also a measure of the character's ability to determine the state of repair (i.e. the system reliability percentage) for this particular ship component on any spacecraft of comparable design to the Hegemonic spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted time, and a successful repair attempt will improve the system's reliability by 1D10 in percentile points. A critical roll on the repair attempt will improve the system's reliability by 1D100 in percentile points [and will count as 10 successful uses of the skill for later determination of skill improvement probability]. If a repair roll is fumbled, roll 1D100 again--if the result is another fumble, reduce system reliability by 1D100 in percentile points, and if the result is not another fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Singing

This skill is the art of producing pleasing sounds and producing desired emotional responses in ones audience.

Up through the 29% level, a successful roll indicates that the singer has turned in a non-painful performance, and has managed to stay on key (for the most part) throughout the majority of the performance. A critical roll indicates that the singer has turned in an acceptable performance.

At skill levels of 30% and above, a successful roll in-
dicates that the singer has produced pleasing sounds,
and his/her/its audience will feel in no way cheated if
they had paid money to listen to the performance. A
critical roll at this skill level indicates that the
singer has produced a truly moving performance, and the
audience will be emotional putty in his/her/its hands.

This is a 0% SPECIAL skill, and the training costs are
as follows: 100/300/900/1500/2100.

Skiing

This is a manipulation skill whose base varies with the
species. Most species have the skill at 5% base.
Some, like the Altani, have it at a 25% base. Treat
this skill as equivalent to Horsemanship/Riding in
RuneQuest!, save that instead of riding about on some
incredibly dumb animal, the character is endeavoring to
make a fool of himself by travelling entirely too fast
down a snow covered mountain on a pair of narrow strips
of wood.

The cost of training this skill is: 50/150/350/500/650.

Sociodynamicist

The skill in sociodynamics is a measure of the
character's ability to judge the actions of a society
under given conditions through the application of
mathematics to an understanding of intelligent life
forms. Hari Seldon of Isaac Asimov's FOUNDATION series
might be taken as the archtypal model of the
sociodynamicist.

A successful skill roll will gain the character answers
to questions of the form, "If the Humans occupy the
worlds currently claimed by both them and the H'Reli,
what are the four (or five) most likely consequences?"
In this particular example, once the probable results
were determined, their precise probabilities could then
be determined by further repeated successful
applications of the skill.

The exerciseable skill level of this skill is limited
by the character's skill in ANALYSIS, ALGEBRA, and
STATISTICS/PROBABILITY THEORY.

This skill is only applicable to large masses of
individuals, and cannot be used to predict the actions
of a single character.

This skill is a 0% base knowledge skill, and the costs
for training are as follows: 100/250/550/1050/1600.

Sociologist

The skill in sociology is a measure of the character's ability to judge the actions of a society under given conditions through the application of insight and an understanding of intelligent life forms rather than an application of mathematics to same.

As a result, the questions that a sociologist may ask must be more detailed, and more of the YES-NO-MAYBE variety than those asked by the sociodynamicist. Our earlier example in sociodynamics would become, "if the Humans occupy the worlds currently claimed by both them and the H'Reli, would the H'Reli organize and go to war?" The answer would then either be yes, no, probably yes, probably no, or "who knows" [answers of this last form are to be used sparingly, or not at all, unless the skill roll is failed].

This skill is only applicable to large masses of individuals, and cannot be used to predict the actions of a single character.

This skill is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Sodomy

This is the measure of the character's ability to perform anal intercouse either without pain to herself, or without causing pain to his partner (as the case might be).

This skill is a 5% based Arts of Love skill, and the training costs are as follows: 100/250/550/1050/1600.

Training in this skill is available from courtesans. In societies where such individuals are members of the underworld, a successful STREETWISE roll will be necessary in order to locate them.

Space Law

This is the measure of the character's understanding of the military and deep space regulations that govern all Hegemonic exploratory and interstellar transport activities. A successful use of this skill will also provide the character with information as to the most legal way of going about doing what he wants to do (if there is such a way).

This skill is a 0% base knowledge skill, and the costs for training are as follows: 50/100/250/500/800.

Spot Cheating

This skill is a 5% base perception skill, and is a measure of the character's ability to detect the use of the CHEATING skill. A successful use of the skill will give an indication of who is cheating, but not precisely how he is going about it--a critical roll means that the character knows EXACTLY how the cheating is being carried out.

The training costs for this skill are as follows: 50/100/350/600/850.

Spot Hidden

This is a 5% base perception skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/150/350/450/600.

Spot Trap

This is a 5% base perception skill, as per RuneQuest!, and the training costs for this skill are as follows: 50/150/350/450/600.

Statistician or Probability Theorist

The combined areas of statistics and probability will give the specialist an insight into the determination of odds (in games of chance) and will enable him to provide the tools needed by the sociodynamicist in order to do his job.

This combined area of study is a 0% base knowledge skill and the costs for training are as follows: 100/250/550/1050/1650

Streetwise

The streetwise skill provides a sort of a "sixth sense" for trouble detection. It allows the character to "smell" trouble coming his way before it happens when he is working the shady side of the street.

This skill also enables the character to move smoothly efficiently and, more importantly, safely, through the underworld society that exists on every world.

It will enable the character to spot the undercover policeman, the street hustler who is planning on setting him up for a sucker in a confidence job, and spot similar such traps in the world beyond the law.

Successful use of this skill will also allow the character to FIND people (and types of people) that he

needs to find in the underworld. For example: You
want to find an expert forger to produce fake ship's
papers? A successful use of STREETWISE will find the
forger--and another successful use will tell FOR SURE
if he is going to try and rip you off, and so on.

This is a 0% base SPECIAL skill, and the costs for
training are as follows: 100/250/550/800/1050

Swimming

This is a manipulation skill, but the base values for
this skill vary from species to species. Otherwise,
this skill is as per RuneQuest!, and the training costs
for this skill are as follows: 50/100/150/200/250.

Tax Lawyer

The right of the group to levy on the individual. The
costs of dealing with an organized society not your
own. The price you pay for government. It will be THE
MOST COMPLEX LEGAL SPECIALTY of all and require a high
intelligence (at least a 15), as a specialization...
but not as a "secondary" subfield.

In American law, currently, this would cover any
governmental money-gathering.

The training costs for this skill are as follows:
400/700/1000/1300/1600.

Tactics

In the case of a ship-to-ship engagement, for each 25%
in skill (or fraction thereof) above 25%, a successful
roll in this skill will reduce ALL chances of opponents
hitting the force commanded by 5% and IMPROVE all
chances to hit by the force commanded by 5%. The skill
roll may only be attempted once per melee round, and
once successful, the effects continue for the remainder
of the melee (and no further rolls may be attempted
during that ship-to-ship engagement).

In ground engagements, a successful application of this
skill will allow the unit commander to increase his
chances of a successful ambush, or a successful sense
ambush by 5% per 25% or fraction thereof above 25%
skill level. Used in this fashion, only one attempt at
the skill roll may be made per engagement.

Essentially, this is the skill of small unit engagement
and is useful at the squad or platoon level on the
ground or single ship to squadron of four to six ships
in space.

This is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Taste Analysis

This is a 0% base perception skill, as per RuneQuest!, and the training costs for this skill are as follows: 150/350/650/1350/2000.

Topologist

The topologist is the mathematician who, according to the tale, cannot tell the difference between a coffee cup and a do-nut [since one could theoretically be pushed into the shape of the other without tearing or cutting either object]. In more mathematical terms, the topologist a the student of the properties of continuous functions on certain specially defined spaces.

Due to the mathematical nature of the universe as defined for Runes in Space, this particular branch of mathematics is of utmost importance in understanding the structure and origin of the cosmos.

Successful applications of this skill will enable characters to increase their understanding of the space in which they are forced to travel (the Jump space in which the topological -- the shape -- properties differ dramatically from what is commonly referred to as "the real world" and in which effective faster than light travel is possible).

This skill serves as a limiting factor in the exerciseable skill level of the character in COSMOLOGY.

This skill is a 0% knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Toxicologist

The toxicologist in Runes In Space is an expert in the treatment of poisons. An application of this skill will allow the toxicologist to identify any known quick acting poison immediately from external symptoms, and any other poisons from blood or lymph sample, or medical telemetry data from the victim. A second application will allow the toxicologist to treat 1D6 poison damage per 25% or fraction thereof in skill level. When the precise poison is already known, the first successful application of the skill will allow the toxicologist to treat the poison.

In the event that the poison is a previously unknown one, or the first skill roll is failed (the one necessary for identification of the poison) a second

skill roll will, if successful, still allow some treat-
ment to take place.   In this case, a successful skill
roll will result in treatment of 1D4 poison damage per
25% in skill (rounding fractions DOWN!).

This skill may be applied for the purpose of treatment
only once per week per victim per individual case of
poisoning (thus, though the toxicologist might not be
able to retreat an old poison problem immediately, he
would still be able to treat any new poisoning problems
encountered by the same individual).   This purpose may
be applied for the purpose of identifying the poison
once per day per victim per individual case   of
poisoning.

This is a 0% knowledge skill, and the costs for
training are as follows: 100/250/550/1050/1600.

Tracking

This is a 10% base perception skill, as per RuneQuest!,
and the training costs for this skill are as follows:
50/100/250/400/550.

Vehicular Operations

This skill is the measure of the character's ability to
control   and   maneuver   simple   ground   vehicles,
hovercraft, etc.   It is otherwise treated as per riding
in RuneQuest!.

This skill is a 15% base manipulation skill, and the
costs for training are as follows: 50/150/350/500/650.

Weapon Systems Engineer

This skill is a measure of the ability of the character
to diagnose fault in, repair or modify this particular
system on one of the Hegemonic spacecraft.   It is also
a measure of the character's ability to determine the
state   of   repair (i.e.   the   system   reliability
percentage) for this particular ship component on any
spacecraft of comparable design to the   Hegemonic
spacecraft on which he has been trained.

An attempt at repair requires one hour's uninterrupted
time, and a successful repair attempt will improve the
system's reliability by 1D10 in percentile points.   A
critical roll on the repair attempt will improve the
system's reliability by 1D100 in percentile points [and
will count as 10 successful uses of the skill for later
determination of skill improvement probability].   If a
repair roll is fumbled, roll 1D100 again--if the result
is another fumble, reduce system reliability by 1D100
in percentile points, and if the result is not another

fumble, reduce system reliability by 1D10 in percentile points [systems whose reliability is thereby reduced below 0 are considered unrepairable].

This skill is a zero based knowledge skill, and the training cost is: 100/250/550/1050/1600.

Weapon Systems Operator

The character's skill as a weapon systems operator is the measure of the character's ability to control said weapon systems and to hit what he wants to hit.

His base chance of hitting a moving target is equal to his skill in this area, and will be modified by circumstances of the battle (attacking ship maneuver, defending ship maneuver, etc).

The number of weapons pods that the operator can control is equal to his skill level divided by 25, rounding fractions up [thus with 24%, he could control one unit, with 26-50%, two units, with 51-75%, three units, and so on].

This is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Xenobiologist

The xenobiologist is the expert in wierd and unusual lifeforms. He is, so to speak, the expert at the quick analysis of the random new beasty that has decided to try to eat the airlock mechanism. Successful use of this skill results in disclosure of whatever cute trick/trap the GM has laid for the players in the form of a new beast. This skill may also be used to ferret out any possible commercial uses of a new lifeform.

This is a 0% base knowledge skill, and the costs for training are as follows: 100/250/550/1050/1600.

Xenolinguist

The Xenolinguist in Runes in Space is not so much a master of the known languages, but instead is an expert in the art of learning totally new languages.

The xenolinguist does not need to have a common language with assured communication to do his job. He is able to learn the fundamentals of a new language at a rate of 1D10 in percentile points per successful roll (rolls allowed at one day intervals) for the first 15 days that he is exposed to willing teachers of the language. After the first fifteen days, if there is assured communication level in the new language, he

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learns from then on at the same rate as the linguist.

From simply listening in on communications between other intelligences in an unknown language, he will learn a new language at a rate of 1D6 in percentile points per successful roll (allowed once per week).

This skill is a 0% base PERCEPTION skill, and the costs for training are as follows: 150/350/1000/1650/2650.

Xenopsychologist

The xenopsychologist functions as per the psychologist, save that he must make a skill roll in his specialty in order to determine if he is able to understand the new species he has just encountered sufficiently well to apply the behavior prediction function of his skill.

He may not apply this skill to attempt to cure psychological trauma in a member of a new species until he has applied his skill successfully to (1) determine the basic nature of the species, and (2) diagnose the psychological problem correctly and (3) determine the correct course of treatment (which is not the same as carrying out that treatment. Needless to say, such actions may not be carried out successfully unless the character has had sufficient exposure to sane, non-neurotic members of the species to form a sound base for judgement [precisely how many individuals this constitutes is up to the GM].

This is a 0% base PERCEPTION skill, and the costs for training are as follows: 150/350/1000/1650/2650.

DRUGS IN RUNES IN SPACE

Any known drug may be prepared by an exercise of the skill PHARMACOLOGY where the species to take the drug is one that the the pharmacologist has studied (thus the PHARMACOLOGY skill is reduced to the skill level of the medical skill for the species in question, or the skill in xenobiology, whichever is HIGHER). The pharmacologist may, however, work together with a medical doctor or xenobiologist and be limited only by the doctor's or the xenobiologist's skill.

A failed skill roll during the preparation of a drug results in a dose of the drug which will not have the desired effect [at the same time, there should be no side effects]. If the skill roll is FUMBLED, however, the resulting dose SHOULD have different effects from those intended (e.g., a poison antidote becomes a poison itself, or remains an antidote to the intended poison but also becomes a potent hallucinogen, etc., etc.).

For each 25% (or fraction thereof) in pharmacology, the drug preparer will prepare one dose of the drug (per successful

attempt). Each attempt takes one hour.

The standard dose for a drug will affect 10 points of size of individual. The greater the body mass (and the larger, in consequence, the SIZ of the individual) the less the effect of the standard dose. A SIZ 20 individual will require twice the dosage of a drug in order to feel the same affects as a SIZ 10 individual given the same drug (all other factors being equal). All effects listed for the given drugs are in terms of a standard dose administered to a size 10 individual. To determine the true effects, multiply given values by [10/(SIZ of subject)].

Preparation of any of the listed drugs from simple chemical raw materials requires a full biomedical laboratory (cost = 1 million smu for lab, virtually nothing for chemical raw materials). Preparation of the listed drugs from basic ingredients (for which costs are given below) requires only a simple chemical lab setup (costing 1500 smu).

The available drugs, and the affects of one standard dose on a size 10 individual for these drugs are as follows:

ANABLEED

Anableed acts as a coagulant. When applied topically, this drug will stop external bleeding in any one location. With large individuals, more than one standard dose might need to be applied, with smaller individuals one standard dose might cover more than one location. When injected this drug will stop internal bleeding, however when used in this mode, 1D4 damage is done to body hit points. When taken orally, this drug will stop abdomenal internal bleeding 40% of the time, but will do 1D10 END damage when used in this mode. Application in any of these modes requires 5 strike ranks in melee round time.

Unlike most drugs, anableed will work on any known warm blooded iron based blood system life form in the Hegemony.

The cost of materials for four doses of this drug is 4 smu, the standard purchase price for one standard dose of this drug is 6 smu.

BOOSTER

Booster acts as a strong stimulant. A standard dose, administered to a size 10 individual will add 1D10 END to the character's current END (up to species maximum) for a period of 1-4 hours (roll 1D4 for number of hours). After the drug wears off, this added END goes away and, in addition, the character loses (on a temporary basis) an additional 1D12 END for each 1D10 END the drug temporarily added. If END goes below zero as a result, excess loss divided in half and taken as an attack vs CON.

For example, Tuu Ir Lieaou (CON=12, END=19, SIZ=10) takes 4 doses

of booster.   On the 4D10 roll, we set 20, temporarily increasing
Tuu Ir Lieaou's END to 39.   When the drug wears off, his END
returns to 19, and 4D12 END is lost--we roll 27, and his END
becomes -8 (temporarily) and there is a 8/2=4 point attack vs
CON. If the attack succeeds, he will take 4 points damage, if it
fails, he will take 2 points damage.   His END of -8, however,
indicates that he will lose consciousness.

Booster may be injected (drug takes affect in 1 strike rank) or
administered orally (drug takes affect in 2D4 melee rounds).

This drug is species specific, and each different species must
use its own form of the drug.   The cost of materials for four
doses of this drug is 180 smu, the standard purchase price for
one standard dose of this drug is 450 smu.

CUREX

The affect of this drug is little short of miraculous.   Injected
into a given hit location, it will cure 2 points of damage in 5
strike ranks of melee round time.   In addition, it will stop any
bleeding (external or internal) in the indicated location,   much
like anableed.

Curex may not, however, be used more often (in general) than once
per hour per location.   Maximum safe dosage rate is greater for
individuals of greater size, as is the allowable dose size, less
for individuals smaller than size 10.   For an individual of size
N, the maximum safe effective dosage rate is 1 effective dose
per (10/N) hours. Any attempt to exceed the safe limit will have
a chance of sending the individual into shock (chance is 100-
(CON/2), round fractions up).

Curex has no effect when applied topically or taken orally.

This drug is species specific, and each different species must
use its own form of the drug.   The cost of materials for four
doses of this drug is 360 smu, the standard purchase price for
one standard dose of this drug is 900 smu.

HALO-D

This drug is the only known effective antidote for Halo-L.
Injected, it takes effect in 1 strike rank, applied topically, it
takes affect at the same speed as a dose of Halo-L would, taken
orally it takes effect in 1 strike rank.   It will neutralize an
equal dose of Halo-L, though it will NOT repair any damage done
by Halo-L.

The cost of material for four doses of this drug is 50 smu, and
the standard price for one standard dose of this drug is 125 smu.

HALO-L

Halo-L is a nerve poison, and acts on all known carbon based life

forms in the Hegemony. It is capable of passing through the skin coverings of virtually every known species. It normally requires 2 strike ranks to penetrate Human skin (armor value 0) (allow 1 strike rank additional delay per point of natural skin armor).

Its initial affect is a 10 potency attack vs CON in the first melee round of exposure (all affects of this drug take place THE STRIKE RANK AFTER THE DRUG PENETRATES THE SKIN, OR THE SAME STRIKE RANK THE DRUG IS EITHER INHALED OR INJECTED). Unless the Halo-L is neutralized by the proper antidote, it will continue to cause potency 10 attacks vs CON each melee round following the round of exposure in STRIKE RANK SIX.

The cost of materials for four doses of this drug is 100 smu, the standard purchase price for one standard dose of this drug is 250 smu. This drug, and its building block components, are not normally available on the open market, and black market prices will be considerably higher (roll 5D10 to determine current black market cost multipler).

HARDIMAN

Hardiman acts as a temporary body enhancer. A standard dose, administered to a size 10 individual will add 1D4 CON to the character's current CON (up to species maximum) for a period of 2-5 hours (roll 1D4+1 for number of hours). After the drug wears off, this added CON goes away and, in addition, the character loses (on a temporary basis) 1D12 END, and 1D4 CON for each 1D4 CON the drug temporarily added. If END goes below zero as a result, excess loss is divided in half and taken as an attack vs CON (CON taken AFTER the D4 CON reductions are taken).

For example, Tuu Ir Lieaou (CON=12, END=19, SIZ=10) takes 4 doses of hardiman. On the 4D4 roll, we get 10, temporarily increasing Tuu Ir Lieaou's CON to 21 (12+10 = 22, but as this is greater than the species maximum CON, T'Lieaou is limited to an increase to 21 CON). When the drug wears off, his CON returns to 12, and 4D12 END is lost--we roll 27, and his END becomes -8 (temporarily) and there is a 8/2=4 point attack vs CON. His CON, meanwhile, has been temporarily reduced by another 4D4 roll--this time we roll 8, and T'Lieaou's CON is reduced to 4 temporarily. If the CON attack succeeds, he will take 4 points damage (and die), if it fails, he will take 2 points damage, reducing his CON to 2 causing him to lose consciousness. His END of -8, however, already indicates that he will lose consciousness.

Hardiman may be injected (drug takes affect in 1 strike rank) or administered orally (drug takes affect in 2D4 melee rounds).

This drug is species specific, and each different species must use its own form of the drug. The cost of materials for four doses of this drug is 240 smu, the standard purchase price for one standard dose of this drug is 600 smu.

