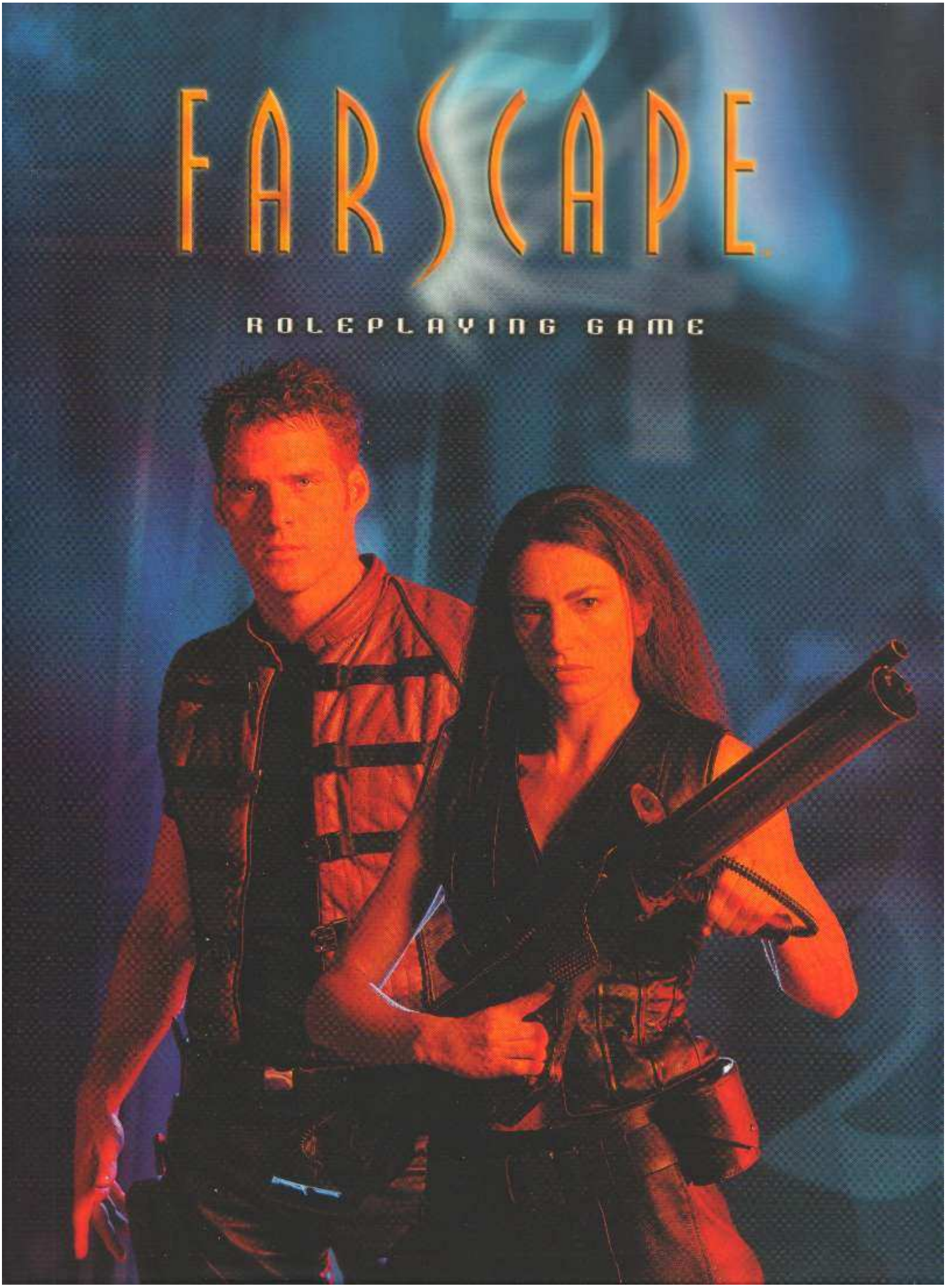
FARSCAPE

ROLEPLAYING GAME



FARSCAPE™

ROLEPLAYING GAME

Line Developers

Ken Carpenter
Rob Vaux

Writing

Ken Carpenter
Keith R. A. DeCandido
Gavin Downing
Lee Hammock
Kelly Hill
Christina Kamnikar
Rob Vaux

Mechanics Assistance

Kevin P. Boerwinkle
Patrick Kapera
Kevin Wilson
Erik Yaple

Editing

Rob Vaux

Creative Director

Mark Jelfo

Art Direction

Steve Hough
jim pinto

Interior Art

Cris Dornaus

Typesetting and Graphic Design

Steve Hough

Chief Executive Officer

John Zinser

Chief of Operations

Maureen Yates

Production Manager

Mary Valles

For The Jim Henson Company

Karina Gee, Product Manager
Craig Shemin, Editor
Susan Kantor, Copy Editor

Special Thanks To

All of the playtesters, who are too numerous to be mentioned here. Their sweat and hard work made this book what it is.

Animal Logic, who provided the terrific *Farscape* screen shots.

Everyone at The Jim Henson Company for their support and guidance.

Joan Hedman who wrangled up the *Farscape* quotes for us. Visit Joan's groovy website at: www.farscapeweekly.com.

Dedication

To Rockne S. O'Bannon and the *Farscape* cast and crew, without whom none of this would be possible.

© 2002 Alderac Entertainment Group, Inc. All Rights Reserved.
© 2002 The Jim Henson Company. FARSCAPE and all related characters and elements are trademarks of The Jim Henson Company. All Rights Reserved.
Reproduction without AEG's written permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.

Introduction

"Ten Little Aliens" 5
What is *Farscape*? 12
What is Role-Playing? 12
What This Book Contains 13

Chapter One: Series Overview

Season One 15
Season Two 40

Chapter Two: Farscape Personalities

John Crichton 68
Aeryn Sun 70
Ka D'Argo 72
Pa'u Zotoh Zhaan 74
Chiana 76
Rygel XVI 77
Moya and Pilot 78
Bialar Crais 80
Scorpius 82

Chapter Three: Farscape Races

Baniks 85
Delvians 87
Hynerians 88
Ilanics 90
Luxans 92
Nebari 94
Scarrans 97
Sebaceans 100
Sheyangs 104
Tavleks 106
Vorcarians 108
Zenetans 110

Chapter Four: Uncharted Territories

Daegis 113
Dam-Ba-Da 115
Diekan 116
Evedor 117
Fazia 118
Herut 119
Hyneria Reborn 119
Igzia 120
Kelia 122
Kilst 123
The Kopad Belt 124
Kroywen 125
Kurav 126
Labyrinth 127
Lesser Duranga Satellite Cluster 128
Liantac 129
Mellian 130
Milar 131
Munaris 132
Mylth's Hope 133
Nebari Prime 133
Nevin's Hold 134
Orilis 136
Paradise 137
Pelial 138
Pulkar's Mistake 139
Sykar 140
Tellin Prime 141
Tyak Station 142
Yinaran Moon Chain 143

Chapter Five: Character Creation

Abilities 146
- Generating Ability Scores 146
- The Abilities 147
- Changing Ability Scores 148

Derived Values 149
- Wound Points 149
- Control Points 149

Chapter Six: Character Races

Character Generation 151
- Ability Adjustments 151

Baniks 152
Delvians 152
Hynerians 153
Ilanics 154
Luxans 154
Nebari 155
Scarrans 156
Sebaceans 156
Sheyangs 157
Tavleks 158
Vorcarians 158
Zenetans 159

Chapter Seven: Classes

Class Descriptions 161
Aristocrat 162
Commando 164
Diplomat 165
Mystic 166
Pirate 168
Priest 169

Rogue 170
Scavenger 171
Scientist 173
Tech 174
Warrior 175
Multiclassing 176
Backgrounds 177

Chapter Eight: Feats, Powers and Skills

Skills 181
Buying Skills and Gaining Skill Points 181
Skill Checks 181
Skill Descriptions 183
Feats 198
Feat Descriptions 198
Powers 204
Using Powers 204
Control Cost 204
Power Descriptions 205

Chapter Nine: Equipment

Weapons 215
Armor and Other Equipment 219

Chapter Ten: Combat and Other Mechanics

Attack Roll 225
Damage 226
Defense 227
Initiative Check 228
Rounds 228
Saving Throws 228
Speed 229
Wounds 229
Actions in Combat 229
Initiative 230
Attacking 232
Special Attacks and Damage 239
Moving 242
Other Common Actions 243
Injury and Death 245
Outside of Combat 246
Carrying Capacity 248
Encumbrance 249
Poison and Disease 250
Other Hazards 252
The Environment 253
Weather 255
Swimming 256
Rewards and Experience 257

Chapter Eleven: Ships

Ship Construction Rules 261
Ship-to-Ship Combat Rules 264
Fleets 265

Chapter Twelve: Game Master

The Flavor of Farscape 276
Putting It All Together 278
Creating Adventures 279
Creating Campaigns 282
NPCs 283
Problems 284
Conclusion 285

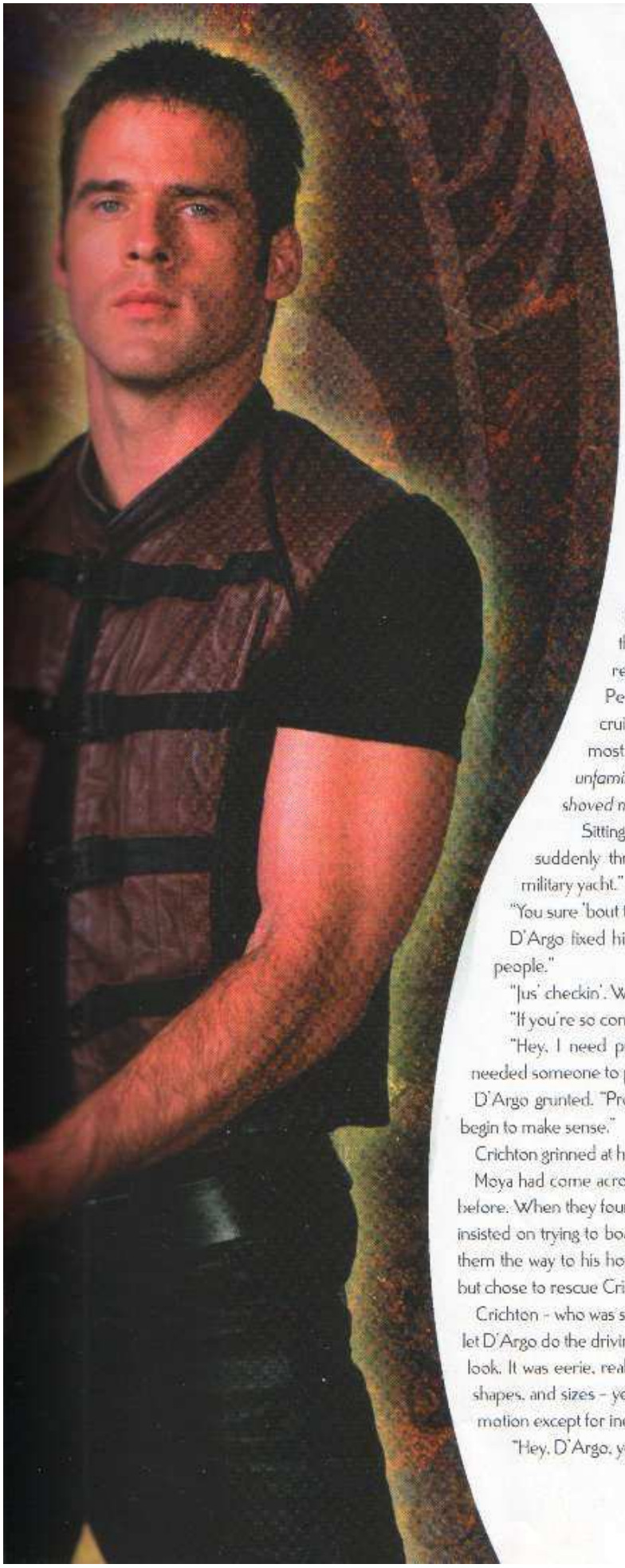
Chapter Thirteen: Lifeforms

Arrat 288
Ba'Kar 288
Bastick Spitter 289
C'Aranka 290
Crouack 291
Daegan Fireclaw 291
Dagos Snake 292
Delvian Spore Hound 293
Donari 293
Gratandi 294
Kagaans 294
K'kcarak 295
Kurav Wind Whale 296
Kyattar 296
Nurliss 297
Nyasta 297
Paerin Glider 298
Phelat Fish 299
Recycler 299
Scapper Rats 300
Shaeloss 300
Shar Wing 301
Shasan "Shadow Hunters" 302
Shiskatni 303
Smoggers 304
So'oti 304
Tisan 305

Appendix

Sample NPCs 307
Key Characters 311
Character Sheet 315
Index 317
Open Game License 320





ten little aliens

KEITH R.A. DECANDIDO

"Will you look at all those *ships*?"

John Crichton stared out of the porthole of the Leviathan transport pod in amazement. What he saw could only be described as a spaceship junkyard, looking for all the world like the old Margolin house that he and DK used to play in as kids. Crichton even recognized a couple of ships: one looked like a Peacekeeper Prowler, another similar to the Ilanic cruiser Moya had come across a few weeks back. But most were as unfamiliar as – *well, hell,* he thought, *as unfamiliar as every damn thing's been since that wormhole shoved me and* Farscape I *to the other side of nowhere.*

Sitting next to him in the cockpit of the pod, Ka D'Argo suddenly thrust out one of his large arms. "There: the Luxan military yacht."

"You sure 'bout this, big guy?" Crichton asked.

D'Argo fixed him with a penetrating gaze. "I know the ships of my people."

"Jus' checkin'. Wouldn't want to waste the trip."

"If you're so concerned, you should've stayed on Moya."

"Hey, I need practice copiloting one of these babies. 'Sides, you needed someone to play Chewbacca to your Han Solo."

D'Argo grunted. "Promise me that one day your ridiculous babbling will begin to make sense."

Crichton grinned at him.

Moya had come across this collection of powerless vessels a full solar day before. When they found a Luxan ship amid the other derelicts, D'Argo had insisted on trying to board it to see if it held any map fibers that could show them the way to his homeworld. D'Argo had a similar opportunity recently, but chose to rescue Crichton and Aeryn from Zenetan pirates instead.

Crichton – who was still somewhat inexperienced with the transport pods – let D'Argo do the driving while he gazed out of the porthole and took a closer look. It was eerie, really, seeing all these ships of so many colors, designs, shapes, and sizes – yet they were all lifeless. Running lights extinguished, no motion except for inertial drift...

"Hey, D'Argo, you notice something weird?"

"Besides the fact that you've gone almost fifty microts without saying anything idiotic?"

Smiling sardonically, Crichton said, "I love you, too. No, really, look around."

"I see dead ships," D'Argo said impatiently.

"Yeah, and why do ships usually die?"

Sparing an angry glance, D'Argo said, "When they're damaged beyond repair, Crichton, if you do not stop pestering me–"

"Right, damaged," Crichton continued, ignoring D'Argo's increasingly belligerent tone. "So look at these ships. How much damage you see?"

D'Argo peered at the porthole, then looked down at the readouts on his console. "None," he said in an unusually quiet voice.

"Exactly. Now if this is some kind of resting place for ex-ships, fine, but it seems to me that at least *some* of them should have hull breaches or weapons scarring or parts broken off, right?"

D'Argo shook his head. "It doesn't matter. We're going to board the Luxan ship."

Crichton was about to argue, then thought better of it. *The big guy isn't going to listen to me anyhow, so why waste my breath?* Instead, he activated his comm. "Pilot, do me a favor – scan for any power emissions."

The gentle voice of the being who controlled all of Moya's functions sounded over the comm's tiny speakers. *"I already told you, Commander Crichton, that none of the ships are showing any kind of power output."*

"Not from the ships, Pilot – I mean any power emissions in the area."

A pause greeted him. *"Scanning now."* Pilot said at last.

Aeryn cut in. *"What is it you're looking for, Crichton?"*

"A little man behind the curtain. None of these ships look broken: no ruptures or blast marks or anything of the sort. Maybe this isn't a junkyard at all. Maybe there's some kind of power drain in the area that trapped all the ships."

"You're fahrbot, Crichton," Rygel said. *"What kind of yotz would think of something like that?"*

"Apparently, the kind of yotz in this star system." Pilot interjected. *"Moya is detecting a small but steady power source on a planetoid at the precise epicenter of the field of ships."*

"D'Argo, we've got to turn back."

"No! We'll be at the Luxan ship within a few microts. Then we can–"

"D'Argo, if I'm right–"

"It will be the first time. Now–" This time D'Argo cut himself off, as he looked down at the console. "Something's wrong. Our velocity is decreasing." He whirled on Crichton. "What have you done?!"

"Nothing!" Crichton said, checking his own console. "Power levels are droppin' faster'n Clinton's pants."

"John, what's happening?" Zhaan asked.

"Exactly what I thought," Crichton said. "Something's draining power."

"There is an increase in power on the planetoid," Pilot said. *"It is in direct proportion to the power loss on the transport pod."*

"We've gotta get outta here, pronto."

"We can't," D'Argo snarled, pounding the console. "We don't even have sufficient power to change course back to Moya."

"Something else," Pilot said. *"Moya is also reading lifesigns on several of the ships – but at a very low level, as... people on board are in cryogen... osis."*

"Pilot, you're breaking up," Crichton said.

"Cricht... readi... don't go... can't..."

"Zhaan, repeat, we didn't get that."

Silence.

"Whatever's affecting the pod is also affecting the comms," D'Argo rumbled.

"Is there anything we can do to get out of this?"

D'Argo pounded the console in exasperation. "If there was, I'd be doing it."

Crichton looked down. All the biomechanical controls in front of him were about as useless as a Lego set. In frustration, he cast his gaze out on the field of dead ships – and let out a gasp. "D'Argo, look over there!"

"What?"

"That big ship. Look familiar?"

D'Argo squinted at the large, black shape. The pod continued to drift forward, carried by its own inertia. Within a few microts, the large shape – which had earlier been obscured by three or four other, smaller vessels – came into full view.

In a low, dangerous voice, D'Argo said, "That is Crais's Command Carrier."

"Yeah, and it's just as dead as the others." The interior lights started to dim. "Only problem is, so're we."

"There has to be some way that we can–"

Before D'Argo could finish the sentence, he disappeared. No flash of light, no weird effect, nothing. One moment he was there, the next he wasn't. The only indication that anything had happened was the popping sound made by the air rushing into the space he had occupied.

Crichton blinked. "Okay, this is very bad. This is very very bad. This is very very very bad."

The lights grew dimmer. This was even worse than when he and Aeryn were trapped in the Flax. Then, at least, they had emergency lighting. At this rate, though, the lights would be completely out inside of ten microts. Plus, of course, in the Flax, he'd had Aeryn's company.

Then he wasn't on the pod anymore. As with D'Argo, there was no flash of light, no feeling of disorientation – he just found himself somewhere else.

"Somewhere else" appeared to be a planet. He stood in a clearing about forty meters in diameter, surrounded by trees with blue bark and bright orange leaves. Strange, reddish-yellow grass covered the ground, while a large hill lay about half a mile or so away. Several purple winged figures flew overhead, but Crichton couldn't make out any details.

He couldn't hear any noise at all.

A cluster of figures also occupied the clearing. Crichton counted nine. Some belonged to species he recognized. The first was a Sheyang – a lizard-like race of fire-breathers that they had encountered trying to salvage the *Zelbinion*. Another was a Zenetan – the race of pirates responsible for the Flax that had almost killed him and Aeryn. A third was an Ilanic – a race similar to Luxans, probably from the ship that Crichton recognized. A fourth was a Delvian male – like Zhaan, he had blue skin, but unlike Zhaan, had a full head of white hair. Three others, Crichton didn't recognize, but they included a four-legged creature loosely described as a cross between a panther and an alligator; an amorphous blob of gelatinous red goo; and a large, ponderous, beaked thing wearing a large black cloak.

Crichton was all too familiar with the final two figures. One was, of course, D'Argo. The other was the Peacekeeper captain who had hounded him since he first ricocheted into this corner of the galaxy: Bialar Crais.

When the wormhole spit Crichton out, his module collided with a Peacekeeper Prowler piloted, he later learned, by Crais's brother. Crais had also been in charge of Moya when the Leviathan had escaped. In the months since then, their lives had been a constant chase through the Uncharted Territories, as Crais stopped at nothing to hunt them down. He saved particular vehemence for Crichton, whom he blamed for the death of his brother.

Being teleported to an alien planet by some unknown entity wouldn't deter him in the least.

Crichton tried to move toward D'Argo, but the act triggered a fierce electrical charge, which kept him frozen in place.

DON'T BOTHER, a voice spoke directly into Crichton's brain. YOU'RE SURROUNDED BY A FORCE FIELD.

When Crichton opened his mouth to speak to D'Argo, the voice cut in. DON'T BOTHER TRYING TO TALK, EITHER. SOUND DOESN'T TRAVEL OUTSIDE THE FORCE FIELD. YOU DON'T MOVE 'TIL I SAY YOU MOVE. SO DON'T MOVE, ALL RIGHT?

"Fine, whatever. What's goin' on here?"

AT THE MOMENT, NOTHING. BUT NOW THAT YOU AND THE LUXAN HAVE SHOWN UP, WE CAN BEGIN.

"Begin what?"

GIVE ME A MICROT, WILL YOU? I'LL EXPLAIN.

Crichton really wished the voice belonged to a body. Or at least a face. The face behind that voice desperately needed a sock to the jaw.

SEE, YOU'RE HERE BECAUSE YOU WERE DAMN FOOL ENOUGH TO COME INTO THE FIELD. EVERY TIME SOMEONE DOES, THEY PLUCK ONE REPRESENTATIVE FROM WHATEVER RACES ARE ON THE SHIP, THEY BRING 'EM DOWN AND BUNG EVERYONE ELSE INTO STASIS.

"And then what, stick 'em in a field and have 'em choose up sides for softball?"

The voice seemed to chuckle. NOT FAR OFF, ACTUALLY. IF I'M UNDERSTANDING THE IMAGES I'M GETTING IN YOUR BRAIN. BASICALLY, ONCE THEY GET TEN OF 'EM–

"Who's 'they'?"

WHAT'RE YOU, DENSE? THE PEOPLE THAT BROUGHT YOU HERE. LOOK, DON'T INTERRUPT, ALL RIGHT? IT'S HARD ENOUGH TO GET MY SIGNALS THROUGH YOUR TRANSLATOR MICROBES, OKAY?

"Sorry."

WHERE WAS I? OH, YEAH – ONCE THEY GET TEN, THEY BRING 'EM TO THIS PLANETOID. SEE, THIS IS AN ISLAND – ONLY LANDMASS ON THE PLANETOID. ACTUALLY, THAT HILL OVER THERE'S RIGHT IN THE MIDDLE OF IT.

"Great," Crichton muttered.

SO YOU TEN ARE CHARGED WITH GOING OUT AND FINDING THE PRIZE. WHOEVER GETS THE PRIZE, WINS.

"Wins what?"

Another chuckle. GET THE PRIZE, AND YOU'LL FIND OUT.

"We're supposed to work together, apart, what?"

THAT'S UP TO YOU. IF TWO OF YOU FIND THE PRIZE, YOU BOTH WIN. ALL TEN, YOU ALL WIN. IT VARIES, Y'KNOW. AND IT'S DIFFERENT EVERY TIME. IN FACT, WE'VE GOT TWO NEW RACES THIS GO-'ROUND – YOU AND THE HALOSIAN. THAT'S THE CHAP WITH THE BEAK.

Crichton rolled his eyes. "Christ, what is this, a *Star Trek* episode? They're testing us to see if we're worthy of the gift of life or some crap like that?"

NO, NOTHING LIKE THAT. THEY'RE JUST BORED, IS ALL. A third chuckle. THE PRIZE IS IN THE CENTER. GOOD LUCK.

With that, the voice disappeared. And so did the force field.

As soon as it went down, D'Argo unsheathed his Qualta blade, Crais unholstered his pulse pistol, the Zenetan produced his own weapon, the panther/alligator stood on its hind legs, and the Sheyang took a deep breath.

"Whoa! Hold it! Take it easy!"

Crais's face split into a snarl. "Crichton!" He fired his pistol – to no effect. Crais fired several more times, but nothing happened.

"All outta buwets," Crichton said in his best Elmer Fudd voice. "Now can we stop with the macho posturing crap and figure out how we're supposed to get out of this?"

Screaming, Crais threw down his pistol and charged at Crichton. D'Argo stepped in front of Crichton, his Qualta pointed directly at Crais. The Peacekeeper, sensibly, halted his charge.

"Do not come between me and my vengeance, Ka D'Argo."

D'Argo smiled a vicious smile. "I was more concerned with *my* vengeance, Peacekeeper." And he fired his Qualta.

Or, rather, tried to. It worked as well as Crais's pistol.

"Okay, weapons're obviously a big ol' no-no," Crichton said.

"Not entirely." D'Argo touched a stud on the hilt of his Qualta, and it reverted from blaster to sword form. "My blade can still separate this pewnkah's head from his shoulders."

Suddenly, Crichton felt a blast of heat. He whirled to see the Sheyang spit a huge ball of fire right at Beak-Guy – *what did the Voice of Doom call 'em? Halitosis or something?* Caught flat-footed – assuming he had feet under his big cloak – Beak-Guy let out an agonized squawk as the flames burned him to a crisp.

The Sheyang held up his hands. "Don't worry – I have no intention of attacking any of the rest of you. But that Halosian fired on my vessel when we were on a legitimate salvage operation. I owed him that."

"Great," Crichton muttered. "Now are we done with the macho chest-beating?" He pointedly looked at Crais, who eyed him savagely from behind D'Argo's blade.

In a hiss-like whisper, the panthigator said, "We have been given our task. The prize is at the center. The hill is at the center. I will go to the center and claim the prize. I will win. You will lose."

With that, it dashed elegantly into the orange forest on all fours at a rather astonishing speed. Idly, Crichton wondered if they all talked in simple declarative sentences, or if this one just used it as a shtick.

"I am willing to make you a deal, Ka D'Argo," Crais spoke in a much calmer voice. Crichton took a good look at Crais and noticed that the captain hadn't shaved recently. His goatee was untrimmed, and stubble darkened his cheeks. *I get the feeling that violates some PK dress code or other.* Obviously, Crais's single-minded pursuit of Moya was getting the better of him.

"A deal?"

"Yes," Crais said. "I will allow you your freedom. You will be exonerated of the charge of murdering your wife and be reunited with your son. All I ask in exchange is him." Crais didn't so much say as sneer that last word.

Crichton tensed. Seeing his son again was more important to D'Argo than anything – and it wasn't as if Crichton and D'Argo were best friends anyway. *Hell, back on Dam-Ba-Da Depot, we pretty much admitted that we could probably never be friends.*

Then D'Argo shook his head. "Typical. You think that I would make a deal with my jailer and betray a friend? Perhaps that is the way of your foul kind, Peacekeeper. But–"

D'Argo's words were interrupted by a screeching sound. Crichton looked up and saw one of the winged purple creatures swooping down. As it got closer, Crichton saw that it looked much bigger than he first thought – like a pteranodon on acid, with big purple wings, talons the size of Montana, and a very long beak. It dove straight down into the trees and rose a few moments later with another screech, clutching the panthigator in its talons. The alien struggled vainly as the bird thing ripped it to pieces and flew off, out of sight.

"Okay, this keeps things interesting."

The Delvian gazed at the dense woods. "The Ch'Talla was a fool. Come – we shall go in a group."

The Sheyang, the Zenetan, and the Ilanic exchanged glances. "I won't go with her," the Sheyang spat with a disdainful look at the Zenetan. "She's just a pirate."

"Look who's talking," the Zenetan said, scratching her beard stubble.

The Ilanic walked up to the Delvian. "I shall accompany you. Perhaps the Zimmm will be sated with its meal

of a Ch'Talla. If not," the Ilanic added, pulling a small stick that telescoped out into a good-sized bo staff, out of her pocket, "we shall deal with it."

Unholstering a dagger, the Zenetan said, "I'm in – provided the Sheyang and the Peacekeeper stay here. I don't like Sheyang – and I really don't like Peacekeepers."

Crais wasn't even paying attention. "What is your answer, Ka D'Argo?"

"I thought that was obvious, Crais. I will never make a deal with the likes of you."

"Looks like we're stuck in Mexican standoff territory here, Crais." Crichton peered over D'Argo's large shoulder, content to keep the big guy between him and the PK captain.

"Let these fools play their games," the Delvian waved dismissively. "Let us go."

He went into the forest, followed by the Ilanic and the Zenetan.

The Sheyang stayed behind, grumbling to himself. The red goo hadn't spoken or moved since the force fields went down.

"Look, we need to come up with some kind of plan," Crichton said. "We can't just stand here glowering at each other. If we're not careful–"

Another screech. Crichton looked up to see three more Zimmms swooping down. "Aw, geez," Crichton moaned "This isn't looking good."

