

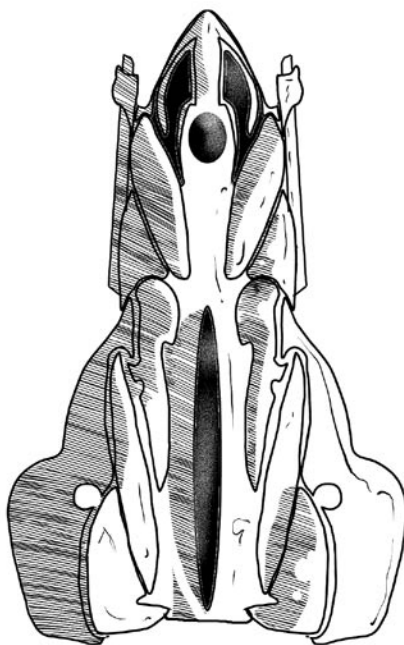
RPG OBJECTS PRESENTS:

PROMEHEUS RISING

A BLOOD AND SPACE SETTING

BY
CHARLES RICE

VISIT OUR WEBSITE AT:
WWW.RPGOBJECTS.COM



Lead Designer: Charles Rice
Science Guru: Chris Nicholson
Editing: Charles Baize
Layout: Chris Davis, David Jarvis

The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com. Portions of this work are derived from the d20 System Reference Document.

d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

WHAT IS BLOOD AND SPACE?

A comprehensive starship adventure toolkit designed to supplement or extend any of the popular d20 space based role-playing games. Blood and Space contains extensive rules for starship construction, combat, and crews as well as new classes, feats, and skills for space based adventures.

Click Here
For More Information

Copyright 2003 © RPG Objects.
All rights Reserved.

PROMETHEUS RISING

Prometheus Rising is a setting designed for use with Blood and Space. The setting is best described as “cinematic hard sci-fi”. All the hard sci-fi ships from the Blood and Space rulebook are usable in the Prometheus setting.

AUTHOR'S NOTE

They say some dreams never die, and Prometheus has been a dream of mine for over 10 years. Under the old Star Hero system, in the early 90's, I began running a different sort of sci-fi campaign from the usual “intergalactic federation” model. One alien race, genetic engineering, one solar system, ours. That campaign stuck with me long after it was over. Long after I even had my old notes. In odd hours when I'd be working or writing something else, visions of beat up space trawlers making the Earth-Mercury run would come to me.

So, in a gap between projects, a friend of mine, Chris Nicholson and I, decided to turn it into a d20 game, called Prometheus Rising. The game had a lot of interesting ideas, a ton of nice crunchy rules, but for some reason, never really caught on. But the rules were so strong, I had the chance to expand on the starship creation and construction chapter, on a project that turned into *Blood and Space*, the start of a long and very successful collaboration with RPGObjects.

Still, I have these dreams. Someday, you will get a much deeper look at those dreams I promise. In the meantime, here is the Prometheus-specific material which was removed from *Blood and Space*, tweaked, expanded, and improved. Since *Blood and Space* is also an improvement over Prometheus' crunch, between these two products you have an improved version of the Prometheus Rising setting, and a glimpse at a dream I can't seem to shake.

Until we meet again on the Jovian Moons.

Chuck

Shell Therrin shivered uncontrollably in the brig of the Valkyrie. This is the way it was going to end. On the prison colony Valhalla, set deep in the Valhalla Crater on Callisto, like they wanted it hidden away. Umber leaned over, nudging her with his shoulder, when she met his eyes, he smiled. His face was so battered, missing several teeth, and he looked ridiculous when he smiled, his mouth a bloody gash in his face. She couldn't help it. She smiled back. She couldn't believe him. Umber Grey, ex-Gladiator, ex-Company “Fixer” (a polite term for an assassin), they had been hardest on him, because Umber was one of *them*, and he had turned on them, but still, his spirits were high. In four-point restraints on his way to a slow agonizing death. The guards kept wondering how he would respond to having that laser garrote he was so good with used on him loud enough for the occupants of the cell to hear, and Umber was sitting there, coughing up blood, cheering *her* up.

Suddenly, Umber's expression changed, hardened, as he stared fixedly at the door. Without letting his eyes leave the door, he muttered under his breath “Get ready Shell, the ride gets bumpy from here”.

“How could it get any worse?”, she thought to herself, as the ship rocked from the outside, knocked into a slow slalom by a rocket impact.

As a persistent thumping sound, like hailstones on a corrugated aluminum roof sounded from the ceiling, the door burst open and the guard rushed inside. “Looks like your friends are trying to bust you out ‘King Umber’, but they won't....”, and just like that the Company guard was on the floor, still. Umber had braced back against the wall, and driven both his feet into the guard's stomach.

Wide-eyed, the computer slasher asked, “Is he dead?”.

Grim-faced, Umber looked down at the guard, and smiled “Not yet.”, and brought his magnetic leg restraints straight down in an axe-kick on the back of the guard's neck. A sick crack filled the small cell, and the guard slumped, a widening pool of blood flowing from his mouth and nose.

Suddenly, a giant appeared in the doorway, one of those new “mauler” rewrites the Company was scaring the shit out of everyone with. Shell let out a small cry, they really *were* going to die. But Umber was smiling. “Have your men taken the bridge yet?” was all he said to the brute. The sounds of men screaming in agony could be heard from down the hall.

“Yes Sir Captain Grey. Your daughter is changing the transponder codes on the bridge. Want to rename her? The Valkyrie is a pretty nice name.”

“Valkyrie is *their* name. Tell Serenity to change the transponder signal to the JSS John Brown.”

The giant's expression went blank, and he was clearly trying, in vain, to catch the reference before he looked stupid. Frowning, he instead reached out with a massive hand and ripped the “unbreakable” magnetic shackles from Umber's arms and legs. Laughing, Captain Umber Grey, leader of the Sons of Jove, the most hated and feared revolutionary cell in the solar system, patted the huge monster on the back. “Shell, explain the historical significance of John Brown to my boarding officer please.”, then, in an introductory tone, as if he were introducing two co-workers at a Company office party, he brought her tiny hand and his gigantic hand together and said, “Goliath, meet our new Ops Officer, Shell Therrin.”

She looked over to ask if he was kidding, but he was gone, heading, no doubt, for the bridge. Looking up, she saw that the creature, Goliath, was waiting for her to explain who John Brown was. “Welcome to the revolution.” she thought to herself.

RACES

ANDROID

The ultimate expression of robotics, the first fully aware robot, or Android, was constructed in 2162 at the Advanced Intelligence Project (AIP), Tycho City. Owned by The Company, these beings have no rights at all, mere slaves, they are given the most dangerous jobs, and die by the thousands every year.

Physical Description: Androids are built for work. They tend to be tall, muscular, and agile. No thought is given to the aesthetic at all, and Androids are often made of cheap materials that corrode and pit on the surface over time, leading to actual holes in their “skin” being a common sight. Their internal components are purposefully designed to fail over time, leading to a very short “life”. The average life expectancy of an Android is less than 10 years. Given the terribly dangerous conditions in which they work however, most will live less than two.

Relations: Androids tend to be quiet, utilitarian, and subservient. They are programmed with a very “cooperative” personality. Also, keep in mind that most Androids were only born a month or two ago when they enter service. This is by design. The Company fosters conditions in which Androids, ideally, will not live long enough to develop their own personalities.

Android Racial Traits

Base Speed 30 ft.

Android Physiology: Androids are completely immune to disease and radiation of all types. Androids do not heal WP naturally, and drugs, medicines, poisons, and telepathy have no effect on them. Only the Repair skill can restore WP to an Android. An Android’s VP represents its energy supply, which can be drained from periods of intense activity (like combat). If the Android

Umber slowly came awake, trying to remember where he was, and how he had gotten there. He tried to sit up, but he couldn’t move. His body felt so heavy. Then he remembered the Fixer. There was a Fixer. He was going to kill him. He had to get up or he was going to die. Why was it so hard to think? Umber began to thrash and jerk. He was tied down somehow. Maybe the Fixer wanted to interrogate him before he killed him. Maybe the sadistic bastard just wanted to have a little fun before he killed him. “That will be the day.”, Umber thought grimly, continuing to thrash in his bonds, ignoring the sharp pain in his forearm.

Suddenly, Umber’s limbs quit working, and a wave of calm seemed to filter through his mind. “Calm. Calm. That’s better. So much rage within you. So much pain.”

The voice was inside his head. Umber closed his eyes, grimly reciting the mantra he had learned to drown out any attempt to read his mind. He’d be damned if some Company Psi was going to fish around inside his head. Then, he saw her, deep blue skin like deep still water, large oversized eyes, she was wearing a surgical gown, her smooth slick skin furrowed in a look of concern. Her enormous bulk (she weighed 400 lbs if she weighed an ounce) somehow graceful as she bent over him. A Euro. Umber stopped struggling. Euros were too good. If this whale-bitch was working for the Company, he might as well let her have whatever it was she wanted from his mind, rather than fight, let her destroy it while she “sifted” him. The enormous blue face was split by a soft smile as he relaxed, hundreds of small plankton-eating teeth visible as a white picket fence in the expanse of her mouth.

“Better. Calm. Calm. No young human, I do not work for human Company. You have nothing to worry about. If you promise not to struggle or move too much I will allow you to sit up. Agreed?” Umber nodded. He needed to figure out where he was and how he was going to get out.

Suddenly, his limbs obeyed his commands again. Umber slowly sat up, eyes adjusting to the dimly-lit room. Operating room? Interrogation room? Torture chamber? Umber winced as another sharp pain lanced his forearm. Looking down, he saw the thin red line around his forearm. Suddenly he remembered. He had been set-up. The Fixer had been in the hotel room waiting for him. How had they known he was there? He just barely got his arm up in time to stop the Laser Garrote from taking his head off. The last thing he saw before the darkness was his arm come in half. Clean. No blood. The wound of a Laser Garrote was cauterized instantly.

“How did you...?”, Umber’s question was cut short, by a series of racking coughs. His throat was so dry.

Suddenly, there was a small glass of water at his lips “Drink human. Drink. You are still not well. Your arm has been reattached. It was severely infected for many days. You almost died many times.”

The Euro smiled at him again. “I am Doctor Ande’Eela, and this is my clinic. Your friends are outside. You are in better hands than you deserve little human.”

rests, he recovers VP as his internal reactor restores energy to his systems

Starting Age/Lifespan: Starting Age 1-4 Years; 5 Years (Middle Age), 7 Years (Old), 9 Years (Venerable), Maximum Age: Unknown.

Ability Modifiers: +2 Str, +2 Dex, +2 Int, -2 Wis, -4 Cha: Androids are strong and fast, with computerized brains capable of memorizing and categorizing information quickly and efficiently. However, they have also been programmed to be

compliant servants, and have little time to develop skills to help them interact with others.

Favored Classes: Pilot, Soldier: Androids are used by The Company for dangerous jobs perfectly suited for their “expendable” natures.

ASTRONOMERS

Astronomers, also known as “peepers”, are a rare rewrite. No more than 1,000 of these men and women are thought to exist, and rarely are they seen except for those who make the long, lonely supply run to the Pluto Deep Space Observatory.