HAMMER

Hammer acts as a temporary STR enhancer. A standard dose, administered to a size 10 individual will add 1D8 STR to the character's current STR (up to species maximum) for a period of 1-4 hours (roll 1D4 for number of hours). After the drug wears off, this added STR goes away and, in addition, the character loses (on a temporary basis) 1D12 END, and 1D4 CON for each 1D8 STR the drug temporarily added. If END goes below zero as a result, excess loss is divided in half and taken as an attack vs CON (CON taken AFTER the D4 CON reductions are taken).

For example, Tuu Ir Lieaou (STR=12, CON=12, END=19, SIZ=10) takes 2 doses of hammer. On the 2D8 roll, we get 10, temporarily increasing Tuu Ir Lieaou's STR to 22. When the drug wears off, his STR returns to 12, and 2D12 END is lost--we roll 23, and his END becomes -4 (temporarily) and there is a 4/2=2 point attack vs CON. His CON, meanwhile, has been temporarily reduced by another 2D4 roll--this time we roll 6, and T'Lieaou's CON is reduced to 6 temporarily. If the CON attack succeeds, he will take 2 points damage (there is a 30% chance of this happening) and if the CON attack fails, he will take 1 point of damage (there is a 70% chance of this happening). His END of -4, however, already indicates that he will lose consciousness.

Hammer may be injected (drug takes affect in 1 strike rank) or administered orally (drug takes affect in 2D4 melee rounds).

This drug is species specific, and each different species must use its own form of the drug. The cost of materials for four doses of this drug is 120 smu, the standard purchase price for one standard dose of this drug is 300 smu.

PICKUP

Pickup is an anti-shock drug, and one standard dose will pull a size 10 individual out of shock in 2D4 strike ranks (when taken orally) or 1 strike rank (when injected). This drug is not effective when applied topically. The maximum dose rate is one effective dose (i.e. the necessary size dose for the individual in question) per five melee round period. Overdose results in a 2D4 attack vs CON.

This drug is species specific, and each different species must use its own form of the drug. The cost of materials for four doses of this drug is 4 smu, the standard purchase price for one standard dose of this drug is 6 smu.

PSISTIM

Psistim is a psionic booster drug. One standard dose will triple both a character's TSC and TPR for a period of 12 minutes. The drug is cumulative in its affect--that is, a double effective dose will increase the TPR and TSC of the character by a factor of NINE. After the drug wears off, and TSC and TPR return to

normal, an attack vs TPR is made equal nDm+4 times the number of doses of Psistim taken (where the species normally rolles for TPR on nDm). The character's TSC and TPR are reduced PERMANENTLY by this amount if the attack succeeds, and by 1/2 this amount if the attack does not succeed. If TSC and TPR are both reduced to zero, the character is reduced to a mindless vegetable, with complete memory and personality loss (i.e. reduce all skills to base plus bonuses).

This drug takes affect in 1 strike rank if injected, 2D4 melee rounds if taken orally. This drug has no effect if applied topically

This drug is species specific, and each different species must use its own form of the drug. The cost of materials for four doses of this drug is 5000 smu, and the standard purchase price for one standard dose of this drug is 12500 smu.

SKIM

Skim acts as a temporary DEX enhancer. A standard dose, administered to a size 10 individual will add double the character's current DEX (up to TWICE species maximum) for a period of 15-60 minutes (roll 1D4 and multiply by 15 to determine the duration of effect). The effects of this drug are cumulative--that is, two effective doses will quadruple the character's normal dexterity (again, up to TWICE normal species maximum). After the drug wears off, the character's DEX drops to species MINIMUM (recovering points at a rate of one point per FULL DAY OF REST). In addition, the character loses (on a temporary basis) 1D12 END, and 1D6 CON for each effective dose of the drug administered. If END goes below zero as a result, excess loss is divided in half and taken as an attack vs CON (CON taken AFTER the D6 CON reductions are taken).

For example, Tuu Ir Lieaou (STR=12, CON=12, END=19, SIZ=10, DEX=15) takes 2 doses of skim. His DEX is quadrupled, to 60--but, being an Altan, with a species maximum dexterity of 28, he can only have his DEX increased to twice species max or 56. When the drug wears off, his DEX returns to 15, dropped temporarily to 4 (to recover at a rate of 1 point per day of full rest -- which will take 11 days) and 2D12 END is lost--we roll 23, and his END becomes -4 (temporarily) and there is a 4/2=2 point attack vs CON. His CON, meanwhile, has been temporarily reduced by another 2D4 roll--this time we roll 6, and T'Lieaou's CON is reduced to 6 temporarily. If the CON attack succeeds, he will take 2 points damage (there is a 30% chance of this happening) and if the CON attack fails, he will take 1 point of damage (there is a 70% chance of this happening). His END of -4, however, already indicates that he will lose consciousness.

Skim may be injected (drug takes affect in 1 strike rank) or administered orally (drug takes affect in 2D4 melee rounds).

This drug is species specific, and each different species must

use its own form of the drug. The cost of materials for four
doses of this drug is 150 smu, the standard purchase price for
one standard dose of this drug is 375 smu.

PSIONICS AND THE USE OF POWER IN RUNES IN SPACE

TELEPATHY

Any character with a TSC [Telepathic Strike Capability] of 1
or higher is a functional telepath. He may use his telepathic
capability in basically four ways: (1) probe surface thoughts of
another character, (2) transmit messages to another character,
(3) probe the deeply buried memories and thoughts of another
character, and (4) launch a telepathic attack against another
character. Unless otherwise indicated for a particular species,
the maximum effective range for telepathy used in any of the
above listed modes is 10*(TSC of character) in meters.

The basic success chance of a telepathic probe (uses 1 and
3) is (TSC-19)*3+50. If the character is attempting to extract
information from an unwilling subject) this chance is reduced by
the TPR of the subject of the telepathic probe. If the D100 roll
is less than or equal to (TSC-19)*3+50, but is greater than (TSC-
19)*3+50-(TPR OF SUBJECT) then the probe fails, and the subject
scores a successful use of telepathic resistance (and hence earns
a chance to improve his TPR, or increases his chance for same).
If the D100 roll is less than or equal to (TSC-19)*3+50-(TPR OF
SUBJECT), then the probe succeeds, and information is gained and
the character records one successful use of TSC (or 10 successful
uses in the case of a critical roll). Critical and fumble
chances are based on the basic success chance as modified by the
TPR of the subject. A critical implies full information is
gained, a fumble implies temporary loss of 1D4+1 points of END.

For simple communicative telepathy (use 2) the success
chance is (TSC OF TRANSMITTER + TSC OF RECEIVER)*5. As no
resistance is being overcome in this mode, there is no chance for
improvement in TSC through successful use of simple communicative
telepathy. Note: a character with TSC of 0 cannot transmit
telepathic messages, but he can still receive them.

To launch a telepathic attack (use 4 of telepathy) requires
the temporary expenditure of 1 point of END. The initial success
probability is the same as per telepathic probes (uses 1 and 3).
If a fumble is made, the attacker must roll at or under TSC on
D100 or take a "backblast" resulting in temporary loss of 4D6 END
points (is he rolls at or under TSC, he only takes a temporary
1D6 END loss). If a critical roll is made, the target will take
temporary END damage equal to [4D6+2+0.2*(TSC of ATTACKER-TPR of
DEFENDER)], round fractions UP. Excess END damage is cut in half
and treated as an attack vs CON. If the attack roll is made, but
it is not a critical, a POW vs POW attack is made -- if
unsuccessful, the target takes no damage, and if successful, the
target takes temporary END damage equal to [2D6+1+0.1*(TSC of
ATTACKER-TPR of DEFENDER)], rounding fractions UP. Excess END

damage is cut in half and treated as an attack vs CON.

REQUIREMENTS FOR THE USE OF POWER

In order to use POW, to activate POW, for any use other than telepathic combat, requires that a character be exposed to others with activated power. Alternatively, a master must be found.

Once POW has been activated, individual psionic talents may be activated and, once activated, they advance as per other skills.

The four different categories of psionic talent are as follows:

(1) Control of Self
(2) Empathic Healing
(3) Awareness
(4) Telekenisis

An attempt at activation of POW may be made once per 40 weeks of exposure to POW users or once per ten weeks of instruction by a master. However, once a character has been exposed to a user of POW, he may attempt to activate his power by himself once in each two year period.

A master is any individual with an activated power and one of the four psionic talents at the 90% skill level or higher.

Once POW has been activated (requiring a D100 roll that is equal to or less than normal POW), individual talents may be activated similarly. A failed attempt at activating POW, or in activating one of the psionic skills results in a temporary loss of 2D6-1 power. If a failed attempt results in POW being reduced to 0 or below, the character dies [and no amount of medical assistance can revive him].

THE USE OF THE TALENTS

Once his power has been activated, a character may attempt to activate one of the four basic psionic talents. Once activated, the skill starts at skill level equal to the normal power of the character.

The basic range of application of these skills is given by the following formula: Range = (Normal Skill Level)*(Character's POW), and is in meters. Thus, with a 50% skill level, and a normal POW of 14, the basic range would be seven (7) meters.

It is possible to augment the basic range, as well as the skill percentage for brief periods of time through the temporary expenditure of power. The cost is (RM)*(SM)-1, where RM and SM are defined as follows:

For normal range, RM = 1

For double range, RM = 2
For triple range, RM = 3
For N * basic range, RM = N

For normal skill percentage, SM = 1
For double skill percentage, SM = 3
For triple skill percentage, SM = 5
For N * basic skill percentage, SM = 2*N-1

Thus to double the normal range and increase the skill percentage temporarily by a factor of three would require a temporary expenditure of 2*5-1=9 points of power, above and beyond any power costs normally required to use the talent.

If additional power is used to augment the normal skill percentage, this does not augment the range automatically, as the basic range depends only upon the character's base percentage in the skill. In addition, a successful use of one of the psionic talents in a stress situation does NOT count towards improvement through experience if the skill percentage is increased above 90% through use of additional power to augment skill percentage.

The augmentation effects last for 2 minutes.

CONTROL OF SELF:

This skill, applied to the character only, allows neutralization of ALL END or related nervous system damage in the event of a successful skill roll. In addition, the charactor may prevent shock, or recover from shock, via the use of this skill. Further, the skill may be used to neutralize all the unpleasant side effects caused by entering or leaving the FTL Jump space.

EMPATHIC HEALING:

A successful use of this skill allows the character to heal physical damage done to either himself or someone else. The skill functions as the equivalent of the HEALING N spell in RuneQuest!, N running between 1 and 6 inclusive. In order to perform the equivalent of a Healing N spell temporarily costs the character N points of power and ND6 points of END. If the ND6 points of END expended would drop the healer below 1 point of END, the attempt is automatically aborted, the healer's END is reduced to 1, the points of power are still expended, but no healing is done. In addition, the healer may transfer END points to another character at a temporary cost of 2 points of END for each 1 point added to the other character [this may not be done to bring the recipient above his normal END score].

AWARENESS:

This skill functions as clairaudience, clairvoyance, and as replacement for ALL perception skills. That is, within the range of effect of the skill, the character will get a second roll on all pertinant perception skills (sense ambush, spot hidden, etc.)

as well as being able to see (on a successful Awareness skill roll) everything within the affected range. Use of this skill at base range and base skill level does not require any expenditure of POW or END.

TELEKENESIS:

This skill allows the application of force at a distance. One successful skill roll will allow for an application of force for one melee round (12 seconds) equal to that required to suspend a mass of X kilograms against an acceleration of 1 g (980 cm per second per second), where X is given by the following formula: (Normal POW/10)*((POW Expended)+1)*((END Expended)+1) * (Base Skill level). Thus a character expending no points of POW, and three points of END with a basic skill level (unaugmented) of 30% and a normal power of 15 would be able to suspend a mass of 1.5*1*4*0.3=1.8 kilograms for 12 seconds in a 1 g field [or apply that force for 12 seconds to any other action] if he made his skill roll.

In order to apply TK to cause direct damage to an individual (as opposed to using it to throw a rock at him) the attacker must make a successful POW vs POW attack (and if he fails, no damage is done) as well as make a successful skill roll. If the skill roll and POW vs POW attack are both successful, the damage done is equal to 1DM, where M is the largest integer less than or equal to (Normal POW of Attacker)*(Skill level of Attacker). Thus, in our previous example, as 15*0.30=4.5, we would do 1D4 damage to a location specified by the attacker. Equal END damage would also be done in such an attack (though if the attacker wishes, all damage may be done in the form of END damage--which would result in 2D4 END damage and no normal hit point damage, barring negative END results, in our preceeding example).

TRAINING COSTS:

To activate POW: 2000 smu.
To activate a given skill category: 400 smu
To train in any of the skills:

	01-25	26-50	51-75	76-100	101+
Control of Self	100	250	550	650	800
Empathic Healing	150	400	650	1350	2000
Awareness	100	250	550	800	1050
Telekenisis	150	350	650	1100	1500

THE SPECIES OF RUNES IN SPACE

ALTANI PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	4D6	14	28
INT	2D6+9	16	25
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	4D6	14	28
CHA	3D6	10-11	21
SIZ	2D6+1	8	16
TSC	4D10	22	N/A
TPR	4D10	22	N/A

Expected Bonuses:

Attack	= +10%	Parry	= +05%
Defense	= 10%	Accuracy	= +10%
Perception	= +05%	Stealth	= +15%
Manipulation	= +10%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = -1
Expected Damage Bonus = 0

ATA'A PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	5D6	17-18	35
INT	2D6+8	15	24
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	3D6+3	13-14	27
CHA	3D6	10-11	21
SIZ	4D6+12	26	41
TSC	RdD6	0	N/A
TPR	1D6+1	4-5	N/A

Expected Bonuses:

Attack	= +15%	Parry	= -05%
Defense	= 0	Accuracy	= +10%
Perception	= +05%	Stealth	= -10%
Manipulation	= +15%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = +4
Expected Damage Bonus = +2D6

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6,
record a 1.

BJORAN PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	8D6+1	29	58
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	10D20	105	210
DEX	2D6+2	9	17
CHA	3D6	10-11	21
SIZ	8D8	36	72
TSC	RdD6	0	N/A
TPR	2D6	7	N/A

Expected Bonuses:

Attack	= +25%	Parry	= -05%
Defense	= 0	Accuracy	= +05%
Perception	= +05%	Stealth	= -25%
Manipulation	= +25%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = +27
Expected Damage Bonus = +3D6

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

CYNTHIAN PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
	M/F		
STR	2D6/2D6+1	7/8	14/16
INT	2D6+8	15	24
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	4D6	14	28
CHA	3D6	10-11	21
SIZ	1D6+1/1D6+2	4-5/5-6	9/10
TSC	RdD6	0	N/A
TPR	2D4	5	N/A

Expected Bonuses:

Attack	= +10%	Parry	= +05%
Defense	= 15%	Accuracy	= +10%
Perception	= +05%	Stealth	= +15%
Manipulation	= +10%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = -1
Expected Damage Bonus = 0

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

H'RELI PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	3D6	10-11	21
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	3D6+2	12-13	23
CHA	3D6	10-11	21
SIZ	2D6+2	9	17
TSC	RdD6	0	N/A
TPR	1D4+1	3-4	N/A

Expected Bonuses:

Attack	= +05%	Parry	=	+0%
Defense	=	5%	Accuracy =	+05%
Perception	= +05%	Stealth	=	+05%
Manipulation	= +05%	Oratory	=	+0%
Knowledge	= +05%			

Hit Point Bonus Expected = +0
Expected Damage Bonus = 0

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

HUMAN PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	3D6	10-11	21
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	3D6	10-11	21
CHA	3D6	10-11	21
SIZ	3D6	10-11	21
TSC	RdD6	0	N/A
TPR	1D4+1	3-4	N/A

Expected Bonuses:

Attack	= +05%	Parry	=	+0%
Defense	=	5%	Accuracy =	+05%
Perception	= +05%	Stealth	=	+05%
Manipulation	= +05%	Oratory	=	+0%
Knowledge	= +05%			

Hit Point Bonus Expected = +0
Expected Damage Bonus = 0

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

RUNES IN SPACE

KORLI PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	2D6+3	10	18
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D8	18	36
DEX	3D6+6	16-17	28
CHA	3D6	10-11	21
SIZ	1D6	3-4	7
TSC	1D4-1	1-2	N/A
TPR	1D12+2	8-9	N/A

Expected Bonuses:

Attack	= +10%	Parry	= +10%
Defense	= 15%	Accuracy	= +10%
Perception	= +05%	Stealth	= +20%
Manipulation	= +10%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = -2
Expected Damage Bonus = 0

SANCHENZII PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	3D6	10-11	21
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	3D6	10-11	21
CHA	3D6	10-11	21
SIZ	3D6	10-11	21
TSC	3D10	15-16	N/A
TPR	3D10	15-16	N/A

Expected Bonuses:

Attack	= +05%	Parry	= +0%
Defense	= 5%	Accuracy	= +05%
Perception	= +05%	Stealth	= +0%
Manipulation	= +05%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = +0
Expected damage bonus = 0

SILITHII PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	3D6	10-11	21
INT	2D6+7	14	23
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D12	26	52
DEX	3D6+2	12-13	24
CHA	3D6	10-11	21
SIZ	3D6+1	11-12	23
TSC	RdD6	0	N/A
TPR	2D4	5	N/A

Expected Bonuses:

Attack	= +05%	Parry	= +0%
Defense	= 5%	Accuracy	= +05%
Perception	= +05%	Stealth	= +05%
Manipulation	= +05%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = +1
Expected Damage bonus = 0

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

SKILTAIRE PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	3D6	10-11	21
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	4D10	22	44
DEX	4D8+2	20	39
CHA	3D6	10-11	21
SIZ	1D3	2	4
TSC	4D12	26	N/A
TPR	4D12	26	N/A

Expected Bonuses:

Attack	= +15%	Parry	= +15%
Defense	= 20%	Accuracy	= +15%
Perception	= +05%	Stealth	= +25%
Manipulation	= +15%	Oratory	= +0%
Knowledge	= +05%		

Hit Point Bonus Expected = -2
Expected Damage Bonus = 0

UQUOI PCs (1D6 in INT and CON replaced by a 6 in DICE rolled)

CHAR	DICE	EXPECTED	SPECIES MAXIMUM
STR	4D6	14	28
INT	2D6+6	13	21
POW	3D6	10-11	21
CON	2D6+6	13	21
END	7D10	38-39	77
DEX	3D6+2	12-13	24
CHA	3D6	10-11	21
SIZ	3D6+3	13-14	25
TSC	RdD6	0	N/A
TPR	1D4+1	3-4	N/A

Expected Bonuses:

Attack	= +05%	Parry	=	+0%
Defense	= 5%	Accuracy	=	+05%
Perception	= +05%	Stealth	=	+0%
Manipulation	= +05%	Oratory	=	+0%
Knowledge	= +05%			

Hit Point Bonus Expected = +5

Expected damage bonus = +1D4

RdD6 -- Roll 1D6. On a roll of 1-5, record a 0. On a roll of 6, record a 1.