Sure enough, the three avians flew right back out, each clutching one of the prisoners. The Ilanic and the Zenetan put up a good fight, but the Zimmm had completely disemboweled the Delvian. (At least, Crichton assumed Delvians had bowels. He made a mental note to ask Zhaan.) The Zenetan's neck was soon sliced open by a Zimmm talon, but the Ilanic woman had managed to beat her attacker to the point where its talons loosened. That may have been a mistake. With an angry shriek, the winged creature released her, and she went plummeting toward the ground.

For the first time, the red goo moved, slithering to a spot under the Ilanic and spreading itself into a wider form. The Ilanic landed on the goo, bleeding but alive.

The red goo spoke in a high-pitched voice: "Safe."

"Nice work, Jell-O Man," Crichton said, then muttered, "And then there were six..."

The goo had more to say: "Approach bad. New way."

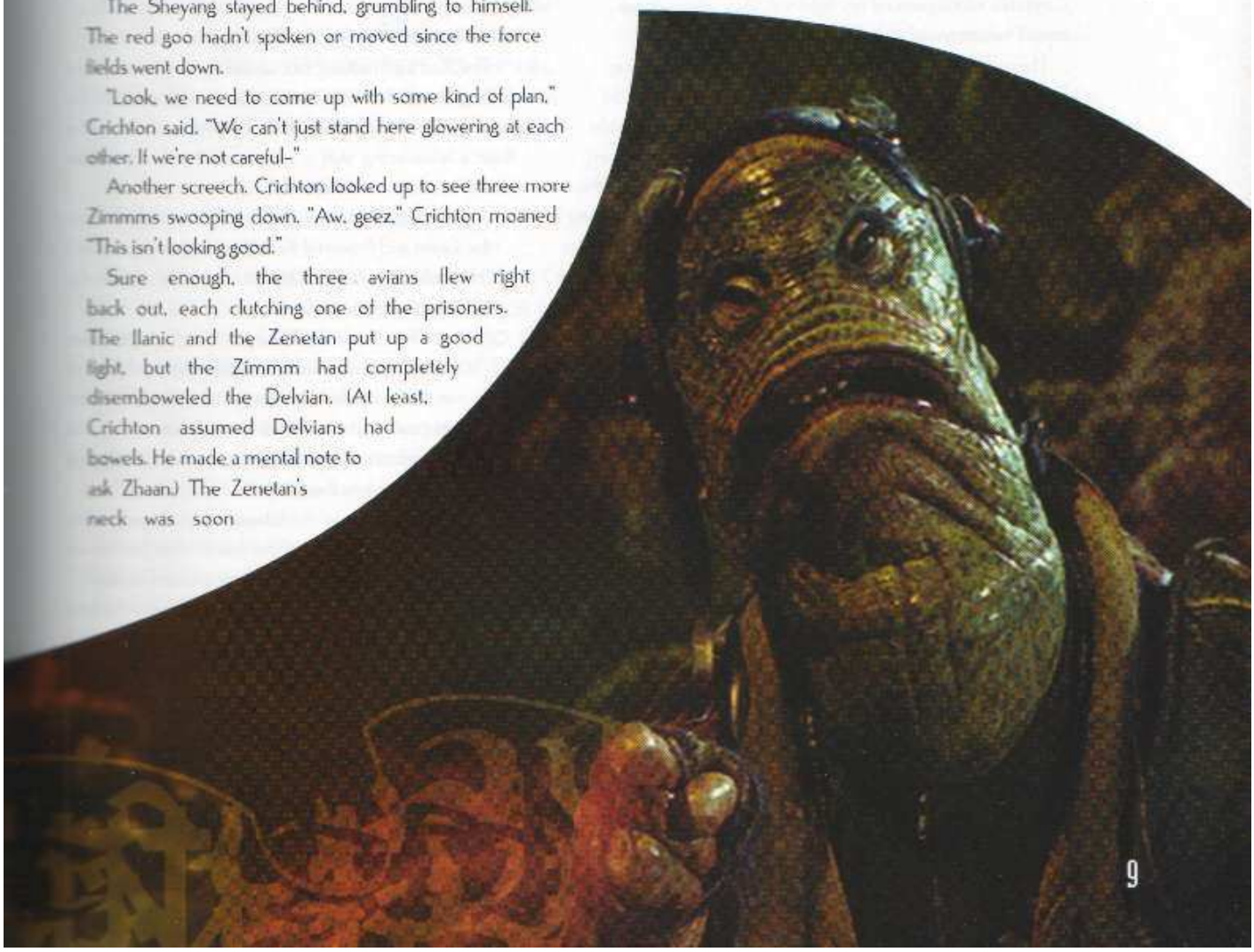
The Sheyang rumbled, "The Koz speaks true. Simply approaching the forest doesn't seem to be working."

"Maybe," Crichton nodded, "but..." He looked up to see that the Zimmm was coming down again – this time making for the clearing.

Specifically for the Ilanic, still lying on top of the Koz.

"No!" Without even thinking, he leapt toward the other two aliens. If he had thought about it, he'd have realized that getting between this nasty bird and its intended prey was suicidal. All it would do was grab him instead.

Which was, in fact, what happened.



"Crichton!" D'Argo's powerful voice cried out as Crichton found himself suddenly airlifted. It was a lot like the time he and Dad went parasailing in the Bahamas when he was a kid: the rapid rise upward, the loudness of the wind, the sudden bird's-eye view of the place where he'd been standing only moments before. *Main difference,* he thought, *is that then I was in a harness, not a pair of purple talons that are about to rip me into tiny bits.*

As he felt the creature's grip tighten around his stomach, he looked down at the clearing – and saw something that amazed him. Unfortunately, he was in no position to do anything about it.

The others were, though. A fireball shot up from the ground, presumably from the Sheyang's gullet. Unfortunately, it missed. *Damn pirates, can't even aim right.*

Crichton grimaced as the sharp points of the Zimmm's talons pierced his flight suit. *Any second now and I'll be astronaut shish-kebob.*

Then something else rose up from the clearing. To Crichton's amazement, it was D'Argo's blade. *You jackass, that'll leave you defenseless against Crais!* he thought as the Qualta whistled through the air towards him.

Unlike the Sheyang's fireball, D'Argo's aim was true, and the blade went right through the Zimmm's head. A rather disgusting yellow substance splattered all around him as the dying monster started to tumble through the air and plummet toward the clearing.

Nice going, D'Argo, Crichton thought. *Now instead of being cut to ribbons, I'll be a grease stain on yellow grass.* Still in the grip of the talons, he couldn't get into a proper free-fall posture. *Thank God for astronaut training, or I'd probably be sick to my stomach right now.*

At the apogee of one tumble, Crichton noticed that he was falling, not toward yellow, but red. *Jell-O Man! Great! He'll catch me, too!*

The Koz was wonderfully soft to land on – like a big, red pillow. The Sheyang immediately ran over and pried the talons loose while D'Argo retrieved his Qualta from the Zimmm's head. "Thanks, guys."

D'Argo wiped the Zimmm blood off the Qualta with his sleeve. "After you intervened on behalf of the Ilanic, we could do no less."

"How is she?" Crichton said as he got up off the Koz. "Ow!" he added as a sharp pain sliced through his torso.

"What is it?" the Sheyang asked.

"Cracked a couple ribs. I'll be fine." He waved the Sheyang off.

"The Ilanic is unconscious," D'Argo said, "but she should be fine."

Crichton nodded. "Listen, I figured out what we–"

This time the screech came not from a Zimmm, but from Crais. With D'Argo temporarily removed as an impediment, the Peacekeeper leapt at Crichton with blind fury. More pain shot through Crichton's entire body as his bruised form collided with the hard ground. "I will kill you once and for all, Crichton! You will–"

Before he could finish the thought, D'Argo's tongue lashed out to strike the Peacekeeper. Crais blinked once, then toppled over unconscious. The Luxan then offered Crichton a hand up.

"Thanks, man," he said as he took it. Then he said, louder, "Ow, ow, ow! Man, this hurts."

"We need to find a way to get the prize and get off this dren-pit," D'Argo said.

"I think I figured out how," Crichton said through clenched teeth. The pain from his ribs was about a thousand times worse after Crais's tackle. "I got a good look at this clearing from up yonder. It's a perfect circle."

"So what?" the Sheyang said.

"So, Omniscient Narrator Guy said that the prize was at the center. We all assumed that it's on that hill, since that's the center of the island. What if he means the center of the clearing?"

D'Argo looked dubiously at Crichton. "It can't be that simple."

Crichton shrugged, then immediately regretted the motion. "Fine," he said, "you go ahead and walk to the hill. Watch out for falling Zimmms."

"It cannot hurt to look," the Sheyang said.

The Koz said nothing, but suddenly thinned itself out to a long strand that stretched across the diameter of the clearing. Then it compressed – an eerie reversal of the Ilanic's telescoping stall – into a small ball. "Epicenter here," it said.

Grinning, Crichton said, "Excellent! Let's hear it for the Great and Powerful Koz! Now we just dig a hole." He looked over at D'Argo – or, more specifically, D'Argo's Qualta.

The Luxan rolled his eyes. "Fine." He got down on one knee and shoved his blade into the ground as the Koz rolled obediently out of the way. After repeating the motion several times, he and Crichton started clearing away the dirt, digging further into the ground.

"This is ridiculous," the Sheyang said. "Stand back. Let me handle this before we die of old age waiting for you two to finish."

Crichton quickly rose and backed up. D'Argo did likewise. The Sheyang took a deep breath and then spit out a ball of fire even less impressive than the one he missed the Zimmm with. However, it was probably sufficient to get through simple dirt and grass. *Hope the prize is fire-proof,*

Crichton thought as the gaseous ball slammed into the dirt, igniting the nearby grass.

To Crichton's surprise, the Koz made a beeline for the fire and smothered it, putting it out in fairly short order. *Gotta get me one'a them...*

Peering into the hole made by the Sheyang's super-halitosis, Crichton saw a stone the size of a fist. It was small and round. And kind of dull.

"That's *it*? I nearly get cut in half by the one-eyed, one-horned, flying purple people-eater just so I can say, 'I got a rock'?"

THE TRICK'S FINDING THE PRIZE, NOT THE PRIZE ITSELF, INNIT?

"Oh great," Crichton groaning, looking up, even though there was, as before, nothing to really see. "You're back. So, we dug up the rock. Now what?"

YOU WIN. THE FOUR OF YOU GET TO GO BACK TO YOUR SHIPS, SAFE AND SOUND. FOR GOOD MEASURE, ALL YOUR INJURIES WILL BE HEALED, AND YOUR SHIPS'LL WORK JUST FINE. Again, the chuckle. GOOD WORK, BY THE WAY. USUALLY PEOPLE JUST BUGGER OFF TO THE HILL AND BECOME ZIMMM-FOOD. YOU LOT ARE THE FIRST IN ABOUT FOUR OR FIVE CYCLES TO GET IT RIGHT.

Crichton snorted. "Bully for us."

"What about Crais and the Ilanic?" D'Argo asked. "And the others, for that matter."

THE SEBACEAN AND THE ILANIC WILL BE LEFT HERE. IT'LL BE UP TO THEIR SHIPMATES WHETHER OR NOT TO RESCUE THEM. THE OTHERS - THEY'RE DEAD, LUXAN. SO NOT A GREAT DEAL'S GOING TO "HAPPEN" TO 'EM AT THIS POINT, REALLY.

"Good," Crichton said, "that means we can get a head start on Crais while his Command Carrier picks him up."

"So that's all?" The Sheyang spread his stubby arms in protest. "No bounty? No reward?"

THE REWARD IS YOU GET TO LIVE, SHEYANG. AND YOU GOT YOUR REVENGE ON THE HALOSIAN. SO QUIT WHININ', ALL RIGHT? NOW GET OUTTA HERE SO WE CAN LURE MORE SHIPS IN HERE.

"You're just gonna keep doing this?" Crichton asked, outraged.

YUP. GOTTA KEEP FEEDIN' THE ZIMMMS SOMEHOW. GOOD-BYE, HUMAN. ENJOY YOUR TRIP BACK HOME.

"Waitasec, you know about Earth? You can get me-"

Before Crichton could finish, he was back in the copilot's seat on the transport pod. "-home. Dammit!" He turned to see the Luxan back in the pilot's seat. "D'Argo, see if you can set course for the planetoid."

"Are you insane? We have to get back to Moya and StarBurst before Crais's Command Carrier can pursue." D'Argo suited actions to words, as he programmed a course.

"But-" As Crichton turned, he noticed that the pain of his cracked rib was gone. *They really did heal all wounds. Hot damn. But if they know-*

He sighed. *Nah, the big guy's right. It's not worth risking Crais capturing us. Besides, they may not know...*

"D'Argo, John, can you read us?"

"Loud and clear, Zhaan," Crichton replied.

Zhaan's sigh was audible even over the comm. *"Thank the Goddess. We're reading many of the ships powering up - and Pilot says that one of them is Captain Crais's-"*

"-Command Carrier, yeah, we know. We bumped into our ol' buddy Bialar. We've got a head start on 'im, though. He's out like a light on the planetoid, but we still need to StarBurst pronto."

"I don't understand: what happened!"

"We'll give you the highlight reel when we're back on board."

"Which," D'Argo added, "will be in eighty microts. Pilot, be ready to StarBurst the instant the docking web has us."

"Understood," Pilot said.

Crichton cut the connection, then turned to D'Argo. "Did you mean what you said to Crais? When you told him I was your friend?"

D'Argo did not look at Crichton as he rumbled, "A warrior does not lie to his enemy in battle."

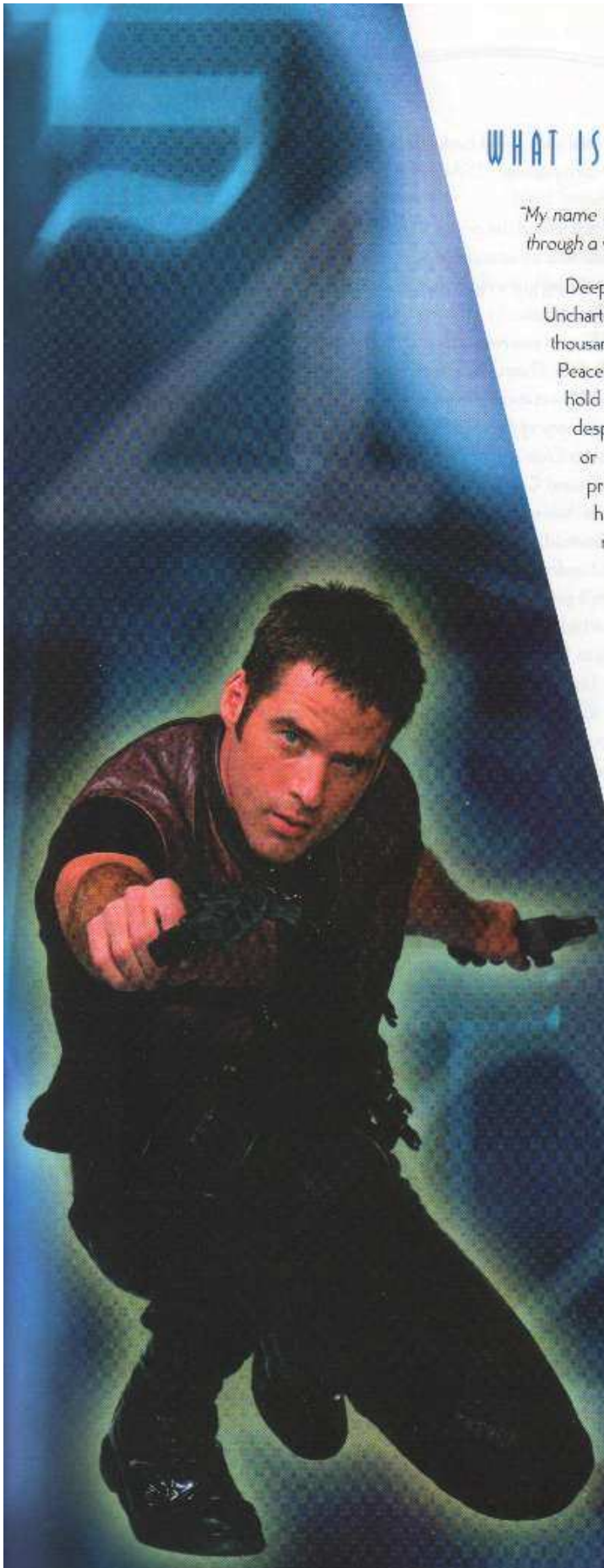
"Well, thanks, man. It means a lot." He looked at his readout. "Approaching Moya. The docking web's got us."

"Releasing control to Pilot," D'Argo said.

Within microts, the hangar had pressurized, and D'Argo and Crichton were walking toward the exit, down the pathway between the various transport pods, *Farscape I*, and Aeryn's Peacekeeper Prowler. Unable to resist, Crichton put his hand on D'Argo's shoulder. "Louie, this could be the beginning of a beautiful friendship."

D'Argo's reply was lost as Moya went into StarBurst.





WHAT IS FARSCAPE?

"My name is John Crichton, an astronaut... a radiation wave hit, and I got shot through a wormhole... now I'm lost in some distant part of the universe..."

Deep in space, countless light years from our little blue-green planet, lie the Uncharted Territories. It is a wild, untamed region, full of alien planets and thousands of intelligent species. Great empires border it, from the Sebacean Peacekeepers to the totalitarian Nebari, but here, in this vast frontier, they hold little power. The Territories are a haven for the cunning, the desperate, and the idealistic. Some are on the run from the Peacekeepers or similar threats. Others belong to planetary governments, trying to protect their people from the dangers surrounding them. But they all have one thing in common: they all must learn to survive in the wildest region of civilized space.

Into the Uncharted Territories comes the Leviathan Moya, a living ship crewed by exiles, escaped prisoners... and a human astronaut, John Crichton, who found himself there after an orbital experiment sucked him through a wormhole. They have faced countless dangers on their journey, and while they don't always get along, they stick together through the worst the universe can throw at them. They are the heroes of the *Farscape* television show, but theirs is only one story found amid the Uncharted Territories. This book is about creating others.

WHAT IS ROLE-PLAYING?

Role-playing games (RPGs) are decidedly different from the games most people are used to. Players don't compete against each other and there are no winners and losers, at least not in the traditional sense. Instead, role-playing resembles a sophisticated form of make believe. The players get together to tell a story - like a piece of improvisational theatre - where they portray the heroes and heroines. Using rules, dice, and a little imagination, they create a band of fictitious characters, then run them through a series of adventures which another player (the Game Master) controls. The rules exist to determine the outcome of certain variables - does your shot hit or miss? do the guards hear you sneaking around? - but the main action takes place in the players' imaginations.

In many ways, role-playing games are like TV shows. Each session represents another episode, where the heroes deal with problems, resolve disputes, fight their

enemies, and fall in love. But unlike TV shows, where the script is set and unchanging, RPGs give the players a chance to affect the outcome. They decide whether they should attack the bad guy's base, sneak in through the rear entrance, or even avoid it entirely. The storyline depends on the players' decisions, giving them a chance to act spontaneously rather than respond to scripted necessity. In the end, they all share in the rewards or suffer the penalty for failure... until the next adventure, when a new threat or problem arises.

Players

One can easily look at the *Farscape* RPG as a spin-off of the *Farscape* TV show. Instead of playing Crichton, Aeryn, and the other members of Moya's crew, the players create their own crew, then set them off into the Uncharted Territories in search of adventure. Every player (save one, the Game Master) develops a single character: ranging from a burly Luxan to a cunning Sebacean or anything in between. Using the rules as a guideline, they shape that character's background, personality, and pertinent skills. They then portray him or her as an actor would: describing his or her actions, imitating his or her speech patterns, and so on. Some players even like to speculate on actors or actresses they envision playing their characters! Together all of the player characters (PCs) form a group called a "party," who must work together to overcome the obstacles they encounter. Like the bickering members of Moya's crew, the PCs need not always get along, but at the end of the day, their common goals overshadow their differences.

PCs can come from a wide variety of backgrounds, and belong to any one of a dozen races. Further details on character creation can be found in Chapters Five through Nine.

Game Masters

While most players have but a single character to keep track of, the Game Master's job is much more complicated. He or she serves as a combination of narrator, referee and supporting cast: he develops the setting and adventures, describes the environment and plot developments, and portrays any non-player characters (NPCs) the PCs may encounter. The GM also serves as an arbiter of the rules, enforcing the die rolls and making sure that the group maintains proper balance. He is, in effect, the director of the *Farscape* story which the group is telling: steering it in the right directions and giving the PCs the opportunity to play Hero.

While the GM's job involves much more work than the players, it can also be the most rewarding. The players have only their characters to run with; the GM has the whole universe. The Uncharted Territories is a big place, and the GM has a chance to serve as ringleader for all its sights and wonders.

Tips and ideas on Gamemastering a *Farscape* game can be found in Chapter Twelve.

What You'll Need

In addition to this sourcebook, you'll need several sheets of paper, pencils or pens for writing, and dice - one or more four-sided dice (d4), eight-sided dice (d8), twelve-sided dice (d12) and twenty sided dice (d20), at least two ten-sided dice (d10) and at least four six-sided dice (d6). They can be found at any neighborhood game shop. You might also want to familiarize yourself with the *Farscape* TV show, though it's not necessary in order to play the game.

The Rules

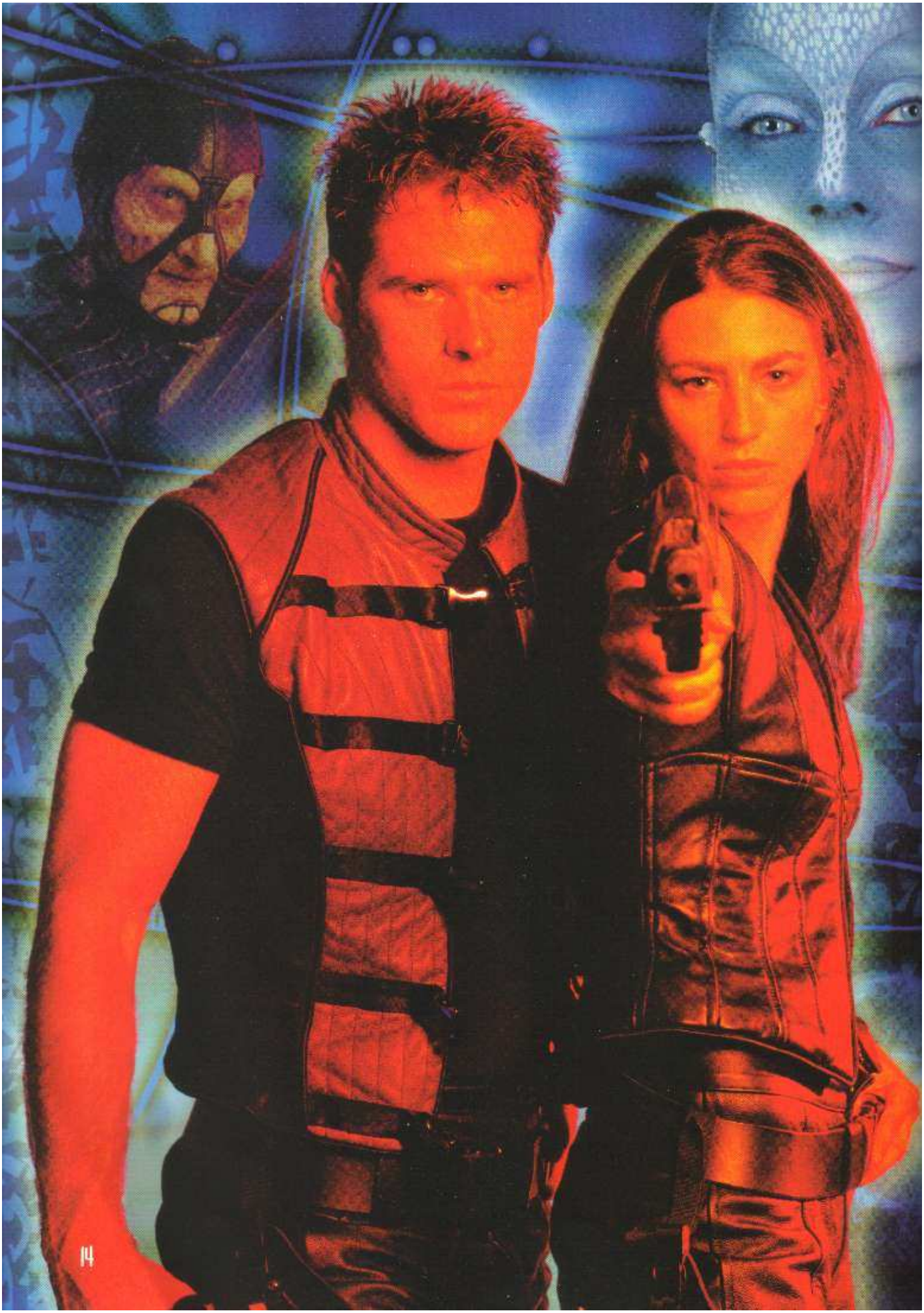
The rules are tools to help resolve disputes and ensure that everyone has a good time. They often involve rolling dice, which simulate the odds of, say, a blaster hitting a control panel or a pilot successfully navigating through a space battle. While they are very important, they shouldn't get in the way of having fun. Sometimes, that means bending or breaking rules which don't work for your particular play style. The GM has the final say on what to use, what to modify, and what to ignore. In the end, the only thing that matters is that everyone has fun.

WHAT THIS BOOK CONTAINS

This book is divided roughly in half. The first section consists of source material, providing a solid background for the Uncharted Territories and its denizens. The second half contains the rules and mechanics section. It tells you how to create and run characters and provides a complete list of skills, abilities, and other essential rules. It also includes tips and guidelines for Gamemastering, a list of equipment and vehicles, and a bestiary containing some of the Territories' most frightening aliens.

Exploring the Uncharted Territories takes brains, courage, and more than a little luck. Hostile aliens and feuding starfleets await the unwary, and even the most innocuous encounter could turn deadly in an instant. It's a wild place, but those who survive it will see things that few could ever dream of. And whatever happens, you'll have your good friends there to back your move... right?

Welcome to *Farscape*.





CHAPTER ONE

Series Overview

SEASON ONE

Premiere

For John Crichton, a second generation astronaut, the day began before dawn, as he sat on the hood of his convertible and gazed at the rocket that would take his experimental module, *Farscape I*, into orbit. All his hopes and dreams were riding on this experiment - he and his friend, DK, had built the module, tested it and sweated over it every day for the last two years.

The mission, though it sounded simple, was based on an extrapolated physics theory that remained untested. *Farscape I* would use its own propulsion and the earth's gravity to slingshot at near light-speed. If successful, the experiment could pave the way for interstellar travel.

DK was calm and confident; Crichton wished he could say the same. This mission would be a vindication for him - a chance to finally step out of his father's shadow. John's father, Jack Crichton, was a space pioneer who attained fame in two moon walks. Crichton loved his father, but being the son of a hero had its drawbacks. Jack Crichton understood his son's situation, and pointed out that each man had to be his own kind of hero. Then he offered Crichton his good luck charm: a puzzle ring given to him by the Russian space legend Yuri Gagarin, to take along on the mission. Crichton promised to return it that evening.

The mission began smoothly. Speed in *Farscape I* met or exceeded expectations, and for a moment, it looked like the experiment would be an unequivocal success. Then it happened - an electromagnetic wave appeared on Cape Canaveral's sensors. The module's systems suddenly went haywire and a vortex, which Crichton would later call a wormhole, opened right in front of the module, pulling him in. Before the horrified gaze of his father and best friend, John Crichton and *Farscape I* disappeared...

...to emerge on the other end with no power, no contact with Cape Canaveral, and absolutely no clue as to where he was! All he knew was, no place in his neck of the universe had ships like the one he was looking at. Golden, elliptical and very, very big.

He had emerged in the middle of a pitched starship battle. The huge vessel was being fired on by a swarm of small lightercraft (Prowlers). As a



"What is the matter with you... people?!"

-John Crichton

number of the small vessels sped by him, one of them clipped the drifting *Farscape I* sending the Prowler spinning wildly into an asteroid.

Before Crichton could do anything sensible about getting the hell out of Dodge, his module was "snagged" and hauled into the huge golden ship. Little robots greeted him in the docking bay as he popped the hatch on his module. The *DRDs* (Diagnostic Repair Drones) didn't look friendly – one had a small but effective-looking gun trained on him. Crichton didn't argue, he just let them herd him to the command center. Maybe he'd get some answers there.

The battle still raged without. Prowlers streaking past the front viewport as small explosions rocked the ship. Crichton heard words being spoken (actually shouted and screamed) by the two beings in command, but they weren't in any language Crichton knew. The female, Zhaan, was tall and beautiful but very bald and very blue. The male, D'Argo, was even bigger with braids and long fleshy tentacles hanging from his head. As if they weren't enough to deal with, the bridge also contained a little, green slug-like creature with bushy eyebrows on a flying sled, Rygel, and a hologram of a purple crustacean-like being, Pilot.

Then the assorted aliens in the room finally noticed him, and Crichton rather wished they hadn't. D'Argo grabbed him by the throat, yelling unintelligibly in his face; he tried to respond, but the huge alien obviously couldn't understand him.