Physical Description: The most striking feature on an Astronomer is his eyes. Astronomers are rewritten to have the sharpest vision for minute details, and in dim light. In fact, the Pluto run is very unpopular because the peepers won't turn on the lights even for the Haulers. They are nice enough to supply them with nightvision goggles, however. In terms of height and weight peepers tend to be within the human range, though on the small side. In the words of Caleb Storm, famous Hauler, “That’s because anyone who wants that rewrite is a ****in’ geek to begin with”.

Relations: As long as they are left to their work, and left in the dark, Astronomers are extremely easy going.

Astronomer Racial Traits

Base Speed 30 ft.

DarkVision: Astronomers see perfectly in Darkness out to 120’

Sharp Eyes: Astronomers have a +4 Racial Bonus to the Spot skill. Spot is always a class skill for these characters. However, Astronomers take double damage, or are blinded for twice as long, by any blinding attack or an attack that affects the

RACIAL ABILITY ADJUSTMENTS

Race	Ability Adjustments	Favored Class
Android	+4 Str,+2 Dex,-2 Wis,-4 Cha	Pilot, Soldier
Astronomer	+2 Int, -2 Str	Scientist, Tech
Clone	Varies	Varies
Earther	+2 Cha, -2 Con	Corporate Lackey
Euro	+2 Wis, -2 Dex	Sensitive
Floater	+2 Dex,+2 Cha,-2 Str,-2 Con	Hauler, Pilot
Hopper	+2 Dex, -2 Str	Hauler

eyes (such as tear gas).

Ability Modifiers: +2 Int, -2 Str: Astronomers tend to be intellectually inclined. Many have never picked up anything heavier than a shotglass since high school however.

Starting Age/Lifespan: 18+1-6 Years; Middle Age 53 Years, Old 80 Years, Venerable 105 Years, Maximum Age +3d20 Years.

Favored Class: Scientist, Tech.

CLONE

One of the wonders of the Genetic Age, Clones are created for a variety of purposes, and are seen all over the Jovian colonies as workers, soldiers, and “entertainers”. There are several standard varieties of clones, as well as many rare and unique models. This race covers several of the most common varieties, but any character can play a unique or rare clone as a member of any other race with no penalty.

Bambi/Ken: Bambis/Kens are the entertainment model, grown for entertainment, hostess and escort duties, especially in the days when slavery of clones was legal. Today, many Bambis continue in these roles, especially in the Jovian colonies, where these jobs are the most plentiful. However, a growing number of ambitious Bambis have either married rich, or entered the Corps where their looks can be parleyed into sizable fortunes.

Because of their reputations as vapid playthings, many others have become very successful intelligence agents. Bambis who marry rich are colloquially known as “trophies” or “kendolls”, while those in business are called “working boys/girls” (never to their faces). Bambis in the intelligence services are called “Mata Haris”, while Kens in this line work are “Bondsman”.

Jack/Jill: Jacks/Jills are the most common clone, bred after the Gene

War when populations were ebbing, fertility rates low, and slave labor was needed in great supply to rebuild Earth’s shattered infrastructure. Designed for maximum fertility, Jacks and Jills are known all over the colonies for their large families, especially when a Jack marries a Jill. Extremely quiet and shy by nature (passivity being a trait included in the design to make them more docile workers in boring menial jobs), normally the only time you will ever hear a Jack is when he is followed by a gaggle of his children.

Joe/Jane: Designed for strength and size, Joes and Janes most often find work as manual laborers or in the military. These clones are commonly referred to as “average” when employed as manual laborers, and G.I. when in the military. Thus, a character might be an “average Joe”, or a “G.I. Jane”.

Everyone has an interest in where they came from, and for clones, this interest in genealogy is a passion bordering on obsession. Or religion, as some social scientists have observed. Every clone strives to find out everything they can about their Progenitor, and things owned by a Progenitor are as sought after as medieval relics.

Clone Racial Traits

Some Clone racial traits vary by model, and some are common to all clones.

All Clones: Clones gain a +4 racial bonus to disguise, as they can easily impersonate another clone to get away or get close to someone. Investigate skill checks have their DC raised by 10 to find evidence about a specific Clone, as all clones of the same model have identical fingerprints and leave identical fiber trace evidence. Clones get a +6 to Disable Device/Computer Use checks to defeat security based on fingerprints, retina scans, or voiceprints when trying to impersonate a clone of the same type.

Ken/Bambi: +4 Cha, -2 Wisdom, -2 Str; +2 to all Charisma based skills when dealing with the opposite sex.

Jack/Jill: +2 Intelligence, +2 Wisdom, -4 Cha; 4 bonus skill points at first level, 1 bonus skill point each level after first level.

Joe/Jane: +2 Str, +2 Dex, -2 Wisdom, -2 Cha

EARTHER

Earthers are one of the rarest sights in the Jovian System. These fine folks hail from the cradle of humanity: Terra. Earthers are found in all ethnicities and nationalities, and have a higher degree of religious participation than most other peoples.

Physical Description: Like the majority of people in the 24th century, Earthers have been rewritten at the genetic level. Earthers enjoy immunity to almost all diseases, and tend to be much better looking than their un-modified counterparts.

Relations: Earthers are generally disliked. They are seen as tools of corporate interests, fat, lazy, and spoiled.

Earther Racial Traits

Base Speed 30 ft.

Genetic Immunity: Earthers receive this feat for free.

Ability Modifiers: +2 Cha, -2 Con: Earthers

have been rewritten to represent beauty, with moles, freckles, brown hair, and other “average” traits completely eliminated from the genepool. However, despite the fact that their immune systems have been strengthened as well, with genetic diseases eradicated completely, their sedentary lifestyle still makes them less robust than the average Jovian.

Starting Age/Lifespan: 22+1-6 Years; Middle Age 53 Years, Old 80 Years, Venerable 105 Years, Maximum Age +3d20 Years.

Favored Class: Corporate Lackey: Earthers tend to be political animals. Also, there are not many jobs to be had on Earth that do not involve working for The Company in one capacity or another.

EURO

One of the first major scientific expeditions to the Moons was a thorough exploration of Europa. Scientists were hopeful of finding extraterrestrial life there. In the scientific certainty of the day, they told the peoples of Earth that this life, if it existed at all, would be nothing but bacteria. If they were lucky they would have a beaker full of alien life to study. What they found was an entire ecosystem, and the Europeans, The Prime as they called themselves, were Sensitives of the highest order, and had known of the Human “presence” for centuries. Everything changed after that. As more and more alien cities, abandoned and ruined are found, scientists who thought the only life they would find in the solar system was microbes are thought of in the same light as 15th Century scientists who thought the Earth was the center of the solar system. The Prime, for their part, are happy to educate humans about their pacifistic, theocratic society, which boasts colonies on four moons, and has been exploring space for 5 hundred years.

Physical Description: Euros (as the humans call them) evolved in a completely liquid environment. Their bodies are blubbery to protect them from the

cold of Europa’s oceans, lending them a clumsy gait on land. In the water, however, their entire appearance changes, and Euros are fast, sleek, graceful, and deadly if they choose to be. Most Euros are slightly shorter than humans, males averaging 5’9, females about half a foot shorter. Their weight averages 350 lbs for males, 300 for females.

Relations: Euros are pacifists, explorers, and scientists. They are great talkers, and enjoy spending time with like-minded individuals. They have great reservations about getting too close to humans, because of their violent tendencies and disregard for the natural balance. In particular, the “Titan Issue” is a flash point with the Euros, causing them to be ill at ease when dealing with The Company, whom they distrust greatly. Euros refuse to have anything to do with Androids, who do not register mentally at all, and thus, according to the Prime Order are mere objects.

Euro Racial Traits

Euro base speed is 20 ft. They are heavy and ungainly out of the water. In the water, their Swimming speed is 60 feet.

Psionic Sensitivity: All Euros are psionic, and receive this feat for free, even if they do not meet the requirements.

Water Born: Euros receive a +6 Racial Bonus to swimming checks. Like whales and dolphins, Euros breathe air, and can hold their breath for over 30 minutes.

Sharp Hearing: While the echolocation of their primitive cetacean ancestors has become vestigial, Euros still possess extremely good hearing by human standards. Euros receive a +4 Racial Bonus to all Listen checks. In addition, Listen is automatically a class skill for these characters. Euros take double damage from any weapon involving sound, or are deaf for twice as long if the weapon deafens rather than damages.

Ability Modifiers: +2 Wis, -2 Dex: Euros

are very calm, pacifistic, and in tune with their environment. However, by human standards, they are large, and rather ungainly, especially outside the water.

Starting Age/Lifespan: 20+2d4; 50 Years (Middle Age), 75 years (Old), 100 Years (Venerable), Maximum Age: +5d20 Years.

Favored Class: Sensitive: Euros are some of the most powerful Psis on record. Their First Prime, ministers of the Prime Order, maintain a network through all their colonies, and are able to communicate the wishes of the One, the leader of their faith over millions of miles.

FLOATERS

Floaters are people who have grown up in microgravity. Developing bodies are greatly affected (some would say warped) by this new environment. Floaters are increasingly rare, as most craft are now designed with gravity generators, or are used for only very short trips.

Physical Description: Floaters tend to be smaller than average, with males averaging only 5 feet tall, and females slightly smaller. They also tend to be extremely thin and waiflike in appearance, as a consequence of growing up without gravity to help build bone and muscle mass.

Relations: Floaters tend to be travelers, and as such have good relations with everyone. Floaters were also the first wave of Haulers and Explorers, and became known for generosity to early outposts on the Moons. As such, Floaters probably have the best cross-race relations of any group.

Floater Racial Traits

Floater base speed is 20 ft. They are extremely small and slight, with joints ill-suited for rapid movement.

Low-G and Zero-G Maneuvering: Floaters receive these feats for free.

Gravity Sensitive: Floaters take double damage from any Gravitic weapon. If exposed to Gravity over 1 G for an extended length of time (as would happen on a fast moving Starship), a Floater will be fatigued after 8 hours, and exhausted after 12, until she has a chance to rest in conditions of less than 1 G for 8 hours.

Ability Modifiers: +2 Dex, +2 Cha, -2 Str, -2 Con: Floaters are very graceful, and considered quite attractive for their small waiflike frames by most peoples. However, microgravity is very bad for the human body, especially developing human bodies. Floaters have little muscle mass, poor bone density, weak joints, and underdeveloped immune systems.

Starting Age/Lifespan: 15+1d4; 35 Years (Middle Age), 53 Years (Old), 70 Years (Venerable), Maximum Age: +2d20 Years.

Favored Classes: Hauler, Pilot: Most Floaters are born on a ship, and can fly one before they can walk. Some are so used to the confined spaces of their sips that they refuse to set foot into a port, hiring “lumpers” to ferry their goods off ship.

HOPPERS

Hoppers is the colloquial name of the most common type of “Rewrite”. A Rewritten person has had his DNA altered in a radical fashion to create a genome that does not exist anywhere in nature. Hoppers were originally created to facilitate the construction of Tycho City, the first off planet settlement. As such, Hoppers are the ideal colonists of any Low Gravity world. Given that this is the most common type of Terrestrial Planet, Hoppers continue to be the most popular rewrite.