Name _____ Species _____ Sex ____ Homeworld _____
Handedness _____ Service Branch _____ Rank _____

STR _____ INT _____ POW _____ CON _____ END _____
DEX _____ CHA _____ SIZ _____ TSC _____ TPR _____

Base Strike Rank = Size Strike Rank ( ) + Dex Strike Rank ( ) = _____

Attack _____ Parry _____ Defense _____ Damage _____ Hit Point Bonus _____

Knowledge Bonus _____   Specialization _____

    Administration (0)   Primary Subfield _____
    Astrogation (0)   (_____)
    Computer Programming (15) _____   Secondary Subfield _____
    Evaluate Treasure (5) _____   (_____)
    First Aid (Altani) (0) _____   Secondary Subfield _____
    First Aid (Ata'a) (0) _____   (_____)
    First Aid (Bjora) (0) _____   Secondary Subfield _____
    First Aid (H'Reli) (0) _____   (_____)
    First Aid (Human) (0) _____   Secondary Subfield _____
    First Aid (Korli) (0) _____   (_____)
    First Aid (Silithii) (0) _____   Secondary Subfield _____
    First Aid (Uquoi) (0) _____   (_____)
    Legal Semantics (0) _____   Secondary Subfield _____
    Piloting (0) _____   (_____)
    Rapid Odds Calc. (5) _____   Secondary Subfield _____
    RW L'Doran Universal _____   (_____)
    Speak L'Doran Universal _____   Secondary Subfield _____
    RW Own Language _____   (_____)
    Speak Own Language _____   Secondary Subfield _____
    Space Law (0) _____   (_____)
    Tactics (0) _____   Secondary Subfield _____
                                         (_____)
    _____ _____   Secondary Subfield _____
    _____ _____   (_____)
    _____ _____
    _____ _____
    _____ _____   Perception Bonus _____

Stealth Bonus _____   Art Critic (0)
                                         Listen (25) _____
    Ambush (5)   Sense Ambush (5) _____
    Camouflage (10) _____   Spot Cheating (5) _____
    Hide in Cover (5) _____   Spot Hidden (5) _____
    Move Silently (5) _____   Spot Trap (5) _____
    Pick Pockets (5) _____   Taste Analysis (0) _____
                                         Tracking (10) _____
Arts of Love Bonus _____
                                         _____ _____
    Cunnilingus (5)   _____ _____
    Fellatio (5) _____   _____ _____
    Normal Sex (20) _____
    Seduction (0) _____   Oratory Bonus _____
    Sodomy (5) _____
                                         Oratory (5) _____

Manipulation Bonus _____

Calligraphy (0)
Card Tricks/Cheating (5) _____
Climbing (5) _____
Forgery (5) _____
Hide Item (10) _____
Jumping (15) _____
Lock Picking (5) _____
Map Making (10) _____
Riding (0) _____
Sculpture (0) _____

Suit Operations
  Vac-Suit (25)
  Scout Armor (0) _____
  Command Armor (0) _____
  Marauder I (0) _____
  Marauder II (0) _____
Swimming (DOS) _____
Skiing (DOS) _____
Vehicular Operations (15) _____
DOS = Depends on species _____

Other Non-weapon Skills (Specials)

Acting (0)
Armorer (0) _____
Bribery (0) _____
Command Skill (0) _____

Hawking (0)
Singing (0) _____
Streetwise (0) _____
Poetry (0) _____

Weapon Skills

Weapon _____ Attack _____
S/R _____ Parry _____ Crit _____
Fumble _____ Impale _____ Hp _____
Weapon _____ Attack _____
S/R _____ Parry _____ Crit _____
Fumble _____ Impale _____ Hp _____

Weapon _____ Attack _____
S/R _____ Parry _____ Crit _____
Fumble _____ Impale _____ Hp _____
Shield _____ Parry _____ Hp _____
Shield _____ Parry _____ Hp _____
Shield _____ Parry _____ Hp _____

*** Power Points (current) **
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

**** Hit points (current) ***
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

***************** Hit Points (by location) ********************
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. (   )   Location
  Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21

Other Notes: Armor on excursions _____ Battle Station _____

Name _____ Species _____ Sex _____ Homeworld _____
Handedness _____ Service Branch _____ Rank _____

STR ___ INT ___ POW ___ CON ___ END ___
DEX ___ CHA ___ SIZ ___ TSC ___ TPR ___

Base Strike Rank = Size Strike Rank ( ) + Dex Strike Rank ( ) = ___

Attack ___ Parry ___ Defense ___ Damage ___ Hit Point Bonus ___

Knowledge Bonus _____ Specialization _____

Administration (0) _____ Primary Subfield
Astrogation (0) _____   ( ) _____
Computer Programming (15) _____ Secondary Subfield
Evaluate Treasure (5) _____   ( ) _____
First Aid (Altani) (0) _____ Secondary Subfield
First Aid (Ata'a) (0) _____   ( ) _____
First Aid (Bjora) (0) _____ Secondary Subfield
First Aid (H'Reli) (0) _____   ( ) _____
First Aid (Human) (0) _____ Secondary Subfield
First Aid (Korli) (0) _____   ( ) _____
First Aid (Silithii) (0) _____ Secondary Subfield
First Aid (Uguoi) (0) _____   ( ) _____
Legal Semantics (0) _____ Secondary Subfield
Piloting (0) _____   ( ) _____
Rapid Odds Calc. (5) _____ Secondary Subfield
Rw L'Doran Universal _____   ( ) _____
Speak L'Doran Universal _____ Secondary Subfield
RW Own Language _____   ( ) _____
Speak Own Language _____ Secondary Subfield
Space Law (0) _____   ( ) _____
Tactics (0) _____ Secondary Subfield
   ( ) _____

Perception Bonus _____

Stealth Bonus _____ Art Critic (0) _____
                      Listen (25) _____
Ambush (5) _____   Sense Ambush (5) _____
Camouflage (10) _____ Spot Cheating (5) _____
Hide in Cover (5) _____ Spot Hidden (5) _____
Move Silently (5) _____ Spot Trap (5) _____
Pick Pockets (5) _____ Taste Analysis (0) _____
                      Tracking (10) _____

Arts of Love Bonus _____ Oratory Bonus _____

Cunnilingus (5) _____   Oratory (5) _____
Fellatio (5) _____
Normal Sex (20) _____
Seduction (0) _____
Sodomy (5) _____

Manipulation Bonus _____

Calligraphy (0) _____
Card Tricks/Cheating (5) _____
Climbing (5) _____
Forgery (5) _____
Hide Item (10) _____
Jumping (15) _____
Lock Picking (5) _____
Map Making (10) _____
Riding (0) _____
Sculpture (0) _____

Other Non-weapon Skills (Specials) _____

Acting (0) _____
Armorer (0) _____
Bribery (0) _____
Command Skill (0) _____

Weapon Skills _____

Weapon _____ Attack _____
S/R _____ Parry _____ Impale _____ Crit _____ HP _____
Fumble _____
Weapon _____ Attack _____
S/R _____ Parry _____ Impale _____ Crit _____ HP _____
Fumble _____
*** Power Points (current) **
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
***************** Hit Points (by location)

Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
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Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
Hit No. ( ) Location _____
Hp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21

Other Notes: Armor on excursions _____ Battle Station _____

Suit Operations _____

Vac-Suit (25) _____
Scout Armor (0) _____
Command Armor (0) _____
Marauder I (0) _____
Marauder-II (0) _____
Swimming (DOS) _____
Skiing (DOS) _____
Vehicular Operations (15) _____
DOS = Depends on species

Hawking (0) _____
Singing (0) _____
Streetwise (0) _____
Poetry (0) _____

Weapon _____ Attack _____
S/R _____ Parry _____ Impale _____ Crit _____ HP _____
Fumble _____
Shield _____ Parry _____ HP _____
Shield _____ Parry _____ HP _____
Shield _____ Parry _____ HP _____
*** Hit points (current) ***
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
****

The fourth (I think) TLOC zine of Mike Gunderloy, Beyond The Leading Edge, 930 N. Bushnell Ave., Alhambra, CA, 91801; pjone (213)-284-0940. This is Pretzel Press publication #303, and is intended for TLOC 12. Mimeography by, and many thanx to, Nicolai Shapero.

HIYA:

Well, It's been a while, or several whiles, since I was last seen in these pages. Life's been busy over the last year or two, and I've mostly gotten disinvolved with TLOC, and the hobby, but I'm starting to at least think about getting active in FRP once again. Actually, FRP may be a misnomer in my case, as I'm still involved solely in D&D or a close relative thereof.

Nicolai tells me that TLOC is more of a journal than an apa these days, with he writers contributing articles of (hopefully) lasting significance rather than meaningless babble. Well, there is an article that I have been meaning to write for a while, and I guess I'll finally get around to it now: one on my magic system.

At one time I had most of the rules involved in this system memorized and could remember the relevant ones, but those days are gone. I am forced to fall back on the unorganized notes scattered throughout several boxes of paper, and attempt to organize this series later.

If I publish my entire magic system, complete with spell descriptions, this could take up about 200 pages of the apa. For now, I'll settle for many less, just to get started. Without further ado:

THE GUNDERLOY MAGIC SYSTEM   INSTALLMENT 1

I. Time-related spells and their hazards

All spells which affect the basic fabric or flow of time have one definite hazard associated with their use: the chance of attracting a time demon, who will then proceed to attack the caster and his supporters. (For description of time demons, see below).((N.B.: When I say to see below for something, it may not be in the same zine, but in a later installment)). This chance varies with the spell being cast, and shall be chaecked by the referee at the time of casting. If a time demon is attracted, the spell has no effect.

Spell	Chance	Spell	Chance	Spell	Chance
Time Viewer	1%	Time Teleport	5%	Tracer Time Teleport	8%
Time Teleport II	12%	Time Portal	15%	Time Loop	15%
Retroactive Round	10%	Permanent Time Portal	25%	Summon the Dawn	10%
Wink Out	1%	Eternity	1%	Distortion of Time	15%
Timestop (all types)	1%	Permanized Timestop (All types)	3%		

II. Demon Dice:

A demon die is defined as a D6, with the roll interpreted as per the following chart:

Roll	Value
1, 2, 3	1
4, 5	2
6	2 and roll again

The ultimate value of a Demon Die is therefore theoretically infinite. Demon Die shall be abbrieviated DD in these rules.

III. Characteristic abbrieviations:

ST=Strength; IN=Intelligence; WI=Wisdom; LU=Luck; DX=Dexterity;

CO=Constitution; CH=Chrisma; AG=Agility; L=Level.

IV. Spell Research:
Cost of Research=2**(Level of spell-1)x1D100x100GP
Time needed: (Level of SpellX1DD) weeks
There is a 5% chance per level of spell of requiring exotic
materials to complete the research. These may be rolled on the
Alchemist research materials chart or arbitrarily determined by the
GM.

N=40+IN+WI+DX+L-(3xSpell Level). If N≥95, N shall be consdered to
be 95.

Roll 1D100 after the necessary time and money have been invested,
and interpret according to the following chart:

01-N: Research works, and the mage knows the new spell.
Otherwise, roll 1D100 again:
01-30: Spell is fatally unworkable, as a 0' range fireball, or
invisibilty that causes the caster to vanish from the game.
31-60 Type (Spell Level -1) attack of Demons on caster
61-70: Serendipity, a similar spell is found
71-00: No results.

V. Damage of mass destructive spells:
All mass destructive spells (e.g., fireballs, cold cones, etc.)
shall do the caster's level in D8 damage to all within their
effective area unless otherwise defined. However, all such spells
top out at 50D8 damage unless otherwise defined.

VI. Background:
At the time of the writing, there are 541 known spells, 381
unknown spells, and 11 Private spells in this system, for a total of
933 Spells in this system.

VII. Arcane Knowledge:
Every mage has potential knowledge of spells above L14. For
any such spell which it becomes necessary to determine whether the
mage has such knowledge, roll 1D100. To the result, add the
difference between the highest level spell that the mage can currently
cast and the level of the spell in question. Never subtract from
the roll, even when spells lower than those already known are in
question. Interpret as follows:
01   Has complete knowledge of the spell, and knows how to
         cast it.
02-05 Knows name, level, and general effect
06-10 Knows name and general effects
11-15 Knows name
16-00 No knowledge

VIII: Multiple Cures:
A character may only benefit from one cure spell or item of
any type per fifteen minutes of game time, without exception.

IX.: Spellbooks Casting:
A MU can cast any standard spell or any spell he has written
record of from his spellbook, regardless of whether he has chosen
to learn it or not. This takes 5 minutes per level of the spell to
do, during which time he is absolutely totally preoccupied. In
these circumstances:
Chance of Klutz=5%xlevel of spell
Chance of Double Klutz=100%

Taken from a faded parchment found in the wreckage of 10527 Palms Bl.,
LA, CA.,90034. Attributed to the mindblown sage; Cary Martin. /Typoes
due to Kay Shapero. KS._/

     After the stencils were typed for my rune cult article in BCV #3, and no
changes could be made, my RQ campaign got to the stage where the cults received
playtesting and many corrections. There were errors in rune choice, spell
construction, and weapon requirements. This article should provide corrections
and explanations to any problems people may have noted. (Note: A cult may
use smaller versions of the elementals listed for them.)

(I)   Cult Corrections

(A) Rune Spells

     Except where noted below assume all runespells last 15 minutes and all
range is 160 m.

  1) Tirnal - use version given on the first page. Frenzy (1 pt.)

  2) Dahaun - Force Lash : First sacrifice is one point. Costs one power as
              a battle magic matrix to operate. The second sacrifice is two
              points and operating cost increases to two power. Minimum 13
              power. (Current personal maximum, not the actual power.)

  3) Iron Rat - Stun : May not be dispelled. 80 m range.

  4) Xun - False Trail : 24 hour duration.

  5) Kalera - Skyguard : Shimmer 4/Protection 4. Incompatible with Shimmer
              and Protection. 2 pt.
              Parachute : (Rhett/Cloudthief)

  6) Karz - Consume : Does not need to make a Power attack each round. Lasts
              15 minutes or until dispelled.

  7) Sheresh - Feed : Drains 1D3+1 Power. Range: Touch (on armor or body)

  8) Sarl - Counterspell : Compatible with anything but itself.

  9) Dero - See Invisible : 1 pt.

 10) Kaylen - Firelance : 80 m range.

 11) Bran - Pit : Stackable to 3.

 12) Zad - Paralysis : Each extra point adds one potential victim.

 13) Walkyr - Striking : Adds to sword attacks and parries.

 14) Tass - Chaostouch : 2 pts.
           Disrupt : 2D6 damage.
           Deface : Power attack.

 15) Dann - Call Lightning : Half damage if the Power attack is unsuccessful.
           Dex x 5 to hit.
           Lightning Bolt : 300 m range.

 16) Jadis - Cl. II

 17) Luna - Lunacy : Roll every 2 melee rounds.

 18) M'a-Bel - Each extra point adds 100% Comm. range or one extension.

 19) Es-Prex - Cl. II

 20) Mantri Godhead - Immolate : Power attack.
                   Screen : Compatible with everything but itself.

 21) Kol-Tor - Cl. II

Cult Corrections (cont.)
  Rune Spells (cont.)

22) Llyali - Moonscreen : Shimmer 4/Countermagic 4. Incompatible with either
    Shimmer or Countermagic.

23) Thumblin - Barrier : 100 hp wall. Each extra point adds 100% area or
    50 hp.

24) K'Tan - Cl. II
    Entrance : 80 m range.

25) Kem - Energize : Each point recharges 5 Power. Stackable to two.

26) Knimel - Englobe : 30 hp sphere.

27) Gnarong - Void Blast : 1D10 Power blast. Half damage if the attack is
    unsuccessfull. 3 pts.

28) Konn - Giant Strength : Each point increases the Strength and mass
    (effective Size) by 100%. Stackable to 4.

29) Zeroth - Cold Blast : 2 pts.

30) The Ancient One - Crimson Bands : 20 Strength restraint/1 pt. Stackable
    to 2.
                     Flame Blast : 2D8 damage to total hp. 1 pt. 40 m range.

31) Karrath-Than - Firelance : 160 m range.
                   Fireball : 80 m range.

(B) Rune Lord Requirements

  1) Athos - Epee, Crossbow, Read & Write Native Tongue, Riding, and one
       other weapon.

  2) Halleck - Broadsword, Spear or Lance, Riding, 2 Perception skills.

  3) Llyali - Sickle, Oratory, 1 musical skill, 1 other Player skill, 1 weapon.

  4) Methven - Rapier, non-mech bow, 2 related skills, 1 weapon.

(Anytime a Lord requirement allows a language it must be both spoken and
written/read.)

(C) Included in last issue's article was an additional rune list. There
were errors in that, too.

The Law Rune should be listed as a Power, opposing Disorder. The Conflict
Rune, also a Power, opposes Harmony. The Perception Rune was dropped when it
was brought to my attention that the Truth Rune already covered that function.
Power Inflow and Outflow were dropped in favor of either the Power Exchange
or Magic Rune. The Dread Ones are primal gods represented by their own runes
(more in BCV #5). The Mana Rune is only used by the Mana Rune Cult, a variant
magic system (there are no Mana Elementals). The Balance Rune (yin and yang,
or the sacred chao) represents universal balance or totality. It is not
cult affiliated.

(revised) Rune Cult Index - Nebulous

#	Cl.	Name --- Runes
001	I	Cult of Darkness --- Darkness
002	I	" " Water --- Water
003	I	" " Earth --- Earth
004	I	" " Air --- Air
005	I	" " Fire --- Fire
006	I	" " Lunar --- Lunar
007	II	Gnarong/The Void Bat --- Darkness/Movement/Death
008	II	Talseth/Nighthaunt --- Darkness/Magic
009	III	Trak/The Murderer in the Night --- Darkness/Fate/Man
010	II	Tralgar --- Darkness/Conflict/Truth
011	II	Ellasse --- Water/Plant/Fertility
012	II	Lahanna/Chaos-Scourge --- Water/Harmony
013	I	Tal-Nar/Lady of the Waves --- Water/Movement/Disorder
014	II	Alayrn/Architect of the Gods --- Earth/Law
015	II	Aravelle/Lady of the Woods --- Earth/Plant/Fertility
016	II	Besslar/Huntress of the Gods --- Earth/Plant/Truth
017	III	Bjeorn/The Bear-King --- Earth/Man/Beast/Truth
018	III	Daagobehr/The Wizard-Thief --- Earth/Plant/Mastery/Magic
019	II	Dahaun/Lady of the Green Silences --- Earth/Plant/Harmony
020	III	Dero --- Earth/Truth
021	III	Knimel/The Captor --- Earth/Stasis/Fate
022	III	Lythia/Doomrider --- Earth/Chaos Wheel
023	III	Taraga/Stone-Fist --- Earth/Harmony
024	II	Thomblin/Lord of the Forges --- Earth/Mastery/Stasis
025	I	Zad/Stone-Lord --- Earth/Death/Stasis
026	I	Dann/The Storm Lord --- Air/Disorder/Mastery
027	I	Daslor/The Wind King --- Air/Movement
028	I	Dorylis/The Storm Queen --- Air/Disorder
029	III	Kalera/Wind Maiden --- Air/Harmony
030	III	Le Roi/The Plainswind --- Air/Man/Beast/Movement
031	III	Rhett/Cloud-Thief --- Air/Plant/Disorder
032	II	Walkyr/The Sword Maiden --- Air/Death/Conflict
033	III	Gwirona/Sky-Lord --- Fire/Man/Beast/Mastery
034	I	Karrath-Than/The Fire Lord --- Fire/Mastery/Chaos Wheel
035	II	Kaylehn/Star Born --- Fire/Movement
036	III	Tarkash/The Placid --- Fire/Harmony/Spirit

#	Cl.	Name --- Runes
037	III	White Feather/The Archer Prime --- Fire/Mastery/Conflict
038	III	Eris/Goddess of Discord --- Lunar/Apple of Discord
039	III	Darkside/The Hidden Face --- Lunar/Death/Movement
040	III	Herlwin/God-Tiger --- Lunar/Man/Beast/Horned Chaos
041	III	Luna/Moon Maid --- Lunar/Horned Chaos/Man
042	I	Moebius Knight/Him from Beyond --- Lunar/Movement/Horned Chaos
043	I	The Red Mother --- Lunar/Law
044	II	The Red Prince --- Lunar/Mastery/Conflict
045	III	Turess/The Stalker --- Lunar/Death/Truth
046	III	Erramos/The Mad Elf --- Plant/Disorder
047	II	Du-Pont/Better Living through Alchemy --- Plant/Earth
048	I	Aslan/Lord of the Beasts/Creator --- Beast/Fertility/Mastery
049	I	Hraman/Monkey God --- Beast/Earth
050	III	K'Rar/The Gryphon Judge --- Beast/Truth/Fire
051	III	Rhallassa/Steel-Claw --- Beast/Conflict
052	II	Bular/Firesmity --- Man/Fire/Stasis
053	I	Kymur Garn/Troll Mother --- Man/Darkness
054	II	Narkesh/Goblin Earl --- Man/Horned Chaos
055	III	Tirnal --- Man/Movement/Conflict
056	II	Darm/Dragon-Friend --- Dragon/Man
057	I	Krraz/Dragon-King --- Dragon
058	I	Sslariss/Serpent-Queen --- Serpent/Horned Chaos/Darkness/Earth
059	III	The Ancient One --- Spirit/Harmony
060	III	Lo-Barr/Spirit Chief --- Spirit/Movement
061	II	Ka-Lor/The Lawgiver --- Law/Magic/Truth
062	III	Methven/The Champion of Kings --- Law/Fate
063	II	Tara/Lady of the Bright Blade --- Law/Mastery/Conflict
064	II	Taiou Ira Chai/Star Dancer --- Law
065	II	The Chaos Cycle --- Horned Chaos/Death/Fertility
066	III	Sheresh/The Silent Thunderer --- Horned Chaos/Mastery/Fate
067	III	Alexis Von Messer/Doomrider --- Chaos Wheel/Man
068	I	Tass/Chaos Lord --- Chaos Wheel/Mastery/Death
069	III	Veleane/The Last Emperor/Doomrider --- Chaos Wheel/Spirit/Fire
070	III	Tannarre and Maurnoin/Time-Drifters --- Time/Harmony
071	III	Kem/Power-Master --- Power Exchange/Magic
072	II	Llyali/The Eternal Courtesan --- Mastery/Man/Lunar
073	II	Tagore/The Bastion --- Magic/Stasis

Rune Cult Index (cont.)