Then Crichton felt a sting through his boot as a DRD injected him with translator microbes. Words faded in and started making sense. Sort of. The fighters outside were Peacekeepers, the ship he stood on – a Leviathan – was a prison transport, and the beings on the ship were captives trying to escape. When *Farscape I* suddenly appeared, the escapees thought he might have technology that would help them get away, so Crichton had been hauled in to help them... or die with them.

The prisoners were determined not to be recaptured. D'Argo, over Pilot's protests, was pulling wires and cables, trying to disengage the control collar that kept the ship from using its one defense – StarBurst – to get them away. The whole experience threatened to overwhelm Crichton's psyche, so perhaps it was just as well that D'Argo stung him with a three-meter-long tongue, knocking him out...

While Crichton slept, one of D'Argo's random yanks at cables disabled the command collar, allowing the Leviathan to StarBurst away. In doing so, however, one of the pursuing Prowlers was pulled into the StarBurst field along with them. The escaped prisoners promptly latched onto the Prowler and brought it aboard. Meanwhile, the captain of the attacking Peacekeepers, Bialar Crais, was ready to break off pursuit of the prisoners, until he learned that his brother's ship had ricocheted into the asteroid. He vowed revenge on the pilot in the "white death pod."

Blissfully unaware of the blood feud he had inadvertently begun, Crichton eventually woke up in a cell: confused, disoriented, and naked. As the human scrambled for his clothes, Rygel appeared and explained his personal circumstances to the bewildered astronaut. He was actually Rygel XVI, the rightful Dominar of the Hynerian Empire and ruler of six hundred billion subjects. His cousin, Bishan, had usurped his throne and imprisoned Rygel.

Rygel went on to explain why he wouldn't let Crichton out of the cell. "We can no more trust you than we can trust... *that*." It was then that Crichton noticed he had a cell mate – an unconscious soldier in a black flight suit. The figure stirred and removed the helmet, revealing a human-looking woman. Crichton came forward, smiling in greeting. The next thing he knew, he was flat on his back, as the woman pinned him down and demanded his rank and regiment. She identified herself as Aeryn Sun, and rattled off some additional credentials that placed her in a commando regiment. The only word that sounded familiar to Crichton was "Peacekeeper". "You're one of the ones attacking us?" he asked in disbelief.

Zhaan's arrival spared them both any further grilling; the blue-skinned priest told Crichton that they knew he wasn't a Peacekeeper, and therefore harmless. However, the look D'Argo gave him was less than reassuring.

On the way to the messroom, Zhaan explained the circumstances further. The Leviathan's name was Moya, a member of a biomechanoid species – living ships who sail through space like great whales. During dinner, the escapees made plans to barter on a nearby commerce planet for more iriscentent fluid for Moya, to replace the amount lost by D'Argo's "renovations." Torn between excitement over making "first contact" and nervousness over the uncertainty of his fate, Crichton decided to throw in with Aeryn rather than trust the desperate prisoners.

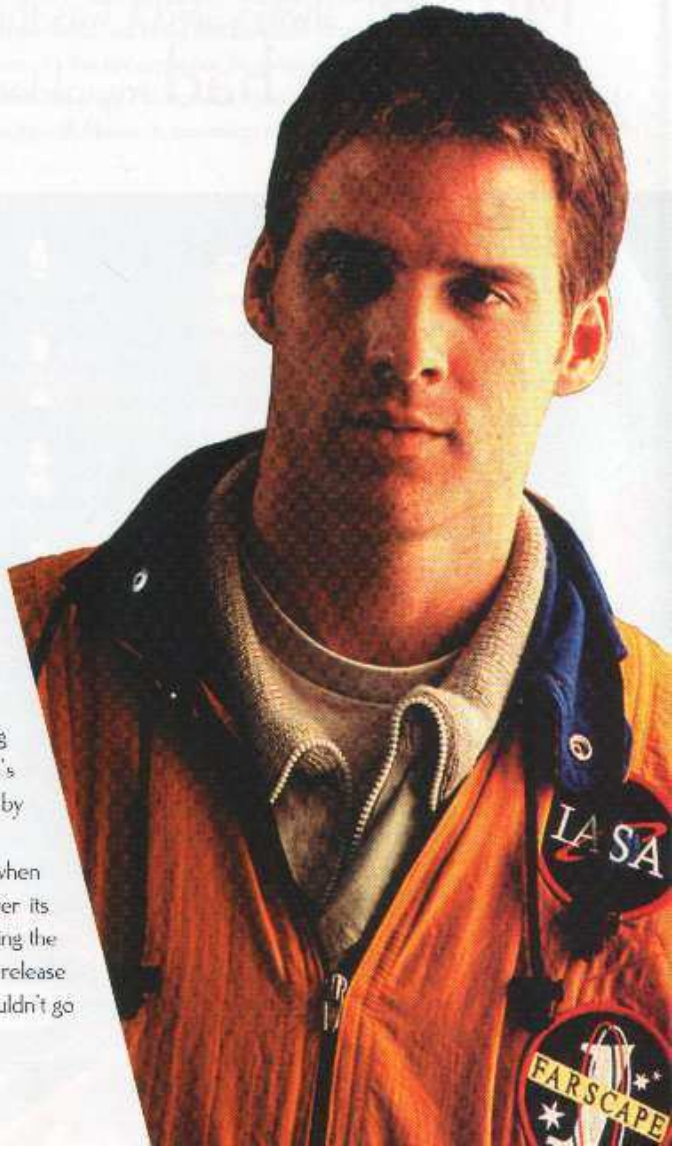
While the others negotiated on the commerce world, Aeryn picked their cell lock, and she and Crichton took her Prowler down to the planet, where they hoped to find aid. Alerted to their escape by Pilot, D'Argo tracked them down, but before he could capture them and take them back to Moya, a squad of Peacekeepers arrived, with Captain Crais at their head.

Crais declared, over Crichton's protests, that the human had deliberately murdered his brother, and condemned him to death. Aeryn interceded on Crichton's behalf, claiming that he wasn't capable of killing Crais's brother – he just wasn't a warrior. This earned her Crais's condemnation as well – he pronounced her "irreversibly contaminated" by her contact with the human.

The Peacekeepers were securing their prisoners in a nearby building, when one of them found Crichton's puzzle ring. As the soldiers argued over its function, Crichton took the opportunity to seize a weapon. After disarming the troopers and getting the keys to their cuffs, he freed D'Argo and moved to release Aeryn. As he tried to unlock her manacles Aeryn protested that she couldn't go back to Moya with them: she was a Peacekeeper, it was all she had ever been. Crichton replied, "You can be more." His words convinced her to return to the ship with him.

Back aboard Moya, a terse Pilot informed them that the ship still couldn't StarBurst. With all their lives at stake, Aeryn took manual control of the ship while John feverishly plotted a trajectory that would put his slingshot maneuver to the test. The plan worked, and Moya shot into space toward the Uncharted Territories, where the Peacekeepers had no jurisdiction.

Though he managed to save them all, Crichton was still on shaky ground – D'Argo warned him not to endanger their freedom, Rygel tried to steal some of his equipment, and Aeryn told him to beware of Crais: "He hasn't forgotten you." As he patched the antenna on a damaged DRD, he recorded a message to his father, letting him know that he was alive and that he wouldn't stop trying to get home. He spoke of the "weird, psychotic, amazing life" that he'd encountered and noted his father's observations about nerves: like rattlers in the pit of the stomach. Though he continued to record similar messages during his subsequent adventures, he had no idea if his father would ever receive them.



Episode 2: I, E.T.

One morning, not long after their escape, Moya's crew were blasted out of their sleep by a piercing noise. The frequency had an odd effect on Crichton, who found his eye twitching uncontrollably, much to Aeryn's annoyance. The removal of the control collar had activated a paddac beacon, attached to Moya's main neural nexus, which blared a signal to any Peacekeeper vessel within range. While Pilot could dampen the sound inside the ship, he couldn't stop it – only the removal of the beacon could do that. And the beacon was constructed so that any contact with metal would cause a major explosion, killing Moya.

Only Rygel was small enough to enter the maintenance conduit to remove the beacon, and even if he succeeded, the pain of the operation could kill a Leviathan. A possible anesthetic existed – an element called clorium – but there was none on the ship. It was one of six cargo types forbidden aboard a Leviathan because of its numbing properties.

At Crichton's suggestion, Pilot took Moya down to the surface of a nearby world – an earth-like planet called Denea – and submerged her in a swamp to dampen the sound of the beacon. It worked, but only bought them a little time. If they did not remove the device soon, Moya would be crushed by her own weight in the world's gravity.

Because clorium was a common compound, Crichton, Aeryn and D'Argo went to search for it on the planet's surface while Zhaan and Rygel stayed behind and removed the beacon. Unfortunately, Denea natives detected the Leviathan's landing, and sent military patrols into the area searching for evidence. D'Argo and Aeryn distracted the troops so Crichton could get away and keep searching for the clorium.

He ended up at a nearby farm, where he found a setting very much like home – a house with a kitchen, and a barn filled with implements that could have been made on Earth. He also found a small boy, Fostro, who ran, yelling, into the house to tell his mother about the "alien" in the barn. Crichton ran after him, but dropped like a rock when the boy zapped him with a stun gun.

The effects wore off after a moment, and the boy's mother, Lyneea, approached him with a curious mix of fear and excitement. She'd dreamed all her life of contacting beings from other worlds, but never expected her first to look so much like her. She was a scientist, ostensibly working with the military, operating a listening and tracking post for celestial anomalies (a.k.a. UFOs). Crichton assured her that she had been chosen for "first contact" because she wasn't military, and wouldn't try to dissect him. He asked about the clorium, but Lyneea had no idea what it was. It was only by accident that Crichton discovered it in a seasoning called onlux in her kitchen.

With a little jury-rigging, Lyneea set up her radio equipment so Crichton could call the ship and let them know he'd gotten the clorium. Her joy was short-lived, however, when a squad of soldiers arrived, demanding Lyneea's tracking information. She hid Crichton in Fostro's room and went down to talk with the commander.

Aboard Moya, Rygel was hard at work cutting the beacon out. Zhaan, a priest of the Delvian Seek, used her empathic powers to siphon off as much of Moya's pain as possible, but time was running short – Moya would begin to take serious damage from the stress of her own weight very soon.

> "Mother always said I was the best looking. That's why she had my older brothers banished."
>
> –Dominar Rygel XVI

Meanwhile on Denea, soldiers had captured D'Argo and chained him in Lyneea's barn. Lyneea thrust a bag of onlux into Crichton's hands, urging him to flee. Crichton refused to leave without his friend so Lyneea used a recording of John's conversation with Pilot to send the soldiers on a wild goose chase. With Fostro's help, Crichton knocked out the remaining guards and he and D'Argo returned to Moya after a heartfelt goodbye to Lyneea and Fostro.

Rygel finally freed Moya from the paddac beacon's connections just as Crichton arrived with the onlux/clorium. After liberally spreading it over the affected area, Moya managed to pull free of the swamp and the planet's gravity, returning them all to the stars.

Episode 3: Exodus from Genesis

Several weeks later, the crew caught their first whiff of Peacekeeper pursuit. Moya's scanners detected a PK Marauder, (a large vessel capable of carrying a squad of troops), suggesting that Crais's Command Carrier could not be far off. In an attempt to fool the Marauder's sensors, the crew directed Moya into a nearby cloud of debris. It blocked detection temporarily, but Aeryn believed it was only a matter of time before the

Marauder found them – its crew was highly trained, thorough, and measured success in body count.

Meanwhile, unbeknownst to her crew, Moya received some unwelcome guests – a race of giant beetle-like creatures called Draks. The invaders scuttled about various parts of the ship, watching the crew, collecting hair and blood samples – and waiting. Soon, Moya's internal temperature began to climb, as did Aeryn's temper. The crew made a systematic sweep of the ship, looking for the cause of the problem; Crichton found it when one of the invaders came to collect a hair sample from his comb. He managed to throw a blanket over the giant bug and kill it, then took it to Zhaan for analysis. Her findings were startling – the creature had Crichton's DNA – and she asked for another sample for comparison. This one needed to be live.

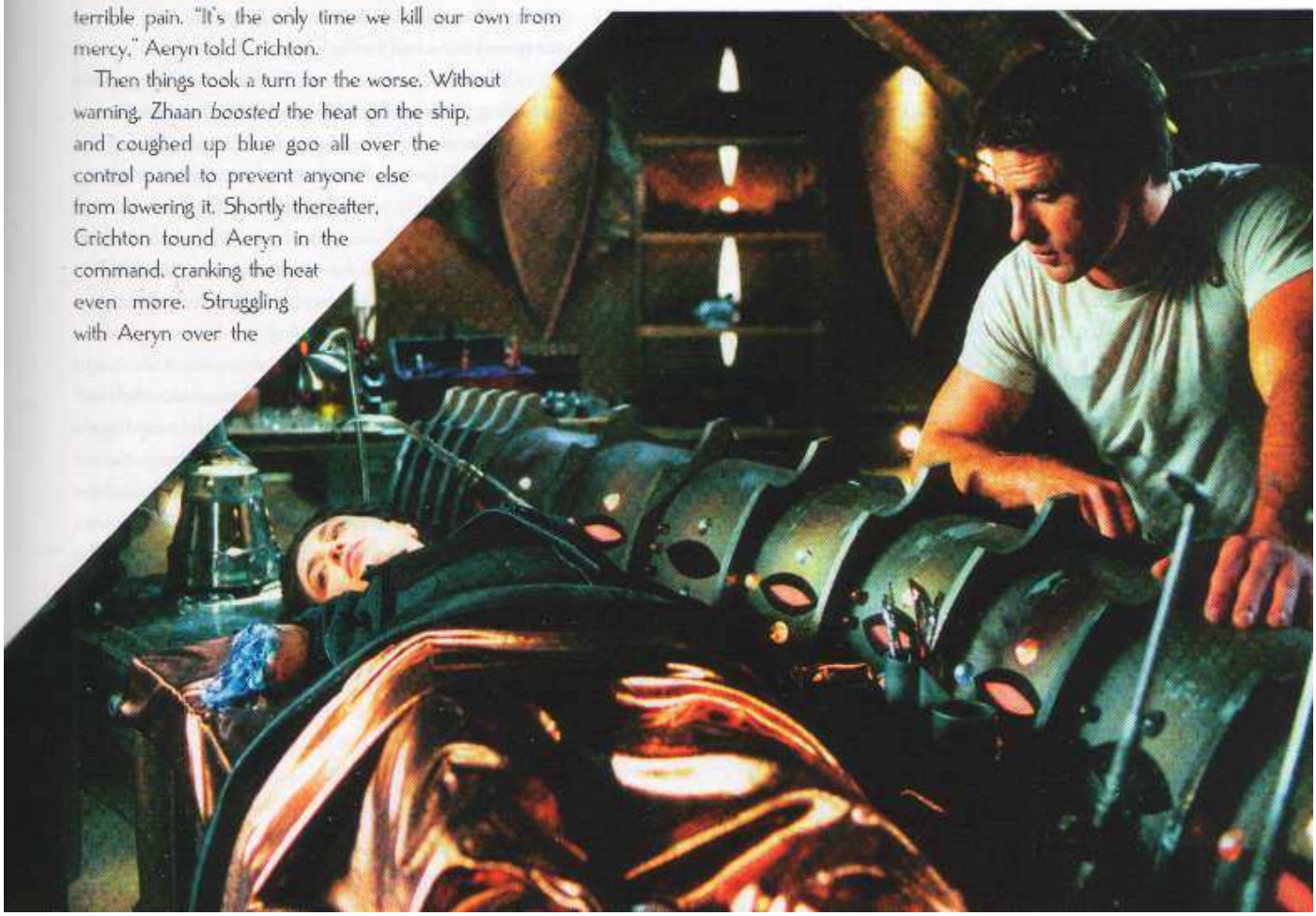
The rising heat made Aeryn more and more uncomfortable – Sebaceans lack an organ to regulate their internal temperature. If the temperature of the ship continued to rise, Aeryn could succumb to the Living Death – a comatose state in which she would be alive and in terrible pain. "It's the only time we kill our own from mercy," Aeryn told Crichton.

Then things took a turn for the worse. Without warning, Zhaan *boosted* the heat on the ship, and coughed up blue goo all over the control panel to prevent anyone else from lowering it. Shortly thereafter, Crichton found Aeryn in the command, cranking the heat even more. Struggling with Aeryn over the controls, he ripped off her arm with suddenly, shocking ease and she dropped like a brick. His mind reeling, he almost didn't hear the real Aeryn behind him, looking at her doppelganger and demanding to know what was going on.

The "Aeryn" and "Zhaan" imposters were both exact duplicates, created by the invaders from collected DNA. With hundreds, perhaps thousands, of them aboard the ship, the crew needed some means of finding their hiding place. As Aeryn's condition grew worse, the others "volunteered" Rygel to search for the invaders' nesting ground.

One of the Draks attacked Zhaan, allowing their leader to take temporary possession of the Delvian. Speaking through Zhaan, the creature identified herself as "Monarch", the Draks' leader, and explained that she needed the ship's heat to reproduce. If they tried to interfere, she warned, they would all be imprisoned or killed. She cared little for the dying Aeryn or the potential damage to Moya – her priority was the survival of her offspring. Crichton explained that if Moya was harmed, the ship would stop producing heat and her offspring would die also.

As Aeryn slipped further into delirium, she extracted a promise from Crichton to kill her if the Living Death took over: "A friend would do it, family would." Crichton barely had time to digest the implications of his promise before another crisis arose: the Marauder crew had found Moya and boarded through the open cargo doors. As the five-member Peacekeeper team fanned out to search the ship, Zhaan, once again herself, asked Rygel to negotiate with Monarch, sovereign to sovereign.



The Monarch found the negotiations to her liking, dispatching duplicates of the crew to confuse the commandos, who were already suffering severely from the heat. With Aeryn's consent, the temperature rose even further, and the commandos collapsed. Crichton found the group's leader and warned him that if the Peacekeepers kept pursuing them, there would be trouble.

The crew allowed the commandos to leave and deliver the message to Crais, and Moya's temperature finally returned to normal. The Monarch inhabited Zhaan one last time, thanking Rygel for his assistance. The Draks then returned to space, as Crichton and a recovered Aeryn watched them leave. Aeryn asked if Crichton could have kept his promise to kill her; Crichton declined to answer.

Episode 4: Throne for a Loss

Drifting aimlessly through space wasn't going to fill Moya's food storage containers, so when an offer came from a group of nearby Tavleks to haul cargo, the crew agreed to discuss the matter. Rygel negotiated terms, and advised the crew to address him as "Your Supreme Eminence" in the Tavleks' presence. Over Crichton's objections, Aeryn insisted on carrying a weapon during the meeting – which turned out to be a good thing. Instead of bringing aboard cargo as agreed, the Tavleks arrived with weapons blasting. When the smoke cleared, the crew discovered that "Supreme Eminence" Rygel had been kidnapped.

One of the Tavleks, Kyr, had been captured onboard Moya during the battle. D'Argo appropriated Kyr's weapon, a blasting gauntlet that increased strength by pumping stimulant into the wearer's system. The gauntlet made the Luxan psychotically aggressive, paranoid and even more hard-headed than usual. Kyr told Zhaan that the gauntlet could only be removed if the wearer was unconscious or the stimulant depleted. She attempted to knock D'Argo out with a sleep mist, but it didn't even slow him down. In the end, it was Moya who finally brought him under control – a sudden acceleration threw D'Argo into the command table and knocked him out, enabling the gauntlet to be removed.

As the crew tried to puzzle out their comrade's behavior, they received a transmission from Bekhesh, the Tavlek leader, demanding Kyr's return and an outrageous ransom in exchange for the Dominar. As if that weren't enough, Pilot reported that Rygel had "borrowed" a crystal from Moya's propulsion system, thinking it would look impressive in his scepter. Moya's orbit was slowly deteriorating, so retrieving the crystal (if not the small tyrant), was imperative.

Crichton accompanied Aeryn down to the Tavlek encampment. Dressed in Kyr's armor and wearing the gauntlet, Aeryn started to infiltrate the camp, convinced that she could accomplish anything. Her efforts collapsed when Crichton accidentally overloaded their only weapon. The explosion registered on Moya's sensors, and D'Argo – now free of the gauntlet's influence – took a transport down to assist his crewmates.He arrived just in time to tongue-zap Aeryn and remove the gauntlet before she staged a one-woman commando raid on the Tavleks.

While Aeryn recovered, Crichton and D'Argo went looking for Rygel. Bekhesh had moved the Hynerian to a new location while awaiting the ransom. During the search, D'Argo suffered a grievous injury, leaving it up to Crichton to put on the gauntlet and use it to reach the location ahead of Bekhesh. While he raced off, Aeryn stabilized the wounded Luxan, pounding on the injury until his tarry black blood ran clear (a sign that the injury was healing).

With help from the captive Kyr aboard Moya, Crichton managed to convince Bekhesh that they had nothing with which to pay Rygel's ransom. Bekhesh agreed to exchange Kyr for Rygel, who claimed to have swallowed the crystal from Moya's propulsion system. Back aboard Moya, Rygel returned the crystal – after a short stop in the ship's lavatory.





Episode 5: Back and Back and Back to the Future

Aimlessly wandering the Uncharted Territories, and determined to stay one step ahead of their Peacekeeper pursuers, the crew came across a ship that was exploding at a subatomic level. Zhaan wanted to assist any survivors, but D'Argo balked until he learned that the ship's escape pod contained of two Ilanics – blood allies to the Luxans for over a thousand cycles. The crew brought the escape pod on board. Crichton went into the shuttle to check for other survivors, but received a jolt when he touched a black box on the ship. The shock seemed to create some sort of spatial distortion, and he heard D'Argo repeating that there was no one else aboard: "Yeah, I heard you the first time..." Crichton grumbled.

The Ilanics, a male scientist named Verell and his female assistant Matala, claimed that they were on their way to rendezvous with a cruiser after studying deep space gravitational fluctuations. D'Argo, obviously smitten with Matala, offered to take them to their meeting. When Matala came forward to thank him for his help, Crichton saw an erotic vision involving himself and the Ilanic woman.

As time passed, Crichton continued to catch visionary glimpses, each one stranger than the last. Zhaan dismissed his odd behavior with the simple, all-encompassing, "He is Crichton," but the human was concerned that Matala was affecting his mind. Aeryn had more pragmatic suspicions – she just didn't trust the Ilanics, especially Matala. Meanwhile, the besotted D'Argo asked Verell if Matala was spoken for, and was pleased to find that she was not. When Crichton attempted to talk to D'Argo about the visions, the Luxan warned him to "remove her from your thoughts – now."

Crichton soon experienced another vision which showed Matala killing Verell, then D'Argo and himself. He became convinced that the vision foretold the future, and that somehow Matala was to blame for it. He tried to prevent his premonition from coming to pass, but each time he tried to fix the future, the visions grew worse.

Meanwhile, Aeryn had challenged Matala to a sparring match. During the bout, Matala used a unique maneuver to incapacitate the commando, thus revealing her true identity. She was a Scorvian, surgically altered to look Ilanic and sent to spy on Verell. Since the two species were at war, her presence constituted a real danger not only to Moya and her crew, but to the entire Ilanic species.

As it turned out, the research mission was a cover for testing a new weapon, one powerful enough to end the war between the Ilanics and the Scorvians. The weapon was a piece of a black hole; when Crichton accidentally touched its container in the shuttle, it caused his premonitions.

Crichton had one more deadly vision of the future. In it, Matala escaped in the shuttle and Aeryn fired on the ship to stop it. In the resulting explosion, the fragment of black hole destroyed both the shuttle and Moya. Crichton convinced D'Argo that his visions were true by revealing what he learned from them: D'Argo had not been imprisoned for murdering his superior officer as he had always claimed... he was hiding the true crime. Thus convinced, D'Argo agreed to help Crichton.

The cruiser with which they were to rendezvous turned out to be a Scorvian ambush intended to get Verell's weapon. When the cruiser appeared, Matala showed her true colors, fleeing in the escape shuttle toward the cruiser. From Moya, Verell used a transmitter to release the containment field on the black hole particle and, just as Moya StarBursted to safety, Matala and her prize imploded.



Episode 6:
Thank God It's Friday... Again

As Moya's journey continued, D'Argo experienced a sudden Luxan hyper-rage, a homicidal hormonal anger directed at the nearest available male – in this case Crichton. Luckily, the human found places to hide that not even Rygel knew about; it took the crew three days to locate him and tell him when D'Argo left the ship for the nearby planet Sykar. Despite his volatile condition, the crew followed in hopes of bringing him back. "Hopefully the rage will have had time to dissipate... or he's killed something," observed Zhaan.

Sykar was uncomfortably warm for Aeryn, but it agreed with Crichton's sensibilities: "Mel Gibson, Tina Turner... cage match..." Entering one of the larger communities, the crew found a party in progress, with a much happier D'Argo dancing away. Not only did the hyper-rage appear to be gone, but he greeted Crichton like a long-lost friend: totally unlike the Luxan the crew knew. He told the others he wanted to stay on Sykar and be a farmer.

The Sykaran leader, Volmae, invited the crew to stay, but her overly friendly manner set off alarms in Crichton's mind. His suspicions were further aroused when one of the Sykarans, Tanga, insisted that he stay to help them. Crichton and Aeryn fiercely disagreed about leaving D'Argo to his newfound happiness, but their argument was cut short by a series of explosions... emanating from Rygel. It seemed that Sykar food – based on a plant called tannot root – had a volatile effect on the Hynerian's bodily fluids. While Aeryn took Rygel back to the ship to find a cure, the others stayed behind to work on D'Argo.

After a night spent on the floor of D'Argo's quarters, Crichton awoke to find the Luxan and his companion leaving for the fields. Hadn't D'Argo told them that the party the night before celebrated the last day of the work cycle? D'Argo explained that Crichton was mistaken; tonight would be a big celebration for the end of the work cycle.

Determined to get some answers, Crichton followed Tanga out to the field, only to be jumped by three Sykarans and implanted (through his navel) with a large worm. As the pain subsided, Tanga's father explained that tannot root acted to brainwash the planet's inhabitants, and that the worm would make Crichton immune to its effects. Zhaan, unfortunately, lacked such protection, and quickly fell under the spell of the root. Crichton pretended to be under the root's effect for Volmae at the party that night, and hauled Tanga into the storage car the next morning, demanding to know what she wanted. Tannot root was an imported crop, she said, first brought by "the others," who returned twice a cycle to collect the harvest. The Sykarans were virtual slaves, and farming the vile plant had pushed their world to the brink of extinction. Tanga and her comrades wanted Crichton to take word of their plight offworld, and bring them aid and weapons for their fight. Meanwhile Aeryn and Pilot had flushed the tannot root out of Rygel by freezing him solid and painstakingly removing the chemicals from his system.

At the party the next evening (a party took place every evening), Crichton was taken to a huge storage facility, where tons of tannot root waited for shipment to "the others." As it turned out, "the others" were actually the Peacekeepers, who used tannot to make chakan oil, a vital element in powering their pulse rifles. Volmae told Crichton to bring the others down from Moya and begin loading the cargo – she planned to embezzle it from its "rightful" owners. Crichton refused to obey her, however, which sent her into a violent rage. Storming out into the courtyard after him, she was met by a stream of fiery urine from Rygel, who'd eaten tannot root again. Crichton blew the whistle on Volmae's scheme, and told the Sykarans the truth about their condition. Aeryn offered to teach them to make the chakan oil themselves, and together the Sykarans could fight to regain control of their world.

Back aboard Moya, the worm was extracted from Crichton, Rygel was flushed clean again, and a remorseful D'Argo confessed to Zhaan that he'd once dreamed of two very different lives: he always wanted to be a warrior, "the kind they write shintok sonnets about," but he also desired the peaceful life of a farmer. He thought he'd found that on Sykar, but "perhaps I was not meant to be happy."

Episode 7:
PK Tech Girl

Every culture has its legends, and the Sebaceans are no exceptions. The *Zelbinion*, the greatest ship in the Peacekeeper armada, was considered invincible before it disappeared in battle over one hundred cycles ago. Missing, that is, until the crew of Moya found it deep in the Uncharted Territories, derelict and abandoned. For Rygel, the ship held countless ghosts of the past: he had been imprisoned and tortured there after he was overthrown. Though a long time had passed, the memories of his treatment at the hands of the *Zelbinion*'s sadistic Captain Durka were very much alive.

Aeryn, D'Argo and Crichton boarded the derelict to look for starcharts or anything salvageable... and found someone alive. Crais's Command Carrier had discovered the *Zelbinion* and sent a tech squad over to decipher the cause of the ship's destruction. A ship full of Sheyang scavengers had attacked the boarding party and killed all except one, who barely escaped with her life. Her name was Gilina Renaez, and she knew Aeryn as well as the others aboard Moya. Crichton kept Aeryn from finishing the job the Sheyangs started, insisting that Gilina be left alone. He brushed off Gilina's thanks: "I try to save a life a day... usually it's my own." But an obvious spark lingered between the human 'tech' and the Peacekeeper one.

Meanwhile, Rygel boarded the ship in an effort to confront his demons, and finally laid his past to rest when he found Durka's body. The captain had apparently committed suicide, and while Rygel couldn't forget the pain he had suffered, he had the last laugh.