Physical Description: Hoppers tend to fall in the same height range as humanity, typically standing between 5 and 6 feet tall. However, Hoppers are extremely lithe, built like ballet dancers, and weigh between 90 and 125 lbs on average. Hoppers have longer legs than would be typical for their height,

and shorter torsos. Also, as all Hoppers are double jointed, they favor a crouching position to sitting, which has been said to make them look more like grasshoppers than people, hence the name. Hopper skin tends to be extremely pale, and their eyes tend to be larger than the human norm, and sunk into their heads. Many “normal” humans consider Hoppers unattractive, and early in the Program there were even some attempts to alter the Rewrite to make them look more like Humanity. However, Gene Splicing is more art than science, and no satisfactory solution has been found. The point is moot now, as Hoppers are, if anything, the majority species in the Jovian System.

Relations: Most relations are based more on political affiliation than race, especially as revolution nears in the Jovian Colonies. However, some tendencies have emerged. Hoppers tend to prefer being among other Rewrites, tending to shy away from anyone who looks like an “Earther”

Hopper Racial Traits

Hopper base speed is 30 ft. However, in a Low G Environment, where hopping is the most common form of travel, Hoppers move at a base speed of 60.

Skills: Hoppers receive a +6 Racial bonus to Jump Skill. Jump and Balance are automatically class skills for Hoppers, regardless of Class.

Low-G Maneuvering: Hoppers receive this feat for free.

Ability Modifiers: +2 Dex, -2 Str: Hoppers are lithe and graceful, built for ease of movement in a Low G environment. However, their rewrite gives them less sheer muscle mass, which they really won’t need living in below normal gravity anyway.

Starting Age/Lifespan: 15+1-4 Years; Middle Age 53 Years, Old 80 Years, Venerable 105 Years, Maximum Age +3d20 Years.

Favored Class: Hauler. Hoppers have been “out there” longer than anyone, and have been piloting junk freighters for over a century.

CLASSES

CORPORATE LACHEY

In many places all through the Jovian System, there are only two types of people: Corps and Grunts. In the moons of the Frontier, these two megalithic entities are everything: mother and father, employer and government all rolled into one. The Corporations were here first, and resent the military's "paranoid" sniffing around ancient ruins that, they feel, should be theirs to plunder. As a result of this, many Corps have begun funding their own expeditions to the ruins, intent on beating the military to the occasional cache of fantastic alien technology. Every one of these groups has a Corporate Representative along to make sure the interests of The Company are well looked after. These "Representatives" are more commonly called Corporate Lackeys, though never to their faces.

Class Information

The following features pertain to the Corporate Lackey class.

Weapon and Armor Proficiencies: The Corp is Proficient in Light Armor, and Simple and Martial Weapons

Hit Die: 1d6

Alignment: any

Skill Points per Level: 6+Int. Modifier

Class Skills: Appraise, Bluff, Diplomacy, Forgery, Gather Information, Listen, Sense Motive, Spot.

Class Features

The following features pertain to the Corporate Lackey class.

Part Time (Ex): The character is employed by The Company on a casual basis. Fifty percent of the character's medical costs will be paid for.

Rumor (Ex): Information is power. Corps are

Alvarez fidgeted nervously in the call booth, retaping the broken nose support that held his bottle-thick eyeglasses together. He hated this place. Casino they called it. Just a matter of time before the Company tracked it down and arrested the whole lot of them. Everyone knew gambling was only permitted at Company-sanctioned entertainment complexes. The small Floater jumped when the door to the call booth slid open, relaxed only a little as he saw the black-clad Smuggler he was here to meet. Masterson, he called himself. God only knew what his real name was. Didn't pay to ask.

Masterson wrinkled his nose as he entered the booth. "Jesus you stink Alvarez." Masterson frowned as he watched Alvarez fidgeting with his glasses. The little twitch did that when he was nervous, and there was no reason to *be* nervous. Casino was independent. The UEG, the Company, the Military, none of those clowns were welcome here.

Alvarez was still fidgeting. "Look, let's just g-get this over with ok? This place is t-too crowded for me. Why can't we do this in deep space? Or in the hold of my s-ship?"

Masterson relaxed. The little twitch had agoraphobia. Hated to be around people. Hated to be off his ship. He wrinkled his nose as another gust of Alvarez's body odor wafted over him. Little toad was worth *millions*, and he stank to high heaven, wore *spectacles* for Christ's sake. He should be on an island somewhere surrounded by Trophies. "Freakin' Floaters", he thought to himself.

"Let's get this over with.", Alvarez repeated. "I have your order. The w-whole thing. Beef patties, multivitamins, stimdose, antiproton packs. You better have my payment, do you know how hard that stuff was t-to get?"

Masterson smiled and took a vidcube out of his pocket and flipped it on. A three-dimensional holographic image of three beautiful women appeared. Alvarez actually reached out and passed his hand through the matrix, as if he could actually touch them. "Three androids. A blonde, a brunette, and a redhead. They cook, they clean, they're imprinted with sweet subservient personalities, and they're fully anatomical." Alvarez was still staring at the images. Masterson had no idea what he wanted with these things, though he could guess.

"F-Fully?"

Masterson chuckled. "You want the specs? I guarantee you a gynecologist couldn't tell them from the real thing." Rising, Masterson started to leave the booth. "You have your boys offload the goods to the *Mystic's* hold, and I'll have the ladies sent up to your bridge."

"W-wait!" Masterson felt the hackles rise on the back of his neck. His eyes narrowed as he sat back down. Alvarez was fidgeting with his glasses again. "W-what did you want all that stuff for anyway?" Masterson watched Alvarez for a good long time. Then he smiled as he patted the little twitch on his head and rose to leave again. "I'm equipping an army, dumbass" And with that, the Hauler was alone in the booth. He looked out the window, but Masterson had already disappeared into the crowd. Alvarez took out a transmitter, dialed in a 10 digit page-code, then exhaled a breath he had been holding since Masterson had stepped into the booth.

well aware of this, and any time they are in port they will be talking to their fellow employees, looking for any shift in the wind. On a Gather

Information, Listen, or Sense Motive check (DC 25), the Corp receives a rumor. The exact nature of this rumor must be determined by the GM, but

CORPORATE LACKEY

Level	Base Attack	Fort	Ref	Will	Special	Defense
1 st	+0	+0	+0	+2	Part Time	+2
2 nd	+1	+0	+0	+3		+2
3 rd	+1	+1	+1	+3	Rumor	+3
4 th	+2	+1	+1	+4	Bonus Feat	+3
5 th	+2	+1	+1	+4	Company Man	+4
6 th	+3	+2	+2	+5		+4
7 th	+3	+2	+2	+5		+5
8 th	+4	+2	+2	+6	Bonus Feat	+5
9 th	+4	+3	+3	+6		+6
10 th	+5	+3	+3	+7	Power Play	+6
11 th	+5	+3	+3	+7		+7
12 th	+6/+1	+4	+4	+8	Bonus Feat	+7
13 th	+6/+1	+4	+4	+8		+8
14 th	+7/+2	+4	+4	+9		+8
15 th	+7/+2	+5	+5	+9	Bankroll	+9
16 th	+8/+3	+5	+5	+10	Bonus Feat	+9
17 th	+8/+3	+5	+5	+10		+10
18 th	+9/+4	+6	+6	+11		+10
19 th	+9/+4	+6	+6	+11		+11
20 th	+10/+5	+6	+6	+12	High Stakes	+11

it will always be in the character's benefit, either a way to make some quick cash, or help in advancing the current adventure. This ability may be used once each time the Corp comes into port.

Company Man (Ex): The character works for The Company, and as a loyal Company Man, can expect to be cared for. As the slogans say, The Company is mother and father. The Corp can expect free medical care at any frontier outpost, and is paid a monthly salary of 250 credits per Corporate Lackey level.

Power Play (Ex): The Corps in the Jovian System tend to be the most ambitious. Less ambitious executives would rather plod their way

up The Company ladder back on Earth. At any time after the Corp reaches 10th level, he may attempt a Power Play to rise within the ranks quickly, but at great risk. The Corp makes either a Bluff, Diplomacy, or Forgery check (DC30). If he succeeds, he triples his salary (750 credits per Corp Level). If he fails, he is reduced to Part Time benefits until he gains another Corp Level, at which time he is reinstated, though with a black mark in his "Jacket". A Corp may attempt a Power Play only once, whether he succeeds or fails, although he may wait as long as he wants after 10th level before he makes the attempt.

Bankroll (Ex): The character has entered the upper tier of The Company. His business savvy and loyalty are unquestioned. The Corp may Bankroll expeditions and business adventures, requisitioning credits and materials of up to 1,000 credits/Level from The Company. This ability may be used once per Level. (In other words, the Corp could requisition up to 15,000 credits worth of materials from The Company upon reaching 15th level. He could not again use this ability until after he achieved 16th level).

High Stakes (Ex): Like Power Play, only with greater rewards and greater risks. An opportunity presents itself to the Corp to rise to an extremely high level of power and influence. Perhaps even to CEO. This "ability" constitutes a very difficult adventure. If successful, the character will have unimaginable wealth. If he fails, he will be forced to leave The Company, and could even be killed.

SENSITIVE

Ever since Geneticist Karl Mueller unlocked the secrets of the brain in 2186, a rare few individuals have been born with what used to be called "psychic powers". The Mueller Institute, founded in 2207, was the first concerted attempt to train and hone these abilities. Although promoted as a way to help these new sensitives to cope with their abilities, many saw the Institute as a way for The Company to identify those most powerful individuals and recruit them into service by hook or by crook. For this reason, many sensitives hide their abilities, and many of these find their way to the Jovian System.

Requirements

To qualify to become a Sensitive, a character must fulfill the following criteria.

Feats: One base psionic feat (Telepathy, Telekinesis, or Precognition)

SENSITIVE

Level	Base Attack	Fort	Ref	Will	Special	Defense
1 st	+0	+0	+0	+2	Recognition	+1
2 nd	+1	+0	+0	+3		+1
3 rd	+1	+1	+1	+3	Psyche +1	+2
4 th	+2	+1	+1	+4	Inner Reserve	+2
5 th	+2	+1	+1	+4		+3
6 th	+3	+2	+2	+5	Psyche +2	+3
7 th	+3	+2	+2	+5		+4
8 th	+4	+2	+2	+6	Inner Resolve	+4
9 th	+4	+3	+3	+6	Psyche +3	+5
10 th	+5	+3	+3	+7	Inner Awakening	+5
11 th	+5	+3	+3	+7		+6
12 th	+6/+1	+4	+4	+8	Psyche +4	+6
13 th	+6/+1	+4	+4	+8		+7
14 th	+7/+2	+4	+4	+9		+7
15 th	+7/+2	+5	+5	+9	Inner power	+8
16 th	+8/+3	+5	+5	+10	Psyche +6	+8
17 th	+8/+3	+5	+5	+10		+9
18 th	+9/+4	+6	+6	+11	Psyche +7	+9
19 th	+9/+4	+6	+6	+11		+10
20 th	+10/+5	+6	+6	+12	Inner Awakening	+10

Class Information

The following features pertain to the Sensitive class.

Weapon and Armor Proficiencies: The Sensitive is proficient with Light Armor and Simple Weapons.