#	Cl.	Name --- Runes
074	II	Arn/The Mercenary --- Conflict/Mastery/Death
075	III	Athos (of the Dancing Blade) --- Conflict/Fate
076	II	Bran --- Conflict/Earth
077	III	Halleck/Strongblade --- Conflict/Truth
078	II	Konn-of-the-Axe --- Conflict/Man/Earth
079	II	Wayron/The Concealed Sword --- Conflict/Illusion
080	III	Xun/The Laughing Wolf --- Conflict/Disorder
081	III	K'Tan/The Peacebringer --- Harmony/Spirit/Air
082	III	Kyov/The Shatterer --- Harmony/Mastery
083	II	Sarl/The Undisturbed --- Harmony/Movement/Lunar
084	III	Raum/Demon Hero --- Disorder/Death
085	III	The Iron Rat/The Thief Within the Walls --- Apple of Discord/Movement
086	II	Kain/The Tranquil God --- Fertility/Harmony/Man
087	II	The Axe of Death/Protector of the Dead --- Death/Stasis/Spirit
088	III	Dath-Gorran/Shadow-Claw --- Death/Movement/Darkness
089	III	The Dead God --- Death
090	II	Death --- Death/Mastery/Spirit
091	II	Deaths Hand --- Death/Man
092	II	Del-Koth/The Rotting God --- Death/Horned Chaos/Water
093	III	Dyreth/The Decimator --- Death/Conflict/Earth
094	II	Hyr N'a Htegth/The Death Warrior --- Death/Horned Chaos/Earth
095	II	Karz/The Consuming One --- Death/Fire/Horned Chaos
096	II	Torach --- Death/Darkness
097	II	The Crystal Castle --- Stasis/Fate
098	II	Jadis/The White Witch --- Stasis/Water/Mastery
099	III	Kol-Tor/The Sun Binder --- Stasis/Mastery/Fire
100	II	Makaresh/Steel-Wall --- Stasis/Death
101	II	Mari -- Stasis/Fate/Lunar
102	II	Zeroth/The Crystal God -- Stasis/Darkness/Spirit
103	II	Es Prex/The Traveller --- Movement/Mastery/Earth
104	III	Li/The Leaper --- Movement/Fire
105	III	Sarella/Windstrider --- Movement/Death
106	III	The (Mysterious) Spectre --- Movement/Darkness
107	III	Korl/The Warrior/Doomrider --- Truth/Disorder/Earth
108	III	Star Lord/The Seeker --- Truth/Stasis
109	II	Xelar/The Hidden Hand --- Illusion/Mastery/Man
110	II	Fader/The Unseen One --- Luck/Mastery

Rune Cult Index (cont.)

#	Cl.	Name	--- Runes
111	II	Mantri Godhead/The Past Power Cult ----	Fate/Mastery/Fire
112	II	Sanna/Weaver of Destinies ---	Fate
113	II	M'a Bel ---	Communication/Mastery

(II)   New Rune Cults And Secret Battle Magic List

   If a spell description refers to a cult that isn't in one of my write-ups,
it is a cult from Wayne Shaw's zine "Outlaw Rune" (TLOC #11).

(A) New Cults

Maki   Cl. II   Stasis/Fate/Lunar

Rune Lord: 1 crescent blade, 1 other weapon, Ambush, Trap Set/Disarm, 1 Stealth
            skill.

Rune Spells: Ensnare - Combines Binding/Befuddle (2 Power attacks). 160 m range.
                  1 pt.

             Neural Blast - Power attack to blast 3D6 from a target's Dex
                  (½ if unsuccessful). 80 m Range. 1 pt.
Small Selenites.   Symbol: Silver Manacles.

Raum/Demon-Hero   Cl. III   Disorder/Death

Rune Lord: Bastard Sword & Hv. Axe (Florentine), Short Sword, 1 missile,
            Riding, 1 other.

Rune Spells: Soul Sword - Conjures a black glowing short sword that blasts
                  1D6+1 Power from someone hit. Ignores physical armor.
                  (Pwr attack for half/ round down). 2 pt.

All small elementals.   Symbol: Black Winged Skull

Herlwin/God-Tiger   Cl. III   Lunar/Man/Beast/Horned Chaos
Rune Lord: Claws, Bite, 1 other weapon, 2 (non-Sage) skills.

Rune Spells: Armoring - (K'Rar Cult). 1 pt.

             Long Leap - Allows 5x leaping distance. 1 pt.
Sm. Gnomes .   Symbol: Cat's-eye

Li/The Leaper   Cl. III   Movement/Fire

Rune Lord: 1 single-hand weapon, Jumping, Move Quietly, 1 Perception skill,
            1 other weapon.

Rune Spells: Agility - Coordination/Strength. 1 pt.

             Weapon-Speed - Per 1 pt. will decrease melee S/R by 1. Stackable
                  to 4.

Sm. Salamanders.   Symbol: Human (silhouette) leaping on a
                                                 Golden (yellow) field.

New Cults (cont.)

Lahanna/Chaos-Scourge   Cl. II   Water/Harmony

Rune Lord: 1 flail, 1 Florentine combination, Sailing, Swimming, 1 missile.

Rune Spells: Counter Chaos - As Kygor Lytor.

          Analyze Chaos - The recipient will know what chaos features (if
                          any) there are on two targets/pt. Stackable.

          Fear Cast - As Talseth. 1 pt.

          Dispel Chaos - Each point acts as a Dispel Magic 4 vs Chaos (Rune)
                         magic (spells thrown by Chaos cults, chaos feature
                         effects, etc.) Stackable to 4.

Sm. Undines & Sm. Shades   Symbol: None

Alexis Von Messer/Doomrider   Cl. III   Chaos Wheel/Man

Rune Lord: Swords and/or axes Florentine (any combination), 1 missile,
              Horsemanship, 2 skills (not Sage or Alchemist).

Rune Spells: Ariochs Gift - Raises Str, Pwr, Con, Dex to racial maximum. 2 pt.

          True Edge - Per 1 pt. will add 05% to all cutting weapon attacks
                      and allows control of hit location by 2 pts. Stackable
                      to 6.

No elementals.   Symbol: Black two headed Eagle

Lythia/Doomrider   Cl. III   Earth/Chaos Wheel

Rune Lord: Staff, 1 axe, 2 Alchemist skills, 1 Stealth skill.

Rune Spells: Lightning Bolt - 2D8, Pwr attack to damage total hp. 40 m. 1 pt.

          Distortion - Acts as a Shimmer worth 1D4 x 05% (roll SR 1 ea. M,R.)
                       per 1 pt. Stackable to 2. Fully compatible.

Lg. Gnomes.   No symbol.

Darm/Dragon-Friend   Cl. II   Dragon/Man

Rune Lord: 1 Klanth-type sword, 1 missile, Oratory, 2 skills.

Rune Spells: Dragonblast - (see Yargonar). 3 pt.

          Dragonwing - (see Yargonar). 2 pt.

No elementals.   Symbol: none

(Fire-lizard for allied spirit)

Fire lizard - Str 1D3/Int 3D6/Pwr 3D6+6/Con 3D6/Dex 2D6+6/Cha 3D6/Siz 1D3
No special powers. 1 pt. skin. Mov 4/12

New Cults (cont.)

Rhett/Cloud-Thief   Cl. III   Air/Plant/Disorder

Rune Lord: Sling, Spot Hidden, Oratory, Spot Trap, 1 other.

Rune Spells: Shot - Enhances the sling so as to do 2x damage. 2 pts.

> Parachute - Will lower the recipient gently to the ground at 12 m
> per melee round. 1 pt.

> Restrain - Acts as a Glue 2 and Befuddle. 1 pt.

> Safe-Ward - Detect Blank 4/Counter-Magic 4. Non-stacking. Compatible
> with Battle Magic, incompatible w/ Shield, Absorption,
> Spirit Block & Reflection. 2 pts.

Secret Battle Magic: Ventriloquism

Sm. Sylphs.   No symbol.   Pixie Cult

Aravelle/Lady of the Woods   Cl. II   Earth/Plant/Fertility

Rune Lord: Non-mech bow, a one-hand weapon, Move Quietly, Hide, Camoflage.

Rune Magic: Travel - Allows 3x strategic move for 1 day, 15 individuals or
1 vehicle. 1 pt. (land move only)

> Mind Snare - Pwr attack to cause the victim to wander 2-12 days
> in the forest before resuming his/her journey. Does
> not work on Aldryami. 2 pt.

> Healall - See Kain Cult. 2 pts.

> Neutralize Poison - See Kain Cult. 2 pt. If done as a permanent
> sacrifice makes the Aldryami immune to mineral
> & veg. systemic poison.

Sm. & Md. Gnomes.   Symbol: Silver 4-point star on a pale blue
                                field.   Elven cult.

Bular/Firesmith   Cl. II   Man/Stasis/Fire

Rune Lord: 1 spear, 1 bow, 1 other weapon, Weapon-Smith, Spot Hidden.

Rune Spells: Fire Resistance - (Karrath-Than). 2 pts.

> Fire Spear - Conjures a spear of solid fire that does 3D6 and has
> 40 pts. 1.5 m - 5 m in length. 1 pt. Wielder must use
> Fire Resistance or take damage to her/his hands.

> Fire Flash - A bolt of fire that jets from the caster covering
> 2 m x 20 m. Pwr vs Pwr to those hit (Dex x 5% by
> caster) for casters Pwr in flame damage to total
> hp. 3 pts.

> Heat Beam - 1D6/1 pt., hits vs armor in 1 location, line-of-sight
> range. Stackable to 4.

All Salamanders.   Symbol: Flaming Arrowhead

Main smithing cult for humans.

New Rune Cults (cont.)

Ka-Lor/The Lawgiver   Cl. II   Law/Magic/Truth

Rune Lord: 1 sword, Staff, Sense Ambush, 1 Manipulation skill, 10000 Lunars
              in 1 Alchemical skill.

Rune Spells: See Invisible - (Dero) 1 pt.

             Death Sword - Cast on a sword, this spell adds a 4D6 damage bonus
                           vs 1 specified entity. 2 pt.

All Sm. Elementals.   Symbol: 6-fingered silver hand holding an
                                               emerald in the palm

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Talseth/Nighthaunt   Cl. II   Darkness/Magic

Rune Lord: Hv. Mace, 2 weapons, Climbing, 1 skill (not Sage or Alchemist).

Rune Spells: Doomfire - A jet of black flame that makes a Pwr attack for 2D8
                        fire and 1-3 Power drain into caster. 1D6 flame damage
                        if unsuccessful. range: 80 m. Damage is to total hp.
                        2 pt.

             Shadowfire - As above with 1D6 Str loss. 2 pt.

             Fear Cast - Projected shade attack. 1 pt.

Sm. Shades.   Symbol: White 'V' on a black disc.

Hraman/Monkey God   Cl. I   Beast/Earth

Rune Lord: Claws, 1 spear, Tracking, Hide, 1 other.

Rune Spells: Armoring - K'Rar Cult. 1 pt.

             Vanish - Xun Cult. 1 pt.

             Earthguard - Protection 4/Shimmer 4. May not be used with Protection
                          or Shimmer. 2 pt.

All Gnomes.   Symbol: None   Baboon Cult

The Chaos Cycle   Cl. II   Horned Chaos/Death/Fertility or
                                                 Horned Chaos/Fertility/Death

Rune Lord: 1 spear or natural weapon, 1 other weapon, 1 Manipulation skill,
              2 skills (not Sage or Alchemist)

Rune Spells: Healall - Kain cult 1 pt.

             Neutralize Poison - (Kain) 1 pt.

             Death - (Deaths Hand) 3 pts.

             Cause Disease - (Del-Koth) 2 pts.

All Sm. elementals.   Symbol: Red "horned" chaos rune on a black
                                               field.

This cult preaches a "life in the food chain" philosophy.

New Rune Cults (cont.)

The Axe of Death/Protector of the Dead Cl. II   Death/Stasis/Spirit

Rune Lord: Pole Axe, 1 weapon, Ambush, Set/Disarm Trap, 1 Perception skill

Rune Spells: Create Undead - (Death) 1 & 2 pt.

              Mummify - Creates a mummy from an embalmed corpse. 3 pt. sacrifice.

              Crypt-Guard - Creates a barrow wight. Cast prior to death.
                    2 pt. sacrifice.

              Death Curse - Cast over a specific corpse, this spell acts as a
                    Death spell (Deaths Hand Cult) on one individual who
                    loots or desecrates the corpse. The spell takes
                    effect 4 - 48 hours later. Extra Battle Magic Power
                    may be placed behind this spell to penetrate Counter-
                    Magic, etc. Extra castings of this spell can be used
                    to get more of the looters. 3 pt. sacrifice.

              Bind Ghost - Binds a recently slain spirit to a location as a ghost.
                    Spirit combat required. 2 pt. sacrifice.

Sm. Shades.   Symbol: Double bitted War-Axe

Rhallassa/Steel-Claw   Cl. III   Beast/Conflict

Rune Lord: 1 natural weapon, 1 other natural weapon or Spot Hidden, Tracking,
            Listen, 1 other.

Rune Spells: Needle-Claw - Adds 20% to hit & 2D6 damage for natural weapons.
                  2 pts.

              Armoring - K'Rar Cult. 1 pt.

No elementals.   Symbol: none

Erramos/The Mad Elf   Cl. III   Plant/Disorder

Rune Lord: Broadsword, spear, Move Quietly, Spot Traps, 1 Thief skill.

Rune Spells: Hexturn - Creates an ablative screen that reflects 6 pts. of
                  magic (½ effect on Runemagic) back at its source. If
                  the screen is overpowered it dissipates without acting.
                  Stackable to 4.

No elementals.   Symbol: A 5 pointed serrated leaf crossed
                                      by a sword.

An anarchist elf cult.

Ellasse   Cl. II   Water/Plant/Fertility

Rune Lord: Non-mech bow, Trident, Spot Hidden, Hide, Camoflage.

Rune Spells: Healall - (Kain). 2 pts.

              Wavecrest - (Tal-Nar) 2 pts.

              Boil - Single target Power attack for 2D8 damage to total hp.
                  80 m range. 1 pt.

Md. Undines.   Symbol: none

Mermaid and sea-elf cult.

New Rune Cults (cont.)

The Pantheon of the Elements   Cl. I   The appropriate element rune

6 cults dedicated to an element. Potential associate priests must have no other elemental affiliations. They are known as: The Cult of (element).

Rune Lord: 1 element weapon, 1 missile, 2 skills (not Sage or Alchemist), 1 other.

Rune Magic: The elemental summoning powers of these cults are so strong that all random characteristics are maximized. A Pwr vs Pwr attack must be made for Dismiss Elemental. Standard costs.

Symbol: Element Rune.

Tannare and Maurnoin/Time Drifters Cl. III   Time/Harmony

Rune Lord: 1 melee weapon, 1 missile, Spot Hidden, 1 other weapon or shield, 1 (non-Sage) skill.

Rune Spells: Time Shadow - Each 2 pts. causes a temporal shadow of the users material weapon to strike the target after the 'real' weapon has swung. No enchantments are on this shadow. Add weapon strike ranks,(must be under 12). Stackable to 6.

Lifelock - Places the caster in stasis for an amount of time set at the casting. The person in stasis cannot be harmed. Includes allied spirit. 2 pts.

All small elementals   Symbol: none

Wayron/The Concealed Sword   Cl. II   Conflict/Illusion

Rune Lord: Short Sword, 1 missile, Move Quietly, Spot Hidden or Trap, Camouflage.

Rune Spells: Shimmercloak - Conjures a prismatic cloak that acts as a Shimmer 4. Does not stack w/ Shimmer. 1 pt.

Doppleganger - (Puppetters Cult) 3 pts.

Vanish - (Xun) 1 pt.

All Sm. elementals.   Symbol: none

Militant arm of the Cult of Xelar/The Hidden Hand.

The Cult of the Crystal Castle   Cl. II   Stasis/Fate

Rune Lord: 1 sword, 1 bow, Spot Hidden, Tracking & 1 shield

Rune Spells: Portalwalk - (Pattern Cult). 1 pt.

Shadowalk - (Pattern Cult). 2 pts.

Shadowmarch - (Pattern Cult). 3+ pts.

Shadowtrace - Acts as Shadowalk for following trails which may lead into other dimensions, shadows, etc. (Maximum 24 hours old). 1 pt. (A tracking roll may be necessary.)

New Rune Cults (cont.)

The Cult of the Crystal Castle (cont.)

Rune Spells (cont.)

> Fortress - Conjures a small blockhouse (12 m x 12 m inside) with one door (75 hp), 1 arrow slit and shutter (40hp), and red crystal walls (200 hp ea. side, roof, and floor (optional)). No roof access. Centered on the caster. Built in Spirit Shield 3. 3 pts.

No elementals.   Symbol: Red diamond.

A rebel house of minor nobility who oppose the royal family as represented by the Pattern Cult.

Lo-Barr/Spirit Chief   Cl. III   Spirit/Movement

Rune Lord: Staff, Sh. Flail, Oratory, 1 Perception skill, 1 other.

This cult has no Rune Priests, only Shamans and Rune Lords. The cult has no fixed structure, nor does it require 90% of ones income. The cult gives no training, support, or battle magic. Rune Lords must pay for their own runic armaments. Most worshippers are independant shamans.

No elementals.   Symbol: none

Narkesh/Goblin Earl   Cl. II   Man/Horned Chaos

Rune Lord: Composite Bow, Spear, 1 other weapon, Move Silently, Ambush.

Rune Spells: Chaos Horn - Conjures (1 pt - 3, 2 pt - 6, 3 pt. - 10, 4 pt. - 15) Goblins (orcs) (Avg. characteristics, 35% weapons & skills, no armor) who fight til dead or dismissed. They never break morale. One order may be given or changed to one group (any size) in a melee round via quasi-mindlink. 1 pt. stacking to 4.

> Deathbow - +20% to hit, 1D12 hit location control. 2 pts.

No elementals.   Symbol: none

The (Mysterious) Spectre   Cl. III   Movement/Darkness

Rune Lord: 1 bludgeon, 1 other weapon, Disguise, Move Quietly, 1 Perception skill.

Rune Spells: Superdiscorporation - (Yaranth) 2 pts.

> Darksee - (Kygor Lytor) 1 pt.

> Crypt-Claw - Power attack to blast 6 pts of Str and Con from a victim, as well as Demoralize her/him. If the attack is unsuccessful, it blasts 3 pts. from Str and Con. 3 pts.

Sm. Shades.   Symbol: none

New Rune Cults (cont.)

Tagore/The Bastion   Cl. II   Magic/Stasis

Rune Lord: 2 weapons, Spot Hidden, Map Making, 1 other.

Rune Spells: <u>Hexward</u> – Designated by a four unit code, this spell produces a
warding with varied qualities. (Code is read: attack or
wall; defense; detect; point value.)

Attack or Wall: (A) Demoralize (B) Disruption
(C) Befuddle (D) Binding (E) Harmonize (F) Lightwall
(requires minimum of 2 pt. Hexward) (G) Darkwall

Defense: (H) Counter-Magic (I) Spirit Shield (J) Shimmer
(K) Protection (L) Detect Blank

Detects: (M) Detection (N) Enemies (O) Life (P) Magic
(Q) Spirit (R) Undead (S) Gems (T) Gold (U) Silver.

1 pt., stackable to 6 .