With Aeryn and Crichton still on the *Zelbinion* with Gilina, attempting to salvage a working defense screen, the Sheyang vessel returned to finish its scavenging operation and the idea of taking a Leviathan had them salivating. Zhaan and D'Argo were forced to mount an improvised bluff to protect Moya and give the others time to get the screen operational, shielding both Moya and the *Zelbinion*.

Fortunately, Luxan ferocity was legendary, even among the Sheyangs, and D'Argo was able to stall them while his crewmates got the screen up and running. The screen was activated scant microts before the Sheyangs stopped talking and started shooting. It held, barely, but gaps in the screen left them vulnerable: they'd only had time to repair one of the two overlapping components. Crichton came up with a "crazy" idea to install the second half of the screen on Moya.

Aeryn inadvertently walked in on a tender moment between Gilina and Crichton, but insisted that their liaison didn't bother her. She claimed that she only found Crichton "interesting... for a moment," but Crichton spotted jealousy in Aeryn's dismissive tone. He filed this information in the back of his mind for future reference ... if indeed they lived to have a future.

Finally, the Sheyangs lost all patience and made a direct assault on the ships, using small craft to infiltrate the screen. Lomus, the Sheyang first officer, boarded the *Zelbinion* and made his way to engineering. Crichton and Gilina had their hands full trying to keep the defense screen going, and were in no position to fight the fire-spitting alien. Aeryn, in true cavalry fashion, arrived in the nick of time, blasting Lomus into flaming glop on the ship's floor. "Sorry about the mess," she said as she walked away. The Sheyangs decided to cut their losses and leave, but not before their captain, Teurac delivered a warning to D'Argo "You were a clever opponent. I make it a point to kill my clever opponents."

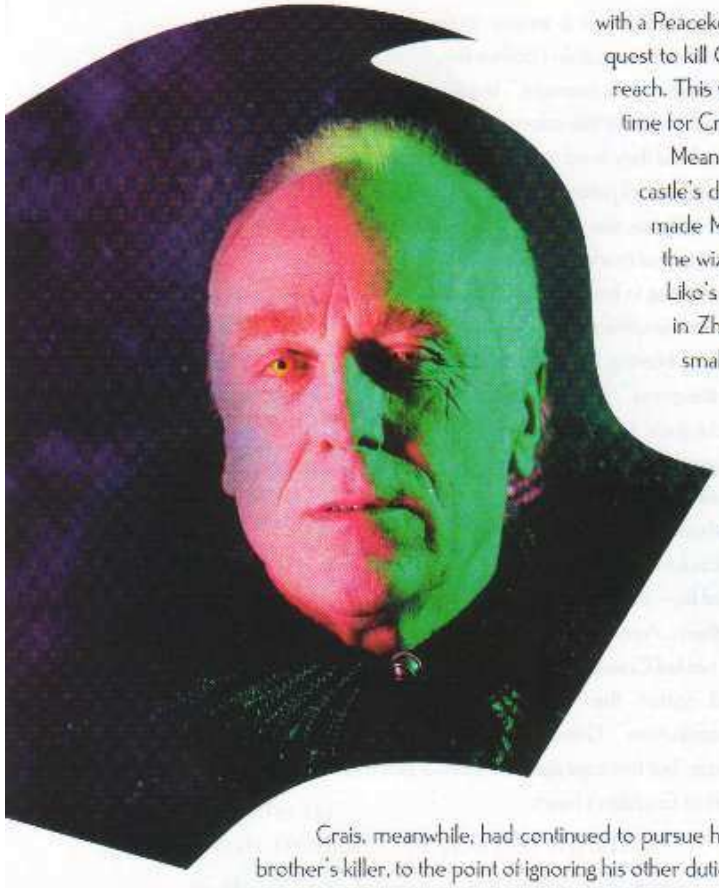
Safe aboard Moya, the crew argued over what to do with Gilina. Crichton couldn't ask her to accompany them – a life on the run was no kind of life – but if they let her return to Crais's crew, she might betray them. Aeryn, of all people, put their fears to rest. Gilina would not tell Crais that she'd been with the crew – if she did, she would suffer the same fate Aeryn had: "irreversible contamination." Gilina returned to the *Zelbinion* to await rescue, but her courage had earned Aeryn's respect... and a part of Crichton's heart.

"I try to save a life a day... Usually it's my own."

-John Crichton

Episode 8:
That Old Black Magic

Always on the watch for starcharts to get them back home, the crew was visiting a bizarre bazaar when Rygel came down with the Klendian flu. While Zhaan flirted with Liko, an attractive herbalist, Crichton wandered away from the others. Suddenly, without warning his spirit was magically transported to a medieval-looking castle whose master displayed a wide variety of supernatural powers. He couldn't help Crichton get home, but he could grant Crichton's wish to talk to Crais and convince him to stop his vendetta. Crichton didn't know how this creature knew so much about him, but he was ready to suspend disbelief if it meant getting the Peacekeeper off his back.



Crais, meanwhile, had continued to pursue his brother's killer, to the point of ignoring his other duties. Peacekeeper High Command had ordered him back to base, but before he could act, Crais's spirit was also transported to the castle. The castle's master then revealed his true form: his name was Maldis, an evil vampiric sorcerer who fed on death and fear. An enraged Crais attacked Crichton, leading to a deadly game of cat-and-mouse within the castle's corridors.

The rest of the crew found Crichton's seemingly lifeless body and took him back to Moya. Aeryn was all for storming the castle, but Liko warned her off. Maldis had transcended corporeal form, and only spiritual powers could affect him. Liko himself had once tried, and was stripped of his priest-hood as a result. Zhaan could beat Maldis with his help, but she'd have to embrace the dark side of her nature: the side she'd left behind when she'd entered the Delvian Seek.

With Crais hot on his trail, Crichton did his best to avoid confrontation, and in a dead-end chamber he finally got a chance to tell his side of the story. He explained that what happened was an accident and that he never intended to harm anyone. Crais was almost persuaded... until Maldis conjured up a fiery vision of Tauvo's death, sending the Peacekeeper into a murderous rage once again.

Maldis, tiring of the game, set up one final confrontation between Crais and Crichton. The human finally abandoned his defensive tactics and went into full attack mode. On the verge of defeating Crais, however, the Peacekeeper captain vanished. Maldis had sent Crais back to his Command Carrier, in hopes that the vengeance-obsessed officer would bring the ship to him. "Just think what I could do with a Peacekeeper Command Carrier," he mused. Crais would never give up his quest to kill Crichton, and sooner or later the carrier would come within Maldis's reach. This was a long-term plan, in the meantime, he would need to eat - it was time for Crichton to die.

Meanwhile, Zhaan and Liko, combining their powers, broke through the castle's defenses just as Maldis started to suck out Crichton's life force. Zhaan made Maldis tangible, and together she and Crichton managed to disperse the wizard. He couldn't be killed – his essence would reform one day – but Liko's world was now free. Liko himself wasn't so lucky, however – he died in Zhaan's arms, drained by the confrontation. He considered his life a small price to pay for Maldis's defeat.

Despite the favorable outcome, both Crichton and Zhaan had reason to mourn: Crichton knew that Crais wouldn't give up, and Zhaan, after bringing her "savage" side to the fore, wasn't sure she could submerge it again. It was more important than ever to find their way back home and get Zhaan the help she needed. Onboard the Command Carrier, Crais murdered his faithful lieutenant, Teeg, to make sure that no one other than himself ever knew of the orders from High Command. The chase was not yet over.

Episode 9: DNA Mad Scientist

The road home seemed closer when the crew heard of a scientist named Namtar. Supposedly he could take a DNA sample from someone and, running the sample through a massive database, determine the location of their homeworld. With nearly 11 million species on file, he might even be able to provide Crichton with a road map.

The price for these charts was very high, however – Namtar demanded one of Pilot's arms in payment. Rygel, Zhaan and D'Argo didn't wait for Pilot to volunteer – over Crichton's and Aeryn's protests, they held the symbiont down and cut off a limb with D'Argo's Qualta blade. Namtar promised to send the data crystal to the ship soon.

Crichton's hopes for a way home were dashed when he learned that Namtar had no beings like him in the database. As he grappled with the bad news, Aeryn, told him why she had not participated in Namtar's experiment: she could never return home to Peacekeeper territory. Crichton offered to take her to Earth with him, if he managed to find a way.

Afraid of being totally alone for the first time in her life, Aeryn sought out Namtar and asked if there was a world in his database where she would fit in. He asked for a sample of her DNA, but instead of extracting fluid he injected some: infusing Aeryn with Pilot's DNA. It wasn't long before the

effects started to show – her senses became frighteningly enhanced, and she could "feel" changes in the DRDs and Moya. When the physical anomalies began manifesting, Crichton took her back to Namtar, demanding to know what had happened. Namtar effortlessly knocked Crichton unconscious and led a stricken Aeryn back to his lab to monitor the progress of his "research."

Namtar's assistant Kornata revived Crichton and told him Namtar's plan. The scientist wished to use Aeryn as a living test tube, letting her develop Pilot's multitasking capabilities and heightened perceptions, then taking them for himself. Kornata knew all too well what Namtar was capable of – she had once been in charge of the lab, and he had been one of her test subjects. Her DNA testing had increased his intellect, and he soon developed an ambition to achieve perfection by grafting other species' qualities onto himself. Crichton needed her help if he wished to defeat Namtar.

Meanwhile, constant infighting ruled aboard Moya as Zhaan, D'Argo and Rygel bickered over who would go home first. The crystal Namtar had sent was flawed – it could only reveal one map, at the expense of the other two. Rygel ended the argument when he stole the crystal and hid it from the others, who had no choice but to surrender. But the crystal held another nasty surprise. According to Kornata, when the data was downloaded it would destroy Moya's memory banks. Crichton sped to the bridge, arriving just in time to knock the crystal from Rygel's hand and shatter it. He stalked past the hate-filled glares of D'Argo, Zhaan and Rygel without a backward glance – he had more important things to worry about.

Aeryn's transformation was nearly complete when Crichton and Kornata returned. Crichton distracted Namtar with the story of the Nazi Doctor Mengele (who Namtar described as a "visionary"), so Kornata could inject him with a serum to reverse his genetic improvements. In microts, Namtar returned to his original form, a small, ungainly creature of limited intellect. With shaking hands, Crichton injected Aeryn with the serum to reverse her state as well.

Some days later, after presenting Aeryn with a "happy face" made of food cubes, Crichton asked her about the whole experience. She confessed that, despite always living as "one among many," she still clung to a sense of individual identity. Namtar had stolen that identity – the individual inside the Peacekeeper – and the experience had deeply frightened her. Coming from a planet full of people searching for their identities, Crichton understood: "You'd have fit in on Earth just fine."

Episode 10: They've Got a Secret

During a sweep of Moya's decks, D'Argo went down a previously unexplored corridor deep inside the Leviathan. In his typical "shoot first, ask questions never" way, the Luxan kicked through a strange PK device, another technological remnant of Moya's captors. He was immediately showered with biomechanoid fibers before being blown out into open space without the benefit of a flight suit. Fortunately, Luxan physiology allowed him to survive for a short time, but it was almost too late by the time Aeryn snagged him with her Prowler and got him back inside.

Physically, he didn't seem much the worse for the experience, but he suffered massive delusions and seemed to be reliving portions of



his past. He called Zhaan "Lo'laan" and Rygel "Jothee." While the crew tried to aid the impaired Luxan, Moya began to experience a series of strange malfunctions. System resources were diverted, Pilot seemed ill, and the DRDs had gone into attack mode. This all seemed tied in to the biomechanoid fibers on D'Argo's clothes and hair, which turned out to have the same genetic structure as Moya. Pilot, unable to deal with the rapid changes, passed out at the controls, and Aeryn, much to her own surprise, found she was able to run the ship due to residual changes from being injected with his DNA.

"Fear accompanies the possibility of death. Calm shepherds its certainty."

-Ka D'Argo

As system after system shut down, the DRDs (controlled by Moya) grew more aggressive. It seemed that Moya herself was trying to kill everyone aboard. To save themselves and their ship, the crew was forced to consider severing Moya's higher functions – an act which would leave the Leviathan effectively brain damaged.

In an effort to find the root of D'Argo's mania, Zhaan and Crichton filled the roles D'Argo had given them, which helped them piece together the whole story: Lo'laan was D'Argo's Sebacean wife and Jothee was his mixed-race son. D'Argo had not seen either of them since Lo'laan's brother, Macton, killed her and framed D'Argo for the murder. Macton was avenging the family honor – Peacekeeper honor, which allowed no impurities in the bloodline. D'Argo didn't even know if his son was still alive.

Once the past was known, D'Argo returned to the present again, and led them to the place where he kicked out the panel. Crichton found what appeared to be a birthing chamber deep inside Moya. D'Argo had destroyed a contraceptive shield; Moya was pregnant. The ship wasn't trying to kill her crew, she was merely protecting the baby. Crichton stopped Aeryn before she could sever Moya's higher functions, the DRDs were put back online, and Crichton pleaded through them for Moya to let them all live. Moya understood that they meant her no harm and put the systems back online, including Pilot's nutrient supply.

While the crew rejoiced over Moya's pregnancy, they wondered why the Peacekeepers would keep a Leviathan sterile. There wasn't much information on Leviathan gestation, no "what to expect when you're expecting a baby Leviathan" manual, so all they could do was wait and see.

Episode II: 'Til the Blood Runs Clear

Crichton, in his free time, had been installing bits of biomechanoid technology on his module. He and Aeryn took *Farscape* out to test the new parts and check out solar flares. Crichton soon brought the module to full speed, attempting another slingshot maneuver like the one that sent him to the wrong side of the universe. Between the solar flare and the maneuver, he hoped to make a new wormhole. He succeeded, but the wormhole was unstable. Aeryn convinced him to pull out before the module broke up, but they suffered an external plasma leak. Pilot told them that the leak could threaten Moya's unborn child, so Aeryn and Crichton headed to a nearby planet – a desert world called Dam-Ba-Da – for repairs.

Unfortunately, the mechanic they found, Furlow, didn't see a point to fixing a primitive vessel like *Farscape*. She offered to take it off his hands, but Crichton turned her down. He needed to get back up before the solar flares died out – they would not appear again for another five cycles. After a bit of pleading, he convinced Furlow to fix the ship.

As Crichton and Aeryn explored the outpost, they ran across a Peacekeeper beacon, offering a reward for the capture of D'Argo, Zhaan and Rygel. As they debated this new development, they were confronted by a pair of Vorcarian blood trackers, Rort and Rorg, who were pursuing the bounty. Luckily, the two mistook Aeryn and Crichton for rival hunters, and tried to bully them into abandoning the chase. Crichton summed up the situation quickly and went into alpha male mode in an effort to cow them. He arranged a truce, offering to cut them in on the bounty in exchange for their help.

Aeryn tinkered with the beacon and found a secret message for herself: Crais offered to rescind her death sentence, restore her commission, and allow her to retire honorably if she gave him Moya, the crew, and Crichton. The human worried that Aeryn might just take the captain seriously, but she admitted that to Crais, "retire honorably" probably meant the living death. Still, it was nice to dream.

Meanwhile, D'Argo went down to the planet in search of his crewmates but the Vorcarians captured him before he even reached the outpost. Crichton intercepted the blood trackers and continued his bluff, keeping Rort from injuring D'Argo too much.

In the repair hangar, Aeryn discovered another bounty hunter going through the module and confronted him. During the battle a strong solar flare flashed through the sky, leaving Aeryn temporarily blinded. As the bounty hunter was about to finish Aeryn off, Furlow came to the rescue, slamming him over the back of the head.

Outside, the Vorcarians picked up a new scent – Delvian – as Zhaan came to check on the others. She managed to mask her scent, but was incapacitated by a solar flare that triggered a photogasm, an intense Delvian sexual reaction in response to certain forms of solar radiation.

Meanwhile, D'Argo broke free of his bonds and attacked Crichton, believing the astronaut a traitor. The human barely managed to stay out of reach while he reasoned with the angry Luxan, reminding D'Argo of all the times he had helped him. Conscious of the amount of abuse he'd heaped on Crichton, D'Argo admitted that, while friendship might be a lot to ask, mutual respect and an alliance were not.

The bounty hunters, seeing D'Argo walking to the outpost with their fellow "bounty hunter" realized that they had been duped and a firefight broke out. It ended when Aeryn rebroadcast the Peacekeeper beacon, programmed to run a message rescinding the bounty. The bounty hunters drifted off, and the crew was able to leave in peace.

Before Crichton could leave, however, there was the matter of the repair bill. Furlow asked a high price for her work: the wormhole data that he had recorded. A stable route through space and time could be very profitable, and Furlow intended to capitalize on it. Crichton reluctantly gave up the tapes but warned her he would be back in five cycles when the solar flares returned.

Zhaan. Zhaan had defeated her savage side and maintained her sanity, and Tahleen wanted her secret. If Zhaan would share Unity (a mental/spiritual bonding) with her, she would give Zhaan access to incredible powers stemming from her own explorations of the Delvian Seek. She demonstrated on Crichton that she could manipulate another being's memory... even create or delete memories.

After arranging for Aeryn to go back to Moya, Zhaan asked Tahleen to show Crichton the real reason for her exile, which Tahleen did by projecting images into his mind. Zhaan's lover, Bitaal, had been a Delvian spiritual leader and a powerful politician. His secular position was temporary, but when time came for him and other council members to step down, they refused. Instead, they called in the Peacekeepers to help them retain power. Delvia was forever changed, as free thinkers were imprisoned and Zhaan's own father went to his death on a mining colony. To stop Bitaal, the other members of the Seek asked Zhaan to assassinate her lover, which she did during Unity. This group of Delvians created this colony, far from Delvia, determined to find a way to win their homeworld back. Their senior member, Tuzak, tried to push for higher abilities too fast, and as a result he went irreversibly mad. The others needed Zhaan's abilities to fight the madness and retake their home.

Crichton was appalled by the vision, and after a very odd conversation with Tuzak, became convinced there was more up Tahleen's sleeve than a blue arm. He began asking questions, and Aeryn and D'Argo soon followed suit. Tahleen dispatched two of her acolytes to distract them all "as you would children."

The Delvians attacked each of the crew through mental manipulations. Aeryn saw herself weak and powerless, while D'Argo saw visions of his son and ran off into the depths of the ship to find him. Rygel felt as though he



Episode 12: Rhapsody in Blue

One night, the crew of Moya all had disturbing dreams and awoke to an impromptu StarBurst, jarring them out of their beds. Crichton's dream involved his breakup with Alex, the woman he had hoped to marry; D'Argo dreamed of his last night with his beloved Lo'laan; Rygel envisioned a tryst with one of his wives; and Zhaan was reluctant to talk about hers. Aeryn claimed to have slept undisturbed.

The ship had StarBursted after receiving a distress call from another pregnant Leviathan, a call that actually emanated from a nearby Delvian colony. One of the colony's leaders, Tahleen, needed Zhaan's help, and offered to resupply Moya in exchange for her assistance. Aeryn, Crichton and Zhaan went down to the seemingly beautiful colony, only to find a number of colonists in the grip of a madness that had once held

had shrunk to mere centimeters in height and Crichton experienced an even more potent attack – altered memories giving him a past and present in which his former girlfriend Alex was living with him on Moya. With the crew distracted, Tahleen and Zhaan joined in Unity.

As Tahleen saw the difficulty of Zhaan's journey back to sanity, she decided that she couldn't take the time to make that journey herself. Instead she ripped Zhaan's control from her, leaving Zhaan unable to control her madness. When he saw the results of the Unity, Crichton demanded that Tahleen fix whatever she'd done to Zhaan, but Tahleen believed that her cause justified any action. Consumed with the lust for power, she didn't care who she had to destroy. Tahleen, however, hadn't gotten everything that she needed from Zhaan, who had protected a portion of her power from Tahleen. Zhaan agreed to bond with Tahleen one more time. When she spoke with Crichton about it, he knew that she intended to destroy Tahleen's mind.

Crichton was angry and confused, and became even more so when Lorana, one of Tahleen's pupils, explained that all his memories of Alex were fictions. Lorana repented for her actions, having learned something of his better traits while delving into his mind. She told Crichton that he could help Zhaan back to sanity – if he risked Unity with her.

As Lorana distracted Tahleen, Crichton goaded Zhaan into the joining. The result was amazing and frightening – Crichton touched the dark part of his friend's soul. But he opened her eyes to the part of herself that Tahleen could not take, the gentle giving Pa'u he knew her to be. This vision gave her enough strength to pull back to sanity.

There was one more task to complete – the destruction of the temple's Sanctity Root, a 10 meter tall tree as twisted as Tahleen's soul. Crichton took a hatchet to it, and when an outraged Tahleen threatened to destroy his mind, Zhaan shielded him. Crichton finished destroying the root, and the temple walls shook but stood, in hopes that the new order would be better than the old.

As they prepared to depart, Crichton asked Zhaan why she was leaving her priestly vestments behind: "Seems a shame to waste all those years of training." "They were not wasted," Zhaan said: "I will be a priest again... but not today."

Episode 13: The Flax

With the modifications Crichton had made on his module, he needed to know as much about biomechanoid technology as possible. In a nice empty section of space, like "a big mall parking lot on a Sunday morning," he had Aeryn take him out for a driving lesson in one of the transport pods. That made it all the more surprising when the pod crashed into something that had no mass and didn't show up on any of the scans. So much for appearances. With the pod damaged and unable to move, they could little do but send a distress buoy and wait for rescue.

On Moya, Zhaan was robbed of the pleasure of strangling a very bored Rygel by the arrival of a junk ship and its pilot, Staanz. He was a Zenetan garbologist, and had come to warn them about the Flax, a huge magnadrift mesh thrown up by Zenetan pirates to snare ships. Staanz knew about the Flax because he had been a pirate himself, but after his comrade abandoned him in prison for nine cycles, he considered his loyalty a thing of the past. Unfortunately, his former leader, Kcrackic, had different ideas, and was in hot pursuit of the renegade. Staanz agreed to take D'Argo to find Crichton and Aeryn, and also to find a Luxan ship that had been caught in the Flax. D'Argo suspected that it might contain map fibers that could help him find his long-lost son.

Meanwhile a failed attempt by Aeryn and Crichton to break the pod free of the Flax damaged it even more – crushing the atmospherics line and forcing the pair to spot-weld it back together. The oxygen levels were rising, however, making it too dangerous to weld. They would have to vent out the oxygen and work in space suits. Upon checking their suits, however, they discovered that Crichton's helmet had broken in the crash – Aeryn would have to do the repairs. Because they needed to vent the shuttle's atmosphere into space, Crichton would have to die, at least temporarily. Aeryn speculated that a Peacekeeper kill shot (supplied in a med kit) followed by a matching revival shot, would likely return a human, but Crichton left nothing to chance. He taught Aeryn basic CPR, and told her he could only exist without oxygen for four minutes before brain damage set in. She'd have to work quickly, but promised not to let him down.

Meanwhile, Kcrackic had followed Staanz's trail and boarded Moya, demanding the garbologist's whereabouts. Claiming ignorance of Staanz, the Hynerian challenged the

"If I may be **honest**, John, most of the time I have **no idea** what you're **saying**."

-Pa'u Zotoh Zhaan



Zenetan pirates to a game of Tadek. At first he lost only the crystals he'd won from Staanz earlier that day, but in desperation he wagered information that would lead Kcrackic to Staanz and D'Argo. The pirate beat him handily and left at once to catch his prey. At first, Zhaan was aghast at the blunder, but Rygel laughed at her fears - the coordinates that he gave the Zenetan would lead the pirates far away from both Moya and Staanz. As for losing the game, it had been deliberate: a ruse to throw the pirates off the scent. Kcrackic was an appalling player, Rygel complained - "a switched-off DRD would have made a better showing" - and losing to him had taken some effort.

Back aboard the pod, her four minutes ran out and Aeryn abandoned repairs to administer the revival shot to Crichton, which was not nearly as effective as the kill shot. After a frantic bout of CPR, she succeeded in reviving him but there was only about half an arn of oxygen left in the pod. As death seemed imminent, they decided to spend their final moments celebrating life in the most primal way possible. Unfortunately, their intimacy was aborted by the timely arrival of D'Argo and Staanz. The Luxan had turned back from the possible prize aboard the snared ship to return for his friends. Staanz pleaded with D'Argo to keep looking for another Luxan ship. The garbologist had ulterior motives: "he" was actually a female of his species, and had taken a shine to D'Argo. Crichton and Aeryn found it quite amusing and told their friend to go for it. D'Argo declined.

Back aboard Moya, D'Argo expressed feelings of complete failure: by not recovering the map fibers, he may have sacrificed his only chance at finding his son, but if he had, his friends would likely have died. Aeryn and Crichton dismissed their response to imminent death as desperation in the heat of the moment. Both vowed that their behavior aboard the pod would "never, never happen again." To set the record straight, Crichton asked, "You are the female of your species... right?" Aeryn's subdued grin was reassuring.

Episode 14: Jeremiah Crichton

Being a stranger in a strange land lost its attraction for Crichton, and after three months aboard Moya, with no end in sight, his temper reached the breaking point. When D'Argo harassed him one too many times, the human exploded and decided to take *Farscape I* out for "a drive." He'd had it with all of them - "Tentacle Boy, Blue, Napoleon XIV" - even Aeryn. As he left the ship, an surge in Moya's amnexus systems caused her to StarBurst with no warning, leaving Crichton stranded in space. "God, I am a dead man!" he gasped as the Leviathan vanished. Fortunately a haven was close - Acquara, a peaceful place devoid of any sort of technology. Here, for a quarter cycle, Crichton made a new life for himself, winning the respect of a native village and its chief, Kato-Re... as well as Kato-Re's lovely daughter Lishala. This attraction did not go unnoticed by either Rokon, the village's champion hunter and Lishala's erstwhile suitor, or his mother Neera, the civilization's spiritual leader. Neera wanted her son to marry Lishala and become chief himself.

Meanwhile Moya and the crew spent the quarter cycle searching for Crichton at the insistence of a guilt-ridden D'Argo and a quietly determined Aeryn. They managed to backtrack to the area they'd StarBursted from and found evidence of their friend's

presence. D'Argo and Rygel left for the planet's surface, but their transport pod mysteriously lost power as they entered the atmosphere, causing a rough landing. D'Argo located Crichton just in time to save the human from an ambush by Rokon and his hunting group.

Crichton was less than grateful – he thought that his former companions had intentionally abandoned him, and D'Argo's protests to the contrary did not change his mind. He was at peace on Acquara, with no one chasing him, demeaning him, or making demands of him. That peace was shattered, however, when Rokon accused Crichton and his friend of attacking his hunting party, and demanded that both off-worlders die for the offense.

Kato-Re was about to pass sentence when Rygel appeared. The reaction of the villagers was amazing – they dropped to their knees in reverence to the deposed sovereign. At first he chalked it up to the extensive influence of the Hynerian Empire, but after examining the Acquaran sacred text he found that his ancestor, Rygel X, had sent out the first Acquarans to colonize this planet. Abandoned by the Hynerians, the priestans had "revised" the text over the years, elevating the Dominars to the level of godhood. And now their god had returned to "lead them to the light." A tall order for a short Hynerian, but if he didn't come through, he and his friends would die.

As it turned out, the planet's power-draining effect was not natural – it was meant to keep the people planet-bound. Joining forces aboard Moya, Zhaan and Aeryn found the coordinates of the energy vortex and sent them down to the planet just as Rygel's less-than-godlike status came to light. Crichton and D'Argo escaped the dangerous tribesmen as they descended upon the hapless Hynerian false-god. After leaving the village, they retrieved the coordinates provided by Aeryn and Zhaan. Returning to the village, Crichton and D'Argo were set upon by the inhabitants, but during the melee Crichton saw the final piece to the puzzle – Hynerian-sized hand prints in a hewn rock statue of Rygel X. Crichton thrust Rygel's hands into the prints and the rocks separated to reveal a bright stream of light. The vortex stopped and power immediately returned, allowing Rygel to rise on his ThroneSled, fulfilling the prophecy.

The natives had no wish to leave their paradise, but the off-worlders had places to go. Lishala chose to stay with Rokon, and Neera was deposed, but would survive. Rygel was sent off with a sumptuous parting gift, and Crichton returned to Moya and did a whole lot of apologizing.



Episode 15: Durka Returns

It wasn't long before the crew found out the hard way just why the Peacekeepers wanted to keep Moya from becoming pregnant – instead of swollen ankles and strange food cravings, Leviathans experienced "minor" turbulence, a problem with StarBursting, and jammed sensors – they were all flying blind. They learned this when exiting StarBurst: Moya appeared so close to a transport pod that she couldn't avoid it. The collision disabled the smaller ship, so Moya pulled it into her transport hangar to make repairs.

Aboard the disabled pod were two Nebari – Salis, a soft-spoken official who immediately rubbed everyone the wrong way, and Chiana, a diminutive waif being taken home to undergo "mental cleansing." The third passenger was a hideous blast from the past – Durka, Rygel's sadistic captor aboard the *Zelbinion*. Crichton barely restrained the outraged Hynerian from killing his tormentor, while Salis explained that "mental cleansing" had erased Durka's antisocial tendencies. The Nebari "rescued" him from the *Zelbinion*, after defeating the great ship with a standard Nebari host vessel – a vessel just like the one that was on the way to pick them up...