Hit Die: d4

Alignment: any

Skill Points per Level: 2+Int Modifier (x4 at 1st Level)

Class Skills: Animal Empathy, Concentration, Diplomacy, Sense Motive

Class Features

The following features pertain to the Sensitive class.

Recognition (Su): On a Concentration check (DC 15), sensitives can recognize each other. This ability is a full round action and provokes an attack of opportunity.

Psyche: A character's Psyche determines how many times each day he can use psychic abilities. A character's Psyche is equal to his Wisdom modifier. As the sensitive gains levels, he receives the listed bonus to his Psyche.

Inner Reserve: By calling on his inner power, the Sensitive can ignore pain and fatigue. Once

per day, the character can make a Concentration check (DC 15) to dispel fatigue, exhaustion, or any damage or penalties due to environment, hunger, heat, and so forth (but not radiation). If used to heal damage or dispel fatigue, this effect is permanent (though obviously the character can become fatigued or damaged again). If used to ignore penalties due to extreme heat or other environmental conditions, the effect lasts one hour per Sensitive level. The Sensitive may use this ability more than once per day, but each time he does so it counts against the character's Psyche.

Inner Resolve: Once per day the character may reroll any failed Will saving throw. The Sensitive may use this ability more than once per day, but each time he does so it counts against the character's Psyche.

Inner Power: The character's mastery of his powers is increasing, and may use any ability that affects only himself as a free action, rather than a move equivalent action, though the character may still only use one psionic power per round, and only activate powers during his action.

Inner Awakening: At 10th and 20th levels, the Sensitive can select a new Psionic feat (either a normal psionic feat or one of the base powers of Telepathy, Telekinesis, and Precognition). This is the only case in which Telepathy, Telekinesis, or Precognition may be selected at a level other than first.

PRESTIGE CLASSES

PSYCHIC HEALER

The Power of the mind has great healing potential. For those gifted with psychic energies, this energy can be used to heal injuries outside the bounds of normal medicine. The power of the mind and the power of modern medicine combine in this character.

PSYCHIC HEALER

Level	Base Attack	Fort	Ref	Will	Special	Defense
1 st	+0	+0	+0	+2	Natural Soma	+1
2 nd	+1	+0	+0	+3	Empathic Healing +1d6	+1
3 rd	+1	+1	+1	+3	Psyche +1	+2
4 th	+2	+1	+1	+4	Empathic Surgery +2d6	+2
5 th	+2	+1	+1	+4	Natural Endorphins	+3
6 th	+3	+2	+2	+5	Psyche +2	+3
7 th	+3	+2	+2	+5	Natural Stim Dose	+4
8 th	+4	+2	+2	+6	Empathic Surgery +3d6	+4
9 th	+4	+3	+3	+6	Psyche +3	+5
10 th	+5	+3	+3	+7	Mind Heals the Body	+5

Requirements

To qualify to become a Psychic Healer the character must meet the following criteria.

Feats: Psionic Sensitivity, Empathy, Empathic Healing

Skills: Heal 8+, Medicine 8+, Pharmacology 4+, Concentration 6+

Class Information

The following information pertains to the Psychic Healer Prestige Class.

HD: 1d4

Weapon and Armor Proficiencies: Light Armor

Class Skills: Concentration, Diplomacy, Heal, Knowledge (any medical specialty), Medicine, Pharmacology, Sense Motive

Skill Points per Level: 6+Int Modifier

Class Features

The following features pertain to the Psychic Healer prestige class.

Natural Soma: This ability counts against the character's psyche as one of his psychic powers that he can use for the day. The character can use his psyche to induce the brain to speed up the body's natural healing factor. This acts like the

drug Soma (see the drugs section), but with no side effects.

Empathic Surgery: This ability counts against the character's psyche as one of his psychic powers that he can use for the day. The character, while performing surgery, attunes his mind to the body of his patient. This is an advanced version of the Empathic Healing feat, and like that feat requires a Concentration check of 20 to successfully execute. However, in addition to the +10 bonus to Heal, Medicine, and Pharmacology granted by Empathic Healing, the character also heals an added amount of damage with his skill. This extra healing goes up as the character gains levels in this class.

Psyche: As the character gains levels, he masters the abilities of his mind, and can tap his Psyche a greater number of times per day. This ability is cumulative with any other class ability (such as that of the Sensitive and the Psychic Pilot) that increases psyche.

Natural Endorphins: This ability counts against the character's psyche as one of his psychic powers that he can use for the day. The character can use his psyche to induce the brain to release massive amounts of pain killing endorphins. These endorphins act like the drug Morphine (see the

drugs section), but with no side effects.

Natural Stim Dose: This ability counts against the character's psyche as one of his psychic powers that he can use for the day. Endorphins can not only inhibit pain, they can also banish fatigue. This ability acts like the drug Stim Dose (see the drugs section), but with no side effects.

The Mind Heals the Body: A character must be at full Psyche to use this ability. This ability is so draining that the character immediately becomes exhausted (see the condition summary in the DMG) upon successfully using it. Furthermore, the character's Psyche is halved for one week as his mind recovers. This ability allows the Psychic Healer to fully unleash the healing powers of the mind. The character must make a Concentration skill check (DC 20) to successfully execute this ability. The patient's body is completely purged of all diseases, and will be healed of all damage.

PSYCHIC PILOT

A small percentage of all people are born different. These lucky (or cursed) few are able to tap into reserves of inner strength locked away from normal folk. Fighter pilots already know a life of stress and danger unknown to even most adventurers. These pilots are stranger still, a minority within a minority. However, no one can doubt the power of being able to separate the task at hand from the constant danger, and when one can control the minds of others, controlling your own fear is much easier to accomplish. Psychic Pilots are also skilled at taking an empathic "read" on an opponent during a dogfight, knowing which way he's going to turn, and firing so he flies right into the field of fire.

Requirements

To qualify to become a Psychic Pilot, a character must meet the following criteria.

Feats: Psionic Sensitivity, Empathy

Skills: Pilot 10+, Concentration 6+

Class Abilities: Dogfighting

Class Information

The following pertains to the Psychic Pilot Prestige Class.

HD: 1d6

Weapon and Armor Proficiencies: Light and Medium Armor, Ship-to-Ship Weapons

Class Skills: Communications Operations, Concentration, Navigation, Navigation-Hyperspace (Space Opera), Sensor Operations, Spot

Skill Points per Level: 2+Int Modifier

Class Features

The following features pertain to the Psychic Pilot prestige class.

Zen Piloting: Psychic pilots are masters at removing their personal fortunes from the task at hand. Fear is a part of the mind that can be “put to sleep” by the psionically gifted. This ability allows the Psychic Pilot to add ½ his Concentration skill to any piloting check. This ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

Psyche: As the character gains levels, he masters the abilities of his mind, and can tap his Psyche a greater number of times per day. This ability is cumulative with any other class ability (such as that of the Sensitive and the Psychic Pilot) that increases psyche.

Bonus Feat: Every fourth level she gains in this prestige class, the Psychic Pilot gains a bonus feat. This bonus feat may either come from the list of bonus feats available to the Sensitive, or the list of bonus feats available to the Pilot.

Empathic Dogfighting: By making a successful Empathy check, the pilot gains a read on where and when to attack his opponent to best effect. The ability allows the Psychic Pilot to add ½ his Concentration skill to her next attack roll. This

PSYCHIC PILOT

Level	Base Attack	Fort	Ref	Will	Special	Defense
1 st	+0	+0	+2	+2	Zen Piloting	+1
2 nd	+1	+0	+3	+3		+1
3 rd	+2	+1	+3	+3	Psyche +1	+2
4 th	+3	+1	+4	+4	Bonus Feat	+2
5 th	+3	+1	+4	+4	Empathic Dogfighting	+3
6 th	+4	+2	+5	+5	Psyche +2	+3
7 th	+5	+2	+5	+5		+4
8 th	+6	+2	+6	+6	Bonus Feat	+4
9 th	+6	+3	+6	+6	Psyche +3	+5
10 th	+7	+3	+7	+7	Empathic Evasion	+5

ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

Empathic Evasion: By making a successful Empathy check, the pilot gains a read on where and how his opponent intends to attack him in the near future (until the beginning of the Psychic Pilot’s next action). This ability allows the Psychic Pilot to add ½ his Concentration skill to the Defense of his craft. This ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

NEW FEATS

In this section are 28 new feats to enrich Blood and Space campaigns set in the Prometheus Rising setting. These feats fall into three categories, all of which are important to the feel and tone of the setting: Psionic Abilities, Genetic Enhancements, and Martial Arts.

For the Prometheus GM, additional information is available on all of these abilities. The psionic system presented in this enhancement is one that was adapted by Chris Davis, author of the excellent Darwin’s World, second edition. The GM wishing

more psionic information, or a slight variation on the system used in this book can find much to enhance psionics in his game.

The use of feats to represent genetic manipulation is very similar, though unrelated, to the system found in Darwin’s World, second edition. The GM wishing to add much more fantastic genetic variations could find a great deal to take his campaign to the next level. In perhaps one hundred years, much greater gene rewrites will be possible, and the DW II mutations system would be perfect for the GM looking to run a “Prometheus: The Next Generation” campaign. Such a campaign, could center on the intrepid crew of an Aeneas-class Exploration vessel, taking the first steps toward serious exploration of the galaxy, in an attempt to find the alien race(s) responsible for the archeological ruins that are a feature of the Prometheus Rising setting.

Lastly, the Martial Arts system in this game, featuring the futuristic art Hopboxing, is the same system used in my book Blood and Fists, for the excellent d20 Modern roleplaying game produced by Wizards of the Coast. Martial Arts is a way to both remind the players that their ancestors are you and I, but also emphasizing how things have

changed (through the invention of new styles from the future). Hopboxing is not the only style found in the Prometheus Setting. There is the brutal Ring Wrestling practiced by the Maulers, and the pacifistic Élan used by The Prime. The GM wishing to add these styles to his game, as well as styles in use now (all of which are still in use in the time of Prometheus Rising) will find new maneuvers, styles, and the means to invent styles of his own.

ANXIETY ATTACK

The character unleashes a deep-seated phobia into the conscious mind of his target that lasts for several days.

Prerequisite: Telepathy, Flight Trigger

Effect: By unleashing the fears that dwell deep inside the mind of everyone, the character triggers an anxiety attack in his opponent. If the victim of this attack fails his Will save (DC 10 + the character's Wisdom modifier plus ½ the character's Sensitive level), he suffers an anxiety attack, becoming shaken for a number of hours equal to the attacker's Wisdom modifier, +½ the attacker's Sensitive level. Each use of this ability counts against the character's Psyche.

AXE KICK

A vicious kick in which the attacker brings his leg up above his head, then brings his heel down on his target.

Prerequisite: Hopboxing

Effect: The character's kick damage is increased to the next larger die (from 1d6 to 1d8, and so on) when attacking with this feat. Also, the character adds one and a half times his Strength modifier to the damage with this feat. This feat may only be used once per round, but the character may make additional, non-Axe Kick attacks provided he has the ability to make multiple attacks.