(Example: <u>Hexward GIR3</u> is Darkwall-Spirit Shield 6 –
Detect Undead – 3 pt.).

All Sm. Elementals.   Symbol: Black Padlock.

———

(B) Secret Cult Battle Magic

All are passive, focused and temporal unless noted.

Makaresh: <u>Parry</u> – +05% to a shield or weapon parry per 1 pt. (incompatible
with other Battle Magic). Stackable to 4.

Kalera: <u>Wingbrace</u> – 1 pt. of Protection per 1 pt. on 2 hit locations.
Compatible with all Battle Magic. Stackable to 4.

Tara: <u>Detect Virgin</u> – 40 m. 1 pt. (instant)

Lahanna: <u>Detect Chaos</u> – 40 m. 2 pt. (instant)

M'a Bel: <u>Ventriloquism</u> – Projects the casters voice 80 m. 2 pts.
& Rhett:

Kain   <u>Staff-Bar</u> – +10% to staff parries per 1 pt, not compatible with
Battle Magic. Cast on one staff. Stackable to 2.

Konn: <u>Weaponflight</u> – 100 m throwing missile range with return (2 S/R
& Thomblin: delay). 3 pts.

Kyov: <u>Firehand/Claw</u> – Acts as a 'Fireblade'for natural weapons. Does
& Rhallassa: not harm users gear. 4 pts. (Active)

Halleck: <u>Clear-Eye</u> – +05%/1 pt. to Perception. Stackable to 2.
Dero:
& Tralgar:

- -
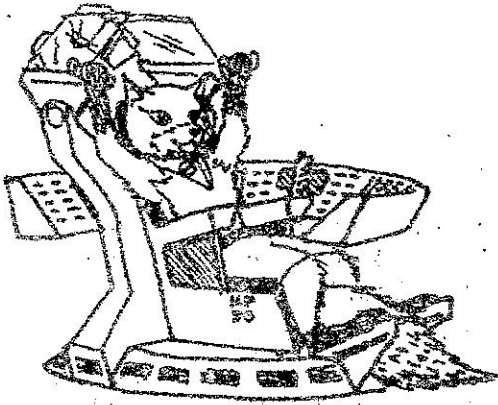
being the thirteenth contribution to TLOC
by Kathryn E. Shapero, 728 S. Atlantic Blvd.,
Alhambra, CA 91802   213-BUCK JR 1
* *

I hope to have a writeup or so done by nextish;
meanwhile...

The vulpine individual above and to the left
is Tuu Ira Isan, as drawn by Ken Pick. T'Isan's
been rather busy of late. To start with, she
has been promoted to SulPentar (about the same as Lieutenant Commander) and
placed in command of a small exploration fleet consisting of an armored scout
(the Starwind, commanded by a former First Officer of hers named Leylan - a
Karres witch), an 8 man scattership, and three fighters, the last   having no jump
drive of their own and being carried on the FireWing, T'Isan's own ship which has
been refitted as a frigate (a bit to the dismay of the engineers, who are still
finding bugs in the new equipment, though the computer types were delighted).
Hhrfth (aka The Shaltuan With The Unpronounceable Name) was overjoyed to be given
one of the fighters (especially since he hadn't been allowed to fly anything since
the first time he'd flown the FireWing's combat air car and crashed it spectacularly)
and promptly asked permission to paint his coat of arms on it. Permission granted
- why not, it keeps him out of trouble. T'Isan has also acquired a mate, a
computer specialist named Au Ir Shain, who you may remember from my article in
TLOC 10. Much to the annoyance of Au and Tuu Pack elders, this last, but since the
individuals involved are neither particularly important in their own Pack heirarchy
or in politics (thank goodness!) nothing more than a bit of griping (and maybe a
lecture or two) is expected. Admittedly, it may be just as well that neither party
is in a hurry to get promoted again for a while...

Other characters who may be familiar to you - Tatikat has gotten out of the merchant
marine altogether after the events recalled last issue and gone back to private
legal practice. I'm not sure I blame him... Y'Tyar has gone on to bigger and better
things and is confidently expected to get herself killed spectacularly one of these
days. Coronip seems likely to get off altogether, thanks to a sneaky lawyer.
I'm not sure what the rest of that group is doing.

Possibly a surprise to all, the Boomerang is still going strong, Grigor Gohkra still
commanding (much to his dismay). Things have eased up on the captain from the
frist run since not all of the crew are H'Reli, including his first officer who
is a Korli.

So much for this issue. With luck, nextish will have the story of what's
been happening on board the passenger liner some characters are vacationing on,
involving such beings as a traveling saleswoman, a glass christmas tree, 50 .
feet of rope stuffed into a jumpsuit, and a small orange humanoid with rather
strange habits...

YOU MEAN THAT'S ONE OF OURS?

being the twelfth contribution to TLOC by Kathryn E. Shapero, 728 S. Atlantic
Blvd., Alhambra, CA 91803   213-BUCK JR 1

* *

Comment on ish 11

STEVE MARSH: (aside to Nicolai - don't entirely blame you, but you did make
it kind of hard to read the article...) Four years of training and a bachelors
degree in Biology leaves me with much the same thoughts as Nicolai - environ-
ment has a very great effect on evolution indeed. For example, the dry-land
combination of shrubs and grasses referred to as chaparral has come, not only
to survive frequent fires but to use them, developing such things as fire-
resistant seeds (including some that have to be burnt over to germinate),
a trick of withdrawing all water to a "crown" located just above the roots,
from which a new leafy top will develop after the old limbs are burnt away
and so on. The result is a community which grows quickly during the rainy
scason, spreads out over as much territory as possible, then dries out in
the dry season, burns, and is replaced by the next generation of plants plus
the new growth of surviving ones. Some other dry-climate plants avoid the
problem altogether by absorbing all the water they can at any opportunity
and releasing as little as possible - iceplant unless in very poor shape
is about as flammable as a wet sponge, a fact which has made it rather pop-
ular with some California developers. // Incidentally, there IS a nearly fire-
proof tree; the redwood or sequoia. At least the bark is flame retardant, as
well as insect repellant. Thus, the occasional fire clears off the forest
floor, leaving the trees nearly untouched. One occasionally finds the remains
of one which had a flaw in the bark, allowing fire to get in which is nearly
eaten away inside, but with the outer bark still intact. (You may even find
a live one in this condition - after all, the live part of the plant is just
beneath the bark, on the roots, and in the leaves.) The main point to consider
when concocting new species is that evolutionary trends favor whatever modi-
fication that turns up in random mutation that allows the individual to pro-
duce the most offspring, those offspring to produce the most offspring and
so on. In practice, this tends to translate into "If there's a way to make a
living, something will start using it" Witness the bacteria found happily
growing in jet fuel (there's a minute quantity of water in it, and evidently
that's enough). // Nitpicking aside, the Twelve Dancers sound like an inter-
esting culture. Is there any interface between them and any other culture?
Species (intelligent)? Are they in use in a campaign of yours or a story?

* *

Enough of that. It would appear by the somewhat confused comment up there that
I probably should write an article on the subject sometime. Later...

As Nicolai will be putting his rules for the space game in this issue
I am including in this article a brief description of my own space going
organization, the Teklénan and some of its member species. Nextish, after I have
gotten to go over Nicolai's new, revised rules I will publish game stats for
the species mentioned, sketches of most of them (if I can get Penny Terry to
do some more for me by then), and indications of where my own rules differ
from Nicolai's, on which they are based, at which point I'll be ready to start
my own campaign.

General background of the Teklénan

Between five and six thousand years before game time (hereafter referred
to as "the present" - actually around 1990 AD, Earth time), the Akaln achieved
space travel and planted several colonies in their general area. As time
went on, the colonies became potentially self-sustaining and, as was probably
inevitable (especially given the rather tight industrial feudalism of the home
world and the considerably looses set up of the colonies) proceeded to break
away from the home world with all the usual emotional fuss, though the distances

made actual war a little silly. The colonies operated independantly for a
generation or so, then eventually most got together again to form a trade
alliance called the Teklenan. The major rules were then about the same as
now - member planets would not trash each other (ships were faster by then,
and war a little more possible) and had certain advantages in trade with
other members. As time went on and other species were encountered, this
trade league expanded in all the usual manners until, at the present it
covers an area about 200 light years in radius, though it is far from
spherical in shape, a starmap rather resembling a convulsed amoeba.

The major peace keeping force is the Patrol, an organization in some
ways more reminiscent of a police force than a military service. Individual
worlds also have their own coast guards, local customs officials and the like.
The Patrol is charged with keeping member planets from making war on each
other, outsiders from making war on member planets, and occasionally member
planets from making war on outsiders if this would be likely to cause trouble
for anyone else. They also have the job of watching worlds containing sapient
life forms which may develop space travel, but haven't done so as yet. It
is illegal to make general, open contact with such places, but occasionally
limited contact with small groups is allowed, if done in such a way as to
prevent damage to the culture(s) of the world involved. This includes restr-
ictions on what sort of items may be imported from or exported to such
places, and what the locals may be told about or shown. In practice, the
regulations are sufficiently restrictive to make dealing with pre-starflight
cultures quite rare, and most such deals are either trades of things that
could almost be produced by the culture in question for highly valuable art-
works or pharmeceuticals, or arrangements to help stranded spacefarers. Earth
was used for the latter for a while during the war with the Davax Empire -
at least one major battle took place in the general vicinity and, there
being relatively few habitable worlds in the region, ships which were too
badly disabled to continue life support until they were picked up, but
which could still move were advised to go there, activate beacons, and
wait for pickup. A watch station was set up on the Moon with rescue facili-
ties to handle this (this was about 100 BC or so), and some sort of station
was maintained up to the 18th century, then carefully dismantled and removed
as the locals were now in the midst of a massive technological increase
that might well lead to starflight in a few centuries. Which, indeed, it seems
now on the verge of doing.

Besides the Patrol, there are many spacefaring organizations, ranging
from independant single ship traders and planetary locators up through
single world operations to large scale trading companies consisting of mult-
iple species and not tied to any one world in particular. There are also
a number of purely ship-living cultures, some of a single species, some of
multiple species. And, of course, there are various touring groups, pass-
enger liners and the like.

*

Some major species (and a few minor, but interesting ones):

Data for the following were obtained, in the case of humans from
Stephen H. Dole's Habitable Planets for Man, and otherwise from comparison
of the species in question to humans, and from Alfred Romer's The Vertibrate
Body, third edition plus a number of reference works about various terrestrial
animals resembling the alien species in one manner or another.

See my zine lastish for a detailed analysis of the form used to
describe species physically and biologically.

Humans

Gravitational norm & tolerance range: 1g (9.81 cm/sec^2) ; 0 - 1.5g (5g max)
Atmospheric norm & variance tolerated: Oxygen 60-400 mmHg, H_2O vapor 10-25 mmHg
Temperature range norm & tolerance: 0 - 30°C mean; (-10) - 40°C daily
Electromagnetic range(s) tolerated: 0 - 30 lumens/cm^2, wavelengths > 300Å
Size range: 3' - 8' tall   Chemical base: Carbon
Particle radiation tolerance: < .03 per week, steady state; < 100 rem short
                                                                         term

Sensory types and organs

Electromagnetic	Coarse	7000 Å - 10,000 Å ; skin
	Fine	4000 Å - 7000 Å ; eyes (color vision)
Pressure Differential	Remote Contact	20 - 20,000 cycles ; ears skin
Chemosensing	coarse fine	skin, tongue nasal cavity, tongue
Damage detection	corrosion other	skin internal electromagnetic nervous system
Texture sensing	skin	
Psi senses	varies with the individual	

Substances absorbed: O_2, H_2O, other creatures, plants, misc. trace elements
                      omniverous.

Substances emitted: H_2O, CO_2, misc. solid, liquid & gaseous organic compounds.

Reproductive methods: Typical mammalian; gestation period of about 9 months.
                      Non-seasonal - may mate at any time.

Body shape & natural weapons: Bipedal, tailless primate; somewhat sexually
                      dimorphate (there's a lot more - but you know
                      what humans look like). Hands, feet, finger &
                      tonails, and teeth as natural weapons.

Periodic functions: 24-30 hour day/night sleep cycle, preferably diurnal;
                      28 - 35 day femal menstrual cycle.

Nonsensory psi functions: varies with the individual.

As of the present, most of mankind is still on Earth trying to decide
if it wants to get out into space in ships or shreds. However, about two
thousand or so years earlier, part of humanity went star travelling in
about the same way Homo sapiens generally gets anywhere, namely a lot of
judicious or injudicious finagling. Whether one blames the Davax for starting
the war, or the Teklénan for having a wretched battle plan, the fact rem-
ains that at least one battle came totally unhinged, and the Earth suddenly
got a lot more temporary refugees from the disaster than the rescue teams
were prepared to deal with. In some cases, as much as 20 years elapsed
before retrieval, by which many (especially the humanoid types) had developed
love affairs, feuds, adopted families, mates, blood brothers or sisters and
what not. It's not illegal to remove a sentient being from its home world
if the individual in question wants to go - and rather a lot did. Possibly
more flamboyant that most, but fairly typical was the case of an Akaln
pilot who'd shaved himself enough to look like a local and joined a gang
of about 30 human refugees from a terrestrial war. Unfortunately, when he
finally found a place to stay for a while near his recall beacon, a snoopy
town resident happened to find out about his tail which set half of the town
to talking about animal gods in disguise and the other about evil spirits.
A random time was had by all - when he was picked up it was in full flight
from the town in company with about a third of the population, the demon

faction having gotten the upper hand and being in hot pursuit. When everything was finally sorted out, there was a respectable human population in the Teklenan which, augmented by later surreptitious trips to import more of a gene pool, colonized Nova Terra. Two other worlds have since been settled from Nova Terra, Tir na n'Og and Nuestra, the latter about 200 years ago.

Organization varies with the planet. Nova Terra is run sort of like the Mafia - families and favors count for a lot. This works as follows: each individual has a name composed of a personal name, followed by a secondary clan name and a primary clan name. The personal name can be anything, the secondary clan name is the mother's primary clan name, usually followed by the particle "i", and the primary clan name is the father's primary clan name. Thus, Aleric of the Metaxa clan on the mother's side and of the Valin clan on the father's would be Aleric Metaxai Valin. These two clans may be called on by the individual for assistance, and may also call on the individual for assistance. Most transactions are carried on in this clan barter system, and there is relatively little need for cash. Larger clans tend to be more influential, smaller clans tend to form alliances, and, by and large, if it needs doing, it gets done. The current planetary population is about 10 million, half of whom live in Altai, the capital city, (which has a government of its own in addition to the clan system), and the rest scattered about the planet. (There'd probably be a lot more people by now, except for such things as a liking for lots of space, a tendancy for the younger generation to go starhopping in everything from the Patrol to joining one of the ship cultures, and the fact that the techniques used for extending the lifespan to where the major cause of death is accident also seem to reduce fertility a bit.)

Tir na n'Og was founded by members of a group of five minor clans - O'Meara, O'Neal, Campbell, Mc'Lain and O'Shea, who wanted to revive what they thought was the world of ancient Ireland. Their data being strained through centuries of romanticized story telling and an entirely different cultural background, what they wound up with bears little resemblance to the original save that the planetary capital is called Tara and the planetary ruler, chosen from among the Five Clans is called the Ard Ri and has relatively little but judicial power. He or she chooses his or her own aides, at least and generally has enough influence to keep the clans from open warfare. The population is between 4 and 5 million.

Nuestra was founded relatively recently and is still being explored. 90% of the population lives in the area of the capital, Landing City. The current government resembles that of ancient Iceland - there is a group of between 50 and 60 "judges" chosen either by the other judges or by the opinion of their nieghbors. This group meets once a year for a week or two to settle disputes. What will happen to this when the population increases is problematical. Current population is about 2 million.

About as many again as the total population of the human planets may be found scattered about the Teklenan on various planets or in some of the ship-going cultures. Sexual practices vary with the individual and the location - Monogamous marriage (at least for the production of children) is the usual practice on Nova Terra; elsewhere just about any combination may be found. Judaism, Christianity and most of the other major terran religions are in existance, along with a couple of new ones.

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Akaln

General physical data are as per humans with the following exceptions:

Prehensile tail approximately ½ - 1 meter in length, varying with the individual. Some races, originating in the cooler parts of the homeworld are

covered with pale grey or brown fur; otherwise there are the same variants as found in humans, from relatively hairy down to having no hair at all except on the head. Head hair follows a slightly different pattern than in humans, beginning with hair of about 3mm length at the region of the eyebrows, extending to the top of the head, increasing in length to as much as 1/3 of a meter, and remaining at this length down to the base of the neck, at which point it continues as a fuzz of about 1mm in length down the spine and onto the tail. The throat and lower jaw region is also covered with hair, resembling human beard hair except that it is found on both sexes. This region is several shades lighter than the head hair on males; the same shade as the head hair in females. In general, the head is narrower and longer than that of humans, though the variance overlaps the human range considerably, and the facial features are proportioned accordingly. Ears are quite human like.

Culturally, they are as diffuse as humans are on Earth, with the added advantage of much more territory to expand over, thanks to space travel. The culture that planted the original colonies from which the Teklenan began was an industrial feudalism with such an intricate power structure that the only way to rise very far was to start something both useful and new, but that was 5,000 years ago. Thus, just about anything is acceptable as a planetary, or space living culture. There are various notable interplanetary rivalries; for example, the Asrid Combine (another industrial feudalism occupying three planets circling two neighboring stars) can't stand Iritsin, a nearby world which is a sort of head on collision between no-holds-barred capitalism and socialism which shouldn't work but seems to. But then, social structure probably has a lot less to do with said feud than the fact that they're each other's number one competitor in off-world exports.

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Davax

Physical data are extremely similar to humans; so similar as to have the species suspected of having a common ancestor. Due to historical accident, the predominant race tends to bronze-red skin, reminiscent of terran Amerinds, dark hair, and blue eyes.

At the time they were absorbed into the Teklenan (after the aforementioned war) they had an empire of about 25 planets. These days, they occupy about 100, and governmental systems vary dramatically, though most have some remnants of the old system of nobility. There are about 12 major languages and uncountable minor ones.

Although they are not particularly cross-fertile with humans, they are otherwise so similar down to the micro-structural level that there is little doubt that the two species had a common ancestry. As to how this came about, however, there is considerable controversy, expecially since the fossil record makes it seem equally probable that each evolved on its own world. Of course, investigations on Earth have to be limited to what terrestrial paleontologists have dug up, and Davira, the Davax world of origin has been extensively altered, thanks to having been nearly destroyed by general pollution and a no-holds-barred war with its first colony. At that, they did better than the colony, said world being still uninhabitable. Or at least nobody wants to take the risk that certain bio-agents are still around.

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Elisians

Gravitational norm & tolerance range: .9g ; 0 - 1.5g (4g. max)
Atmospheric norm & variance tolerated: Oxygen 60-400 mmHg, H_2O vapor 10-25mmHg
Temperature range norm & tolerance: -2° - 28° C (mean), -12° = 38° C (daily).
Electromagnetic range(s) tolerated: As per humans
Size range: 4' - 6' tall   Chemical base: Carbon
Particle radiation tolerance: as per humans

Sensory types and organs

Electromagnetic	Coarse	7000 $\overset{o}{A}$ - 10,000 $\overset{o}{A}$	; skin
	Fine	4000 $\overset{o}{A}$ - 6500 $\overset{o}{A}$	;eyes (color vision) eyes are cat-like
Pressure Differential	Remote Contact	20 - 23,000 cycles ; ears skin	
Chemosensing	Coarse Fine	depends on substance ; skin, tongue depends on substance ; nasal cavity, tongue	
Damage detection	Corrosion Other	skin internal electromagnetic nervous system	
Texture sensing	skin, tongue		

Psi senses   Telepathic communications to an average of 500 meters.
If two individuals have a sufficiently strong bond, they
can maintain contact over a near indefinite range, providing
one individual maintains a trance state. In such a state,
identification with the other is total - damage or shock
to the active member is felt by the other, and there is a
strong possibility of the death of the active member
causing that of the non-active one.

Substances absorbed: O_2, other creatures, fruit, water, misc. trace elements.
"carniverous",

Substances emitted: H_2O, CO_2, Misc. solid, liquid and gasseous organic compounds.

Reproductive methods: Typical mammalian, gestation period of 8 months, yearly
cycle of most intense sexual interest (in the fall), but
capable of mating at any time.