The Nebari had strict rules of conformity, even more rigid than the Peacekeepers, and Chiana was a rebel, far too disruptive to leave unchecked. Crichton was appalled by the girl's treatment at Salis's hands – painful shocks from a control collar whenever she displeased her "keeper." He couldn't see how

dangerous such a wait could be, and her pleas for amnesty tore at his heart.

While Rygel was warned off any possible vendetta, Aeryn basked in the reflected glow of a living Sebacean hero. The diminutive ruler, however, had not abandoned thoughts of revenge. Crichton, unfortunately, was in the line of fire when a homemade bomb, concocted by Rygel, went off. No one died, but the blast inadvertently undid Durka's mental cleansing, returning him to his sadistic incarnation. The sinister Peacekeeper kept his new outlook quiet, waiting for a moment to strike.

Meanwhile, Chiana escaped her cell and surprised Rygel in his quarters, asking for his help in getting off Moya. Rygel agreed to help, but the instant she uncovered his mouth he alerted the others. Everyone, including the DRDs, went searching for the missing prisoner, but all they found was the body of Salis: murdered by person or persons unknown.

Durka used the distraction to waylay Aeryn and Rygel, knocking them out and using them as hostages. He took control of Moya, threatening to kill both his captives unless they StarBursted out of Nebari space. Due to her delicate condition, the ship could not comply. As Durka prepared to torture Aeryn and broadcast her torment over an open comm channel, Rygel mocked the former captain of the *Zelbinion*. He was a failure, the Hynerian said: "You tortured me, but you never broke me."

Meanwhile, Crichton found Chiana and persuaded her to help them fight Durka: "You're with us, or you're on your own." The Nebari became a decoy, telling Durka that she knew where Moya's baby was – if they destroyed it, the ship could StarBurst – before leading him into an ambush. He was too quick for Crichton's plan however, and refused to follow her into the darkened storage bay. Instead, he returned to the Nebari transport pod with the intention of aborting Moya's pregnancy with the pod's weapons. Crichton had to act fast – he constructed a makeshift bomb from Rygel's leftover explosives and bowled it under the pod. The resultant explosion sucked the disabled vehicle out to space. As he flew into the inky depths, the captain vowed revenge; Crichton just shrugged. "Get in line, Durka."

The crew decided to let Chiana stay, as long as she followed the rules. Otherwise she was welcome to get off at any planet they passed. Crichton was willing to cut her slack since he owed her, but "the others won't be so forgiving." He also wanted to know where she was when Salis was murdered. A catlike smile crossed her face, but crumbled the moment Crichton turned his back.

Episode 16: A Human Reaction

As near as he could figure, it had been seven months since Crichton went through the wormhole. He held his first gray hair in his fingertips as he taped another message to his father. His musings were interrupted by Pilot, who called him up to command to witness "something I haven't seen since the day you arrived" – a seemingly-stable wormhole. At the other end of it ... was Earth!

True to his word, Crichton tried to get Aeryn to come with him, but she refused: "I'm not certain I'll belong there." As the wormhole began to erode, Crichton sat just outside the opening in *Farscape*, reluctant to leave his friends even for the sure road home. "If you don't go now, you will regret it forever... Go, John," rumbled D'Argo's voice over the commlink. With his father's lucky puzzle ring in his hand, Crichton shot into the wormhole...

...and woke up some time later, having crash-landed on a beach in Australia! Initially overjoyed, Crichton's jubilation ended when his "welcoming committee" shot him with a tranquilizer dart and shipped him first to an examination room, then to a high-tech holding cell.

Poked, prodded, probed and questioned until his patience disintegrated, Crichton refused to say another word until he got some answers. The grilling was interrupted by the arrival of John's father, Jack Crichton, who demanded to see his son. With the details of a birthday fishing trip that only the two of them knew, Crichton finally proved his identity, and father and son shared a tearful reunion.

> "Don't tell me how to lie. It's one of the best things I do!"
>
> –Chiana

Later, when Crichton was released to Jack's supervision, the elder Crichton explained: "Nothing's been routine since the day you left... you opened a door to Earth we don't know how to close." Together, the two headed back to the base, and Crichton began to cooperate more fully with Wilson and Cobb, the men in charge of the investigation.

As time went on, Crichton began to notice a few slight oddities: faces he shouldn't recognize but did, the fact that all the newspapers and magazines were seven months old, and other small details. Despite his growing paranoia, everything continued apace until another ship was detected entering the wormhole. D'Argo, Aeryn and

Rygel, concerned over the loss of communication with Crichton, came in search of him. Only their friend's frantic persuasion kept Wilson from scrambling the F-16s and shooting the transport pod down. As soon as it landed, the crew was captured and put into containment with Crichton as translator. Rygel had an extremely adverse reaction to the tranquilizer, D'Argo was ready to kill everyone, and Aeryn was just... cold.

Later, as Jack questioned his son about the crew's motives, they were hit with bad news: Rygel had died, and some scalpel-happy researcher decided to see what made him tick. It was all Crichton could do to keep from tearing Wilson apart with his bare hands, but his rage paled in comparison to that of his shipmates, who wanted nothing to do with him. Crichton begged his father to get the word out to everyone he knew, call in every marker in an effort to let his friends go. It was a point of honor. "I gave my word," he said.

Returning to the base in search of Wilson, Crichton was waylaid by Aeryn, who had escaped after D'Argo was taken away. Backed up by the very angry ex-Peacekeeper, Crichton confronted Cobb, demanding some answers. Cobb told him that D'Argo had been flown to another base, out of Crichton's reach. The news earned Cobb several hundred dollars worth of dental repairs: "That's for Rygel."

As they fled to the safety of a nearby motel, Aeryn discovered rain, much to her delight. Crichton introduced the Sebacean to another Terran miracle – beer – and apologized for messing up her life: "If you hadn't met me, you'd still be the happy little Peacekeeper dominating the lesser races." Instead of being the haven he'd dreamed of, Earth had become a gray, frightening place. Exhausted, scared, and very lost, two souls found comfort together, if only for one night.

The next morning, Jack showed up with bad news. He'd spoken to everyone he knew, and no one would budge. Officially the aliens didn't exist, which meant Wilson and his cronies could act as they pleased. Their only chance was to get out of town, fast. Jack gave them some money, and father and son said goodbye. Aeryn said something to Jack in Sebacean, which he didn't understand, but he responded as she started away. "Thank you, Aeryn Sun."

As they wandered the city, oddities piled up faster and faster: Crichton had seen all of the people and places they went, they were all from his past. He even doubted Aeryn, pulling his pistol and bolting blindly down the street. Diving into a nearby bar, he went into the only part of it he'd never entered – the ladies' room. A swirling golden vortex awaited him beyond the door.

He found Jack Crichton, sitting in the empty research facility. All the people, all the equipment, everything was gone. Jack congratulated Crichton on discovering the ruse so quickly and explained that this "Earth" had been created from Crichton's memory. Everything except his friends was a fabrication. Rygel was alive and feasting on Hynerian marjools, and D'Argo and Aeryn were both safe.

"Jack" actually belonged to a race simply called the Ancients, a people who, like Crichton himself, were looking for a home. They found the memories of the wormhole in his mind, discovered that Earth was one of the worlds on which they could survive, and hoped to be able to share it with humans. They regretted using Crichton as a guinea pig, but they only had enough power to transport themselves once. They had to know if Earth would welcome them before using that power to go there. The experiment was less than a success; most Earthlings could not be trusted, and the Ancients would have to keep searching. In farewell, the Ancient returned the puzzle ring to Crichton. "Maybe we'll meet again one day," he intoned.

Episode 17: Through the Looking Glass

As a side effect of her pregnancy, Moya could no longer StarBurst reliably which might leave the crew sitting ducks. Aeryn and Crichton refused to abandon the ship, but D'Argo, Rygel and Zhaan wanted to split up and find their own ways home. They all were bickering fiercely over the matter when Pilot broke in, stating that Moya was preparing to StarBurst as proof of her dependability, even though her power reserves were very low. Everything seemed to go well until the ship emerged from StarBurst... and apparently collided with something.

When the smoke cleared, the ship was bathed in a brilliant white light... and Rygel was missing. D'Argo headed for the command to investigate – and vanished in the corridor. Aeryn, worried about Pilot, followed soon thereafter, and she too disappeared from sight. Crichton managed to reach the bridge without incident, but could learn very little. Pilot said the others were still on board, but Moya was immobilized, frightened and in great pain. After charging Chiana to find Rygel and Zhaan to comfort Pilot, Crichton began searching the ship... only to stumble into another portal similar to the ones that had taken his friends.

He found himself still on Moya... but a Moya bathed in a strong red light that left him disoriented and nauseated. After stumbling around for a few minutes, another portal dropped him into *another* Moya, this one bathed in blue and filled with a deafening

buzz. This version didn't make him sick, and he managed to find Aeryn nearby, but the deafening noise made verbal communication impossible. Through pantomime, they determined to stick together and search for the other missing crew members.

In Rygel's quarters Crichton was pulled through a third portal into yet another Moya, this one bathed in yellow. He quickly found a very *happy* Rygel: something was making the Hynerian giddy, and it soon began to affect Crichton too. He fled before it could overwhelm him and, hearing the odd noise again, followed it to a conduit leading back to the first Moya (the one with white light and no strange effects).

He related his findings to Zhaan and Chiana, and Pilot offered an analysis: the ship was caught between dimensions. The effort split her into at least four distinct Moyas, all stuck in the middle of a StarBurst; furthermore, something was trying to get in from outside. Pilot told Crichton how to put each of the other Moyas into full reverse, hopefully undoing the damage. With Chiana in tow, the human went back through the looking glass.

In the red dimension they found D'Argo, functioning only slightly better than Crichton. Chiana seemed unaffected, however, and while no amount of persuasion could make the Nebari stay there alone, D'Argo agreed to man the controls. Crichton and Chiana continued into the blue dimension. The noise sent Chiana into panicked hysterics, and Crichton shoved her through the next portal before she suffered a complete breakdown. He soon found Aeryn, who had kept busy in his absence modifying flight headsets to block the noise and allow communication. Much to his surprise, Aeryn already knew the sequence for full reverse, due to Pilot's DNA in her system. Continuing to the yellow dimension, Crichton quickly located Chiana and Rygel (both giggling uncontrollably and cracking bad jokes) and gave them the same instructions.

As he returned to the "home" Moya, the entity from the outside was making stronger attempts to get in. Pilot told Zhaan and Crichton that Moya would lose the baby if it meant saving the crew. They shot down the notion just as the entity made a full appearance as a glowing ball of light. It was trying to communicate, not attack.

Crichton walked into the vortex and "spoke" with the entity, whose function was to repair rips between dimensions. It could guide them out, but the four Moyas would need to move forward, not backward. Rushing to the other dimensions, Crichton relayed the new instructions to the rest of the crew, and took the helm. At the same instant, all engines fired and the ship was flung back into normal space; everyone converged into the same dimension and ended up in Pilot's lap.

A very different mood attended the meal that evening, an atmosphere of friendship and camaraderie. Pilot reported some more good news: Moya was going to deliver very soon. It was, as Crichton said, "one of the good days."





Episode 18: A Bug's Life

The crew had not heard from the Peacekeepers in a while... until Moya's senses picked up a damaged Marauder in the vicinity. Knowing that if the Peacekeepers detected panic the Marauder would relay their coordinates, Moya's crew decided to pull a calculated bluff. The damaged PK ship was brought on board, to be greeted by Aeryn, in lieutenant's leathers, and the Leviathan's "commander" – Crichton – in full captain's garb. Larraq tried to commandeer the ship, claiming that his mission overrode standard protocols, but Crichton, with help from heavily-armed DRDs, persuaded him to cooperate.

D'Argo, Rygel, and Zhaan assumed their former roles of prisoners to allay suspicion (though D'Argo did so with extreme reluctance) and Chiana took a role as the captain's servant. They concocted a story that "Captain" Crichton and his crew had retaken the Leviathan and were experimenting with neural controls on her Pilot. Larraq bought the ruse, but still demanded that they take him to his destination: a secret base only 20 arns away. He needed to make a delivery there – a crate that Larraq's crew guarded with deadly seriousness.

The news of a Peacekeeper base – so close to them, and in the middle of the Uncharted Territories – stunned Moya's crew. D'Argo and Zhaan tried to persuade Crichton to overpower the PKs now, while they still had the element of surprise, but Crichton wanted more information first. Unfortunately, as Crichton and the others debated, Chiana and Rygel decided to join forces and steal whatever the Peacekeepers were guarding. The cargo turned out to be a life form. One of Larraq's crew almost stumbled in on them, but they quickly disappeared into the shadows as the Peacekeeper sounded the alarm.

Larraq and the rest reported to the cargo bay only to find an empty crate. The Marauder's commander then explained what his team was guarding: an intellant virus, which they had captured in the host alien contained in the crate. The sentient virus overpowered the consciousness of its host, giving it full access to motor functions, memories, and mannerisms. This allowed the virus to behave and react as the host would, fooling even those closest to him or her. With the crate open, and the virus able to transmit by touch, it could have overtaken almost anyone in the ship. Luckily, the virus could only inhabit one being at a time, and once infected, the host could not be repossessed.

Soon the bodies began to pile up. First the virus's original host was killed by Thorrn, one of the commandos. Then it transferred to Chiana, who set the others searching for Rygel, claiming he now carried the virus. A shot from a stasis gun immobilized the terrified Hynerian, and the crew sealed him in the crate for transport.

But the danger had not ended. Using Rygel's capture as a distraction, the virus took the opportunity to migrate again, this time into Crichton. With the Hynerian "safely" stored away, those aboard the ship relaxed, allowing the controlled Crichton to murder the commando's medical officer and destroy the stasis gun – the only way to immobilize it. It then boosted Moya's speed toward the Gammak base... a base holding thousands of potential hosts for its spores.

Zhaan, meanwhile, discovered that anyone infected with and abandoned by the virus had a high residual level of acidity, allowing her to "track" it to Crichton. A confrontation on Moya's command had everyone, friend and foe, tackling the human and sending the virus to a new host... but who? Zhaan concocted a shot which would react adversely to any being hosting the virus. Zhaan was the first guinea pig, passing with flying colors. Then Aeryn moved to the "clean" side of the room, followed by Thorrn. There was a tense moment as D'Argo was injected, then all hell broke loose as the virus's new host, Larraq, broke free and ran for the docking bay. Thorrn was killed in the chaos.

The infected Larraq took Aeryn hostage, using her as a shield, then stabbed her before sprinting to the Marauder. As PK ship left Moya, Crichton told Pilot to turn the Leviathan around and StarBurst. Larraq's ship was leaking fuel, and the spark from Moya's StarBurst ignited it, destroying the Marauder.

Later, Crichton waited for Aeryn to recover from the stab wound. When her eyes opened, he told what had happened. The Gammak base was still out there, but they were headed in the other direction as fast as they could go.

Episode 19: Nerve

Crichton found Aeryn a few days later in the workout room, pounding the dren out of a punching bag. Trying to keep her from hurting herself, he ducked a roundhouse punch and watched as she coughed up blood. Aeryn explained that she was dying – that Larraq's knife attack had severed her paraphoral nerve, the Sebacean organ which regulates toxin elimination. Without a graft from a genetically compatible donor, she would be dead in less than four solar days.

Crichton vowed to save her and shamed his companions into turning Moya back toward the Gammak base. He planned to impersonate Larraq, find a tissue sample and bring it back within the allotted time. Chiana volunteered to help – her skills as a "talented burglar and destruction causer," plus her possession of Larraq's high security ident chip would come in handy. The pair took Aeryn's Prowler down to the base. The masquerade initially went well – Crichton played the Peacekeeper to haughty perfection, and Chiana pulled her "trollop" persona out with impressive results ("the more they look at me, the less they look at you," she noted). But then they faced a daunting challenge, a security station requiring a DNA scan. Crichton tried everything he could to avoid the scan, but in the end he had no choice but to submit, certain that his charade was over. Miraculously, he passed. Both he and Chiana were shocked.

On the way to their quarters, a whisper summoned them into a small chamber where they found the answer to their miraculous escape: Gilina, the tech Crichton had befriended on the *Zelbinion*. She'd recognized them earlier, then rigged the scan to allow them through. After hearing why they had come, she offered to help them, despite Crichton's insistence that she not risk herself for their sakes. Shortly thereafter she provided Crichton and Chiana with the tissue sample that Aeryn needed.

Their luck ran out, however, before they could escape: Crichton passed near Scorpius, a Sebacean/Scarran hybrid with enhanced senses that could discern the difference between human and Sebacean. He detected the ruse, denounced Crichton as an imposter, and had him arrested. Crichton retained enough presence of mind to hide the tissue sample before he was dragged away to detention.

Scorpius had the human strapped to the Aurora Chair, a prototype mind-sifting device that painfully ripped memories from its victim. It didn't take him long to learn Crichton's identity, as well as information about Moya, the rest of the crew, and even Crais's vendetta. But Crichton's mind held other information as well: information that even he didn't know existed. The Ancient had secretly implanted the key to making a stable wormhole, as well as a neural block to prevent its access until Crichton was ready for it. Scorpius wanted that information, and though his first scan failed to reveal the details, he resolved to extract it even if it meant shredding Crichton's mind, layer by layer.

There was another piece of information Crichton shielded from the Chair: he would not, under any circumstances, betray Gilina – knowledge of their relationship would cost the tech girl her life. Fortunately, Scorpius believed that the memories Crichton was shielding were about the wormhole technology, not Gilina. Session after session peeled back memory after memory, but Crichton kept fighting. They finally tossed him in a dank cell with a gibbering prisoner named Stark, who had already experienced a few too many sessions in "the Comfy Chair."

Gilina learned of Crichton's fate, patched into his cell's speaker system, and learned the location of the tissue sample. Just as he finished relaying the coordinates, he received a most unwelcome visitor: Crais, who had been summoned to assist in the interrogation. The captain told his nemesis that Moya had been retaken and if Crichton wished the crew to live, he would have to stop fighting Scorpius. Crichton, playing a hunch, found a hole in Crais's story and knew he was lying, but to buy time for his friends, he agreed to submit to the Chair again.

As Crichton's torture continued, Chiana retrieved the tissue sample and, thanks to a diversion caused by Gilina, escaped and returned to Moya. Zhaan gave Aeryn the graft and the ex-Peacekeeper woke with her friends around her – but missing the face she was looking for... Crichton's. The others assured her he would be back soon.

> "I'm not good at nice."
>
> – Aeryn Sun

Episode 20: The Hidden Memory

Hiding in a nearby asteroid field, her StarBurst and propulsion systems still inoperable, Moya went into labor. When Aeryn learned that Crichton was still being held on the Gammak base, she decided to stage a rescue attempt. D'Argo tried to persuade her against it, but she would not listen – and she was the only one who could infiltrate the base without attracting attention.

Crichton was fading fast after another grueling session in the Chair, but his cellmate Stark still had a few cards to play. The prisoner was only feigning insanity in order to



discourage Scorpius from subjecting him to the Aurora Chair. He showed Crichton a lock decoder he'd made, but it could only work one combination at a time. Crichton snorted derisively at the device. "You're gonna be here forever if you're waiting for that thing to get you out."

Gilina contacted Crichton again and told him that Chiana had made it off the base. Crichton begged her to find a way to get Scorpius off his back – he didn't know how much longer he could hold on. She promised to think of something. Soon enough, her voice returned, instructing him to stop shielding his memories of her. She had a plan.

While D'Argo, Zhaan and Aeryn headed for the base on a transport pod, Chiana and Rygel dealt with Moya's birthing process. Pilot warned them that something was different about the baby, and that they needed to act quickly. Despite fathering hundreds of progeny, Rygel was no help at all; Chiana had to be the cool head.

With Crichton in the Chair again, Scorpius boosted the instruments to full power, willing to shred the human's mind in order to get the hidden wormhole information. Crichton concentrated on his memories of Gilina, as he'd been told, only to receive a huge surprise as he viewed the replay: the blonde he was kissing, in this new memory, was not Gilina. The memories extracted by the chair also indicated that Crais knew all about the wormhole technology: Gilina had rewired the Chair to play back a false memory and deflect attention from Crichton to Crais. The human was taken back to his cell, and Crais was locked into the Chair.

As Crichton collapsed in the cell, Stark provided another surprise. The prisoner took off his leather headpiece to reveal a glowing energy within his head. He belonged to the Banik slave race, he said, a telepath who could share thoughts and ease pain. Many of his people were dead, slaughtered by the Peacekeepers – he was still alive because he intrigued Scorpius.

The Chair soon revealed Crais's past as a boy from a farming commune. He and his brother had been taken as children for Peacekeeper training, and Crais had been charged with Tauvo's safety, leading to intense feelings of protectiveness towards his brother. The Chair also revealed Crais's murder of Lt. Teeg, providing Scorpius with leverage against the PK captain.

Landing atop the Gammak base, Zhaan and D'Argo placed mines on the surface while Aeryn descended into the complex in search of Crichton. With Gilina's help, she located the cell and took out the guards. Though dazed and exhausted, Crichton was delighted to see her. With Gilina and Stark in tow, they headed toward the the surface. News of the escape reached Scorpius, who abandoned his interrogation of Crais to find Crichton. He ordered the base locked down, which meant the fugitives would need an ident chip from a senior officer to get past any of the locks.

Knowing what the lockdown meant, Aeryn helped the others into hiding and then went in search of a senior officer. She stumbled across Crais, unattended and still in the Aurora Chair. He tried to bully her into freeing him, but she would have none of it. Her life was more now than it ever had been as a Peacekeeper, and she wouldn't go back, even if she believed he could arrange it. Angered by his orders, demands and insults, she set the Aurora Chair to maximum and stalked out of the room, Crais's agonized screams following her into the corridor.

In order to give birth, Moya had to equalize pressure with her outside environment, which meant opening most of the ship to space. Chiana and Rygel had barely enough time to get to a pressure tank before Moya evacuated the atmosphere. After the Leviathan repressurized and they could leave the tank, the two were shocked by their first sight of the new baby – the young leviathan bristled with weapons. The Peacekeepers had tampered with the baby's DNA to produce a hybrid Leviathan gunship. Moya's birthing channel was not meant to accommodate the heavily armed baby, and the terrified infant was preparing to shoot its way out. Chiana assessed the situation and told Pilot to have Moya allow her baby to fire its weapons, using a low level blast to open the pathway enough to escape.

Gilina, after a talk with Crichton, decided to stay behind on the Gammak base – she now believed that his affections lay elsewhere, and she could not give up everything to follow him. Aeryn insisted that they respect her wishes, and dragged an agonized Crichton to the surface where their friends waited. As Peacekeepers burst up to the surface, a pitched firefight followed. Crichton found himself cornered by Scorpius, who would have killed him had not Gilina turned up, pointing a weapon at the half-breed commander. Crichton yelled for her to shoot, but Scorpius fired first, fatally wounding the girl and making his escape just as the rest of Moya's crew arrived on the scene.

Back aboard Moya, Crichton sat with Gilina, lending comfort in her last few moments. Stark eased Gilina's pain enough so the pair could talk, and the tech went to her end with a kiss from the man she loved.

Episode 21: Bone to be Wild

With Moya unable to StarBurst, or even travel very quickly because of her baby, the crew hid from the Peacekeepers in an asteroid belt, with all non-essential systems, including heat and light, powered down. Their game of hide-and-seek was disrupted when Pilot picked up a distress signal from a nearby asteroid – someone under attack, pleading for help.

"They're sending us a distress call?" Crichton laughed, "How crazy is that?"

D'Argo, Zhaan and Crichton went down to the asteroid and found the docile creature – M'Lee – who had sent the signal. She explained that she was alone, her family slaughtered by a horrible beast. The crew took her back to the transport pod, only to find the creature waiting for them. In the ensuing gun battle, the creature escaped, D'Argo was injured, and the pod took heavy damage.

Aboard the carrier, a (mostly) recovered Crais waged a fierce battle with Scorpius for supremacy. Crais, pulling rank, ordered Scorpius off his ship, but the half-breed ignored him, reminding him that he knew of the skeletons in the captain's closet. When the enraged Crais attacked him, Scorpius tossed the man aside with inhuman strength.

Aeryn, whom Pilot had requested remain aboard Moya, needed to help with the baby. There was conflict between mother and son – the baby knew he was different, and Moya was having trouble bonding with him. As a former Peacekeeper, Aeryn might be able to communicate with the infant, and Moya gave her permission to go aboard the young Leviathan. Aeryn was astounded by the new ship. The baby heard her request for light and provided it, as well as showing her his other controls. When Scorpius sent out a bombarding signal to confuse the baby, Aeryn persuaded it not to answer, asking for its trust. The baby gave it, powering down its traceable systems and remaining hidden.

On the asteroid, Crichton and Zhaan left the transport pod to get medicinal plants to help D'Argo. M'Lee initially tagged along on the foraging expedition, but when the creature returned, she panicked and fled into the jungle. Crichton tried to catch her, leaving Zhaan behind. The Delvian used her priestly powers to camouflage herself amidst the foliage, but the monster located and captured her anyway.

M'Lee volunteered to lead Crichton to the creature's feeding ground, but it turned out to be a trap – M'Lee was actually the predator and the feeding ground she led him to was hers. As Crichton watched, she transformed into a hideous monstrosity: she needed food, and he would make an appetizing meal.

Before she could pounce, however, the "creature" reappeared and drove her off. Though hideous in appearance, he seemed docile – his name was Br'Nee, a botanist conducting research on the asteroid. He had entered the transport pod to warn them of M'Lee but fled when attacked. He had also taken Zhaan into custody, but only to protect her from M'Lee's attacks. He explained that M'Lee was a calcivore – a creature who feeds on bones – and that she had killed other researchers, including Br'Nee's mate. As long as she was hungry she was too dangerous to capture – only feeding her would reduce her ferocity... meaning that someone would have to be sacrificed.

Br'Nee provided Zhaan with the plants she needed to help D'Argo, and demonstrated a miniaturizer – a machine used to reduce the size of plant samples gathered by the research team, making it possible to transport them. Br'Nee demanded that Crichton stay in the research lab and protect it against M'Lee while



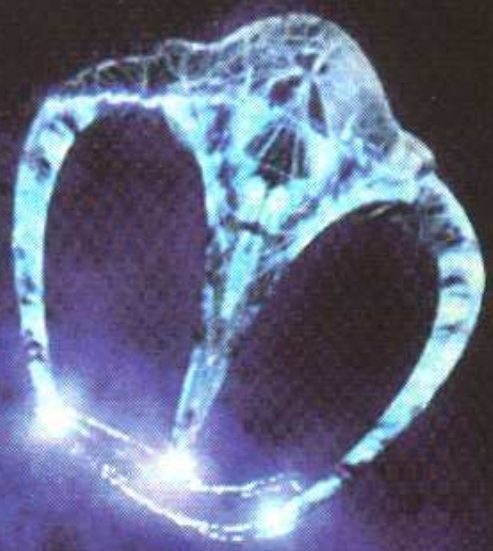
he escorted Zhaan back to the transport pod. Crichton wasn't happy, but let them go, warning Br'Nee, "If you're not back in an arn, M'Lee won't be the only one tracking you down."

M'Lee showed up at the lab, but restrained her ravenous impulses long enough to explain the truth: Br'Nee's people had brought her ancestors to the asteroid in order to rid it of all fauna. When the food supply ran out, they turned on each other until only M'Lee was left. She preyed on Br'Nee's people to survive. If Crichton would take her to a permanent food supply, she would hold her hunger in check and not feed on the crew.

Returning to the pod, Crichton confronted Br'Nee and was surprised that Zhaan stood up for him, condoning the annihilation of M'Lee's people to save the asteroid's verdant plant life. D'Argo was all for feeding him to M'Lee, but Br'Nee bartered for his life with charts that could lead them through the asteroid field.

Not trusting the angered Crichton with Br'Nee, Zhaan went with him to get the charts. After a while Crichton got nervous and tracked them down, only to find an injured Br'Nee, who claimed that M'Lee had attacked and taken Zhaan. The scientist sent him to the feeding grounds, where Crichton found what looked to be the Delvian's remains. Then he realized that Zhaan wouldn't interest M'Lee: as a plant-based lifeform, Delvians had no bones, at least no calcium-based bones. Br'Nee was lying, and Crichton only hoped he could get back in time to save his friend.

Meanwhile, M'Lee came to see D'Argo – she used all her remaining calcium reserves to stay dormant and beg for his help. He told her of the PK carrier searching for them, filled with all the food she desired. As soon as they blasted off from the asteroid, the carrier would come looking for them, and she could feast to her heart's content. "No one will miss them," he told her.



At the research facility, Crichton discovered that Br'Nee had miniaturized Zhaan, taking her as a research specimen. The botanist might have considered it a fair tradeoff – Zhaan's freedom for the medicinal cures she would provide – but Crichton didn't. He distracted Br'Nee, then activated the miniaturizer in an attempt to return Zhaan to her normal size. When Br'Nee tried to stop Crichton, he stepped into the miniaturizer's beam and was cut in half.

Faced with a starving M'Lee as they returned toward the pod, Crichton and Zhaan suggested that the bones from Br'Nee's body could sustain her until the Peacekeepers arrived.