Serenity winced as her Eagle bucked beneath her, autothrusters firing in all directions to even out the spiral and return the craft to its heading. She was going to die. One Eagle against four Kestrels equaled death she thought to herself. She had gone on the regular run to deliver food and medicine to the outlying moon bases, she had taken all the necessary precautions. And the fighters popped right up behind her. Somehow, they knew she was coming. The old radio crackled in the Eagle's cockpit "Serenity Grey, this is Kestrel Wing K-457, you will cut your engines and allow your ship to be grappled and towed to Ganymede Station where you will be debriefed and charged with sedition."

Serenity started flipping switches. The first thing she cut was the radio. She'd be damned if she was going to let some Company "sifter" find out about the Sons of Jove from her during her "debriefing". Then, she cut the course correction stabilizers. A soft, feminine voice chimed in her headset "Not recommended". Then she waited for the next volley from the kestrels. As the shells lanced out from their railguns, she dodged three of them, but the fourth she steered toward, letting it graze the left wing of her Eagle. Without the stabilizers to hold the craft on course, her Eagle drifted into sharp left-hand turn from the momentum imparted by the fast-moving shell.

Serenity bit down on her lower lip until she tasted blood. "C'mon babe. Yaw. Yaw for me."

The Kestrels were closing for the kill. The stabilizers were the last thing to go on a fighter. As the nose of her Eagle swung around from the momentum, Serenity suddenly cut loose with her forward laser cannons. One by one the Kestrels shimmered and broke apart. It was something to see. There was no sound. No explosion. Just a transformation. One minute there were four state of the art fighters headed toward her. The next, four fast-moving debris fields. Each was still distinct, and maintained its velocity.

Serenity let the momentum from the railgun carry her the rest of the way around, then turned her stabilizers back on, fired her main drive, and resumed her course. Checking her Nav chart, she saw she was going to be late.

"Damn. Dad's going to kill me."

BATTLE PLAN

The character can see the course of a battle in his mind. The further out the character forecasts the battle, the more variables come into play, and the less accurate the character can be.

Prerequisite: Precognition, Foresight, Precognitive Combat

Effect: The character decides when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, the character gains a +10 to one attack roll, damage roll, saving throw, etc for that round. If the duration is two rounds, the character gains a +5 on any one roll in each of those two rounds, and if the duration is 3

rounds, the character gains a +3 on any one roll in each of those three rounds. Each use of this ability counts against the character's Psyche.

CHOKE HOLD

The character has received advanced training in choking his target, either as a means of subduing him, or quietly eliminating him.

Prerequisite: Hopboxing

Effect: The character can inflict a strangulation attack on a grappled target without provoking an attack of opportunity. If the target of this attack is flat-footed, the attacker may immediately begin strangling him, without first having to engage in a

grapple attack.

Special: Choke Hold is a “submission hold”. If a character uses this maneuver against a NPC in tournament combat, the NPC must make a Will Save (DC 15) or submit, tapping out and ceding the match to his opponent.

CIRCLE KICK

By spinning his entire body, the character increases the damage from his kick attacks.

Prerequisite: Hopboxing

Effect: The character’s kick damage is increased to the next larger die (from 1d4 to 1d6, and so on). This maneuver may be performed multiple times per round.

FIGHT TRIGGER

The character has learned how to stimulate one of the most basic emotional triggers inside the mind of his target: the fight response.

Prerequisite: Telepathy

Effect: This ability may only be used on a willing target, who becomes Enraged (+2 morale bonus to Strength and Constitution scores, +1 morale bonus to Will saves, -1 to AC) for a number of rounds equal to the character’s Wisdom modifier, or ½ the character’s Sensitive level. This ability is an attack action. The character may use this ability once per day. Using this ability more than once per day counts against the character’s Psyche.

FLIGHT TRIGGER

The character has learned how to stimulate one of the most basic emotional triggers inside the mind of his target: the flight response.

Prerequisite: Telepathy

Effect: If the target of this ability fails a Will Save (DC 10 + the character’s Wisdom modifier plus ½ the character’s Sensitive level), the target is panicked for a number of rounds equal to the

attacker’s Wisdom modifier or ½ the attacker’s Sensitive level. This ability is an attack action. Each use of this ability counts against the character’s Psyche.

FLYING KICK

The character can make one of the most spectacular, and lethal, martial arts attacks.

Prerequisite: Hopboxing

Effect: The character’s kick damage is increased to the next larger die. The character adds ½ his Jump skill to the damage inflicted by any kick attack made in conjunction with a charge. Furthermore, the character adds one and a half times his Strength modifier to the damage from this attack. If the attacker misses with this attack, he must make a Tumble check (DC 15), or be prone. If he succeeds at this tumble check, the character is flat-footed until the start of his next action.

FORESIGHT

The character gains glimpses of the very near future. To the casual observer (someone without the recognition class ability) this will appear as though the character has lightning fast reflexes.

Prerequisite: Precognition

Effect: The character gains a bonus to initiative equal to his Wisdom modifier + ½ his Sensitive level. These bonuses stack with any other initiative bonuses the character possesses, including Improved Initiative and Dexterity modifier. If used in the midst of a battle, a character may choose to either increase his initiative by his Wisdom modifier+ mutation level, or roll again. Foresight is a free action, though the character may only use this ability on his action, and only once per combat. This ability may be used once per day. Using this ability more than once per day counts against the character’s Psyche.

FUTURE SIGHT

The character can pierce the veil of the future, receiving cryptic visions that may or may not aid him in a time of need.

Prerequisite: Precognition, Foresight

Effect: The character picks a specific event, and tries to see its immediate consequences. The further in the future this event takes place, the more variables are involved, and the more difficult forecasting it will be. The character must make a Wisdom check to successfully interpret the vision he receives. The DC of this check is 15 plus 1 for each day in the future the character is attempting to forecast. If the check is successful, the character gains a bonus to attack and skill checks involved in the endeavor equal to his Wisdom modifier or ½ Sensitive Level, whichever is greater. If the Wisdom check fails, the character takes a –2 to all attack and skill checks involved in the endeavor. Each use of this ability reduces the character’s Psyche by one for one week.

GENETIC IMMUNITY

One of the original reasons for genetic research was gene therapy. The technology promised the end of all diseases, a better human race that never knew the specter of cancer or AIDS. Of course the technology was perverted into a weapon by the GeneDocs, but as mankind rebuilt itself, the promise was realized.

Prerequisite: This feat can only be taken at first level.

Effect: The character is immune to all known diseases. Should the character be subjected to an exotic disease, such as an engineered virus or an alien disease, the character gains a +4 Fortitude save to resist that disease. Should a character ever make a save against a disease to which she is not immune, the character becomes immune to that disease.

HANG TIME

The character leaps high into the air, landing on his opponent with both feet. In the Low-G alleys of Tycho City, combatants will seem to hang motionless in the air while delivering this kick, before delivering a devastating attack.

Prerequisites: Hopboxing, Jump kick, Flying Kick, Jump 10 ranks

Effect: The character's Flying Kick attacks are +2 to hit and are increased to the next larger die.

HOPBOXING

Although the martial arts of Earth are still in use, Hopboxing is a martial art created in the back alley fight clubs of Tycho City, and is geared specifically for combat in low-gravity environments.

Prerequisite: Low-G Maneuvering, Jump 5 Ranks

Effect: Hopboxers are proficient in Kick attacks and are considered armed when making such attacks. Hopboxers provoke no attacks of opportunity when making grapple attacks. This feat adds Jump, Intimidate, and Tumble to your list of class skills. Hopboxing attacks are modified by Dexterity.

JAB

A fast punch, extremely hard to block, the Jab is used as a bread-and-butter punch by many boxers, or to set up a more dangerous attack or combination.

Prerequisite: Any one Martial Arts Style Feat

Effect: The character makes a punch attack at normal damage, but gains a +2 bonus to hit. This Maneuver may be used more than once per round.

JUMP KICK

The character executes a deadly, beautiful jumping attack.

Prerequisite: Jump 5 ranks, and Hopboxing

Effect: The character increases his kick damage

to the next higher die (from 1d6 to 1d8 and so on), and adds +1 damage per 5 ranks in the Jump skill to his kick attack damage. This maneuver may only be used once per round, but the character may make additional, non-Jump Kick attacks provided he has the ability to make multiple attacks.

LIE DETECTOR

By scanning for subtle surface cues in his target's mind, the Sensitive can tell with complete certainty whether his target is lying.

Prerequisite: Telepathy, Mental Communication

Effect: While this ability is active, anyone speaking to the character must make a Will Save (DC 10 + the character's Wisdom modifier plus ½ the character's Sensitive level) to successfully lie to him. The character may use this ability once per day. Using this ability more than once per day counts against the character's Psyche. This ability has a duration of a number of rounds equal to the character's Wisdom modifier, or ½ the character's Sensitive level, whichever is greater. This ability is an attack action if used against an unwilling subject. Otherwise it is a move action.

MENTAL COMMUNICATION

The psionic has learned the most basic form of telepathy, the ability to send and receive thoughts from a willing target.

Prerequisite: Telepathy

Effect: The character may engage in silent, mind-to-mind communication with any willing target in his line of sight. This ability may be used at will, as a move action.

PRECOGNITION

The character sees flashes of things that have not happened yet. Characters with this ability tend to be distant, and are often exiled, or even killed, for making predictions their employers don't like.

Prerequisites: This feat may only be taken at 1st

level.

Benefit: The character may make a Will Save (DC 20) any time he is surprised. If he makes the save, he is not surprised, and is entitled to a full action, rather than a partial action, during the surprise round.

PRECOGNITIVE COMBAT

The character sees his opponent's defensive measures before they are taken.

Prerequisite: Precognition, Foresight

Effect: The character gains a bonus equal to his Wisdom modifier, or ½ his Sensitive level (whichever is greater) that he may divide, round to round between his attack roll and his damage. Activating this ability is an attack action, and this ability has duration equal to the character's Wisdom modifier+2 rounds. This ability may be used once per day. Using this ability more than once per day counts against the character's Psyche.

PRECOGNITIVE DODGE

The character sees his opponent's attacks before they are launched.

Prerequisite: Precognition, Foresight

Effect: The character gains a bonus to his Defense equal to his Wisdom modifier, or ½ his Sensitive level, whichever is greater. The character can also not be flanked while this ability is functioning, except by a higher level Sensitive. Activating this ability is an attack action, and this ability has duration equal to the character's Wisdom modifier+2 rounds. This ability may be used once per day. Using this ability more than once per day counts against the character's Psyche.

PSYCHIC INTERROGATION

The sensitive places his target, who must be captured or immobilized (this feat cannot be used in combat), in a deep hypnotic trance, in which he cannot lie.

Prerequisite: Telepathy, Mental Communication, Lie Detector

Effect: If the target of this ability fails his Will save, he enters into a trance (DC 10 + the character's Wisdom modifier plus ½ the character's Sensitive level), and must answer questions truthfully, to the best of his ability. Each use of this ability counts against the character's Psyche. This ability has a duration of a number of rounds equal to the character's Wisdom modifier, or ½ the character's Sensitive level, whichever is greater. This ability is an attack action if used against an unwilling subject. Otherwise it is a move action.

RAIN OF OBJECTS

The character showers his opponent with a storm of small objects in combat, damaging and distracting him.