Body shape & natural weapons: Felinoid, tailed, body type similar to that of
terrestrial leopards, capable of bipedal or quadripedal
locomotion - faster in the latter mode. Usually black-
furred in summer, grey-green or grey-white in winter.
Hands, feet, retractible claws and teeth are natural
weapons.

Periodic functions: Most active at dawn and dusk, diurnal if necessary.
Mild yearly sexual cycle, 90 day oestrus cycle.

Nonsensory psi functions: Varies with the individual

The basic cultural unit is the matrilineal family, which generally
numbers from 2 to 60 individuals and claims a hunting range of up to 1,000
square kilometers, which may overlap others to a small degree. Most food is
farmed, or raised in herds; animals are released shortly before slaughter,
giving the best and most resourceful of the food animals a chance to escape,
thus theoretically improving the wild strains. There is no larger government;
however there is much interfamily trade.

Communications are both telepathic and vocal, the latter being used primarily for emotional nuances. There is also a written language. It is believed that telepathy derived from communication between mother and offspring, and the strongest telepathic links tend to be between related individuals.

There is a general feeling of independance, even within the family - many a trader has gotten his or her start by escaping squabbles at home. Combat between individuals or families is known, though most modern competition is in the area of trade.

Given their general outlook, it is highly doubtful that the Elisians would have independantly developed space travel and, in fact, they did not. Their presense in the Teklenan is due mostly to a mistake; some Akaln traders saw a chance to acuqire some particularly salable items of artwork and the like from what they thought was a small, isolated group of primitives (one of the plains tribes). Over a few years, word spread rapidly over the planet, and enough of the more powerful (and daring) telepaths got both the chance to learn some Interworld Basic (as taught to one individual by the traders), considerably more about the Teklenan than the traders realized they'd given away, and how to run a spaceship, this last entirely by reading the mind of the Akaln pilot on innumerable landings and lift offs. Followed the "borrowing" of the traders' ship, cashing in on the cargo (augmented by as many quality trade goods as the local families could raise), the purchase of a ship, a spot of blackmail and similar chicanery... and the "discovery" by the much put-upon traders of a spacefaring world interested in joining the Teklenan. Certainly, though they probably wouldn't have invented it, the Elisians take readily to space travel, and are frequently found as traders.

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Lydans

Physical data are much the same as for humans, with the following exceptions:

Individuals look much like pale tan humans with dark hair, save for eyes having vertically slit pupils. Said eyes are usually yellow or green.

Psi senses: Telepathy among themselves and with other telepathic species, range of up to 1,000 Km (though capable of being relayed by other individuals. Empathy with all species of reasonably similar emotional construction, range of up to 40 meters. Require special training to block reception of wtrong feelings, pain, etc.

Nonsensory psi functions: Capable of teleportation up to a range of 13,000 Km to a known location (individual must have complete visualization - almost always this requires them to have been there before). Note that this is straight-line distance ; if on a planetary surface, distance is measured along the chord between locations rather than the arc. Whatever method is involved has some way of passing of energy differentials between the locations teleported from and to, to a reasonable extent. Multiple individuals may be required to deal with extreme cases, such as moving from the planet to a ship in orbit or vice versa.

Note: The species has been extensively genetically re-engineered. The circumstances involved in this caused considerable trouble at the time, culminating in a war of selfe defense of the engineered individuals against the parent species. Memory of this nightmare is reflected in the generally peaceful nature of the current society.

If there can be said to be a basic unit, it is either the individual or the family, the latter consisting of two or more adults and their offspring. Past this, there is no real "government" as such - if something needs to be done, as many individuals who are needed to do it, and can be convinced that it is necessary get together to do it. An entire Lydan world exists in a continual overlapping of telepathy and empathy to a point just short of a group mind.

Communication is by telepathy, empathy, and a residual vocal language. This last is mostly used in writing or other forms of information storage or relay where the originator of the thought is not expected to remain in contact. Most of the ones who travel about with other species also learn Interworld Basic.

Lydans have no real concept of privacy. Children are looked after by everyone and develop empathy first, followed by full telepathy as the mind matures and the teleportational ability shortly after puberty. Once capable of teleportation, the individual is considered an adult. Lydans rarely travel away from their own kind, finding the lack of the general telepathic/empathic background a sort of sensory deprivation. This is less pronounced in the company of other telepaths. Sensory overload is also possible among other species if enough individuals are emoting strongly enough in the general vicinity of the Lydan, especially in the case of strong pain. On the homeworlds, the near-mass-mind can block such things long enough to help, and doctors are specially trained to deal with the pain of others without letting it affect them; off-world there is still a problem.

Lydans found off-world are thus usually traders or scientists. Relatively few ever join the Patrol, and those who do are scientific personnel or medical types. Almost never are they considered suitable for command or combat functions, with the rare exception of the individual who has been born deficient in the telepathic/empathic trait (such types are also non-teleports - the functions seem to be closely related).

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Rayenne

Gravitational norm & tolerance range: 1g, 0 - 1.5g (5g max)

Atmospheric norm & variance tolerated: O_2 60 - 400 mmHg; H_2O vapor 15-30 mmHg

Temperature range norm & tolerance: 5 - 35° C mean; 0 - 40° C daily

Electronic range(s) tolerated: as per humans

Size range: 4' - 6' total length   Chemical base: Carbon

Particle radiation tolerance: as per humans

Sensory types and organs

Electromagnetic	Coarse	7000 Å - 10,000 Å	; skin
	Fine	4500 Å - 7500 Å	; eyes - an "internal eyelid" structure enables the individual to see both in and out of water. color vision.
Pressure Differential	Remote	20 - 20,000 cycles lateral line system (in water only)	; ears
	Contact	skin	

| Chemosensing | Coarse | skin, tongue |
| | Fine | tongue, nasal cavity (at base of breathing tube - used in air only), scent tendrils (in water only) |

| Damage detection | Corrosion | skin |
| | Other | internal electromagnetic nervous system |

Texture sensing: skin, tongue

Psi senses   varies with the individual

Substances absorbed: O_2, other creatures, plants, H_2O, misc. trace elements. primarily piscivorous

Substances emitted: H_2O, CO_2, misc. solid, liquid and gasseous organic compounds

Reproductive methods: single sex - multiple individuals contribute sperm to each other after which all successfully fertilized individuals lay leathery eggs three months later (one each). Young hatch a month or so thereafter and spend the first three years of their lives as free-living predators, after which they are captured and trained by the adults.

Body shape & natural weapons: See picture below. "head" region contains eyes on wide conical projection, stiffened with cartilage (backbone and limbs to base of tentacles are only bone structures), which contains the upper portion of the brain, the rest being in the chest area; paired scent tendrils, breathing tubes, and ears. Mouth is in upper chest area. In the water, scent tendrils are extended, while ear flaps fold shut; on land scent tendrils fold flat against the central process and ear flaps extend to form external round traps. Breathing tubes are mildly prehensile. Natural weapons consist of prehensile tentacles, which are used to constrict prey, plus teeth. Note that individuals can walk upright with the help of specially constructed footgear, but prefer the horizontal position.
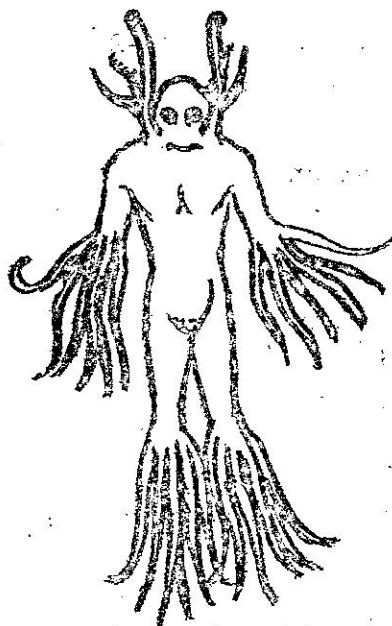
Periodic functions: 30 hour day/night cycle, most active dawn and dusk. 5 week oestrus cycle equivalent - seems to have little or no effect on sexual desire.

Nonsensory psi functions: varies with the individual.

The basic cultural unit is a breeding group of between 20 and 30 individuals, occasionally supplimented by visitors present mating (this is triggered by a number of factors including pheromones - if enough individuals are sexually interested, before long everyone in the vicinity is). Anywhere from 2 to 50 breeding groups share a section of swamp which is carefully cleared of the

larger predators in which the young spend their early existance; groups also each have their own private section of swamp for hunting and living purposes. The total aggrigate may cover up to 3000 square kilometers. Thewe larger groupings may get together with others for various projects and/or specialize in specific things. Fo example, the invention of space travel involved Mountain-side, which specialized in astronomy, Sun Circle, specializing in physics, which maintains the largest planetary college of the physical sciences, and a number of others.

Rayenne have a whistled vocal language (using the breathing tubes) plus under water communication by slight movements noted by the lateral line. Being out of water tends to feel like being slaightl hard of hearing.

With a smaller range of livable habitats than humans have had on Earth, The Rayenne had to confront the problems associated with crowding and inter-group action much sooner; thus they have solved most of them by now. The result combines a certain inter-individual cooperation with philosophical independance. As a result, they tend to get along rather well with most other species.

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Shikkai

Gravitational norm & tolerance range: 1g; 0 - 1.5g (5g max)

Atmospheric norm & variance tolerated: Oxygen 60-400 mmHg, H_2O vapor 10-25 mmHg

Temperature range norm & tolerance: 0 - 30° C mean; -10 - 40° C daily

Electromagnetic range(s) tolerated: as per humans

Size range: 3' - 4' tall   Chemical base: Carbon

Partical radiation tolerance: as per humans

Sensory types and organs

Electromagnetic	Coarse	7000 $\overset{\circ}{A}$ - 10,000 $\overset{\circ}{A}$	; skin
	Fine	4000 $\overset{\circ}{A}$ - 7000 $\overset{\circ}{A}$	; eyes (color vision)
Pressure	Remote	20 - 20,000 cycles	; ears
Differential	Contact	skin, muzzle hairs	
Chemosensing	Coarse	skin, tongue	
	Fine	nasal cavity, tongue (generally more acute than in humans)	
Damage detection	Corrosion	skin	
	Other	internal electromagnetic nervous system	
Texture sensing	skin, tongue		
Psi senses	Almost all are completely NON-telepathic and have quite powerful anti-telepathic blocks, thanks probably to the preponderance of telepathic hunting carnivores on their world of origin during the early stages of their evolution.		

Substances absorbed: O_2, plants, other creatures, H_2O, misc. trace elements Thoroughly omniverous.

Substances emitted: H_2O, CO_2, misc. solid, liquid and gasseous organic compounds

Reproductive methods: Typical mammalian ; gestation period of about 10 months

Body shape and natural weapons: Bipedal, tailed rodents similar to a cross
between rats and chipmunks (patterned somewhat
like the latter, with slightly furred tails)
Natural weapons are teeth, hands and feet.

Periodic functions: Female oestrus cycle of about 30 days duration, 25 hour
day/night sleep cycle, preferably nocturnal.

Nonsensory psi functions: rare, vary with individual.

The basic cultural unit is the family of from 10 to 40 individuals.
This is the breeding group and is defined by the female members and their
female offspring. Males are either adopted by another group at an early age,
or become attached to another group as adults. Multiple families form a clan;
multiple clans form a burrow grouping, or city, and so on up to the planetary
grouping. This last is the largest governmental stage, although philosophically
the entire Shikkai species is considered the highest grouping of the heirarchy.
There are currently about 14 planets inhabited entirely by Shikkai, with a
number of others shared with other species (often Rayenne - Shikkai don't
do at all well in swampy territory).

Shikkai communicate in a combination of vocal language, facial attitudes
and body language, and pheremones. Fortunately, those who come into contact
with members of other species generally speak Interworld Basic; for their
own language is very difficult for outsiders.

Shikkai are extremely social beings and will generally be found in
groups of at least three when travelling off-world. Prolonged isolation from
all, or all but one of their own kind produces severe strain on them, and may
even be deadly. They have very little sense of physical privacy and have
trouble understanding the concept in others.

In general, Shikkai worlds are uncomfortable places for most species to
visit, being crowded (by comparison - the Shikkai limit their population to
what they themselves are comfortable with), somewhat claustrophobia-inducing
places filled with beings who converse as much with the twitch of a whisker or
the placing of a tail as by voice. Shikkai are emphatically not telepathic,
but to the bewildered outsider they sometimes might as well be, at least
among themselves! As a result, most off-world dealings are made off world, on
board ships of various traders, or from special accomodation quarters at
the Shikkai world spaceport itself. Those resident on a mixed species world
have an advantage in that department.

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Siskeek

Gravitational norm & tolerance range: .9g , 0 - 1.5g (4g max)

Atmospheric norm & variance tolerated: O_2 60 - 400 mmHG, H_2O vapor 10-25 mmHg

Temperature range & tolerance: 2° - 32° C mean; 0 - 45° C daily

Electromagnetic range(s) tolerated: as per humans

Size range: 1 - $1\frac{1}{4}$ meters tall   Chemical base: Carbon

Particle radiation tolerance: as per humans

Sensory types

Electromagnetic   Coarse   7000 - 10,000 Å ; skin
                         Fine   5,000 Å - 8,000 Å ;eyes (color vision)

Pressure Differential	Remote Contact	200 - 100,000 cycles ; ears skin
Chemosensing	Coarse Fine	depends on substance; skin, tongue nasal cavity, tongue
Damage detection	Corrosion Other	skin internal electromagnetic nervous system
Texture sensing	Remote Contact	echolocation system skin
Psi senses	Varies with the individual	
Other	Echolocation system involving high pitched clicks	

Substances absorbed: O_2, H_2O, other creatures, fruit, misc. trace elements.

Substances emitted: H_2O, CO_2, misc. solid, liquid and gasseous organic compounds

Reproductive methods: Typical mammalian, gestation period of 248 days (single birth), yearly sexual cycle.

Body shape & natural weapons: Resemble oversized "flying foxes" with ear structure more like that of insectivorous bats, wingspread of 4.6 - 5.5 meters, use both feet and wing edges to walk, may carry things with feet (and use them to write with, etc.). Natural weapons include wing edges, wing finger end talons, short pedal talons, bite. (Hunting is generally aerial; smaller flying prey are scooped up with wings and tail membrane)

Periodic functions: diurnal cycle with peak activity at dawn and dusk - take mid day and mid-night naps; yearly sexual arousal cycle of 20 - 30 days peak time. Rest of year neither interested in or capable of sexual activity.

Non-periodic functions: Individuals hybernate at temperatures of 10° C or less, so long as they are above freezing. Roused by warmth or excessive cold.

Nonsensory psi functions: Vary with the individual

The basic cultural unit is a breeding group of from 20 to 50 individuals similar to the Shikkai save that both males and females may mygrate to other groups. Also, unlike the Shikkai, for whom such a move is permanent, an individual may join several breeding groups during their lifetime, although one may only be a member of one at a time. Young and low-status group members do most of the moving. Multiple groups make up a flock of about 400 - 1000 individuals plus young. Each flock has a living area of multiple buildings or cave structures and a hunting range of up to 10,000 square kilometers. Most food is grown, in the form of fruit, or raised by herding or in pens, fed by grains and the like grown in the flock's territory. Multiple flocks will get together for various purposes, the planetary government as a whole being known of as the "flock of flocks". Once a year, save for a few vital functions managed by older members of the species, or other species, the entire planet shuts down for mating season. Most of this is done on the ground, though some of the more adventurous young individuals have been known to mate in mid air. A good time is had by all - and despite what might appear a good chance for some of the offworld hired individuals to get in some embezlement does not tend to generate many problems except maybe a tendancy of multiple members of other species to get in on the fun in their own ways.

Siskeek communication is vocal, consisting of variation in the frequency and duration of sounds in their vocal range, which is considerable. They also often learn Interworld Basic, although they do best to learn it from another member of their own species who already knows it, so as to know which sounds are supposed to be made, and which high frequency (from human standards) are accidental artifacts of someone else's vocal apparatus.

Siskeek are quite social individuals, though they are often equally at home with other species as with their own. There is a tendancy to regard non-flying beings as somewhat handicapped, although such beings do get around a great deal faster and more easily on the ground.

Most wholly Siskeek business-especially trading concerns are the property of single flocks or even breeding groups - Siskeek found off-world are often representing such family associations. Those found in the Patrol or such organisations are generally scientific personnel. They will generally avoid long trips in spacecraft, as such vehicles tend to feel cramped after a while.

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It will have been noted from the above, that the majority of the Teklenan species live in similar worlds. This is mostly because such beings have the most in common and the most advantage in trading. Of course the above list is by no means all of the species involved.

NOTE: The inter-species language referred to as Interworld Basic is an artificial language derived in part from an Akaln tongue, meant to be used by a variety of vocal apparati. Since it's development a number of species (notably the Rayenne) have turned up which strain the limits, but for all it's flaws, it is still the closest thing to a common tongue in the Teklenan.

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That's about it for this issue. Many thanks to Penny Terry for the Rayenne sketch on page 9.

Bye...

WORLDCON REPORT

NOREASCON TWO was the name of the 1980 World Science Fiction Convention, and took place in Boston, MA, Labor Day weekend. The Worldcon is the biggest SF convention of the year, with 5400+ members this time crowding the Sheraton-Boston and at least five other spillover hotels (I heard there were eight, but have difficulty believing it). There were panels and speakers, authors reading from forthcoming works, movies to all hours, a masquerade, an excellent art show so large as to need two days of auctions to manage it, a dealer's area as large as a moderate shopping center, and parties, parties, parties.

Two of the parties were in our suite. Seven of us from the D.C. area, all members of the Washington Science Fiction Association, reserved a two-bedroom suite so that we would have a party room to hold our traditional club Fifth Friday party at the con. Some of you were there. In addition, the night before we held an APA party that more of you attended. Unfortunately, I wasn't able to be at either party for long, and thus didn't get to talk with as many people as I had expected.

The reason was gaming. Thursday, we arrived by car around 6 PM, but spent three hours getting settled into our rooms. This was because of a mixup the hotel put us through, the details of which I won't bore you with. The result of that was that by the time the party started, we were ready to go off for dinner, which we did. Then shortly after I got back to the party, I got a call for the game I was scheduled to play in that night, and went off for that. All night.

Deanna Sue White was kind enough to bring a special scenario with her for a small party of people who had never played in her world. The players were Mark Irwin, Mike Kelly, Ron Pehr, John Prenis, John Syms, and myself. I didn't take notes of the characters, but the scenario was a quest to recover five magical cubes, red, white, blue, yellow, and green, which were the keys to stop the blinking of a tower from existence to nonexistence in this world. I can't give much in the way of details, so as not to spoil the scenario in case Deanna wants to run it on some of you, but it is an ingenious set of puzzles to find and obtain each of the five cubes. We were fortunate not to lose any of the characters during the quest, as one was almost carried off in one stage of the trip, several were almost killed during one fight, and some would almost certainly have died in one situation that we managed to avoid (the scenario was set up for a more powerful party than we had available, and the battle we were fortunate enough to stay out of would have been very serious had things happened otherwise than they did this time; we were helped instead of hurt in a critical encounter). Our only casualty was the hypogriff my character, Thorgus Alcomson, was riding. He had owned the beastie for over a year, game time, and so took as his share of the treasure a substitute flying mount. This is an egg containing a green Pernese dragon, which he is going to have to take six game months Impressing and raising and training, before she will be available to ride. (Deanna: Please remember to mail me the specs on rate of growth, HD, etc., etc.) It was a very enjoyable scenario, and should be publishable once Deanna fills in more detail on things she was running out of her head. My thanks for the invitation and a good run.

The session lasted about 14 hours, from beginning to wrapup, which meant that when we emerged it was lunch time. So we went out to lunch, some of us, including Peggy Gemignani, who had watched but not played. I had originally intended to go crash after that, but was feeling awake. So I decided, with some misgivings, to stay up and go shopping at a fine paperback bookshop across and down the street from the Sheraton, and from there went into the con's dealers' room to browse and buy.

Oops. I forgot to mention an important participant in Deanna's game: Barry Gold not only ran a character (the only person with a character in Deanna's world, I think, in the group), but also accompanied Deanna on the guitar as she sang the song that provided the clues to finding the cubes.