Back aboard Moya, Pilot reported that Br'Nee's charts would indeed lead them out of the asteroid field without detection. Mother and child were now bonding well – Moya thanked Aeryn for her efforts and asked the Sebacean to name the baby. Astonished and touched by the honor, Aeryn said she'd have to think about it for a while...

Episode 22: Family Ties

Before the crew could make their escape from the asteroid field, they received some unpleasant news: Rygel had taken a transport pod and was heading toward the carrier! The crew tried to talk him into coming back, but even D'Argo's attempt at "persuasion" ("something about his corpse... and a body function") failed to sway the Hynerian.

Rygel arrived on the carrier with an interesting offer - his freedom in exchange for Moya, her baby, and the crew. He was less than happy that he had to deal with Scorpius as well as Crais, however, and Scorpius sensed that Rygel was lying about his betrayal. Nevertheless, the half-breed accepted the offer to get his hands on Crichton.

The others anticipated a trap, and Crichton in particular vowed not to be taken alive. He suggested a potential suicide mission - a transport loaded with explosives, flown straight into the carrier's bridge, would buy the others enough time to get free. As they prepared, the crew said their good-byes in their own way. Zhaan and Crichton reflected upon their friends, while D'Argo told Chiana she was a "real pain in the eema... one I have grown to enjoy." Later, when Aeryn walked in on Crichton's frustrated attempt at one last "note in a bottle" to his father, she told him of her own family - her Peacekeeper mother, her birth as the result of a loving union, and the father of whom she knew little, except his name.

While luxuriating in guest quarters aboard the Command Carrier, Rygel was confronted by Crais, who convinced him that Scorpius had no intention of honoring any deal. The disgraced captain, on the other hand, needed to get away from the half-breed. Crais offered to exchange his knowledge of Scorpius's plans for safe passage on Moya. Rygel agreed. Moya's crew met the returning pod with guns drawn, and were amazed to see Crais with the Hynerian. When Crais claimed that the diminutive Dominar had granted him asylum, Crichton was amazed. "You're letting Rygel be your advocate? You're worse off than you look."

Their astonishment didn't last long - D'Argo attacked Crais with his bare hands, forcing the Peacekeeper to confess that D'Argo had been falsely imprisoned. A great deal in life was unfair, he said, and Crichton agreed: "If life was fair, you'd be dead."

Crais asked to be put into protective custody and informed the human that he no longer held him responsible for Tauvo's death. Crichton told him that, if he wanted to make up for everything he'd put all of them through, now was the time. Crais joined the campaign strategy, and the crew came up with a new plan - they would send in the bomb-laden transport, but instead of targeting the Command Carrier, it would target the Gammak base. Scorpius would likely pursue the transport and leave the Leviathan alone, allowing Moya and her baby to StarBurst to freedom. The downside was that someone had to pilot the transport, and the only person that Scorpius would be sure to follow was Crichton.

D'Argo assisted Crichton in preparing the transport, intending to accompany his friend on the suicide mission. Chiana came to see Crichton in the hangar, and tried to thank him the only way she knew how. The human gently turned down her advances, advising her to "pass it on," and help someone else in trouble.

Crais asked Aeryn for a tour of the baby Leviathan, and pronounced him magnificent. He surmised that the baby's birth was possible only because Moya had escaped Peacekeeper control - all attempts to breed such a ship in captivity had failed.

Crichton skipped the lavish meal Chiana prepared that evening, staying in his quarters to tape a final message to his father. Zhaan blessed D'Argo and Crichton, and then the two friends headed for the pod. On his way, D'Argo handed the hologram of his family to Zhaan for safekeeping "See that Jothee remembers me," he told her.

The plan was for D'Argo and Crichton to fly the transport to the oil-covered moon on which the Gammak base sat, eject before atmospheric entry, and have Aeryn pick them up in her Prowler. They didn't believe that Scorpius would fire on Crichton because he wanted the human alive for his knowledge of wormhole technology.

All went according to plan - the Carrier, now commanded by Scorpius, gave chase as predicted, preceded by a wave of Prowlers. As she waited for her chance to pick them up, Aeryn received a call from Pilot -the baby was no longer responding to him or Moya. Aeryn suggested calling the baby by his name - Talyn, after her own father. Nearing the Gammak base, Crichton and D'Argo prepared to leave the shuttle. As they stood in the airlock, Crichton asked his companion why the Luxan wasn't afraid. D'Argo responded, "Fear accompanies the possibility of death; calm heralds its certainty." Crichton handed his friend the puzzle ring for luck, and they blew the airlock and were sucked into space - Crichton in his space suit, D'Argo with only his Luxan stamina. The transport hit the oil sea with a satisfying explosion, destroying the Gammak base and anything else on the surface of the planet.

Then several problems developed - the carrier's Prowlers pursued Aeryn too closely; Crais had

boarded and hijacked Talyn; and the Command Carrier was now in hot pursuit of Moya. The crew's only chance was to StarBurst, but Moya refused to leave her baby behind. Crichton asked to be patched through to Moya, and pleaded with her to StarBurst – the only way to help her child was to stay alive. His words convinced Moya to flee with Chiana, Rygel and Zhaan aboard.

After some minutes in the emptiness of space, Crichton watched as D'Argo lost consciousness. Aeryn had come under fire from the other Prowlers and would be lucky to survive, let alone come to save her two companions adrift. Seeing his own end approaching, Crichton was calm – he had done what had to be done.

SEASON TWO

Episode 23: Mind the Baby

D'Argo finally awakened after several days of unconsciousness. John explained to him what had happened since he passed out: Aeryn finally managed to pick them up and drop them off on an abandoned mining camp in the asteroid belt, where they remained while Scorpius and the Command Carrier still prowled the area. What neither John nor D'Argo knew was that Aeryn had cut a deal with Crais to help her companions survive. As a result of her guilt, she remained cool towards both Crichton and D'Argo. Growing suspicious of her behavior, they cornered the Sebacean and demanded to know what was going on. She admitted that she had agreed to help teach Talyn to obey Crais in exchange for Crais's help. D'Argo knocked Aeryn out with his tongue, and, after a quick game of Ro-Sham-Bo, agreed to remain behind and watch her while John went off after Crais and Talyn.

Crichton surprised Crais when he appeared on Talyn's bridge, carrying a pulse pistol. Crais told Talyn that John was an intruder, which activated Talyn's security systems: a menacing array of internal weapons pointed at the human. Crichton responded by taking Crais as a hostage, using the renegade Peacekeeper to shield him from Talyn's weapons. Talyn panicked, and sent out a distress call. Moya, who had been heading towards the asteroid belt to search for her son, heard the signal and accelerated towards it. Unfortunately, the Peacekeepers also picked it up, and moved into position to capture both Moya and her child.

Crichton returned to Moya with Crais, and received a warm welcome by Chiana. Zhaan, however, believed him to be a figment of her imagination, and barely looked up from her meditation. Crichton recovered Aeryn and D'Argo from the asteroid belt, but discovered that Talyn was fleeing his hiding place. Moya, of course, began pursuit. The Peacekeepers waited in ambush, hoping that Talyn would travel too far from the asteroid belt to hide. If Talyn was in danger, Moya would stay close to him, and since Talyn was still too young to StarBurst...

Aeryn tried communicating with Talyn, but he kept fleeing. With no sign of the Command Carrier, the rest of the crew agreed to continue the chase, though Crichton and Aeryn thought that would only make matters worse. While D'Argo watched over Crais in his cell, Aeryn tried speaking with Zhaan. "Before you bliss off completely into oblivion, you might want to have a little look around you, because Moya and Talyn are in danger." Zhaan claimed that worldly concerns were no longer of interest to her. However, after Aeryn left, she could not concentrate on her meditations.

At this point, the Command Carrier came out of hiding and began pursuit. Talyn powered up his main cannon... and fired at Moya! Talyn told his mother that he demanded a captain: Crais. Only Crais, according to Talyn, could save him. Moya refused to dodge, believing that Talyn wouldn't fire. The crew turned on the defense screen, pirated from the *Zelbinion*, which Talyn took out with a single shot. With that, Aeryn took Crais to Talyn, planning on staying to protect Talyn from the ex-Peacekeeper's influence.



Though Crichton protested, she claimed that they had no other choice.

Upon Crais's return to Talyn, the gunship offered him "The Hand of Friendship." The gunship placed a small chip into the back of Crais's neck, allowing the two to communicate with each other. Crais thus became the ship's pilot. Deciding that he no longer needed Aeryn, he commanded her to leave Talyn at once. When she refused, Talyn began shooting at her while she and Crais engaged in combat. When Aeryn was defeated, Crais allowed her to leave alive, and she returned to Moya.

As Scorpius approached in the Command Carrier, Crais contacted him. He resigned his commission in the Peacekeepers, and told Scorpius that he had killed Crichton. The Carrier opened fire, but Talyn, to the surprise of everyone, StarBursted away. Moya also StarBursted to safety, leaving Scorpius to stew in anger. He did not believe that Crichton was dead. "That's merely Crais's small attempt to take revenge upon me. If Crais had killed Crichton, he wouldn't tell me. Crichton is alive! And I will find him!"

Once Moya was safe, D'Argo went to see Zhaan in her quarters. She admitted that as much as she wished to immerse herself in the Seek, she could not abandon her friends. Crichton comforted Aeryn, who blamed herself for losing Talyn. He told her that if Crais ever mistreated Talyn, the gunship would kill him. Aeryn suggested that Crais wouldn't mistreat him. "Maybe he's changed," she said. "You do believe people can change, don't you, John?" "Well, you have," he admitted. "I have... but Crais?"



EPISODE 24: VITAS MORTIS

Some time later, while visiting a commerce planet, D'Argo, Zhaan, and Crichton overheard rumors of a Luxan on a nearby world. The trio journeyed there to find an ancient woman, confined to her bed. She identified herself as Nilaam, an Orican, or Luxan priestess, and told D'Argo that she was dying. He offered to attend her during her last rites. To determine if he was worthy, she plunged her hand into his chest... only to shriek at him in fury. D'Argo was blown out of the room, and the doors shut behind him.

D'Argo, unharmed, explained her reaction: the tattoos on his chin were the mark of a general. He took them some time ago to help his commander survive an attack. Zhaan and Crichton convinced him that Nilaam should understand his situation, and he confronted her again. His courage impressed her, and she agreed to let him attend her during her death ritual. Zhaan was supportive, but Crichton had deep reservations, especially when he understood that D'Argo could die during the ceremony. As the ritual began, John sat outside, worrying. When he heard D'Argo's painful screams, he burst into the room... to find Nilaam now young and beautiful. When she sensed D'Argo's strength, she underwent a ritual of renewal instead of the one originally planned. It restored her youth and beauty.

At the same time, aboard Moya, Chiana was doing laundry: wading in Moya's amnexus fluid while scrubbing clothes. As the ceremony climaxed on the planet below, the fluid solidified, trapping Chiana's legs in place. At the same time, parts of Moya's outer hull began to deteriorate. Crichton returned to Moya to help, while D'Argo assisted Nilaam in enjoying her new body. The rejuvenated Orican promised that she could help D'Argo do anything, including finding Jothee. Meanwhile, Moya's situation grew worse until a hull breech finally occurred... in the chamber in which Chiana was stuck. Rygel was pulled towards the hole, but managed to plug it with his squat body.

Nilaam came aboard Moya to help, but her healing incantation increased the deterioration. She went to pray and meditate to find answers, but D'Argo had already realized the answer. While the Orican thought she had

drawn on D'Argo's strength during the ritual, she actually had drawn upon Moya's. Her youth came at the expense of the ship. She demanded to return to the planet to seek a cure. Besides, she said, touching Moya's wall, "I'm a disease to this ship." The wall aged before D'Argo's eyes.

Meanwhile, Aeryn pieced the puzzle together after talking with Pilot, and resolved to keep the two from leaving. John caught up with her as she approached the hangar, but she ignored his call for restraint. Nilaam stopped her pulse blast however, and froze John and Aeryn in place while she and D'Argo escaped to the planet's surface. Nilaam could find no way to reverse Moya's condition, and suggested to D'Argo that they flee the area. Perhaps some distance would stop the drain, she suggested, and if it didn't, then the life of a Leviathan for the life of an Orican was a fair trade. D'Argo refused to listen to her justifications, and tried to convince her to return Moya's stolen lifeforce.

John arrived on the surface to persuade D'Argo to turn against Nilaam. Caught between his friends and an Orican, D'Argo finally broke down and admitted what needed to be done. He took his Qualta blade and went to see Nilaam, helping her through a suicide ritual. As she died, D'Argo kissed her while her body returned to its old age. Moya began to recover.

Later, Aeryn asked Pilot about the life spans of Leviathans and Pilots and discovered that Pilots normally live much longer than their hosts. However, once bonded, a Pilot ages and dies with its ship. He himself was quite young when he bonded, so he lost a significant amount of his lifespan. But he didn't mind. "I would not have it any other way."



Episode 25: Taking the Stone

Crichton, in an attempt to learn more about Moya, made an effort to study her navigation system. Heavily involved in the project, he barely noticed Chiana when she came looking for someone to talk to. He dismissed the Nebari, claiming he didn't have time to talk. A short time later, the crew discovered that Chiana had stolen Aeryn's Prowler. They also found a strange device, covered in Chiana's blood, left in the maintenance bay. It was a life disk, an item meant to link two users. Since the disk had stopped functioning, it meant that whomever Chiana was linked to had died. The young Nebari had cut the disk out of herself, and immediately fled Moya in the Prowler.

Aeryn and Crichton tracked the Prowler to a Cemetery Planet (covered in graves) then headed into a nearby series of tunnels. They soon located Chiana, hanging upside down in a room with a strange band of people surrounding her. Her hair had been dyed red, and she seemed to be in a trance; she was attempting to join the tribes of the youths who lived on the planet, and had no desire to be rescued, nor did she wish to talk to Crichton. The other residents were quite young, and their behavior was exceedingly strange; they appeared to operate under the constant influence of various chemicals. The leader, Molnon, called Aeryn "historic," "ancient," and "worn out."

Meanwhile, Rygel returned to Moya with various items he had pilfered from the graves. D'Argo was disgusted by his greed, and Zhaan tried to save him from any curse the items might have. Dismissing their concerns, he displayed his newfound treasures in his room... only to have them fly off the walls and attack him. Terrified, the Dominar promised to return all the stolen artifacts posthaste.

Aeryn managed to speak with Chiana and discovered that the disk had been linked to her brother, Nerri, with whom she was very close. She invited Aeryn to stay for the Gathering, a strange death-ritual in which the tribes gathered together around a steep pit and one by one, leapt into the pit to certain death... only to be caught by a sonic net just moments before hitting the ground. At least, most of them were caught. As the final jumper fell, the net failed and he died on impact. Molnon, however, seemed elated. "Death!" he cried. "Takes the Stone!"

Chiana remained in the chamber for some time afterward, transfixed by the deep pit. "I've got to do that..." she murmured to herself. John tried convincing her to leave, but she was unreceptive. She wanted to jump.

While wandering the tunnels, Crichton noticed that he was being followed by a diseased woman whose skin oozed pus. She explained that her disease happens to all who do not take the stone when they are 22 cycles old. Because they were no longer pleasant to look at, they considered themselves the Lost People. She also told him that Molnon knew their fate... the cliff has the answer, she told him.



Crichton found Molnon and demanded to know why he wanted to drag Chiana into their rituals. After all, Chiana wouldn't die at age 22, so why bring her into it? Molnon held out four mushrooms. "Three get you high. One gets you dead. I'm not gonna talk until you taste." Crichton took a bite from one of the four stalks, and soon felt the effects washing over him. Molnon then explained that he could make Chiana take the stone in his place. Crichton, reeling from the drugs, passed out, vowing to remember what he had been told.

Chiana found him shortly thereafter, and, excitedly told him that she had decided to jump. She knew what Molnon had told Crichton, but she didn't care. Frustrated with her reckless behavior, Crichton drugged her and started to carry her off. Aeryn stopped him, however; if Chiana really wanted to kill herself, she explained, the Nebari would find a way to do so. She would need to work through this on her own. Discouraged, Crichton put Chiana back on the ground.

Zhaan, in the meantime, had studied the skin sample from the Lost woman. She discovered that the cliff chamber acted as an amplifier for the natural levels of radiation. Whenever the Gathering occurred, the Clansmen received a large dose of radiation. Thus, after they reached 22 cycles, they would either take the stone or begin to suffer radiation sickness.

With another Gathering upon the clan, Chiana was ready for the jump. Crichton interrupted the ceremony, and told them that radiation in the rocks was toxic. Molnon claimed that the Clan wanted the Stone. Crichton convinced them to put it to a vote. Every member voted to keep jumping, even though they knew the radiation was killing them. Crichton then went to Chiana, standing on the edge of the cliff. She told him that she'd never had courage, and the she needed to do this jump, just to prove that she could. Chanting, she fell backwards off the cliff... and activated the sonic net, landing gracefully on the ground. Then, after burying her brother's life disk, she returned to Moya with Crichton and Aeryn.

Episode 26: Crackers Don't Matter

With the Peacekeepers endlessly hunting for them, Moya and her crew were eager to utilize any advantage they could. Scorpius left wanted-beacons all over the surface of a nearby commerce planet, leaving them only enough time to purchase fried food rectangles: crackers. When they were approached by a strange blind mechanic named T'raltixx, who said he could alter Moya so that no one could track her, they accepted his offer. John was skeptical, but the others became convinced when T'raltixx's device rendered the *Farscape* module invisible. Moya changed course towards his planet, where he could make the proper modifications. Aeryn began working on one of the beacons, so she could find a trace signal to Scorpius's location.

T'raltixx's home planet was one solar day's travel past five pulsars. The mechanic explained that the pulsars had an odd effect on "lesser" species, causing impaired judgment or wooziness. Initially, no one felt anything... except for Zhaan, who was affected in a very... pleasant manner. As time went on, however, paranoia began to increase on the ship. Crichton and Rygel began to suspect Chiana of stealing food, and Zhaan accused Aeryn of trying to contact Scorpius in order to turn them all in. D'Argo caught Rygel hoarding crackers, and violently force-fed the Hynerian his own pilfered food. Crichton took notice of the crew's strange behavior, and asked Pilot to run a spectrum analysis. Pilot grudgingly agreed.

When Crichton went to speak with T'raltixx in his quarters, he claimed that he had never heard of any sentient being affected by the light so strongly. Since they were already over halfway through the pulsar field, however, they continued onward, hoping the effects of their paranoia would soon diminish. Unfortunately, the opposite happened. A paranoid Aeryn bullied Rygel into watching her back while she worked to stop the theft of crackers, while D'Argo and Chiana decided that Crichton and Aeryn were working together to send a message to Scorpius.

When Crichton went to find the results of the requested scan, he discovered that Pilot, too, was affected... even though no external light sources entered the symbiont's station. He went to talk to Aeryn, who explained at gunpoint that she and Rygel were only taking their equal share of food. Crichton suddenly began raving and left the bay, leaving Aeryn and Rygel wondering what had come over the strange human.

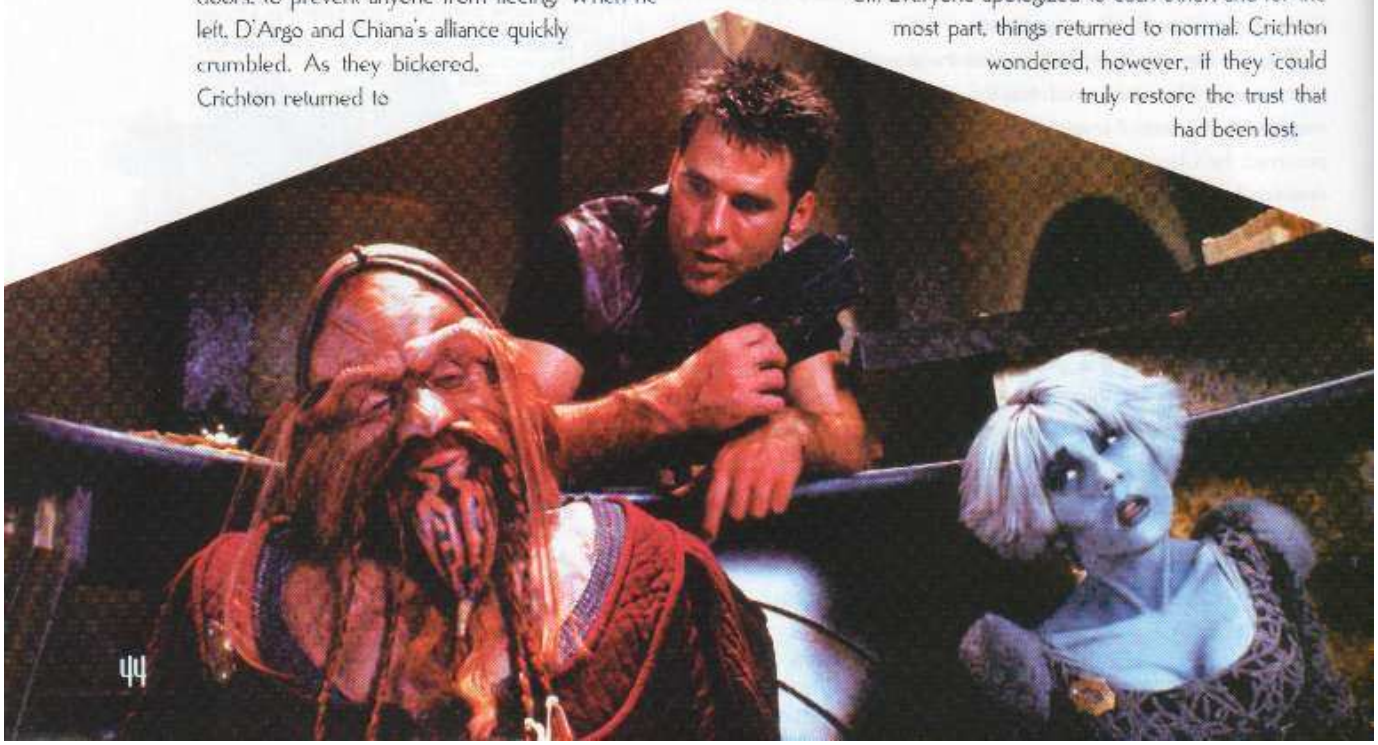
Meanwhile Pilot spoke with T'raltixx, who had brought all the DRDs to his quarters for some unknown purpose. "Don't be alarmed," T'raltixx assured Pilot. "I'm just altering Moya's bioluminescence." He claimed that the darkness hurt him, and that he needed to create bright light. An increasingly hallucinogenic Pilot agreed to help him.

Crichton went to speak with D'Argo and Chiana, who had knocked Zhaan unconscious and were planning to escape in the Farscape module. However, Crichton had sealed the hangar doors, to prevent anyone from fleeing. When he left, D'Argo and Chiana's alliance quickly crumbled. As they bickered, Crichton returned to talk to Aeryn and Rygel, only to be greeted once again by Aeryn's pulse pistol. When he suggested they put their weapons away, she shot at him. Crichton retreated to find Chiana playing with the wanted beacon. She kicked Crichton in the crotch and fled, leaving Crichton staring at the Scorpius hologram floating above him. Before his eyes, the hologram came to life and crouched by his side, telling him that the rest of them had stolen the crackers. The hallucination followed him, quoting Shakespeare.

Crichton managed to find D'Argo and held him at pistol-point. The Scorpius illusion suggested that he kill D'Argo, but instead, he shot the Luxan in the leg. Following the altercation, Crichton managed to capture Chiana in the hallway, while Scorpius suggested she could be tied up and saved for later. He returned to the dining hall to confront Aeryn again, still pestered by the Scorpius hallucination. A brief firefight ensued between the human and the Sebacean. They both ran out of shots, but Crichton managed to knock Aeryn out in a fist fight.

When everyone woke up, they were chained to a table in the dining hall, with Crichton aiming a pistol at them. He explained that he didn't believe the pulsars were affecting them: they were past the pulsars, but still acting crazy. Zhaan explained that T'raltixx's presence enhanced her reaction to the light. At that moment, T'raltixx persuaded Pilot to push the bioluminescence to overload: the walls themselves started glowing. With that evidence, the crew agreed to work together to stop T'raltixx. Since Crichton had the worst eyesight of the bunch, (and therefore did not suffer as much from the light) he was selected to attack the mechanic. With heat-deflecting paste rubbed on his face; goggles over his eyes; a hat, cloak, and shield to defend him from the heat; D'Argo's Qualta blade; and T'raltixx's disappearing device, he approached the mechanic's chamber and killed him.

Once T'raltixx was dead, his effects began to wear off. Everyone apologized to each other, and for the most part, things returned to normal. Crichton wondered, however, if they could truly restore the trust that had been lost.



Episode 27: Picture If You Will

As Moya and her crew fled further into the Uncharted Territories, they passed a small commerce ship, manned by a strange old woman named Kyvan. While D'Argo and Crichton worked to repair the defense screen, Rygel, Chiana, and Aeryn made some small purchases. As a gift, Kyvan offered Chiana a painting, which depicted a Nebari woman wearing a necklace similar to one she had lost. Chiana returned to the ship and found a DRD carrying the lost item. When she looked at the painting again, it depicted her with her leg broken. Stunned, she stood up... and tripped over the DRD, breaking her leg.

Chiana believed the painting could predict the future, but Crichton and Aeryn were skeptical. Zhaan wished to borrow the painting to study it, and, though Chiana would not loan it, Crichton convinced her to allow Zhaan to chip off a small piece. D'Argo grew worried, believing that the painting was an ill omen. Chiana was grateful for his concern, but she would not destroy it.

Meanwhile, Zhaan became deeply agitated after examining the piece. She claimed that there was nothing unusual in the portrait, but she also claimed that Chiana was in terrible danger. Crichton asked for clarification, but Zhaan could give none. "John, soon there may come a time when I need you, and everyone, to do exactly what I say quickly and without question. Do you have enough faith in me to obey?" John agreed to help her, so she asked for Chiana's painting, planning to destroy it.

The painting, however, had altered again, showing Chiana consumed in flames. Chiana panicked, and D'Argo and Aeryn carried her towards the safest place they could find – the freezer. Crichton brought the painting to Zhaan, who attempted to apply her mystic abilities, to undo the curse. Her efforts came to naught, however, and flames appeared to burst from the freezer. Chiana was consumed, screaming in pain, while the others made futile efforts to save her.

Zhaan set fire to the painting, but less than an arn later D'Argo found it whole once more. This time, it depicted a Luxan impaled with some sort of sharp object. D'Argo shattered the item and expelled the shards into space, while Aeryn and Rygel returned to Kyvan's ship to get answers. The painting soon reappeared again, still showing D'Argo's death. Though Crichton and Zhaan took precautions by locking D'Argo's Qualta blade up, Aeryn's Prowler abruptly shorted out, rolling forward and impaling D'Argo on one of its spines. Before Crichton's eyes, D'Argo bellowed in pain... and shattered like glass before disappearing.

The Luxan found himself in a bizarre realm, which matched the image in the painting. He managed to locate Chiana, alive, but they could not find their way out. Meanwhile, as Crichton explained D'Argo's disappearance to Zhaan, the priest found the painting's image had shifted again. This time, the portrait showed Crichton, coursing with electricity and screaming in pain. Crichton asked Zhaan for a plan, but she seemed at a loss.



Rygel and Aeryn caught up with Kyvan's ship again, and the Sebacean dispensed with any pleasantries. Kyvan claimed that the sorcerer Maldis had forced her to create the portrait. Zhaan deeply feared another confrontation with the wicked creature, but Crichton believed they could prevail. "We beat Maldis before," he told her, "We can do it again." Zhaan did not reply, but grabbed his head and spoke briefly with him telepathically. She asked him to trust her, and to focus Maldis's attention on himself for as long as possible. She then shoved him into an open panel of Aeryn's Prowler, where electricity coursed over him. He shattered as D'Argo had, then reappeared in the painting-realm. The painting changed again, now depicting a screaming Zhaan cut into several pieces.

Crichton quickly located D'Argo, explained the situation, and called for the vampire to show himself. Maldis appeared, and explained that he had survived their previous encounter by concentrating on revenge against Zhaan. He reminded Crichton that the last time she fought him, she had help, and it had cost the man his life. This time, she had only herself to depend upon.

Zhaan was speaking with Pilot, asking him to obey her instructions, when Maldis called for her. She lost her balance and fell from Pilot's platform, only to appear within the painting with the others. As Crichton went to her, she claimed that she had failed; that

she had been too weak. Maldis told the crew that they would die within moments, with only their souls left behind to provide him with nourishment. He then opened a portal from the painting to Moya's hangar, allowing them to look out on their home.

When Pilot saw this through the DRDs, he sent a priority message to Aeryn, telling her to kill Kyvan and leave quickly. Aeryn obeyed, unquestioningly, and Kyvan shattered like glass when the pulse blast hit her. She and Rygel fled the ship as it disintegrated. Maldis, inside the painting, fell to the ground, but quickly recovered, claiming that their efforts would not help them. "I'm much stronger than you think!" he claimed. Zhaan jumped to her feet abruptly. "So am I," she hissed. After a short skirmish, she pushed Maldis through one of his portals in the painting, freeing the others. They fled into Moya's hangar through the opening that Maldis had provided. The sorcerer was not defeated, however, and as the crew struggled to their feet, his tremendous hand reached out of the portal to grab Zhaan. Crichton leapt to the Prowler and fired its weaponry, causing the portal to implode. Maldis appeared defeated again.