Prerequisite: Telekinesis, Telekinetic Hand

Effect: The character makes a ranged touch attack against his opponent. If this attack is successful, the character inflicts 1d6 points of damage plus the character's Wisdom modifier or ½ the character's Sensitive level, whichever is greater. The character's opponent also takes a -1 to attack rolls on the round this power is used. This ability has a range increment of 10 feet. The character may use this ability once per day. Using this ability more than once per day counts against the character's Psyche.

TELEKINESIS

The character can move small objects with his mind, though it requires a great effort.

Prerequisite: This feat may only be selected at 1st level.

Effect: The character may move objects weighing 5 lbs. times the character's Wisdom modifier. Using this ability is a full round action. The character may use this ability at will.

Calembert sat in the back of the squad car, looking down through his one good eye at the streets of Ganymede's Capitol, Helena streaking past. Absently, the Astronomer rubbed at his huge left eye, swollen shut from the beating the officers had given him when he "resisted arrest". Gradually, Calembert became aware that the aircar was slowing, and looked up at the Corp Guards piloting the car, who were snickering to each other and smirking at him. Looks like they wanted to give him another go before they turned him in. The alley was dark, the atmospheric dome having been darkened right on schedule to simulate nighttime, shielding out the looming face of Jove that always hovered over the tidally locked planet.

Rough hands grabbed the small man by his tie and pulled him out of the back of the car. The two guards hovered over him, billy clubs tapping against the palms of sweaty hands. "My partner wants to know what you saw. Wants to know why you're being summoned to the Star Chamber. Only people who have had *Sightings* have to go there, and you were on Pluto." The men accented their question by knocking Calembert across the face with their batons, knocking the small man to the ground. Calembert tasted blood, and instinctively started counting teeth with his tongue.

"Tell us what you saw. You saw *them* didn't you."

Calembert glared up at them, he hated jocks. "I didn't see anything. I didn't write anything. My papers were deleted, my degree pulled, my research grant back-erased. None of it ever existed. You want to know what I saw, ask the people who destroyed it. Your beloved Inquisition."

And with that, the men were beating him with their batons, When Calembert went into a fetal position, curling up to shield his head, the men started kicking him.

And just like that, when he was sure he was going to die, it stopped. Looking up, he saw the guards being attacked by two men. A Hopper and a Mauler. They looked silly, as silly as he must have looked fighting the guards. He forced his right eye, which was beginning to swell shut to open. He wanted to see this. Unfortunately, it didn't take long.

The Mauler picked him up and placed him in the back of a civilian aircar. The Hopper sat in the back with him while the huge monster drove. The Hopper smiled at him, "Doctor Calembert I presume. My name is UMBER Grey, and I read your paper on the M-87 Jet. I'd like to talk to you about it after our Medical Officer has had a chance to tend to you."

Calembert grimaced. "That paper doesn't exist anymore. And I'm no longer recognized as a PhD." But the Hopper just smiled.

TELEKINETIC DISARM

The character can deprive his opponent of his weapon through his mind.

Prerequisite: Telekinesis, Telekinetic Hand

Effect: The character may make a Disarm attack at range. Except for the fact that this ability may be used at range, this attack works like the normal Disarm maneuver (use the character's Wisdom, rather than Strength for the opposed check

however). The character may use this ability once per day. Using this ability more than once per day counts against the character's Psyche.

TELEKINETIC FIST

The character's ability to affect the physical world with his mind is now extremely potent.

Prerequisite: Telekinesis, Telekinetic Hand

Effect: The character may move objects

weighing 50 times her Wisdom modifier or 50 times ½ the character's Sensitive level, whichever is greater, as a move-equivalent action. The character may use this ability for 1 minute per day. Each additional minute counts against the character's Psyche (the character loses one Psyche per minute past the first).

TELEKINETIC HAND

The character is beginning to master his telekinetic abilities, and can now move objects much more easily than before.

Prerequisite: Telekinesis

Effect: The character can use this power as a move action to lift the amount of weight lifted under the TK feat. The character can also use this ability to steady a thrown weapon in flight, either giving that weapon +2 to hit, or increasing its range increment by 50%. The character may use this ability once per day. Using this ability more than once per day counts against the character's Psyche.

TELEKINETIC PUNCH

The character strikes his opponent with a blast of pure mental force.

Prerequisite: Telekinesis, Telekinetic Hand, Telekinetic Fist

Effect: The character inflicts 4d6 points of damage plus the character's Wisdom modifier or ½ the character's Sensitive level, whichever is greater to his opponent as a ranged touch attack with a range increment of 10 feet. Each use of this ability counts against the character's Psyche.

TELEPATHY

The character can read the thoughts and emotions of those around him.

Prerequisite: This feat may only be taken at first level.

Effect: Once per day the character can gain an insight into the feelings of someone he is

WEAPONS

Weapons	Cost	Damage	Critical	Range Inc.	Ammo	Type
Grenade, Ink	50c	*	*	10 ft.	1	*
Grenade, Scramble	200c	*	20	10 ft.	1	*
EMP Rifle	200c	*	20	100 ft.	4	*
AP Pack (4)	40c	*	*	*	*	*
Euro Bola	50c	1d4 or 4d4	20 or 18-20	20 ft. or 50 ft.	1	Physical
Euro Eel Net	100c	1d6	*	10 ft.	10	Energy
AP Pack (10)	50c	*	*	*	*	*

interacting with, gaining a +4 circumstance bonus to the following skills for a number of rounds equal to the character's Wisdom bonus, or ½ the character's Sensitive level, whichever is greater: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive.

NEW WEAPONS

EURO BOLA

This weapon, like all European weapons, is designed for self-defense. Nothing more than a Bola, The Company completely underestimated this weapon, which many historians feel led to the "engagement" of 2118, the only time Earth has clashed with the Europeans. In this battle, company security forces learned how deadly these simple weapons could be in the hands of telekinetic soldiers, who could control the weapon in mid-flight, causing it to wrap around the throat of their target, suffocating him. In the statistics above, the first damage/critical numbers are for a normal wielder, the second numbers are for a wielder with the Telekinetic Hand feat.

EURO EEL NET

This weapon is a metallic mesh net, which shocks the target while he is entangled. While useful against any opponent, this weapon is particularly potent against sensitives, since Concentration is impossible while entangled by this weapon.

GRENADE, INK

This is an European weapon. It acts like a smoke grenade, but only works underwater.

GRENADE, SCRAMBLER

This is a European weapon. However, it is being adopted by humans as well. Everyone in the blast radius of this weapon (30 ft. radius), must make a Will save (DC20), or be unable to use Psionic powers for 10 minutes-1 hour.

A BRIEF GAZETTEER OF THE SOLAR SYSTEM

MERCURY

Mercury boasts one small scientific outpost run by the UEG, the Mercury Solar Observatory, or Dante's Inferno as the scientists assigned to it call it, sits at the bottom of a huge crater at Mercury's North Pole. Although this sheltered location protects the station from the Sun's heat, nowhere on Mercury is safe from the Sun's radiation. Scientists at this station are carefully screened, and only chosen if they are older, or do not wish to ever have children. Even though tours of duty at the station are limited to one year maximum in a lifetime, after that year over 75% of those stationed here are rendered sterile.

There are rumors that more than solar science goes on here. The UEG has been accused of performing research on alien DNA, including attempts to graft alien DNA onto the human genome, but the government denies any such experiments are being conducted.

Two laser communication satellites orbit Mercury, which allow message to be relayed to communication satellites orbiting Venus 15 minutes out of every three hours.

Adventures on Mercury

Scientific: Mercury is a Scientists dream. Apart from observations on the Sun itself, there is material testing taking place (items exposed on the surface then brought back down below to see how the material handled the harsh conditions), and experiments on DNA, as the radiation causes mutations, and makes genetic rewrites easier

"Are you sure?"

Masterson just looked at her. "Don't you know better than that by now? I am always right babe. Just get used to it."

Serenity bristled. No one talked to her that way. She was the First Officer of the *Brown*, and Umber Grey's daughter. "You may call me Commander, smuggler. You have proof?"

Masterson just grinned. She liked him. He reached into his tunic and pulled out a datapad. The holo-cube I gave him had a tracer in it. After I left him at Casino, he made three transmissions. The last time we got ambushed, when your old man got his arm snicked, I had just met with him. This time after I met with him, they jumped you."

Serenity was still glowering at the casual way he referred to her father's brush with death. "Maybe the Company is just following you when you come to rendezvous with us."

"Me? Follow me? Have you lost touch with reality? No one follows me unless I want them too, sugar. He's bugging the shipment. That's the only explanation. Umber had part of my shipment when he got attacked, and so did you. I know it's that twitch, Alvarez, selling us out. All I want from you is the go ahead to handle it."

Serenity frowned, then hit the page switch for her father. When he arrived from sickbay, she let Masterson tell him his suspicions. When he got to the end, Umber fell silent for a moment, then nodded.

"You have a plan I take it?"

Masterson grinned at him. "You bet I do. The 'ladies' we sent him. I made a few modifications. Added a few additional programs to their nets myself."

Umber thought for a moment, then nodded again. Masterson flipped a switch, then turned to Shell. "Why don't you call this up on the viewscreen, babe." Shell frowned at him, but complied. On the main viewer came an image of Alvarez. He was just settling down to bed with his new "acquisitions".

"He's about to find out how fully functional these ladies are.", Masterson chuckled.

The lights went out. And then there was the sound of Alvarez screaming.

"Damn. He turned out the lights. I wanted to watch the twitch get what was coming to him. You never can find anything good on the net these days."

Umber looked over at Masterson. "Well that's one less thing to worry about. How much do I owe you, old friend?"

Masterson grinned. "This one's on me. I wanted to do him for a long time. Besides, the ladies are flying his ship to meet me even as we speak."

Umber nodded. "Any supplies on there, you can sell to me."

Masterson grinned as he jaunted off the bridge, heading for his ship.

Serenity looked at her father. "Why do we keep that pig around, anyway?"

"Masterson might not be the nicest guy in the world. He is a smuggler after all. But I trust him. He wants the UEG gone as much as we do. Maybe more."

to perform. The UEG also has a Close Solar Approach, or the "Flyby" as it has been nicknamed

by scientists on the table. The Flyby will be the closest ever circumnavigation around the Sun. So

close, in fact, that solar flares will be able to hit the craft. Not only is this an opportunity for a Scientist to learn a great deal about the Sun, but it also calls for a daring, highly skilled pilot. Both of these positions are being hotly contested for, with applicants from all over the Solar System applying for both positions.

Exploration: It has only recently been discovered that mankind was not the first race to have a Mercury Outpost. A vast underground tunnel network, apparently carved by the alien race known as the Fyr'toll has been found. Exploring this network of tunnels has proven extremely hazardous, but also extremely rewarding, as numerous alien artifacts have been uncovered.

Trade: Dante's Inferno is not self-sufficient, and thus needs everything to be imported. Basic FoodStuffs receive a +4 SDR, as do Microbotics (the station needs both anti-radiation drugs and ALSS refills). Remember that all SDR modifiers are cumulative, so basic foodstuffs (SDR -4 normally) are SDR +0 net here. Meat is highly valued here (+2 SDR), but since the radiation blocks all laser net transmissions, Entertainment is *the* commodity (receiving an additional +2 SDR modifier). A traditional Entertainment run is made at Christmas each year, but the Hauler who makes this run is expected to wear a red suit and say "ho ho ho" a lot.