Friday night, John Syms ran a scenario for Deanna in exchange. The setup was an interesting one, with a call put out for help from the local mages, who had found themselves cut off from contact with the elemental planes by a powerful outside force. John's problem was that the players were not able to put together the average L12 party he designed the scenario for. Instead, we had two groups, one averaging L8 and the other in the mid- to upper-teens. On top of that, because of a choice the party made, we found ourselves confronted with That which is the principal opposition in Mistigar. As a result, the small fry went far away while Deanna's and Peggy's characters stayed behind as a rearguard. This chewed up over an hour during which most of the players had nothing to do. After that was settled and the party got together again, we went on to John's intended scenario, which was the puzzle of how to use the key items we had acquired to solve the reopening of the planes, which was interesting. John, incidentally, has made use of the TV show Fantasy Island as part of his world by making the Island a flying one used for vacations, in which some of the fantasy is real.

Saturday, a large group of us, including the Golds, Nicolai Shapero, and David Joiner, ate lunch at the Legal Seafood House down the street at one of the convention spillover hotels. Highly Recommended for seafood fans. The service was indifferent and somewhat slow, but the food was fresh and delicious. Also filling in the extreme; few of us ate dinner afterword. A meal at Legal is a continuing tradition for BOSCONES, and with good reason.

I spent the afternoon in the dealers' area and the art show, and the evening at parties. I had to turn down Peggy's offer of a run (thanks anyway, Peggy) because we had an invitation to a reception given at the con by a friend who had gotten married the week before. Well, you wouldn't expect two SF fans to miss a worldcon in their home town just because of something as unimportant as a honeymoon, would you? Be reasonable, or something.

Sunday I spent a lot of time at the art show, and some more browsing in the dealers' room (that can become a disease). Then a large crowd of us, this time including Mark Swanson, Dan Pierson, and several other Wild Hunters whose names escape me (most embarrassing) did a Great Wander around the neighborhood in search of an open restaurant, losing Deanna and Peggy in the process (they had insufficient time to eat with us, by then, mis- fortunately). We ended up at an Indian restaurant, at four different tables. From this comes a lesson concerning not eating in too large a group, methinks.

We then returned to the hotel to play in a scenario by Glenn F. Blacow. This involved a contract to clean out the warehouse used by a recently deceased member of House Helkos (concerning which see TGD 18 for another encounter with this clan of weirdos). He was a mage who collected rodents of all kinds, and the family wanted them cleared out of the warehouse by somebody more expendible than themselves. Us. A great deal of time was spent making plans and agreeing on which entrance to go in, including an exploration of the roof. In the process, John Fast's character managed to alienate several other characters, including the party's only cleric .... Interparty conflict was avoided, and we went in, having an encounter with a rat-man (which we at first thought was a wererat) and then with some giant rats whose bite caused a lingering disease. But the major encounter was with the trap the mage had created to protect his living quarters and laboratory.

This included two talking golden masks, set on the walls of different rooms, who attempted to encourage the intruder to do foolish things. As a minor example, the first asked John Fast's character, who had addressed it respectfully and attempted to befriend it, to remove the dead mouse in its mouth. John hemmed and hawed as the players laughed and encouraged him to make the obvious mistake. John decided his character was chaotic enough to do it, and put his hand into the mask, getting it bitten off. (Glenn remarked that this was the first time he's ever caught anybody with that particular trick in this or any similar gimmick.)

We then went through the usual process of finding obvious and secret doors, losing a character (Nicolai's) temporarily in the process in one of the traps. We also managed not to lose anyone to the peculiar live rug in the first living room, but that took us an extended period of trial and error to overcome. Then, after making out way all the way in and getting Nicolai's character (and two NPC thieves) back out of the trap through their own efforts, we were faced with the problem of figuring the way out of the area. This proved to be one of those nasty nexus mechanics things the House Helkos is famous for. AARGH. But we got everybody out, and John's character took one of the golden masks as his share of treasure. Sentimental value, no doubt. An enjoyable scenario--thanks, Glenn.

Monday morning, most people checked out of the hotel to leave for home. We helped Deanna out with her belongings (she had been rooming with Peggy and Elizabeth Wolcott), and in the process (finally) got to meet Charlie Luce. Sorry we didn't have longer to talk, Charlie, but it was a pleasure to get to meet you. Even though we had talked before via the farspeaker, it just isn't the same as a face-to-face discussion. Oh, well, the cost of the convention was fully justified just meeting you, and Nicolai, and Deanna, and Elizabeth, and Dave, and, and, and, in profusion, most for the first time. I hope to see many of you again at DENVENTION. End of commercial, we now return to the program.

Monday afternoon, we got together for an introduction to LAND OF THE RISING SUN. Lee had put together a scenario that allowed existing characters to continue with activities they had planned in her L/RS campaign while leaving opportunity for outsiders to join the group for one trip. We spent close to two hours putting together characters for all the neos, which I guess is inevitable for a game the players are unfamiliar with. I suggest to any of you planning to GM a game as an introduction to neos, however, that it is far more

useful to prepare handout characters ahead of time, and let the players go through the process of rolling up their own characters for later games. Time is at a scarcity at a convention, and you will spend a lot of it explaining the game in operation as it is.

Our first encounter was with a monk being "attacked" on the road by bandits. That is, he wasn't being seriously hurt yet when we came in sight, but he was being surrounded by bandits who were prodding him with their weapons while he ran around the ring screaming. We decided to rescue him, and charged up the hill while some of us stood to one side to shoot arrows. Most of the bandits thereupon disappeared into thin air, as the monk remarked "Rescuers! How interesting!" The encounter ended with one of the remaining bandits agreeing to shave his head and follow the monk as a novice monk, renouncing banditry. We questioned the monk and received unsatisfactory responses as to his affiliation with a monastary, but got nothing that would justify any further actions, and he and his new disciple wandered off. We found out later some additional information about the monk, but I doubt it would have changed much of the encounter.

We then met some mounted samurai, who questioned us about three bandits who met the description of three we had seen in the group we encountered, including the one who had become a monk novice. We told the samurai about this, and they rode off. We then went on to the inn at our destination, a spa whose waters were reputed to have had healing powers, although nobody still knew how to use them to produce the effects they originally were said to have had. Something having to do with people slaying the dragon that used to live there.

At the inn, we met a gambler who invited the party to watch his concubine dance in his room (about half accepted) and to stay for gaming (which none of us did). Later that evening there was a disturbance and in the morning we found out that the gambler had been murdered. None of our characters had any reason to get involved, until we were summoned by the acting official of the town, who told us that it would be necessary to detain everybody in the inn for questioning by the magistrate, who would be out of town for several weeks, unless somebody confessed. So it was up to us to find the murderer, or be stuck paying for room in the inn for much longer than we intended.

I can't say much about the mystery without giving it away, and Lee may want to run it again (feel free to bug Lee to do so, it's a jim-dandy puzzle). It took us several hours to solve, and was a lot of fun to work through. I'd say the scenario is probably publishable, if Lee wants to write it up. (If you do, Lee, I hope you will offer it to Tadashi for DW, as a sample of L/RS in action.) Very well done. Thank you, Lee.

After the game, a bunch of us took off to Arlington for dinner at the Shanghai, where we discovered we were celebrating Mark Swanson's birthday-to-come. Happy Birthday, Mark. Then we adjourned for a tour of Mark's new house (Happy New House, Mark) before returning for our last night at the hotel. All in all, a highly satisfactory conclusion to a convention where my primary interest proved to be more RPG fandom than SF fandom, even if it was the SF worldcon. Thanks to all of you for a great time.

OBNOXIOUS BEHAVIOR

There has been considerable discussion lately in A&E concerning the advisability of allowing rude or insulting behavior in an APA, and the reason the subject came up was several examples of it appeared in print. Most of the contributors quickly denounced that activity, but a small but persistent minority have continued to suggest that it may be a good idea to be rude sometimes, either to get someone's attention or to establish a reputation (for controversy, I presume).

I feel very strongly that obnoxious behavior can kill an APA, and that it therefore should be surpressed. My reasoning is that the essence of an APA is a community of writers exchanging ideas freely. For this to work over an extended period of time, the contributors must have a desire to continue to provide material and to respond to the suggestions of others, and this requires a continuing atmosphere of friendship and respect for others. Should that atmosphere become poisoned by personal feuding and grandstanding by even a minority of contributors, the APA is likely to fall apart. Old-time SF fans can cite numerous instances in which exactly that occurred.

The latest example of obnoxious behavior occurred in A&E62, by Bill Seligman. What he did was the fine old rhetorical trick of setting up a straw man to attack. Specifically, what Bill did was to set up three hypothetical situations in a hypothetical game, and then asserted what he and I would do in reacting to them. The problem with this technique is it allows the user to set up his opposition to be knocked down, with total disregard to the true opinions of his victim. And the method is very difficult to defend against, since by the time the victim responds to the attack, the audience has already formed an impression of the victim's position on the matter that is almost impossible to totally erase, even by a full exposition of the true state of the matter.

This was a personal attack, regardless of its disguise as a gaming discussion. Bill's reasons for wanting to start a personal feud are unclear to me, but in any case they are irrelevant--this kind of thing cannot be tolerated in an APA, for it cuts to the vitality of the institution. The purpose of A&E, or TWH, or any of the other gaming APAs, is to promote discussion on gaming topics. Attacks on gaming theories or systems are perfectly allowable, since that is what the APA is for, the thorough analysis of ideas. Personal ridicule, accusations concerning personal habits (such as the assertion a while back that one contributor was on drugs), and the like are not what keeps people coming back for more, either as a contributor or as a subscriber. Attacks ad hominem have already established the bad reputation of a prominent game designer--we need no more of that here.

RUNEQUEST COMBAT REVISION

Both Bill Keyes and I have published suggested revisions to the RQ combat system designed to overcome a problem that exists with highly skilled opponents, particularly at the master level: Practically every hit is parried, and the fight goes on until somebody scores a couple of critical hits, or the loser has all his weapons broken. Bill's proposed solution to this problem (which essentially boils down to speeding things up to a more playable rate at the expense of a certain degree of realism) incorporates the proliferation of special hit rules that appear in RQ2 (impalement, slash, and crush rules). I wonder whether it might be possible to both solve the master defender problem and simplify the combat system further at the same time. I suggest the following system:

Normal Hit Rule: The attacker must roll at or under attack skill with that weapon in order to hit the opponent. Damage is normal, reduced by any armor or magical protection worn by the opponent.
    Exception: A normal attack is blocked by a normal parry by the opponent.

Special Hit Rule: If the attacker rolls 20% or less of normal attack skill with that weapon, one of two results follow:
    (1) If the defender failed to parry, the attack does double damage rolled.
    (2) If the defender rolled a normal parry, the special attack penetrates the normal parry, doing normal damage.
    (3) A special attack with a missile weapon or with an impaling hand weapon both penetrates a normal parry and does double damage rolled.
    Exception: A special attack is blocked by a special parry (a roll of 20% or less of normal parry skill with that weapon or shield).

Critical Hit Rule: If the attacker rolls 5% or less of normal attack skill with that weapon, the attack is not only treated as a special hit, but the damage done is not reduced by any armor or magical protection worn by the opponent. A special parry does not block a critical hit, but it does reduce damage from a nonimpaling hand weapon to regular damage.
    Exception: A critical hit is blocked by a critical parry (a roll of 5% or less of normal parry skill with that weapon or shield).

Fumble Rule: The fumble rules for hits and parries in RQ2 apply.

The essential idea behind the special hit rule is that as your attack skill increases, so does your chance of overcoming your opponent's defenses, despite the opponent's increasing skill from experience. Beginners will have a chance to penetrate their opponents' attempts to parry blows, but as a practical matter this is not going to be a very great factor in combat. Between masters, however, even if the opponent has a 90% parry the high attack skill of the attacker means that the attacker has a pretty decent chance of getting through a parry. This strikes me as being both an improvement in playability and a rule that does not offend my sense of realism too badly. It also embodies the principle that offense is stronger than defense, but balances this by allowing equivalancies at all three levels, so that a parry will work on each level of attack.

I intentionally eliminated the impalement, slash, and crush rules. I dislike them both for the additional complexity they add and because I think the profusion of additional-damage rules is unnecessary in any campaign in which armor is kept down to reasonable levels. I did put in a mild impalement rule, giving impaling weapons double damage on a special hit always, but this does

not make impaling weapons so much the weapon of choice that they were in the original RQ rules. And because of this, there is no need to add "equalizer" rules such as the slash and crush rules in RQ2. I adopted a double damage rule instead of the full-damage-plus-normal-roll rule because it results in lower damage, on the average. This is in keeping with my aversion to high-damage rules in a CON=HP game. It also is more reasonable, in my opinion, with the really high-damage weapons, such as the greatsword and halberd. One thing I was trying to achieve was a set of rules that could be applied to everything, without having special rules for different kinds of weapons, so I couldn't distinguish light weapons from heavy ones that way.

The special hit rule for missile weapons is a mild innovation. It makes them equivalent in damage to a special hit from an impaling weapon, which means they always get the double damage benefit on a special hit, a normal parry does not reduce damage to normal. Missile weapons are always badly underrated in FRP rules, in my opinion, since they really ought to be doing far more damage than hand weapons. This rule gives them a slight edge over normal hand weapons. Another approach would be to make missiles critical on a 10% instead of a 5%, but here I chose to keep to uniform rules. You only have so much room on your character sheet for keeping track of various percentages.*

The critical hit rule is pretty much as it is in RQ2. The two major changes were to allow a critical hit to penetrate magical as well as physical armor, and to key it to the special hit rule as a special case instead of a completely separate rule. The original idea for critical hits was that you manage to put your weapon where the armor wasn't, since in RQ the armor isn't a complete set of late medieval plate, but rather has gaps in it where a good shot could do damage with no reduction from the armor. There is no such rationale for penetrating magical protection, such as a Protection 4 spell. Just take my word for the effectiveness of the critical hit, OK? The rule is intended to allow anybody to have a faint chance of penetrating even the most completely protected opponents, and it seems to me that for this policy to be effective, critical hits must penetrate magic, too. The coordination of this critical hit rule with the special hit rule is to do away with the transition problem in the original rule, where somebody with Armor 1 got (say) six points of damage not reduced by his flimsy armor while his unarmored friend took 12 points because of the no armor, double damage rule. This revision puts the double damage normally at the special hit area, with it carrying over to all critical hits, plus taking away armor protection. This treats the defenders in differing types of armor, or no armor but magic, more equitably.

If you feel that a double damage rule doesn't do sufficient damage, then if the current rule for impalement were applied to all special hits (full possible damage for the weapon plus a regular damage roll for the weapon plus any personal damage bonus) I recommend that for weapons that do multiple dice of damage a special limit of one full die of damage of the size used for that weapon, plus a regular damage roll. This is to eliminate the idea of a halberd doing 18 + 3D6 points of damage, by changing it to 1D6= 6 + 3D6, instead.

· *Another approach for missile weapons (arrows, bolts, pellets) would be to give them a special 20%/5% rule: On a roll within 20% of attack skill you get a critical hit, and on a roll within 5% you get 3x damage instead of 2x. This simulates their superior ability to penetrate armor without going to a massive ordinary damage rule.

BOSKONE REPORT

BOSKONE is the regional science fiction convention put on in Boston, MA, by the New England Science Fiction Association every Washington's Birthday weekend. It is distinguished by interesting guests of honor, an excellent art show, exciting weather (sometimes), and in general is one of the better cons, for which reason it is also one of the larger ones. It also attracts a lot of people associated with the FRP APAs, and is therefore a gathering of the clan, even though it is not a gaming convention as such. Recommended.

We got a one-bedroom suite this year, one bedroom plus one parlor for parties and gaming and occasionally sleeping. This proved fortunate, for the original group of four grew to seven by con time. "We" consisted of me, Kent Bloom, Regina Cohen, Phil Davis, Greg Maples, Nicolai Shapero, and Deanna Sue White. The Sheraton-Boston did its traditional paper-shuffling on our reservation with greater than usual creativity, but we ended up with a reasonable approximation of what we were supposed to have. It may be that the regular staff did their best to prevent such a large accumulation of crazies from being put together, but got overruled by the weekend staff when we arrived.

The whole trip was characterized by a higher level of the sillies than is normally noticed, even in this group. It quickly became apparent that we had to keep Phil and Deanna apart, for example, because Deanna kept having attacks of the giggles ... it was that kind of weekend. On the other hand, I have that problem with Phil, too. Dangerous man. One time, at the APA party, Deanna was laughing so hard that I had to take her glass out of her hand (just in time, she then sat down on the floor and dissolved into giggles). A good time was had by all. I think.

The APA suite was larger than usual this year, as Mark Swanson and Co. had rented the end of a hall, getting several rooms (including two parlors) to hold a small army for sleeping and having a large party suite in the bargain. (That actually makes good economic sense, since in our suite we ended up paying apiece for three nights what a single room would have cost for one. Of course, you have to put up with having a lot of people in your room, but it's OK as long as you are all equally crazy.) I never really got a good feeling for how many people were there, but I expect you'll hear from those who write for the APAs reporting in. Having the two rooms spread the crowd out so that we weren't as jammed in as usual, which was a good thing. By the end of the evening, part of the crowd was in one room talking and the other half was in the other room with the door closed, filking (singing fannish folksong versions called filksongs, for those who are unfamiliar with the word).

Jihad Fandom took a great leap forward at the APA party (it will probably disappear quietly into the desert by next year, but that's a different matter). It all started during a game about a month ago which burned itself into my memory because the nonparticipants were laughing straight for about two hours, including myself. During the conversation on the trip up, I told the story to Kent, and was still thinking of it and so told it again to a group at the APA party, which was the same day. After that, it sort of spread ....

The game took place in Phil Davis's campaign, although it wasn't really connected with the Arachnidae business (at least, not exactly). Greg Maples told Phil he wanted to start a character building a power base somewhere, and one place was out in the desert among the bedouins (in the great salt desert created during the Short War by a wall of ocean that came up from the south when that part of the continent sunk under the sea). This happened to be only a few days' ride out of Arachnidae, and thus was of interest to that group, who on their own did some diplomatic pushing to get the affected tribes to move south, but that's a minor part of the story.

The problem with being Mohammed in the desert is that it requires more dedication and isolation than is really consistent with gaming--that was the nub of the problem. In order to game the character, the character had to go off to other parts, since outsiders didn't survive penetrating the tribe and nobody else wanted to play bedouins, being involved in other things already. So Low'iatl tended to go off on side trips, theoretically gathering information for converting other peoples.

Low'iatl came in from offworld as something of a bumpkin, but decided to climb a mountain and take vigil there. The god who came to investigate was Indra, the Hindu god of war, and Low'iatl thereupon became a fanatic of Indra. In turn, Indra gave him a gift, an elephant (a beast unknown on this world). Low'iatl went to Landmark, an inn and market with reliable and less reliable merchants, and went unerringly to Flako the Magician, source of the weird and wonderful (and frequently just plain weird). The shoes of speed came with an additional quality, leaping. So when the people of Arachnidae saw Low'iatl for the first time, he was seated on a large weird beast that lept large distances in a single bound, yelling "INDRA!!!!" and disappearing east through the pass toward the desert.

Time passed. Every now and then, stories would come back in caravans of strange behavior among the bedouins, with riders yelling "INDRA!!!!", praying five times a day, and other peculiar activity. The closest waterhole was held by a tribe that had converted to Indra, and there the Prophet lived. There were also tales of a wilder tribe a bit farther off that had also been converted. Hmm. Rithael arranged for some intelligence gathering in the desert. So did Baltair. They compared notes occasionally, and decided that it didn't seem to be a threat, especially after Low'iatl had come by to talk and express his intentions of leaving Arachnidae alone, dealing only with the desert tribes. (Actually, had Low'iatl been a NPC we probably would have wiped him out, since he might prove a thorn in our side eventually.)

Phil determined that the wild tribe had not been kept sufficiently under the thumb of the Prophet. While Low'iatl was away, the wilders took it upon themselves to convert other tribes by the sword, and to attack caravans for the same purpose. This quickly brought retaliation, as the High King of the bedouins and the nation whose caravans had been killed both hired assassins. Many assassins.