Later, in the mess hall, Chiana sat with Rygel and explained that when Maldis had recoalesced, he needed a physical form to bridge the gap between worlds. That form was Kyvan, and destroying her had weakened Maldis to the point where he could be defeated. Zhaan admitted to Crichton that her fear had not been an act. "I've never been more scared in my life."



Episode 28: The Way We Weren't

Travelling through the Uncharted Territories had its share of slow spots, and Chiana entertained herself by exploring the many levels of the huge Leviathan. Her search uncovered a Peacekeeper recording device, depicting an event that occurred on Moya three cycles before – the execution of the previous Pilot on Captain Crais's orders. It also showed one of the commandos who pulled the trigger: Aeryn Sun.

When confronted with the record, Aeryn admitted that it had been her, and seemed remorseful, but Rygel and Zhaan remained angry. Aeryn claimed that she had been on hundreds of Leviathans, and could not say for sure which Pilot she had helped execute. Tempers flared, but Crichton managed to keep violence from breaking out. Aeryn explained that she had acted as a pilot for a scientist named Velorek and his cargo – Moya's current Pilot, who came onboard as part of a Peacekeeper experiment. She claimed that if she had known that it was Pilot, she would have admitted it before now. D'Argo remained skeptical. "I can't tell if you're lying or not. One thing I do know: for all our sakes, Pilot had better never see this recording." Once all the others departed, Crichton tried to get Aeryn to open up and talk about it, but she pushed him away and left.

Crichton found her working out, punching the bag so hard that her knuckles were raw and bloody. She finally collapsed in tears, and Crichton comforted her, asking her to explain what had happened. She explained that she and Velorek had been lovers, and that she actually felt something for the man; he was quite kind and thoughtful. Before she could explain further, Pilot's hologram appeared in the room's screen. He looked very angry and held the recording in one tentacle; Rygel had apparently filched it and delivered it to him. Aeryn went to speak with the symbiont, alone.

Pilot was enraged. When Aeryn tried to explain herself (reminding him that she still carried Pilot DNA within her), he lost his temper altogether. He grabbed her by the throat and lifted her off the ground. She cried for help, and Crichton and D'Argo attempted free her, but Pilot knocked them away and, still choking Aeryn, began venting his chamber into space. He managed to restrain himself before killing her, but demanded that Aeryn leave Moya immediately. He refused to move Moya another inch until the ex-Peacekeeper left the ship.

While Chiana punished Rygel, D'Argo attempted to find a way to make Moya move. Pilot, however, was true to his word, and Moya would not budge. Zhaan treated Aeryn's injuries, and, while initially cold to the Sebacean,

she warmed up when she realized that Aeryn would be leaving. Aeryn remembered that Velorek had encouraged her to think outside the box, and that he would stop Crais from completing his project.

Crichton went to speak with Pilot, hoping to convince him to let Aeryn stay. Pilot explained that since he was artificially grafted to Moya after the previous Pilot's death, he had been in pain ever since he first bonded. Moya's original Pilot had not cooperated with the Peacekeeper's plans, so Crais had killed her and replaced her with the current Pilot. Moya initially resisted the change, so Velorek sent Moya pain pulses through the control collar until she accepted the new Pilot. As the symbiont explained this, he tore the bonds that connected him to the Leviathan. "Moya is free of me," he told Crichton. "I'm no longer bonded to her."

With no Pilot grafted to her, many of Moya's systems – including those that maintained life support – started to break down. Moya attempted to fix them on her own, but without Pilot's help, she could not succeed. Aeryn decided that she had to talk to him, so she headed towards his chamber. Crichton followed, trying to stop her before she got herself killed, and demanding to know what happened between her and Velorek.

Aeryn finally admitted that she had betrayed Velorek, telling Crais that the technician planned to sabotage Crais's secret project. He had been arrested while they had been together and led away before her eyes. In exchange for turning over her lover, she received a new assignment to Prowler detail. Velorek, of course, had been put to death. He never told them what he did to sabotage Crais's plan, but it was now obvious that he was the one who had installed the shield that prevented Moya's pregnancy.

Aeryn and Crichton confronted Pilot, but Pilot was not eager to talk. Using voice commands, he instructed the DRDs to shoot the intruders, but Crichton and Aeryn managed to disable them. Crichton insisted that they were there to help, and that Moya must be worried about Pilot. "Doesn't matter," Pilot insisted. "She'd be better off without me." With that, Aeryn dropped her weapon. She told Pilot that if he wished to kill her, she wouldn't stop him, but that he should spare the others and himself.

"Aeryn Sun," Pilot said, mournfully, "it is not you who deserves death. It is I." He told them that he hadn't only replaced the old Pilot. The Elders of his world had already judged him, and determined that he was not yet worthy to bond with a Leviathan. Velorek, however, offered him the chance. Once he accepted that offer, Moya's first Pilot was expendable. Aeryn reached out and stroked Pilot's cheek, comforting the troubled symbiont. Looking into her eyes, Pilot reached out and touched her, gently.

Thankfully, Pilot knew a procedure that would give him rudimentary control of Moya's systems. While he would not have the control he once did, he would be able to bond with Moya naturally over the next cycle or two. This time, he would have no pain, and could maintain life support while the bonding process occurred. D'Argo helped Pilot reconnect himself as Aeryn and Crichton sat together and talked more about the past. Just before he had been lead away, Velorek told Aeryn that she could be much more than a Peacekeeper. Crichton had told her the same thing when they first met. Crichton looked at her. "And you say you think you loved this man?" he asked her. She looked at him in silence, but never answered the question.

"No more Captain Kirk chit-chat."

– John Crichton

Episode 29: Home on the Remains

Their supply of food cubes and crackers finally gone, the crew soon faced starvation. Thankfully, Chiana knew of a place nearby where they could trade for food. A huge beast, a Budong, had died in an asteroid belt not far from their current location. While Budong flesh was poisonous, a group of miners had set up camp within the carcass, and Chiana and her brother Nerri had spent some time there. Until they arrived, Chiana had neglected to mention that, when she left, she had stolen quite a bit, and the residents might not be thrilled to see her again. Unfortunately, with their food totally gone, they had no options.

Zhaan's condition was particularly bad. Though normally herbivorous, Delvians become totally carnivorous when deprived of food for too long... and release spores into the air to sicken and weaken potential prey. Aeryn seemed less allergic to the spores than the others, so she remained on board Moya to watch over Zhaan while the others went to trade for food. Chiana was well-dressed, promising to catch the eye of "an old friend" named Temmon. Unfortunately, upon their arrival, Temmon was brought into camp in pieces. He had been attacked by a Keedva, a beast that fed on the Budong and killed anything that got in its way.

Temmon's brother, B'Sogg, announced that until the Keedva was caught, the mines would be closed. When Chiana explained their situation to him, he offered to feed her friends... but not her. She used

up his charity long ago. Thankfully, another old friend, a woman named Altana, offered her a meal. While Chiana ate, Altana explained that she had come across a tremendous stash of crystals within the Budong, and just needed the mines to be open for her to collect it. She also offered Chiana a cut of the find.

B'Sogg's food, it turned out, was lichen and fungus. While it kept most of the crew fed, it was not enough to stop Zhaan's condition. Only meat could satiate her hunger now. But B'Sogg would not give meat away; the others would have to earn it. Rygel attempted to earn crystals through gambling, but he lost, and had nothing to cover his bets.

Chiana tried to get back on B'Sogg's good side by seducing him, and even agreed to prostitute herself in exchange for meat. B'Sogg wouldn't take her offer. In exchange for Zhaan's life, he wanted Chiana to remain with him forever. D'Argo grew upset, and admitted to Chiana that he was developing feelings for her. Chiana told him about Altana's offer to share the crystals, and D'Argo offered to go with the miner to defend her against the Keedva. When John discovered that D'Argo had entered the mines with Altana, he followed to find them.

Aeryn, meanwhile, tried to alleviate Zhaan's condition. She exposed her to bright light on a hunch, but it only made the spores worse. They soon reached levels that Aeryn found uncomfortable, and began clogging Moya's vents. If left unchecked, they would permanently blind the Leviathan. Aeryn volunteered to take a transport pod out of Moya with Zhaan inside; that way, Moya could flush her systems and clear all the spores. Unfortunately, that would leave Aeryn alone on a ship with Zhaan, who was becoming more feral by the minute. The Delvian soon vanished into the depths of the Leviathan... presumably looking for food

When Crichton entered the mines, he found Rygel working desperately to loosen a crystal in the decomposing Budong's flesh. Shortly after moving past the Dominar, Crichton heard an unusual shrill whistle, followed by the growl of a large beast; the Keedva had found him. In a flash, Crichton sprinted back to Rygel's ThroneSled, which lifted the two to safety while the Keedva thrashed at them from below. Before either of them could fall, the shrill whistle sounded once more, and the beast retreated. Crichton sent Rygel back to the transport pod to hide from his creditor.

Meanwhile, D'Argo and Altana headed towards Altana's hidden cache. Before they made it, however, the Keedva assaulted them, killing Altana and knocking D'Argo unconscious. As with Crichton and Rygel, however, the shrill whistle chased it away.

Aeryn searched Moya for Zhaan, but with Moya's internal sensors so badly disrupted by the spores, the hunt was fruitless. With time running out, she sealed herself in a transport pod without Zhaan and hoped that the Delvian found a safe place to survive depressurization. The plan worked, and spore levels within the ship dropped to tolerable levels. While Aeryn waited for Moya to repressurize, Zhaan dropped from the ceiling and attacked her with savage ferocity, claiming that Aeryn tried to kill her. After a brief scuffle Aeryn managed to talk Zhaan down from her angry rage and knock her out.

B'Sogg returned to camp with D'Argo in tow, along with Altana's remains. He told Crichton that he had driven the Keedva off, but Chiana believed that he was lying. He wished to claim Altana's crystals and didn't want any competition. While she kept watch over D'Argo, Crichton went in search of B'Sogg. He followed the miner to a secret stash of weaponry deep within the Budong's corpse. There, B'Sogg confronted him and revealed his secret: he and the Keedva were working together to steal other miners' claims. He left the beast to deal with Crichton and headed off in search of Chiana. The Keedva cornered Crichton, but he killed the creature by catching it in the armory's automatic door.

Chiana got the drop on B'Sogg in the corridors, holding him at gunpoint and ordering him to drop his weapon. He sneered at her bravado and dared her to shoot. After all, she was a thief and a "tralk," but not a killer. Admitting he was right, she shot an acidic pustule on the wall of the mine. The acid poured over B'Sogg's hand and arm, melting it away. Chiana turned and left him screaming in pain.

Crichton brought the Keedva's remains back on board, where they cooked it and fed it to a very hungry Zhaan. D'Argo went to Chiana and comforted her. When she asked him if she was actually safe, he didn't answer; he merely kissed her.

Episode 30: Dream a Little Dream

Troubled by bad dreams, Zhaan told Crichton what happened to the crew after they StarBursted away from the burning Gammak base at the end of Season 1. While Crichton, D'Argo, and Aeryn struggled to stay hidden from the Peacekeepers, the remaining crew refused to give up on their missing friends. They spent days searching every planet in the area, to no avail. Pursued by horrific nightmares of the deaths of Aeryn, D'Argo, and Crichton, Rygel fell to drinking, while Chiana distracted herself by throwing herself into the arms of every attractive man she could find. Zhaan tried to ease Pilot's grief by teaching him how to meditate, but the stinging loss of their friends would not be erased.

Finally, after a depressing evening on a planet called Litigara, Zhaan acknowledged that their compatriots were likely dead, and agreed with Moya's wishes to start a search for Talyn. Before Chiana or Rygel could object, she stormed off towards the transport pod... and was nearly run over by oncoming traffic. She was arrested on the spot for the minor infraction. No one noticed the woman across the street who had altered the signal.

Zhaan's lawyer, Dersch, was cheerful when he met with her that evening. He told her not to worry - with a good judge, she should get the minimum sentence. "Ten solar days, and you'll be free to go." Unfortunately, Moya wished to leave immediately, and would not wait. When Chiana suggested that they might need a different lawyer, Dersch laughed. "90% of the population are lawyers."

That night in her cell, Zhaan dreamed of Crichton, D'Argo, and Aeryn coming to her rescue, only to fade before her eyes. Crichton sat by her side, and listened as she told him of how she had drawn her strength from him ever since their escape from the Peacekeepers. Now that she was incarcerated again, she needed him desperately. He looked at her sadly, and he told her that she would have to go on without him now. Then he disappeared from her gaze.

Zhaan's sorrowful dreams were disturbed by the strange woman who released the Delvian from her cell. She didn't give any answers, telling Zhaan only that time was short. Taking the opportunity, Zhaan fled as quickly as she could... only to stumble across a Litigaran lying dead in an alleyway. Before she could react, the police descended on her again, arresting her for murder.

Dersch was less cheerful the following day. The victim, Wesley Ken, was an activist for rights for the 10% of the population that didn't practice law. While none of his fellow lawyers seemed particularly broken up about it, the crime carried a severe penalty. Zhaan faced death, and Dersch refused to plead on her behalf. If he lied or put on a bad-faith defense, he would face the same penalty as his client.

Rygel researched the planet's history, hoping to find some fact to procure Zhaan's release. He discovered that law firms ruled the planet, and the current senior partner of the most powerful firm, Ja Rhumann, was interested in the case. Chiana suggested that Rygel speak with him, but Rygel didn't think it was possible. "He's these people's supreme leader. He's never alone. You want to tell me how?"

In court, Zhaan protested her innocence before the judge, but since Dersch refused to enter a plea of not guilty, the judge had to register "guilty" - unless someone else was willing to represent Zhaan. As a result, Chiana and Rygel volunteered to serve as council for the defense.

The job wasn't as easy as it looked... and it looked pretty hard. There were dozens of texts to read, covering just the basic framework of the law. In addition, Chiana and Rygel, the most truth-impaired of Moya's passengers, couldn't lie during the defense... or they would be executed with Zhaan. While they poured over texts in the local bar, the bartender, who believed Zhaan's claims of innocence, explained that all the laws were based on a single text... the Axiom. All the other law books came into being to justify the sheer number of lawyers. In the end, the bartender explained, the only book one needed was the Axiom. Zhaan, meanwhile, sat in her cell, tormented by visions of her missing friends.



The first day in court did not go well. First, Zhaan tried to declare her guilt, wishing to spare Chiana and Rygel's lives. She eventually had to be gagged to keep from screaming out her guilt. Rygel and Chiana had difficulty questioning the witnesses, since they could not lie or bluff. Rygel's nervousness caused him to fart helium, which only made their defense more comical. After court, Chiana begged Moya to wait for them. Pilot gave them one solar day, but no longer - Moya was desperate to begin her search for Talyn.

While studying the case in the bar, Rygel noticed the officer who arrested Zhaan sitting at a table. The man had a bad burn on his face, and the bartender explained that Litigarans with blue eyes get bad burns on nights with two full moons, such as the one the night of Zhaan's arrest. Rygel realized that



Episode 31: Out of their Minds

Emergencies were a regular occurance on Moya, and a new one began when an unknown alien vessel locked and targeted the Leviathan. The ship was badly damaged and their communications array was evidently destroyed. While D'Argo and Chiana aided Pilot in his chamber, Rygel, Aeryn, and Crichton struggled to get the defense screen working. Zhaan, meanwhile, boarded the other ship to try to negotiate with the aliens. She found most of the crew dead and a badly injured vulture-like creature – a Halosian – who refused to yield. He insisted that Zhaan's ship had attacked them – not Moya, but the "other," smaller ship. Zhaan claimed that Moya had no weapons, but her remarks gave the Halosian a chance to catch his breath. He knocked Zhaan to the ground and called out to the ship's only other survivor, ordering Moya's destruction. The second Halosian claimed that they would only have the energy for a single shot, but the captain ordered the attack regardless.

The ship's blast hit just as the defense screen came back on line. As strange energies coursed through Moya, the crew felt strange and disoriented... only to find that they had somehow been shuffled around into different bodies. Crichton was in Aeryn's body; Aeryn was in Rygel's body, and Rygel was in Crichton's body. Elsewhere in the ship, Pilot had been transferred into Chiana, Chiana into D'Argo, and D'Argo into Pilot. D'Argo, in Pilot's body, could not control Moya, and the Leviathan started to panic. The crew was thrown into chaos as they tried to deal with their new bodies.

Aboard the Halosian vessel, the captive Zhaan reiterated her claim that Moya was peaceful. The Halosians had difficulty believing her, and showed Zhaan a recording of Talyn firing upon their vessel. The two Halosians were the only survivors of the assault. Over Zhaan's protests, they began recharging their weapons. In three arns, when the weapon could fire again, they planned to destroy the Leviathan.

Pilot – in Chiana's body – talked D'Argo through the basics of interacting with Moya. John printed out images of each of the crew and hung them around their respective necks, so that everyone could identify everyone else. Attempting to discern their next move, they decided to try and restore the defense screen to full power. Aeryn and Crichton headed down to repair the screen. The Halosian captain, meanwhile, decided to investigate Moya. He told Zhaan that, should the Leviathan truly pose no threat, he would set her free. Zhaan managed to contact D'Argo, and, believing him to be Pilot, told him of the Halosian's plan. As Zhaan finished explaining the situation, Pilot, sitting on the command console in Chiana's body, collapsed, foaming at the mouth. He was not

the murder victim had blue eyes... but he had not been burned that night. While Chiana got friendly with the officer, Rygel spoke with the bartender about a concept in the sacred book: the Light of Truth, a regular torch which would burn more brightly when held close to a liar.

Chiana and Rygel did a bit better the following day. The forensic scientist could not explain why the victim had not been burned by the full moons that evening, and the officer who arrested Zhaan, the one with the burns on his face, admitted that he worked for Ja Rhumann before joining the police. Ja Rhumann stood to gain quite a bit from the victim's death. That night, Chiana was captured by the strange woman – Ja Rhumann's accomplice – and taken before the powerful lawyer. He told her if she didn't stop her line of questioning, she and Rygel would be brought up on false charges and imprisoned.

Chiana caught up with Rygel sitting by Zhaan's cell; the Delvian was chanting quietly. Chiana discovered that Moya had not yet left them behind; her comm had been left open when she was captured, and Pilot and Moya heard everything that happened to her. They could not leave her in that state.

The following day, Chiana called Ja Rhumann to the stand. During his testimony, Chiana broke her chair into pieces, then took up the leg, and, with the permission of the court, set the end on fire. Holding the Light of Truth close to Rhumann, Rygel and Chiana asked him if he were responsible for the murder. As he denied all charges, Moya concentrated a bright light down on the torch, causing it to shine brightly. All charges against Zhaan were dropped, and Rhumann was arrested. The trio returned to Moya and left Litigara behind.

adjusting well to his new form. Though he soon recovered to the point where he could speak again, he remained quite ill.

As the Halosian shuttle approached, Rygel, Chiana, Aeryn, and Crichton went down to meet it. Chiana, in D'Argo's body, searched the alien and made certain he carried no weaponry, and Rygel-as-Crichton and Aeryn-as-Rygel led him on a tour of Moya. Back on the Halosian ship, the other alien showed Zhaan a second recording – proving that Crais had not attacked them, but simply defended himself when attacked. Through their code, the Halosians must defeat a number of opponents in battle before they can advance; the captain simply wanted to "evolve."

While Crichton began repairs (and made some risqué mischief with Aeryn's body), Rygel-as-Crichton convinced the Halosian captain that they had no weaponry. The alien returned to his vessel, but not before vomiting a red acid in a corner. It slowly spread up Moya's circuitry, shorting it out as it went. When the Halosian returned to his bridge, he ordered another attack. Zhaan suggested that the second Halosian could overthrow her captain, but she was unreceptive. If he should fail a second time, she told the Delvian, perhaps she would consider it.

Crichton found Rygel a short time later and asked what the Halosian had done on the tour. When he discovered the red ooze, Crichton-as-Aeryn had Rygel take him to the location. Moving quickly, they relinked the energy conduits past the damaged area, and gathered items from Zhaan's apothecary to neutralize the acid. Rerouting the energy caused the defense screen to fall for a few microts. The Halosians took the opportunity to fire, but the screen came up once more just as the second blast hit them.

Once more, their bodies swapped. This time, Chiana was in Pilot, Pilot was in D'Argo, and D'Argo was in Chiana. Elsewhere in the ship, Rygel transferred into Aeryn, Aeryn into Crichton, and Crichton into Rygel. Pilot, unfortunately, would not wake up, and D'Argo's body seemed to be dying. The Halosians, disappointed that their second attack did not destroy Moya, decided to ram the Leviathan. Zhaan, however, goaded the second Halosian into attacking her captain. She killed him, then decided that, to advance, she would need to destroy Moya.

Onboard Moya, the crew realized that the attack was not designed to make them swap bodies; it was meant to destroy. Because the defense screen was only partially up, some of the energy got through, which caused the change. They decided to bring the screen back to the power levels it registered during the first blast, then invite another attack from the Halosians.

Zhaan attempted to dissuade the Halosian from destroying Moya, but the creature would not listen. With great pain and difficulty, Zhaan pulled her hand free of her restraints, and knocked the Halosian unconscious. Moya managed to avoid the ramming attack, and Zhaan contacted the crew. Crichton-as-Rygel asked Zhaan to shoot Moya again, but she balked, reluctant to believe "Rygel's" story. She had to hear the order come from Aeryn, in Crichton's body, before she agreed. When the attack hit, everyone was thrown back into their original bodies.

Episode 32: My Three Crichtons

When Pilot announced a strange energy form was shadowing Moya, the crew prepared for a fight. An alien sphere entered Moya and passed by each of the crew, as if observing them. It finally centered on Crichton in the maintenance bay, hovering over his head. At John's request, Aeryn shot the sphere; the blast caused it to rapidly expand, absorbing the human within its radius. It quickly hardened into a crystalline green and began generating intense bursts of energy, rocking Moya from stem to stern.

Moments later, John was roughly expelled from the sphere. A humanoid shape, covered in hair, followed on his heels. The crew soon learned it was a strange copy of Crichton. Though it possessed limited intellect, it had all of Crichton's memories, and even his DNA. For safety, they locked the creature in a cell, but Chiana stayed with him, providing comfort.



Before the crew could decide what to do, the sphere ejected another naked form. This one had no hair, a somewhat larger head, and no external genitalia, but otherwise bore marked similarities to John. It also possessed a remarkable vocabulary. Like the primitive version, this "evolved" Crichton had all of John's memories and experiences, as well as his DNA.

Before they could question the duplicate further, the sphere began emitting more fluctuations. According to Pilot, it was opening a dimensional portal. Within a quarter of an arn, they would get pulled through. With the hyper-intelligent duplicate's assistance, however, John adjusted the defense screen to protect Moya... for the time being. In less than three arns, however, either the screen would give out or the vortex would overwhelm it.

"May your afterlife be almost as pleasant as mine."

-Dominar Rygel XVI

After questioning Pilot, the intelligent duplicate discovered that the sphere was sending out some sort of communication signal that Moya could not understand. At his request, they replayed the signals back. Though it took some work, eventually the signals coalesced into words that only the three Crichtons could understand. The message explained that the sphere had lost its targeted "sample" and needed it back. If the crew did not meet its demands, it would pull in all organic material within the vicinity – including Moya and everyone aboard. One of the Crichtons had to die.

John suggested that they try searching for another way to stop it, and the crew reluctantly agreed to help him. John conceded that, should they run out of options, they would send in the primitive Crichton. While searching for a solution, the "advanced" Crichton spoke with Zhaan about his heightened intellect. He also talked about the futility of their current situation, and was willing to sentence the primitive Crichton to death. "Your logic may be firm, but it is cold," she told him. "But correct," he countered.

Unfortunately, time was running out. John and D'Argo went to the cell where the primitive John waited... to find it empty. Chiana told them that he was hiding. "What? Did you think I'd just let you kill him? I set him free." Though angry with her, the crew quickly began searching for any sign of the beast-Crichton. The advanced Crichton, searching with Aeryn suggested that the Sebacean "reassess" the situation. He hinted that, perhaps she should throw the original John into the sphere. When she resisted, he knocked her unconscious and stole her pulse pistol.

The original Crichton soon found the primitive duplicate, but let it go and told his other copy to meet him in the maintenance bay. As Moya began to collapse around them the advanced duplicate decided to force the original Crichton into the sphere. Before he could do so, the primitive duplicate approached the advanced copy from behind and killed him with a blow to his head. The primate then picked up the other's corpse and approached the sphere. John told him that he didn't have to go, but the duplicate turned back to him and grunted that he wanted to: Moya wasn't his home. The primitive Crichton entered the sphere with the dead copy, and the sphere shrunk back to its original size and departed.

Later, in his quarters, Chiana approached John and told him she was proud of what he had done. John expressed his doubt in himself. "I've always thought I was a good guy," he told her. "But it was the least-developed one of me, the one I thought least likely, who did the right thing. Somehow, you knew." She leaned in close and kissed his arm. "I know you."

Episodes 33 to 35: Look at the Princess

Aeryn took to training John in combat flying. He was a willing student, and their close proximity soon awakened repressed feelings for each other. Before their passion could overwhelm their reason, Aeryn called it off, storming down the hall claiming that she "will not be a slave to your hormones!" Though John tried to talk to her, she ignored him. Chiana offered advice, claiming that Aeryn was panicking because of the pressure. Before John could reply, Pilot called the two of them to the command deck. It seemed that Moya was caught in a web of Peacekeeper defense satellites. Unable to StarBurst, move, or take any evasive actions, they found themselves forced to surrender.

Thankfully, the satellites' owners were not Peacekeepers, but one of the fabled Breakaway Colonies (called simply the Royal Planet). They released the Leviathan, but refused to allow anyone onto the planet: they were about to crown a new Empress and their borders were somewhat tight. Rygel, however, turned on the charm and convinced their go-between, Councilor Tyno, to allow them access.

John tried talking with Aeryn again, but she rebuffed him. So he went to Chiana's quarters to invite her to "hang" on the planet. When he entered, he found D'Argo and

Chiana... engaged in intercourse. John promptly excused himself. Later, the Luxan approached him and explained how happy Chiana made him; John gave his blessing. They all descended to the planet, with the exception of Zhaan, who chose to remain on Moya. The crew was invited to a small celebration; as Sebaceans danced, kissed, and drank around them, John tried to talk to Aeryn again. He was interrupted by an attractive woman who placed a small drop of a golden liquid on his tongue, then kissed him. A disgusted Aeryn stormed off, leaving Crichton to enjoy himself among the other revelers.



Watching the party from an upper level, Prince Clavor sat and plotted with his betrothed, Jenavian, and a mysterious Scarran, Cargn. Cargn had made certain that Clavor's elder sister Katralla, would not be compatible with any Sebacean male, which was the only way she could assume the throne. Otherwise, Clavor would become king. (Clavor would ally with the Scarran Imperium, and his sister would not, making it important to the Scarrans to place the Prince on the throne).

The golden liquid on the planet, which Crichton had already tasted, helped determine compatibility. A few drops and a kiss would discern if the two subjects' DNA made a good match. Aeryn found herself beset by many possible suitors, while Chiana and D'Argo were dismayed to learn that they were not compatible. ("It's just a game," Chiana chided, urging D'Argo to play by their own rules.)

Back on Moya, Zhaan's meditation was interrupted by a frantic message from Pilot. Scorpius had finally tracked the ship down. His Command Carrier had arrived in the system and only the defense satellites held him back. Realizing they did not have time to retrieve the others, Zhaan ordered Pilot to StarBurst, hoping that Scorpius would pursue.

Meanwhile, Counselor Tyno approached Crichton with an offer. After verifying that Crichton had never been a Peacekeeper, he asked the astronaut to kiss one more woman. Though at first reluctant, he was impressed by her sense of command, and a single word from her, "Please," persuaded him to cooperate. After applying the golden liquid, they kissed... and the exchange tasted sweet. John was compatible with this planet's Princess.

Clavor was less than thrilled that his sister had found a match, but Cargn promised that he would kill Crichton quickly. Meanwhile, soldiers led the bewildered astronaut to Councilor Tyno, who asked John to marry Katralla. John found the idea totally insane, but the situation was growing more complex by the microt. D'Argo received a visit from Scorpius, who warily requested a truce. The Scarrans and Peacekeepers were enemies, and Scorpius needed to keep them out of this planet's affairs. Cargn saw the two speaking, and began to suspect that John was a Peacekeeper spy.

D'Argo met with John to explain Scorpius's offer. The Peacekeeper promised to let the others go and not destroy Crichton's brain, provided John gave the half-breed access to the wormhole secrets within his mind. Rygel and D'Argo both believed that John should stall by feigning interested in the marriage offer, but Crichton still disliked the idea, and he left to tell Katralla that he would not marry her.