Intrigue: Politics abounds at Dante's Inferno. The Company is allowed to conduct experiments here, and many reports of spying on UEG scientific research have been filed. No one has ever been prosecuted. The PCs could be sent to Mercury Station to either catch a spy, or could be sent by the Company to perform spy operations.

VENUS

Venus is a hellhouse of volcanism and a runaway greenhouse effect. Although further away from the Sun than Mercury, the surface temperature on the surface of Venus is actually higher. The thick, CO2-filled atmosphere lets heat in, but does not allow it to escape.

Venus boasts three space stations, Aphrodite, Ishtar, and Shiva. All three of these stations conduct detailed scans of Venus' surface, and launch robotic probes to take atmospheric samples, which can only stay for an hour before they must return to orbit. These lonely outposts also act as way-stations for Haulers making the lonely run to the Mercury Solar Observatory.

Adventures on Venus

Scientific: For a meteorologist, Venus is a dream posting. Studies of how the atmosphere got to be the way it was, and how it might be changed into something more habitable are cutting edge research. The kind that can make or break a career. A highly skilled pilot is being sought for a daring mission to land a craft on the surface to conduct manned tests. This would be the first time man would land on the surface of Venus. Given the tumultuous weather, and almost constant lightning, the pilot who accepts this position would be a legend in her own time. If she makes it.

Trade: Venus' three space stations are stopovers on the way to Mercury. However, these stations also make a good trade destination in their own right. Although the space stations are self-sufficient, growing their own wheat, and using those crops to produce oxygen and consume CO2, there is a constant demand for everything beyond their staple crops of wheat, corn and pork, including beef, wine, entertainment, and so on. For a sufficiently

large craft (Magellan usually), a combination run to both Venus and Mercury is hugely profitable.

Intrigue: Two of the stations orbiting Venus (Aphrodite and Ishtar) are owned by the UEG, the third (Shiva) is owned by the Company. These two powers constantly spy on one another. There are numerous opportunities for both physical spying (infiltrating a station posing as a worker or scientist), and opportunities for electronic surveillance abound.

EARTH

The cradle of humanity, and home to 9 Billion people, Earth is almost fully recovered from the ecological damage caused by its Third World War. Home to the major political organizations for the Earth and its colonies, the Company, the United Earth Government, and the Military Coalition, Earth is today much as it was before the industrial revolution. The ecosystem has been fully restored, many endangered species brought back from the brink, and pollution, with most heavy industry having been exported off-world, is something children only read about in history books.

Adventures on Earth

Intrigue: Earth is a hotbed of intrigue. All three of the major powers jockey with one another for power, money, and information. All out war is conducted for the hearts and minds of the people, especially on the question of Jovian independence. As the UEG and the Military Coalition prepare for all out war to keep these valuable colonies, the Company argues that letting the colonies go might actually increase trade. Most people see through this argument and realize the Company wants the Colonies to become like Luna: a Corporate client state.

Trade: Earth, with its nine billion inhabitants, is the most populated world in the Solar System. As such, it is *the* trade nexus. Major exports include the latest Entertainment (+2 SDR for Entertainment bought here), and finished machinery (such as electronics). Major imports include Iron, Copper, Nickel and other raw materials (+1 SDR for these items when imported).

LUNA

After the first offworld colony at Tycho City was abandoned during WWII, a small Japanese conglomerate traded food supplies for total control, and caused the birth of the Company. Since it was established by the UEG that their laws only applied to Earth itself, the Company eventually purchased or drove out of business virtually every other business on Earth, becoming a huge global monopoly. By the time anyone realized what was happening, it was too late. Tycho City, the Capitol of Luna, is also where the Company's Corporate headquarters are housed. The city is strikingly beautiful, with a population of almost 80% Hoppers.

Adventures on Luna

Intrigue: As the seat of Company power and politics, Luna is a huge hotbed of intrigue. Corporate Executives spy on each other, the UEG spies on the Company, the Company spies on the Military and on and on it goes. Anyone looking to make a name for themselves as a spy or slasher should come here. Anyone not *ready* to make a name for themselves should avoid Luna like an early grave.

Trade: The Company has always taken a dim view of Haulers, and only the fact that there are so many of them, and each one individually is such a small

business has saved them from being either bought out or run out of business. However, independent traders are extremely unwelcome on Luna, and all SDRs receive a -4 penalty.

Combat: Despite the relative "civilization" imposed on Luna in recent years, many of this planet's rough and tumble roots remain firmly entrenched. Chief among these are the back alley fight clubs where Hopboxers battle one another before cheering crowds, often to the death. A character could either attempt to gain fame and fortune by participating in this bloodsport, try to make some quick cash by gambling on it (or even more cash by fixing a fight if the character is bold enough), or the character could be hired by the UEG to investigate this practice and break it up. Although the Company allows these bouts to continue as part of Luna's "heritage", so any UEG investigator will have to overcome both criminal *and* Corporate resistance (some would say the difference between the two is purely a semantic one anyway).

MARS

Mars is a closed world. The UEG has placed this planet under complete Military jurisdiction, and given the commander of the force orbiting this world, the *SDF Repulse* Admiral Nile Antilles the authority to shoot down any craft attempting a close approach or landing on Mars.

Adventures on Mars

It is recommended that Mars remain a mysterious off limits world. A future supplement will explain the UEG's mysterious take on Mars in detail. It is commonly known that Mars is literally covered with ancient ruins, and that the face on Mars is in fact real, and does bear a striking resemblance to

the Sphinx on Earth. Other than that, the UEG will only say that Admiral Antilles is heading a thorough, scientific investigation of the planet's many mysteries, and that the reason for the military blockade is a "quarantine" to prevent an outbreak of a mysterious alien disease. This explanation is not regarded as totally implausible, as diseases *have* struck explorers of alien ruins in the past.

ASTEROID BELT

This rocky belt constitutes a dividing line between the inner system of terrestrial planets, and the outer system of gas giants and moons. A hub of commerce has developed in the belt as well, chiefly mining. However, since all craft must slow down to pass through the belt (an impact by an object the size of a baseball could cripple a craft hurtling through at .2 C), the asteroid belt has also become a haven for pirates, and many larger asteroids are used as bases by smugglers, slashers, and those who simply wish to be left alone.

Adventures in the Asteroid Belt

Exploration: Many scientists make a great deal of money prospecting in the asteroid belt. These sensor experts do not actually conduct mining operations, but rather find asteroids containing rare and precious metals, then contact a mining ship, who will in turn pay them a commission. For someone with a high degree of skill at Sensor Operation, prospecting can be a lucrative, if boring, endeavor.

Combat: The UEG, the Company, and even private Haulers have been known to hire skilled combat pilots to pilot "Q" ships through the asteroid belt. A Q ship is a merchant vessel armed to the teeth, designed to draw pirates out so they can be eliminated.

Trade: Mining outposts are not self sufficient. Basic and exotic foodstuffs sold at these bases will receive a +4 SDR bonus. Also, raw metals can then be picked up by ships, and either carried in to Earth (where demand for raw materials is high), or out to the Jovian moons.

JUPITER

Jupiter is a massive world, and the center of colonization. Although humans cannot live on Jupiter itself, the planet boasts 39 natural, terrestrial satellites, which range in size from the very tiny (no larger than many asteroids), to mighty Ganymede, larger than Mercury and Pluto. Also, over a dozen space stations have been constructed orbiting Jupiter, and Ganymede and Callisto each have space stations which serve both for defense, and as way stations so that trade vessels do not have to expend the extra fuel a landing and take-off would require.

Adventures in the Jovian System

Scientific: Jupiter itself is the source of intense scientific study. Daring pilots penetrate the tumultuous atmosphere, taking readings of the Gas Giant's atmospheric composition. A manned expedition is also being planned to penetrate Jove's Eye, the great red storm first seen by Galileo over four hundred years ago, which still rages in the 24th century. This expedition will break new scientific ground, but will also be extremely dangerous.

Exploration: Mankind was not the first species to use the Jovian Moons as a base. The terrestrial moons are littered with abandoned alien cities from at least two distinct alien races, the Fyr'toll, and the Adrastra. Archeologists explore the ruined cities of these cultures, find examples of their languages, the Fyr'toll tongue has escaped all attempts at

Goliath swaggered into Ring's Wraith club on Rhea, bare chest still glistening with sweat from his last match. He high fived a friend as he came in, "Broke that pansy like a twig! Yeah!" There was laughter all around the bar, which was packed with Maulers. They still had no idea why they were here in this armpit of the solar system, but they didn't care.

There was something out of place though. Scanning around the bar, it didn't take Goliath long to figure out what it was. A freakin' Hopper. In a Mauler club. The company had brought in a lot of those pansies to help set up the shelters and monitor the radar and such, but they avoided the Mauler clubs. Or else. Then he made a mistake. He smiled at Goliath. Goliath sneered back, "What are you looking at, little man?"

Umber just smiled. "You looked good at the match."

Goliath walked over, glaring down at the intruder, who made no move to get up, and, in fact, leaned back and propped his feet up on the table. "Why you watching a Ring Wrestling match, anyway?"

Umber smiled again. "Because I need a man like you. You have a lean and hungry look."

Goliath growled and knocked the Hopper's feet off the table with one pawing swipe, this little man was making fun of him, "What the fuck does that mean, Hopper?"

Umber rolled with the momentum of Goliath's blow, rolling out of his chair onto the floor. Landing on his hand, he took the lumbering brute's legs out from under him, then sprung to his feet. A chain knife was in his hand, at Goliath's throat, who was lying stunned on his back.

"It means, that you have a lot to learn about fighting, you big lummo. Now I can either buy you a drink, or cut your throat and go about my business."

The bar had suddenly gone quiet as a grave. Maulers were the toughest meanest men in the solar system, and Goliath was the toughest Mauler around. But this little Hopper had him.

Goliath was still trying to process this turn of events. "All right, you can buy me drink."

Umber smiled and put his knife away, reached down to help the huge man to his feet. "On one condition.", Goliath added.

Umber had settled back into his chair, his feet on the table, his drink in his hand, "What's that big man?"

Goliath narrowed his eyes, and gave the barest hint of a smile, "You show me how you did that thing that put me on the ground."

translation, but the Adrastra which is now beginning to be deciphered, and even find mummified remains and examples of alien technology. These explorations are fraught with danger, but are a chance to achieve wealth and immortalizing fame.

Intrigue: Revolution is coming to the Jovian Moons. The President of the UEG has declared a blockade of all trade to and from the Jovian

Moons, and a military build up is under way. Revolutionary groups, like the Sons of Jove are springing up, who feel that Earth cannot know the struggles these peoples face, particularly with their alien neighbors on Europa and Titan.

Trade: Because of the Blockade, those willing to run the blockade stand to make a tidy profits. The restricted trade causes all transactions other than basic foodstuffs to receive a +2 SDR bonus.

JOVE'S COURT

Jove's Court is the colloquial name given to the four Galilean Moons discovered by Galileo in 1610: Ganymede, Europa, Callisto, and Io.