The first that Greg knew about this was after a perfectly calm expedition on still another part of the continent. We had wrapped things up and were getting ready to leave when Phil turned to Greg and asked him to roll a D20. He rolled

within the percentage Phil had set himself for the first assassin locating the
Prophet, and Phil told him he saw a bedouin rising from the sand, yelling "Die!"
and shooting him with a crossbow. Low'iatl limped home to the tribe. A few
days later the same thing happened (Phil had Greg roll a D20 each day for an
encounter with an assassin). This time, the bolt was poisoned. Low'iatl saved
against the poison, once again killed the assassin, and got back to the tribe.
The third time, Low'iatl didn't save against the poison, and was carried back
to the tribe by the elephant, unconscious.

Low'iatl decided that it was time to go to a safer place until he could
discover what was going on, and left for Landmark. There he bought the use of
some information-gathering personages (spys) and waited for results. While
he was waiting, room service knocked at his door, and he let them in. Boom.
Called the desk and reported "Help, I've been shot!" This occurred in one of
the highest-security places on the continent, and the response was the owner
himself, who offered Low'iatl free lodging and protection while he stayed in
the inn. There was another attempt inside the inn anyway. Rod the Cudgel,
owner of Landmark, was Not Pleased.

Low'iatl eventually found out about the two slaughtered tribes and the two
attacked caravans, and summoned the wild tribe to report to him at Landmark.
They arrived with the assistant chief leading them, the chief having been
killed on route in a sandstorm. Low'iatl questioned the new chief and confirmed
what the wilders had been doing. So he had the chief memorize a' message to
the High King of the bedouins which, reading between the lines, amounted to
"here they are, take care of them yourself". The new chief cried "It shall
be done! INDRA!!!!!!" Then he took his bow from his back. He announced "I
shall never use a bow again until this mission is accomplished," and broke
the bow over his knee. KA-BOOOOOOM. That was a 26-charge final strike from
a well-disguised assassin, who had replaced the assistant chief after killing
both him and the chief during the sandstorm. When Low'iatl made his save and
survived that attack, the rest of the tribe was very impressed.

By then, Low'iatl knew that the assassins were from the Old Man of the
Mountain, one of the two assassins guilds known. The other guild had been
bought off to remain neutral for 10 million gold. It looked like Low'iatl
was going to get killed sooner or later, leaving the tribe of wild crazies on
the loose. So Low'iatl decided to go down fighting, leading the tribe on a
doomed jihad against the Old Man of the Mountain. The tribe went wild with
joy. Rod the Cudgel looked at Low'iatl with grudging respect and did him a
favor for putting an end to the assassins getting into the inn despite his
very good security (bad for business), and did Something that produced a total
duplicate Low'iatl, down to the Rainbow Bow that appears in his hand at will,
another gift of Indra. Interesting--we don't know how he did that, but his
talents include being a L30 mage. Anyway, this put a new face on the situation,
with the jihad being to kill off the crazy fanatics to make the desert safe
for conversion of more sensible tribes to the Way of Indra, with the Prophet
going underground for a while to let the assassins decide they had accomplished
their mission of killing Low'iatl.

Off they went across the desert, with Greg doing three D20 rolls at a time
to speed up finding out when assassins or other encounters would happen. I

can't reproduce the way this was done satisfactorily, it would require videotape. What Phil was doing was every day no encounter happened, he would move his hand horizontally to depict riding, with a leap and a "JIHAAAD!!!" in the middle, so a group might go like this: "Gallop, gallop, JIHAD!, gallop, gallop, JIHAD!, gallop, gallop, make a saving throw, please ...."

Phil was becoming inspired as all this developed. He had originally pre-planned only a handful of assassins, figuring that Low'iatl was going to bite the bolt early and that would be that. But after the Prophet survived the early attacks one way or another, plus the fact that Tom Filmore and I were laughing hysterically at Greg's expressions and Phil's, things kind of grew in the telling. Low'iatl was finally killed for real in the middle of the desert, but Phil turned to Greg and informed him that his Ll2 cleric follower had taken a dagger and cut his belly open after the attempted raise dead failed, and Low'iatl was alive again. Indra had approved of the sacrifice (Indra's comment was "Ahah, reruns!"). This happened again a few days later. This time only a lower level cleric was available, so it took the cleric plus a warrior sacrificed to get Low'iatl back. At the edge of the mountains it happened again, requiring this time the last cleric and three volunteers to work. Greg's mind was slightly boggled by this time (so was mine!). Back on the horses--JIHAD!!!

The surviving fanatics and Low'iatl made it up to the Old Man of the Mountain, would you believe that? The Old Man captured Low'iatl, rearranged his brains slightly, and sent him after the High King of the Bedouins. JIHAAAAD!!!!! Only about a dozen of them made it halfway back across the desert to the camp of the High King, who killed them all, but raised Low'iatl to question him. The King then put Low'iatl into a crystal cube and sank him 400' below the sands. Low'iatl tried to dig his way out, being entirely gonzo by this time, and rolled "00" on D100, proving again the maxim "The dice know". Phil ruled that Low'iatl found himself on another plane in front of Indra himself, who looked at him with approval for his conduct of the Jihad, and sent him off on a mission on that plane to a palace or temple full of monkeys, to cut off the limbs of all the monkeys. That should keep him off the streets for about 200 years.

The story was well received by the audience, receiving several "JIHADs" and an "INDRA" from the fans. But that wasn't the end of it. Periodically you would hear an occasional giggle and a "JIHAD" off someplace. This carried over into the following days, when you would never know when you would run into somebody in the halls who would greet you with a "JIHAD". Saturday night, we were running two games in our suite, one in the parlor and one in the bedroom. The parlor group reached a break in the game, filed into the bedroom, yelled "JIHAAD!!!" in chorus, and charged back out of the room .... And I understand that somebody saw several youngsters on Sunday running through the halls yelling "JIHAD". What have I done? Don't kill the messenger, It's Not My Fault!

The story had its original intended effect of destroying Greg's and Phil's credibility, so after that they fit into the party and seemed to have a good time meeting other Strange People. Mark Swanson at one point asked me the question that had been burning in his mind (and doubtless other peoples'), whether the PCs or the fortress was in control at Arachnidae. I laughed and told him it wasn't nearly that simple. Actually, the fortress itself is in control of some things it lets us use because it considers us citizens and

officers, but none of us have the highest levels of clearances required for use of some of the deepest secrets, and probably never will be--it takes an imperial officer to issue that clearance. We even know where some of the neat stuff is, only we can't get at it safely (you want to wrestle two death golems and a dozen Mk6 military robots?) In addition to these complications, we have Marcellus, Emperor of Notor, to worry about, since he's the biggest military presence in this part of the continent, and we have a pile of his ex-citizens as settlers here. Then there's Merek the Merchant Prince, who also happens to be the highest level mage we know about (he paid off a party of adventurers for a small favor they had done him by writing each of them a scroll of L47 Dispel Magic). Control? What's control???   Phil told me before the con that he planned to take Glenn Blacow aside and explain the whole setup to him, so that Glenn would spend the rest of the con smirking at me ....

Saturday, we ate at the coffee shop and wandered out to Brentano's, which was having a paperback book sale, and the Paperback Booksmith store down the street (which I always visit when I go to BOSKONE, because it stocks a lot of imported books I can't find in D.C.), and then back to the convention. We didn't find much in the dealers' room, largely because BOSKONE is badly timed for new books, falling in the slack period between publishers' shipments. It's still a good place to look for used books and jewelry, sculpture, and odd items your store doesn't carry. I also picked up my missing subscription copy of the first (and possibly last) issue of the large-format (8½x11) GALAXY magazine. The publisher assured me that subscribers' copies were being mailed out slowly as they got the money to do it with, the initial mailing having stopped half way through when they ran out of operating funds. He also said they do plan future issues of GALAXY and GALILEO later in the year. One may hope, but I have my doubts. It was nice to run into them, however, as that issue never reached the newsstands in my area.

When we got back to the room, we found that John Syms had a group getting organized for their game in the parlor, so we wandered out again to see the art show. It was, as usual, of better than average quality for an SF con, and had many paintings and a few pieces of sculpture on exhibit (and for sale). I made my saving throw, and didn't bid on a $300 painting that I liked a lot. Sigh. After spending a couple of hours in there, we went back to the room to wait for people to assemble for dinner. The parlor group had left when we got in, but we still had a large party (around a dozen) when we got going down the street to the Armenian restaurant. But when we got there without a reservation, they turned us away, so we went up the street to the Vietnamese restaurant which welcomed us, explained that they had no seating, and would we wait a few minutes? They proceeded to roll up what I had thought was a decoration on the wall and set up a table in their other dining room, which was not then in use. Nice people. Dinner was excellent, company was excellent, and for some of them proved deductible as a business expense. We had with us a representitive of the company that publishes COSMIC ENCOUNTER who asked whether we knew of any games that were looking for a home, so Lee Gold told him about REVENGE, a strange combination of MONOPOLY, DIPLOMACY, RISK, and a certain amount of craziness. Maybe it will finally get published--it's been kicking around in cheap mimeo copies that give the rules plus instructions on how to build your own set for several years. I think that, given the right publicity, it should be very popular on college campuses.

I forgot to mention that the APA party was in celebration of TWH's 60th issue, and thus of the survival of the magazine for five years. It was also an occasion for gathering with editors to collect the latest issue and/or to deliver your contribution for the coming issue. All four of the U.S. FRP APAs were represented, with Lee Gold for ALARUMS & EXCURSIONS, Robert Sacks for PANDEMONIUM (APA-DUD), Nicolai Shapero for THE LORDS OF CHAOS, and Mark Swanson for THE WILD HUNT and as host of the party. This was the traditional Friday night gathering that Mark has hosted for years. May he last for many years more.

We came back from dinner Saturday night and went up to the room for a game with Dan Pierson running Terrizon for the first time in a long while, since it's a D&D dungeon and he has switched to RQ. We discovered that John Syms's group was resuming their afternoon game in the parlor, so we went into the bedroom to get organized. The trip was a long one that never got very far, but it was of interest for all that, at least for people who like fights. We got only into one of the defensive rooms on Terrizon's fearsome Second Level, which is designed to eat high level parties. Ours had a L15 dwarf cleric (Greg Maples's McOdin Thor-touched) and a L13 fighter (Phil Davis's Philip Dexter), both of which were heavily equipped; but the rest of the group averaged around L8. As a result, the group proved unable to punch through the (ahem) chutney in the reception room to get into the central area where the really tough monsters resided.

Part of our problem was the lack of a group leader, I think. Nobody thought to organize that, and so when we were hit by an ambush we didn't have centralized command, but ended up fighting disorganized melees in the room and the side corridors. I think that came from lacking dedicated wargamers in the group, but Phil is a wargamer or was at one time (so was I, for that matter). So it goes. What happened was that the room was a 50'x50'x20' hall with nothing of note inside. Careful searching revealed a ledge running around the top of the room's walls, on which stood six miniature figures 1" tall, per wall. They were magical, of course, but we decided to leave them alone. Further search found two secret doors at the same time they found us--opening from outside to admit L8 fighters with crossbows shooting quarrels of giant punch and throwing javelins of draining (D3 permanent CON loss, no save--AAARRRRGGGGGHHHHH) plus lots of point damage. Not Nice People. At the same time, the mannikins jumped off the ledge to the floor, but we were too busy to pay much attention to them, even though they ran to attack the next round, being then 2" tall.

Fortunately, half our party could fly, and thus avoided the mannikins while engaging the fighters who ambushed us. The mannikins did prove remarkably resistant to magical attack, however. They also kept doubling in size every round, and eventually it sunk into us that they were the major opposition. They stopped growing at 64" height, having then storm giant strength and losing their magic resistance (fortunately!) We had finally finished off the guards and most of the mannikins when the obvious door opposite the door we came in from opened to reveal the Spectre Lord (L10), who ordered us to leave forthwith.

This presented several problems. First, we hadn't gathered up our dead yet. Second, we hadn't looted the enemy dead to replace the extensive gear we had used up in the fight, ourselves. Third, we had a dwarf cleric who charged the Spectre Lord, a fighter who had a thing about undead (Phil's), and my own character, who had a holy sword purposed against undead (who fortunately had her hands full of recovered dead party members and thus never got a chance to charge the Spectre).

Why is it that I always end up in a party that has at least one member who has to attack the gross monster that anybody with common sense would cut his losses and run away from? Humph. So we fought. Luckily, the dwarf cleric had a device that allowed him to augment the Dispel Evil spell he cast, which broke the morale of the Spectre Lord. Not dispelled, mind you, only fled--had we pursued him he would undoubtedly have recovered and eaten us. Along with his friends, for there was undoubtedly a full reception committee inside, since this room was only designed to soften up a high level party, not stop one. We proceeded to collect what we could and withdrew.

It was fun--thank you, Dan, for agreeing to run what you haven't been interested in for over a year. I kind of wish we had brought a low-level party and wandered around the first level so Phil could have gotten more of the flavor of Terrizon, but you never know how things are going to work out. This trip is only one of several I have been in at conventions where the GM has set up something really powerful and ended up running it against a group that is much less powerful than the scenario was designed for, which suggests that people preparing to run something at a convention might consider either flexkeying the scenario to vary it to match the party, or bring several scenarios at different power levels.

That is what Glenn Blacow normally does, and Phil Davis did in preparing in case there was a call to run for a group. I think Glenn did run at BOSKONE, but we were tied up and couldn't make it this year, despite his offer. You can't do everything (aw, why not?)--catch you next year, Glenn. Phil was too busy running in games to run for anyone else. Incidentally, I didn't keep a trip sheet for the game, so I can't list who played in either of the games I was in at BOSKONE, or their characters. I'm not going to try to do that by memory, it was too embarrassing doing that for the NOREASCON report and leaving people out by mistake.

Dan might be pleased to know that Phil was so fascinated with the mannikins he plans to add them, and variations of them, to his campaign. After all, he already has a major NPC who has a golem factory, so why not expand with a new line? Just what our characters are going to think of this is another matter.

The game broke up about the same time as the parlor group's, a couple of hours before dawn. Most of us decided to skip breakfast because we had arranged for the traditional pigout at the Legal Sea Food restaurant six blocks from the hotel, and knew there was no need for snacks ahead of time. At Lee Gold's wise advice, we headed for the restaurant at 2 PM, well ahead of the Sunday crowd, and were rewarded by being able to be seated as a group instead of in small tables of 4-6; there were 15 of us (which, again, I will make no attempt to list). Service was excellent (which is unusual), food was excellent (which is expected), and a good time was had by everybody but the fish. We left around 4:30 after a leisurely, relaxed feast. On the walk back, I discovered that there is another Paperback Booksmith store, near Legal, which I will have to include in my rounds next year, probably hitting the B. Dalton's and Waldenbooks in the same block for thoroughness. I am, admittedly, addicted to books.

The mob broke up back at the hotel, going their separate ways, and a group of us headed back to our room for a demonstration game run by Nicolai Shapero of BY THE LIGHT OF OTHER SUNS (BYLOS), otherwise known as RUNES IN SPACE from

its origins in a RQ group that wanted a SF RPG and took the RQ rules as their jumping-off point. Nicolai handed me a copy of the rules at the con to read for comment, all 300+ pp of them, but for the demo he handed out pre-rolled characters and gave us a verbal description of each of the races we had and a brief rundown on the rules as we needed them. We actually didn't get into any situation where we needed to know the rules, as it turned out, that couldn't be handled by simply asking the GM what our alternatives were in a given situation.

We ended up as the 12-member crew of an armored scoutship on an exploratory mission into unknown space. The crew is divided into ship crew and ground crew so that you could have somebody to play in ship actions in the specialties necessary then, and then on the ground for exploring once you get somewhere, leaving the ship crew with the ship. (A ship captain who pulled a "Capt. Kirk" and went down with the exploratory crew would be court-martialed for incompetence.) We had far more encounters on the trip than would normally happen, so that we could get exposed to the flavor of the game faster, which also made the demo game more exciting than is usual, I guess. On the other hand, it is also true that what we were exposed to was a particular GM's operation and imagination more than to the operation of the game rules, which made the trip as a demonstration of a game somewhat imprecise in terms of a critique of the game itself. Such is life.

On this trip we had Deanna Sue White along, playing her regular campaign characters. I wish I could be around to see what the effect of this trip is likely to have on Nicolai's campaign, because we ran into some Interesting Stuff. The first encounter showed a ship coming toward us in FTL (as we were) at about our rate of speed and about our mass. Hmm--real or some mirror effect? And, if real, do we (1) shoot, (2) run away, (3) talk? The point to the scenario is to let the players make their own mistakes .... We elected to talk, and after some difficulty establishing communication, in which my character succeeded with one of his skills in matching systems with the other ship, we found that we were faced with another exploratory vessel similar to ours headed in the direction of our sector of space trying to find other parts of the broken up Hegemony of which our world is a member of a different group. Whee. So we arranged a neutral meeting place and time for representitives of the respective governments to meet, and proceeded on.

The next encounter was with something about our mass, four of them, moving much faster than any engine we know of could drive them--we were crusing at about 30 and they were doing about 250! We changed course slightly so that they would cross our course ahead of us, instead of meeting us. Then Deanna's Tilas character (unique to Nicolai's campaign, as the Tilas are not a race in the BYLOS rules) used her extended-range telepathy to attempt to listen in on the strange ships, and they proceeded to change course in our direction. Her report was that all she could pick up was "amusement", I think (it may have been "joy"). They ended up travelling alongside of us while we talked, silvery elipsoid shapes the size of our ship (15,000 kg)--space dolphins, which had been seen before but never contacted. As we "talked" via the Tilas, the engineering officer (Phil's character) reported that we were travelling at 60 at substantially less power than we normally use while crusing--the dolphins were carrying us along with them, fortunately in the direction we wanted to go. The Tilas decided to ask whether she could meet them again, a year later at a place of their choice. Place? What's that? The dolphins's perception of FTL space was very different

from our's, it seems. They said they would meet with the Tilas (it still isn't clear whether they comprehend that the Tilas was inside our ship instead of being our ship), and "dived" into the future away from us. So Deanna gets to play a scenario a game year from now of trying to find the dolphins again in that area.

We went on, and our next contact was a big one, literally as well as figuratively. We picked up the "bow wave" of something large ahead of us, and decided to evade by flying at a 90-degree angle to our regular course while measuring the nature of the wave to analyze the number and size of ships that made it. Initial measurements showed over a hundred ships, including three or more of asteroid size! Let me out of here!!! Further checking revealed seven Home Ships, a number of battleships, crusers, destroyers, scout ships, and miscellaneous vehicles in convoy at the speed of one light--recognized as one of the major race's fleets and home, having no world of their own due to the last war. We had a runin with one of their picket ships (we nearly ran into the silly thing), which squawked and produced three destroyers hunting us, but we evaded them and went on, hoping to survive to give a report, but sending a message torpedo homeward as insurance.

We finally arrived at the system we were to explore, and systematically took measurements of the sun and each of the planets until we headed for #6. There we encountered a ship of our own part of the Hegemony that was damaged and lacking star maps needed to get home. We copied our maps for them, provided medical treatment, and had some encounters with the other crew, and then moved on for the planet. This proved a real weirdo, oxy/nitro atmosphere at a temperature that produced oxygen rain at night. On the planet's surface, we detected a crashed ship that still gave out faint POW readings. Hmm. But no life readings. Hmm. We landed, and were faced with a deathtrap we hadn't anticipated, which fortunately the first character out (Deanna's, instead of our demo characters!) did not get caught in--the surface was icy, and had a character slid and fallen on it, the heat of the body would have produced a chemical explosion that would have killed anyone by ripping the spacesuit apart.

Careful exploration of the crashed ship revealed two nuclear electrical generators for its equipment and life support, but no engines. The front half of the ship consisted of one large room with ten seats and panels. One character volunteered to sit at one of the desks, and had his mind expanded so that he reported being able to perceive POW sources across the sector before he died, of overload. This was a ship of the ancient civilization that had destroyed worlds and suns in their final, cataclysmic psionic war .... All research into that subject is now under government control in the Hegemony. We brought the ship up from the surface by using our drive as a tractor beam, stored it along with the shuttle, and went home to let scholars play with it. We never did figure out what happened to its crew.

It was a very enjoyable game--thanks to Nicolai for running for us. By next BOSKONE the rest of you may be able to buy the game, as there is a good chance Chaosium will publish it. We finished at around 2 AM, too tired to start another game, and wrapped things up for the night, knowing we would breakfast and go our separate ways in the morning. I had a marvelous time all weekend, thanks to all of you who were there. Let's do it again next year?