GANYMEDE

The Queen of Jove's Court, Ganymede, which was discovered in 1610 by Galileo is the largest moon in our solar system. With a diameter of 3,280 miles, Ganymede is larger than Mercury and Pluto, and three-quarters the size of Mars. With a thin atmosphere and a magnetic field to help protect the surface from radiation, the tidally locked "day-side" of Ganymede, which is warmed by Jove, was the first planet in the Jovian System to be colonized.

The night side of Ganymede brought the first of many great shocks when exploring the outer moons, which was the existence of vast ruins. These dark areas, seen by Voyager probes and the Hubble telescope in the 20th century and thought to be enormous impact craters, completely changed the mind set of exploring the solar system. Now colonies were not only places for malcontents to live away from Earth's rules and Company mining towns. The hunt for extraterrestrial life was on. Less than two years later contact was made with The Prime on Europa, and a trickle of immigration became a flood.

Today, Ganymede boasts a population of over 100 million, and exploration of the massive abandoned cities on the dark side is still not complete. Ganymede is jointly governed from the Capitol city of Helena by Silas Mansol, and Anders Canlan, appointed by the Company and the UEG respectively. These two ambitious men spend most of their time feuding and scheming against each other, and only recently have they noticed the growing fires of rebellion in the moons.

After they *did* notice the sentiment for the Jovials to rule themselves, these two men did perhaps the worst thing they could do: they panicked. After a few paranoid vid-messages to UEG President Allistaire got him panicked too, a blockade was instituted, sending the economy of the moons into a tailspin. This has turned a disgruntled populace into one openly planning rebellion. New revolutionary groups, like the Sons of Jove, have begun publishing pirated webcasts preaching rebellion, and the leader of the SOJ, Umber Grey, has become a leader for millions.

EUROPA

Europa is the gem of the solar system. Its surface is smooth white, like a diamond, the ice constantly melting and being replaced from within, healing any impact craters. The same tidal stresses that turn Io into the witch's brew, also warm Europa, keeping its oceans warm and vibrant for the enormous diversity of life within.

Although extremely peaceful, even to the point of being pacifistic, the Europeans add to the current tension, because of their disapproval of many UEG and Company policies, such as indentured servitude and a lack of environmental concern.

CALLISTO

Callisto boasts the second largest population of the Jovian Moons to Ganymede. Callisto has two major settlements, each nestled in enormous impact craters: Asgard and Valhalla. Callisto has a dark reputation among spacers, mostly due to the second of the two settlements, the Valhalla Internment Camp. With the recent unrest (and fear and paranoia of the local government), Valkyrie-class prison ships have been ferrying dissidents to Valhalla day and night of late, to be "reeducated" by the Company.

IO

Io is the most volcanically active body in the solar system. Volcanic plumes shoot up to 300 km from the surface. This volcanic soup, called the "witch's brew" by Skimmer Pilots, produces many rare and valuable metals, which are skimmed from the surface of the molten lava. This duty, which has killed thousands of pilots, is today considered too hazardous for human pilots, and is done almost exclusively by Androids.

Like most of Jove's moons, Io is locked in a synchronous orbit. As Europa passes close by, it pulls Io from the opposite direction of Jupiter, and it is this constant stressing that leaves Io a tortured mass of volcanism.

Io also emits a constant barrage of radio of noise. There is a 1 in 20 chance of a "static storm" that will affect any nearby ships and planets (including Europa and Ganymede), and any communication sent during this time requires a Communication Operations skill check (DC 25) to get through. A typical static storm lasts 1-10 days.

SATURN

Where Jupiter is the great boomtown of colonization of the solar system, Saturn is the frontier. Only one colony, the UEG Mauler colony on Rhea has been established on any of Saturn's 30 moons. Dione is a water world like Europa, and has been colonized by The Prime. Titan, the most bizarre world ever discovered, has an entire ecosystem, including primitive, stone age intelligent life, based on liquid methane instead of water. For the moment, at the vehement request of Europa, Titan is off limits. What to do with this world, which could be an enormous cash cow for the Company (methane for fuel and formation of plastics), but with its own intelligent life and unique, barely understood ecosystem, is a potential

flashpoint of conflict between mankind and The Prime.

Adventures in Saturn

Exploration: Saturn's moons (there are 30) are largely unexplored. Untouched alien ruins doubtless await, promising to make the person who discovers them rich and famous. Also, the UEG and the Prime are discussing a joint cultural expedition to Titan, which will require linguists, and cultural anthropologists. The Prime think this mission might be necessary, since the first unmanned probes to Titan (the atmosphere is too thick and cloudy to do a survey from space) were seen by the primitive peoples, no doubt causing cultural contamination. What the results of that contamination will be is unknown.

Trade: The Mauler colony on Rhea is a Company stronghold. However, in a very unusual move for them, the Company has invited private Haulers to be the main supply line for the colony. Chief imports are exotic foods at +2 SDR (Maulers love meat), and Entertainment (+2 SDR).

URANUS AND NEPTUNE

These two worlds are largely unexplored, and constitute the next frontier. Uranus has 20 moons, and Neptune 8. Both of these moon systems wait to be colonized as mankind expands through the solar system.

PLUTO

Pluto was the last planet in the solar system to be discovered, and was completely unknown prior to 1930. Pluto is about 20% the size of Earth, and is the coldest, loneliest, darkest place in the solar system. However, Pluto has become extremely

Shell reached the ladder that went down into the Ship's Engine room at a run. Looking down, she could see the Chief Engineer at the base of the ladder, a piece of shrapnel buried right between his eyes, which, though lifeless, stared right up at her accusingly. He must have been trying to get the coolant injector back online when it blew up right in his face she thought.

A blast of smoke and a scream from below, and Shell took a deep breath, sliding into the steam. Sweat immediately sheened her face, the room must have been 100 degrees and humid as hell. Three young faces looked at her expectantly. They were standing over the assistant Engineer, the author of the scream she had heard up above. A glance told her it was the last noise the man would ever make. A little girl's voice kept chiming in her head "You can't do this. You never even graduated. You're just a little identity thief, a slasher, you're not a starship engineer. You never even graduated."

"What's our status?!", she yelled over the din. Something was knocking and grinding and kicking up a tremendous noise. One of the junior techs answered, "Not good! We've lost the main, and the backup compressors. The whole system is overheating! It has to be shut down!"

Shell just shook her head. She walked over to the ruptured main coolant assembly where the Chief has lost his life. Liquid coolant was shooting out onto the floor. Hesitating for just a second, she pulled the dead Chief's insulating gloves from his hands and put them on. Reaching in, she grabbed the tubing and forced it together. "Sealant!" One of the techs ran over and sprayed the tube with a liquid sealant. The grinding noise became softer. Just then, the whole ship lurched underneath them, throwing all four to the floor.

"Listen to me! There are five Magellans out there armed to the teeth. Shutting down the engines is not an option. We have to keep this beast going or we'll all end up in a re-ed camp somewhere telling our teachers that two plus two equals five. We clear?"

The three techs (god they looked young) just nodded and went back to work. Shell grabbed the sealant and toolkit from the Chief before returning to the coolant panel.

Umber looked out of the main viewscreen. The wreckage of the Magellans was still flying at the same speed the ships had held during the battle. "Shell, what's it look like down there."

"Not good Captain, we need to get to a drydock. Half the coolant array is being held together by fixative spray and duct tape right now. However, it'll hold till we get to port. Should I come up to the Ops consol and plot a course?"

"Negative, Shell, send one of those junior techs to handle that. You stay with your engines."

"My engines?"

"That's right. You're the Chief Engineer now Shell. You obviously can keep those things running."

Shell just stared at the viewscreen, which had gone blank. "Hawkins, get up to the Ops station and plot us a course to port."

As the youngster started up the ladder, Shell turned back to the coolant array, which had sprung another leak. "But, I didn't even graduate."

important, because of the construction of the Deep Space Observatory. The UEG even went so far as to commission a new rewrite, the Astronomers,

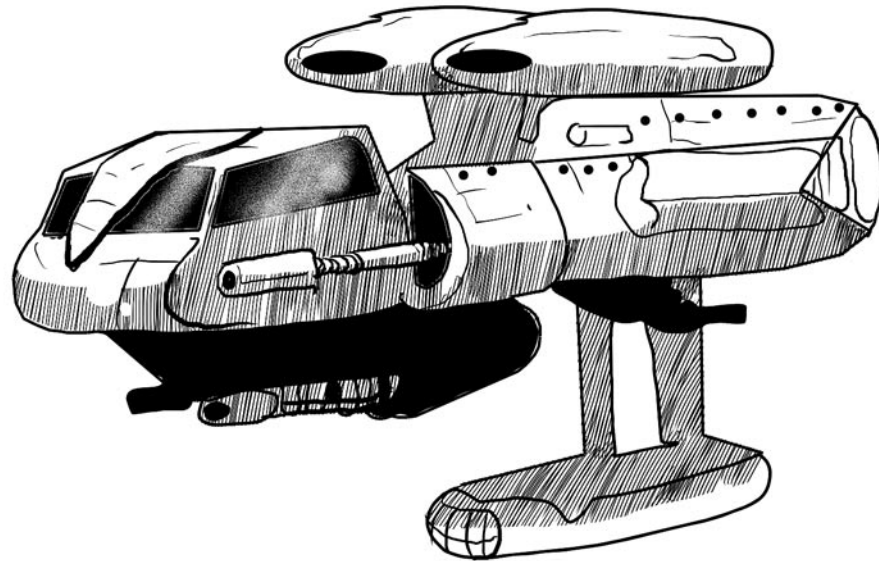
to staff the Observatory. However, what this observatory has seen of the nearby stars and galaxies is so contentious, the UEG now seeks to

suppress the information obtained at this outpost. It has not closed the outpost, but does not want the average person to know what's out there. Many scientists have published their findings, of alien civilizations thriving around stars close enough for modern, antimatter-powered starships to visit, have been arrested, and after being out of sight for a time, have reappeared, telling everyone how wrong they were, their calculations in error, that they were too hasty, prone to allowing their fantasies to disrupt their scientific objectivity, and so on. Not fooled, the common nickname for this process of "scientific conformity" is the Inquisition.

Adventures in Pluto

Trade: The DSO is not self-sufficient, and requires everything to be imported. Due to the length of the trip for any Hauler making the run, everything imported to the DSO receives a +4 SDR bonus.

Intrigue: The raw scientific data from the DSO is a hot commodity subject to draconian restriction by the UEG. Whatever these scientists are seeing, with instruments sensitive enough to actually see nearby solar systems, is so explosive that the UEG does not want it generally known. However, many of the scientists working at the DSO feel people *should* know, and have published their findings even though it means their incarceration and re-education.



OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Blood and Space Copyright 2003, RPGObjects; Authors Charles Rice and Chris Davis.

Prometheus Rising Copyright 2003, RPGObjects; Author Charles Rice.

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Hopboxing, Jovian Moons, Jove’s Eye, Prometheus Rising, and Rewrite.

Designation of Open Gaming Content: The following sections of *Prometheus Rising* are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

Fiction: All fiction (text in the purple boxes) is closed content.

Races: The race descriptions are closed content. The racial traits are open content.

Classes: The class descriptions are closed content. The class requirements, information, features, and tables are open content.

Feats: The feat descriptions are closed content. The feat details (name, prerequisites, effect, special) are open content.

Weapons: All the weapons are open content.

Gazetteer: The entire Gazetteer is closed content.