Before he could deny her, the Empress Novia arrived. She explained that she expected John to propose immediately. If he did not, her empire would doubtless crumble under her son. Clavor would make a foolish alliance with the Scarrans, which would invite an attack from the Peacekeepers, and an invasion from the Scarrans. Regardless of who triumphed in such a conflict, her empire would lose. John understood the situation, but still refused to marry. Then the Empress explained that if he didn't wed Katralla, she would hand him over to Scorpius. At the end of his rope, he agreed to wed the princess. Strangely, enough, Crichton was not alone in his unease: Katralla also disliked the notion of marriage.

She and Counselor Tyno loved each other, but they could not wed, since they were not compatible and could produce no heirs. Tyno explained that Katralla's DNA had been poisoned: most suspected her brother, but no proof existed.

Zhaan, Pilot, and Moya, meanwhile, determined that Scorpius had not followed them. They immediately began replotting a course back to the Royal Planet, but the navigation would take some time. Before they could return, however, Moya picked up a strange, compelling signal from an unknown source. She followed it, bringing Zhaan and Pilot with her. Upon arriving, they found an eerie glowing mist. Pilot was astounded... by one of the Builders, the godlike creators of the Leviathans.

Back on the Royal Planet, Crichton faced a barrage of tests designed to determine his suitability. He was then taken before a holographic device that could display what their children would look like. Aeryn arrived in the room to talk to him, only to find John transfixed by the hologram of his baby in Katralla's arms. Discouraged, she left without a word. Shortly afterwards, John discovered a further bit of bad news: after getting married, he would be transformed into a statue. He would remain aware, however, and stand before the governing building with Katralla – unmoving for eighty cycles – until they were revived to take the throne.

John did not take the news well, but D'Argo saw no alternative, save having his brain dissected by Scorpius. "Perhaps you've only just discovered your true destiny." Crichton requested that Aeryn attend the wedding, as he needed her there for support, but she refused and left the room. As soon as she left, however, a group of assassins entered his quarters and killed his guard, then attacked Crichton. Before they could kill him, Clavor's fiancée Jena arrived and easily dispatched the assassins. She revealed herself as a Peacekeeper spy, and demanded to know which branch John belonged to. John, playing along, refused to tell her. She claimed her mission was to stay close to Clavor, and, if he should assume the throne, kill him.

John assaulted Clavor for his attempted assassination, and called for Tyno to tighten security. The Counselor did so willingly, but many doubted that the attack had ever occurred. The Empress, (and thus the rest of the royal family) abhorred personal violence, and Katralla claimed that Clavor would never participate in such an attack. As such, John must be lying.

On Moya, Zhaan greeted the Leviathan's Builder, Kahaynu. When he learned that Moya had given birth to offspring able to inflict carnage, he determined that she could no longer continue. Under his ministrations, Moya began shutting her own systems down, but Zhaan refused to believe that she did so willingly. Kahaynu then let Moya speak to Zhaan directly, and the ship explained that she was fulfilled and willing to trust Kahaynu's judgment.

Meanwhile, John and Katralla survived another assassination attempt: a strange spherical device releasing a toxic gas. They would have suffocated had not the royal family's servant, ro-NA, found them and helped them escape. Rygel, speaking with the Empress, managed to come up with a solution that could help protect him. By hiding Crichton somewhere, with a detail of her most loyal guards, they could draw his attacker out of hiding. The Empress suggested that he journey to a freighter orbiting the planet, filled with wedding gifts. Since she had proven so reliable, ro-NA would attend Crichton in his hiding.

Unfortunately, ro-NA was not as loyal as the Empress believed. She approached Scorpius, and agreed to reveal Crichton's hiding place in exchange for a large sum of money. He gave her a microchip that would prevent the Empress from locating them. Of course, the half-breed had no intention of keeping his end of the bargain, marking ro-NA for death as soon as her usefulness ended.

Crichton left in secret with his detail of protectors. Aeryn, D'Argo, and Chiana panicked, wondering what had happened to their friend. D'Argo went to Scorpius to demand Crichton's whereabouts, while Chiana questioned the Scarran as best she could. Aeryn, fed up with the entire affair, assaulted both Katralla and Jena, promising to wreak a terrible vengeance should Crichton be harmed.

John arrived at the freighter, where his guards were ambushed and killed. Before he could defend himself, Scorpius's lieutenant Braca captured him. John soon realized, however that Scorpius needed the information in his brain, which meant that Braca could not shoot him. Holding himself hostage with Braca's gun, he primed the weapons on the freighter, which attracted the attention of the automated defense satellites. As they unleashed their weaponry on the freighter, Braca donned his helmet and escaped while ro-NA was killed in the confusion. Crichton tried to power down the weaponry or communicate with the satellites, but the freighter had already suffered considerable damage. As he began to panic, he heard Scorpius's voice in his head, telling him to survive no matter what the cost. Realizing he had no alternative, John grabbed a rifle and leapt into space without a suit. Using the rifle as propulsion, he tumbled towards his transport pod, made it inside, and collapsed.

Zhaan, meanwhile, wandered the darkened corridors of Moya, demanding to speak with Kahaynu. The Builder appeared, and Zhaan begged him to build a new ship for Pilot, so that

he might survive. Kahaynu refused, telling her to say goodbye while she still could. Pilot died a short while later, in Zhaan's arms.

Back on the planet, John was recovering under the watchful eye of the Empress, but she refused to do anything save tighten security even more. If she expelled someone during coronation, the political ramifications would be costly. Aeryn came to John one last time and asked him to break off the marriage, but he claimed he still had no options. Fed up, Aeryn stormed off and found the man, Dregon, who had been following her since she first arrived. She invited him on a rock-climbing expedition. He eagerly accepted, and they wandered off together.

The wedding date arrived, and the guests gathered for the ceremony. Scorpius tried to dissuade John from his course, but the human told him that, as soon as the ceremony ended, the half-breed would find himself banned from the planet. The wedding went off without a hitch, and John said his good-byes to D'Argo, Chiana, and Rygel before becoming a statue. The petrification beam hit him, transforming him into a work of art.

Clavor and Cargn refused to concede defeat, however. They stole upon the statues before the official unveiling, severed John's head from his shoulders and carted it off. Unfortunately for them, it wasn't enough: the severed head, if reattached, could restore Crichton to life. Cargn took it to a pit of highly corrosive acid, and tossed it in.

Help arrived from a most unexpected source. Scorpius, unwilling to lose the information in John's brain, found the head floating in the acid, and rescued it from certain destruction. Before he could retreat with his prize, however, Jena knocked the Peacekeeper out and saved Crichton's head. She placed it back on the statue's shoulders and restored Crichton to his living state, then helped him escape the city and recover.

Zhaan was working on Aeryn's Prowler when Kahaynu came to her and suggested that she leave Moya while she still could. Zhaan refused and used the Prowler's engine to suck the gaseous Builder into it, dispersing his form. She realized that, in her rage, she had killed the only being who could restore Moya to life. However, in the midst of her mourning, Kahaynu reappeared and assured Zhaan that Moya still lived. He had always known that Moya was a worthy soul; his false decommissioning had in fact been a test for Zhaan. Now that he knew the depths of Zhaan's devotion, he could leave Moya in her capable hands. Moya's systems returned, and Pilot regained consciousness.

Meanwhile, Aeryn and Dregon spent the interim rock-climbing in the barren lands surrounding the royal city. Dregon's inexperience caused them both to fall and severely injure themselves. Realizing that no rescue party would find them, Aeryn tended their wounds and starting dragging Dregon back to the city, while limping on her own broken leg. On the way home, Dregon explained to Aeryn that she feared emotional pain because she wasn't trained to deal with it.

Safely hidden outside the city, Jena proceeded to question John on his true loyalties. Crichton told her the entire story, and she released him. He was her best chance to successfully complete her assignment. He stayed with her overnight, and the two found comfort in each other's arms. Jena also gave Crichton her necklace, which doubled as a powerful pulse blaster.



Scorpius met with D'Argo, and offered the Luxan a deal. The Empress could easily execute Scorpius should she wish it, so he desired to retrieve Crichton quickly; the wormhole information was secondary at that point. He suggested that they all escape from the planet, after which Scorpius would retrieve the information needed and release Crichton unharmed. D'Argo had deep reservations, but before they could solidify their alliance, Cargn interrupted their meeting. The Scarran forced D'Argo to reveal Crichton's location, only to learn that the Luxan didn't know. Cargn soon tracked down Chiana and interrogated her, only to

learn that she didn't know where Crichton was, either. Cargn met again with Clavor, carrying the unconscious Nebari with him. He suggested that Chiana might lure Crichton out of hiding. Sickened by the Scarran's behavior, Clavor finally called off his alliance; Cargn responded by killing the duplicitous prince.

Scorpius soon located Cargn's hiding place, and recruited a wary D'Argo to help attack it. At the same time, John came out of hiding and set out in search of his Luxan friend. When they arrived at Cargn's hiding place, D'Argo and Scorpius found Chiana, bound and gagged, hanging over the vat of foundry acid. Holding the two at bay, Cargn explained that Scorpius, as a half-Scarran, had some unusual physiology. His Sebacean half hated heat, but his Scarran half thrived in it. His suit was an elaborate device to maintain a standard body temperature. Unfortunately, the foundry room was very warm, and Scorpius began to falter. Cargn quickly knocked the half-breed aside, and a struggle ensued between the Scarran and D'Argo while Chiana dangled precariously over the vat. Cargn quickly gained the upper hand, and nearly killed D'Argo. John arrived in the nick of time, knocking the Scarran into the acid. Chiana's chains finally gave out, and she fell towards the acid, only to be rescued by D'Argo, leaping over the vat to catch her. D'Argo carried Chiana out to safety, while John went to make certain that "Scorpy" was dead. Raising the necklace/blaster to Scorpius's head, he found that he couldn't kill him. Instead, he ordered Scorpius to leave them alone, and walked out.



John returned to the Empress and explained that he had no desire to become a statue again. The Empress told him that Katralla was already pregnant with his child – they had used some of Crichton's genetic samples to fertilize her. Frustrated, Crichton knew that he could not leave his baby without a father, so he demanded that he be changed back into a statue. Unfortunately, the device would not work on Crichton again. He was a human, not a Sebacean; another transformation would kill him. Crichton suggested that Tyno serve as his replacement. Tyno could impersonate John (an easy feat since the public had not seen him) and serve as the new Regent. On his way out the door, Crichton had a chance to see his child through the holographic device. He looked at the child that he would never know, and told her that he loved her. The machine turned off, and he walked out, telling Tyno to take good care of his little girl.

With Moya's reappearance, the crew returned to their ship and set out once more. Crichton tried to talk to Aeryn again, but she did not speak a single word to him. Instead, she held out a small vial of gold liquid, to test if their DNA was compatible. They used it and kissed. After the kiss, Aeryn walked away and slowly smiled...

Episode 36: Beware of Dog

Several solar days passed, and Crichton kept to himself quite a bit. Aeryn noticed him mumbling to himself from time to time, but he refused to talk about it, claiming that he was fine. With some money from the Royal Planet they purchased fresh food in a nearby sector, only to discover that it might contain parasites. Chiana and D'Argo purchased a creature to hunt down the parasites: a strange, small bipedal alien called a Vorc. Aeryn didn't believe there were any parasites on board, however, and D'Argo was not particularly pleased, when the Vorc urinated on his chest and ran down the hall.

Crichton, meanwhile, heard a strange sound coming from one of the access vents. Thinking it was Rygel, he leaned close, only to see a strange, chitinous beast hissing at him from the other side. He jumped back, but when he looked again, it was gone. The others didn't believe him, thinking he had been hallucinating or shooting at Rygel. Later, an image of Scorpius reappeared in John's mind, seemingly running through the halls.

Aeryn managed to locate the Vorc in her quarters. It was not a pleasant encounter. After using her floor as a toilet and having a romantic interlude with the former Peacekeeper's leg, the nasty little beast appeared to pick up a scent and ran off into the halls. Aeryn tried to follow it, but lost track of the creature as it headed towards Moya's maintenance bay. Almost

immediately thereafter, a large, black-shelled creature cornered Chiana and Rygel in the maintenance bay. The others arrived in time to discover Rygel tending an unconscious D'Argo. Shortly thereafter, D'Argo had entered severe convulsions. The large beast had bitten the Luxan, and injected poison in his bloodstream. John and Aeryn, while searching for the creature, found the Vorc, and realized that it could help them find the beast. With the aid of the DRDs and the Vorc, they searched for the creature, hoping to capture it alive so that Zhaan could create an antidote for the toxin. John, however, continued to be harassed by images of Scorpius.

The Vorc picked up another scent and fled into the corridors again. Almost immediately, the DRDs picked up the creature, closing in on Zhaan, D'Argo, and Rygel. Pilot managed to trap it, but when the others entered the room, they found the chamber empty with the exception of the Vorc. As the crew watched, the Vorc transformed into the massive creature. They knocked it out with sleep mist and took it to Zhaan.

Unfortunately, Zhaan could find no trace of venom in the beast. At first, they thought about returning to the planet where they purchased the Vorc, but D'Argo wouldn't last long enough to reach it. John, however, began to suspect that there was a different creature on board - not the Vorc - that had poisoned D'Argo. Attempting to communicate with the Vorc, they injected it with translator microbes. Though the creature lacked a true language, it understood Crichton and Aeryn after the injection, and Pilot understood its non-verbal attempts at communication. The Vorc convinced them that it was just trying to "kill the bad."

They set the creature free, and it soon fled again, having picked up a scent. The creature closed in on Rygel, and attacked him in the cargo bay. Before it could kill the Hynerian, Aeryn and John drove it off, but Rygel was badly wounded and infected with the toxin. D'Argo's situation grew worse, and John realized that he might have to kill the beast and hope that Zhaan could create an anti-venom from the Vorc's corpse.

Aeryn and Crichton's shots had hit the Vorc when they drove it away from Rygel, and the two of them followed the beast's blood trail. Crichton's hallucinations got worse, however, and, in the search, he nearly shot Aeryn, believing that Scorpius stood right behind her. He still claimed everything was fine, and they continued the search. The creature appeared and led them into the cargo bay, where they shot it again. Weakened, it gestured towards a huge black cocoon wrapped in the corner, then reached up and tore a hole in it, releasing a very ill and frightened Rygel.

Rygel claimed that parasites had attacked him and encased him in the cocoon, then bonded with his mind, allowing them to assume his shape. Convinced it was truly Rygel, they realized that the "Rygel" in Zhaan's medical bay was a parasitic doppelgänger. They warned Zhaan just as "Rygel" attacked. Arriving in the nick of time, Crichton and Aeryn killed the imposter, but the blasted bits of body spread out as tiny arachnid-like creatures, which threatened to cover the crew. John hosed the insects down with a cold mist, freezing them into brittle shards.

With the parasite dead, Zhaan was able to create an anti-toxin and cure D'Argo. The Vorc died shortly thereafter, but it was content knowing that it had helped kill "the bad." Crichton's hallucinations continued, however. He finally admitted to Aeryn that he'd been having visions of Scorpius, who told him that he would hunt John down no matter what it took...

Episode 37: Won't Get Fooled Again

With the rest of their supplies suspect after the parasite incident, the crew was relieved to find another commerce planet. While visiting the surface of the world, Crichton got separated from the others... and awakened in a hospital room on Earth, with his father standing over him. Jack Crichton claimed that the *Farscape* module had crashed after the test, and John had spent the last week in a coma. When Jack reached over to hug him, Crichton threw the man down and demanded to know what was going on. His father bellowed for assistance, and several doctors and nurses entered the room to sedate him - including a physician who looked just like Aeryn Sun.

When he woke up, he managed to play along and get released. The doctor claimed to be Bettina Fairchild, not Aeryn. Though he believed this to be a trick (similar to what the Ancients had done in "A Human Reaction"), this setting had less structure. He could see new people and new locations, and his old friend DK was around as well. As he continued, reality began slowly splintering apart. D'Argo appeared, in an argyle sweater, claiming to be a fellow astronaut named Gary Ragle. Zhaan was his psychologist, Dr. Jean Kaminsky; Rygel was his new boss, Doug Logan; Chiana was an astronaut groupie; and Scorpius and Pilot played in a jazz band in the local bar. Even Crais appeared as a police officer, dressed in red pumps and carrying a white dog named Toto.

Another Scorpius appeared to John as well. This one actually claimed to be Scorpius, and kept trying to speak with Crichton. Crichton, however, blamed Scorpius for this mental game, especially when Rygel (as Logan) asked him to go up in the *Farscape* module again. Believing that



Scorpius wanted to trick Crichton into reenacting the creation of the wormhole. he refused to play along and ignored the half-breed when he appeared again and asked to talk.

Reality soon began breaking down further. Determined to end the game, Crichton drove headlong into a speeding semi-truck only to wake up, perfectly fine, back in the hospital, tended to by Aeryn, who was wearing giant curlers in her hair. She told him that a guest was waiting to see him: his mother, who had been dead for five years. While John protested, she came to him and hugged him, telling him how much she loved him, and how she would make everything all right. Then she told him how he'd changed: he was no longer innocent. He'd become callous; he'd killed. Finally too disturbed, he left, refusing even to say goodbye.

His mother followed him, dragging an I.V. behind her. She was very ill this time, and begged for his help. Panicking, John tried to flee, but he fell to the floor, and she came down to his side, asking for him to stay with her. Finally breaking, John burst out in tears, screamed, and fled, leaving his mother weeping on the ground.

When Scorpius finally appeared to him again, Crichton was willing to listen. Scorpius claimed that a Scarran had captured John on the commerce planet. The Scarrans wanted the same thing from Crichton that Scorpius did: knowledge of wormholes. Their standard method of interrogation was to induce delusions to break down all mental defenses until the victim went mad; Crichton was in the middle of a first-hand demonstration. Scorpius also admitted that, when the Aurora Chair failed to extract the wormhole information, he had implanted a small chip in Crichton's brain. The chip contained a neural clone of Scorpius, who was sitting through the gray matter in an effort to gather as much wormhole information as it could. This was why Crichton couldn't kill Scorpius on the Royal Planet, and why visions of Scorpius had haunted him ever since.

The "mental clone" had been hiding from the Scarran, only manifesting himself when the Scarran turned its attention elsewhere. It told John to ignore the false Scorpius and to avoid confiding in anyone else he encountered. He also told John that the Scarran had not disarmed him; it had particularly tough skin and didn't consider the pulse pistol a threat. Before the clone could suggest a way out, the Scarran returned, and the clone had to hide again.

As the mental clone vanished, reality came completely unglued. A leather-clad Zhaan, naughty nurse Aeryn and school girl Chiana attempted to seduce him, only to be chased away by a whip-wielding Rygel. He found himself in a cradle while his parents argued about how they would have preferred a dog to a baby. Abruptly, he found himself on Lover's Lane in a convertible with D'Argo, who asked him to undergo a "Luxan bonding ritual." Then he appeared in Zhaan's psychologist library, with his mother, who looked very sultry and asked John to explain the concepts of the Oedipus Complex. Finally, he found himself in a disco, with D'Argo, Aeryn, and the others dancing madly around him.

Then Aeryn stepped into the room, calling for him. She raised her pulse pistol and blasted the disco ball. Reality shattered, and he found himself on the floor, Aeryn standing over him. She said that he was still on the commerce planet, underground, in a holographic chamber that Scorpius operated. She had killed Scorpius, and come here to rescue him. John nearly believed her, but still felt the heat of the Scarran's presence. Aeryn expressed no discomfort, and he ordered her to leave. As she departed, the disco returned. Strange energy washed over him, and he felt pulses of the past hit him in waves. He collapsed to the ground, apparently dead.

The Scarran watching over him turned away, annoyed that he had lost his prey, and began reciting his results into a recorder. John's eyes snapped open, and he slowly reached down and set his pulse pistol on overload. The Scarran responded to the sound and leaned over the motionless Crichton. John quickly grabbed the pistol and shoved it in the Scarran's mouth, then leapt away as the pistol exploded, taking the Scarran's head with it.

While John recovered, the Scorpius image stepped from the shadows, applauding. It said that it had temporarily killed Crichton to distract the Scarran. When Crichton told him that he would tell the others and get the chip removed, Scorpius smiled. When the human tried to mouth the words, he found he couldn't; the Scorpius image prevented him from speaking of it. "I leave you to your shipmates, John, but rest assured, I'll be with you always... keeping you safe..."

Episode 38: The Locket

A few days later, Moya received a hail from one of her own transport pods. Stark, the Banik who had escaped from Scorpius with John, returned to Moya, claiming that he needed to speak with Zhaan immediately. The Delvian, however, was meditating in her chamber and would likely remain there for several days. Soon thereafter, they came across a strange stellar mist, which they hoped would provide cover from the Peacekeepers. Aeryn left in a transport pod to scout it, taking with her a small plant that Zhaan had recommended for headaches. When Zhaan awakened the following day, Aeryn still hadn't returned, and the others grew nervous.

Their fears seemed to be alleviated a short time later when Aeryn contacted them and asked if she could board. An opening formed in the mist, revealing a planet below, and Aeryn flew through the gap to dock on Moya. The transport pod looked battered and beaten, as though it had been through a battle. The headache remedy had grown to fill the transport pod and Aeryn... Aeryn looked ancient and withered. She warned them to leave the area, then demanded to return to the planet. She said that she had a granddaughter waiting for her who could not survive without her transport pod.

Despite her appearance, Crichton did not believe her, suggesting that she had invented memories of a life to compensate for her rapid aging. Aeryn began panicking, attempting to convince them to let her return, and Stark helped calm her. While she relaxed, Zhaan explained that she had, indeed, aged roughly 160 cycles in one day. Pilot could not find any chemical in the mist that would have caused such a transformation; the planet below could not support Aeryn for even one cycle, much less 160.

Aeryn, in the sick bay, managed to inject Chiana with a sedative. She said her good-byes to Pilot, then fled to her transport pod. John followed her to the planet's surface, where he tried to force her back to Moya. Before he could get Aeryn, however, a woman attacked him, insisting that he leave her grandmother alone.

Realizing that Aeryn had been telling the truth, John returned to his transport, intending to return to Moya and seek the answers from there. Before he could make it all the way back, the opening in the mist closed, trapping Crichton on the other side.

Stark came to Zhaan as she prayed for Aeryn and Crichton, and hypothesized that Moya lay within a "Centerhalo," a place where time does not exist. He joined spirits with her, trying to feel the time continuum. With great difficulty, they managed to sense a void in the continuum, and realized that his theory was true. Within the Centerhalo, time passed at a fraction of the rate it passed outside. It was not that Aeryn had grown old rapidly; it was that everyone else had not aged. Stark also explained that, eventually, the Centerhalo would harden, and those trapped within would be caught forever. Chiana wished to flee immediately, but D'Argo felt they should wait for a short time, so that they could leave with Crichton and Aeryn.

John, meanwhile, lived his life out with Aeryn. A small civilization existed on several nearby worlds, which allowed them to survive away from the harsh desert planet. As he grew old, he grew closer to Aeryn, who constantly wore a locket around her neck. When John asked her whose picture was in it, she claimed that it was the "only love of her life." She offered him a chance to see it, but he chose not to look, thinking that it was a picture of her long-dead husband.

Eventually, the mist reopened, and Crichton and Aeryn returned to the barren planet to contact Moya. Aeryn said goodbye to her granddaughter, and she and Crichton headed back up towards the Leviathan. Aeryn didn't make it, however, dying of old age just before they docked.

Despite his grief, John managed to explain what he had learned of the mist to the others. Unfortunately, the mist continued to calcify around them, and the easiest way out was through the portal... to the planet where Aeryn and John had lived their lives. John recommended against that course, however, and asked them to try a different method. The very tail of Moya sat just at the edge of the mist; Crichton suggested a reverse StarBurst might free her. Pilot did not want to risk it; Leviathans were not structurally designed for it, but John managed to convince them to try a short jump. He then went to Aeryn's body to mourn. While telling her how much he missed her, he finally opened her locket, only to find his own picture within. Remembering her words, he closed the locket and broke down, sobbing.

As Moya attempted the reverse StarBurst, the crew began to slow and stop, yet remained conscious. Pilot was not able to initiate StarBurst, which required the crew to engage it manually. D'Argo and Chiana both tried, but froze in place before they could reach it. Zhaan then joined with Stark and managed to keep time alive for Crichton, who made it to Command and initiated manual StarBurst.

Moya appeared outside the mist, returning the crew to the moments before they entered. Aeryn was alive, and she and Crichton were young once more. It was as if they had

never entered the mist, though Stark and Zhaan remembered everything that happened. They persuaded the others not to enter it, and moved on.

The threat avoided, Stark pulled Zhaan and D'Argo aside and explained his reasons for returning to Moya. He had discovered that, among a manifest of slaves heading for the Ketton Mines, there was a half-Luxan youth named Jothee: Ka D'Argo's son. With the auction not for several solar days, they had time to make it to the auction and save the boy.

Episode 39: The Ugly Truth

On their way to rescue D'Argo's son, Moya received a communication from Talyn and Crais: the Sebacean wished to speak with Moya's crew. They arrived, and as the crew boarded Talyn, Crais engaged full privacy mode. Without the gunship listening in, he explained that Talyn had been growing more aggressive, and that he wanted their help in installing non-lethal weaponry on the young Leviathan.

While Rygel and Chiana waited aboard Moya, the others negotiated with Crais. The arrival of a Plokavian vessel interrupted their discussion, however. Abruptly, Talyn's main cannon took aim and fired, destroying the ship. While the crew aboard Talyn returned to their transport pod, Talyn StarBursted away... and another Plokavian vessel appeared, taking the pod's occupants captive.

When the prisoners regained consciousness, they found themselves sitting atop a disk, hovering above an empty abyss. Aeryn was not with them. When D'Argo regained consciousness, he immediately attacked Stark, claiming the predicament was all his fault. John stopped him from harming Stark, but the Luxan remained surly. As for Aeryn, the Plokavians were questioning her as to what had happened on board Talyn. She claimed that the weapon had misfired due to a technical error, but the Plokavians refused to believe her. They suggested they could "disperse" everyone, which would certainly punish the guilty party. They asked Aeryn to repeat her story, then sent her back to the cell. Before she could reveal anything, the Plokavians took Zhaan for interrogation. John knew, when he heard Aeryn's tale, that she had lied, but it had been the best way she could possibly protect everyone.

Zhaan's story mostly meshed with Aeryn's, though the Plokavians noted some slight differences. She claimed that a weapons system malfunction caused the blast. They returned Zhaan to the disk, and called upon Stark. His story, however, differed markedly from the others. He claimed that Crais fired on the vessel, destroying it. The others were lying, according to Stark, to protect Talyn. They didn't wish to see Moya's child killed in an attempt to punish Crais.

When Stark returned to the disk, the Plokavians announced that their testimonies did not correspond. Thinking that the Banik had betrayed them, D'Argo attacked Stark, and might have killed him had the Plokavians not called upon the Luxan to testify. D'Argo claimed that Stark had fired Talyn's weaponry and destroyed the Plokavian vessel. Stark knew, sitting on the platform, that D'Argo's testimony would get the Banik executed, but he also knew that he hadn't fired the weapon. Aeryn told the others that the Plokavians mentioned "dispersing" the guilty party which cheered Stark up slightly. Since his body was mostly energy, he might survive a physical dispersal, and later reconstitute himself, but such a prospect was extremely unlikely.

Crichton was finally called for interrogation; he told the Plokavians that everyone would have a different story because they all had different perspectives. They refused to believe him, and he told them his own side of the story. According to Crichton, once the Plokavians arrived, Stark tried to fire the weaponry, but Crichton shut down the console. As such, Stark's actions did nothing. When Crichton returned to the cell with the others, the Plokavians proclaimed that they were all lying and would all be put to death. Before they could enact their threat, however, Stark announced that he alone was guilty. Though the others tried to stop him, the Plokavians restained them. Stark removed his mask and handed it to Zhaan, then stepped into the execution chamber. Screaming, his body dissolved into thin air.

Once Stark died, the Plokavians released the others. On the transport pod, Aeryn explained that when Crichton had shut down the weapons console, the manual override turned off and Talyn regained control of his weaponry. Moya had told him that the approaching Plokavian vessel carried Novatrin gas, one of the six cargoes forbidden to Leviathans. Talyn had destroyed the ship on his own, to protect Moya. D'Argo realized, guiltily, that he indirectly aided in the death of the man who brought him news of his son. Zhaan placed Stark's mask in her quarters, and quietly mourned for the lost Banik.

Episode 40: A Clockwork Nebari

In an effort to locate information on the slave auction, Rygel, Chiana, Aeryn, and Crichton traveled to a nearby planet on a reconnaissance mission. Chiana ran into some difficulty while trying to seduce her chosen target, and they had to return to Moya quickly. John's pistol jammed on him during their escape, and he and Chiana returned in their transport pod, with John chewing her out the entire time.



Upon their arrival, they found Aeryn and Rygel surprisingly sedate. Aeryn apologized for her inappropriate behavior, and Chiana noticed that the Sebacean no longer carried her pulse pistol. When Chiana tried to leave, a female Nebari, Varla, stepped out of Aeryn's transport pod and called out, "Chiana, dear... it's time to come home." Realizing that her allies had been mind cleansed somehow, Chiana attacked Varla, but was restrained by Aeryn. Crichton fired his pistol... only to have it jam once more. Varla fired, and Crichton and Chiana were taken captive.

Varla's subordinate, Melak, soon arrived with their injured scout vessel. They had run into a Peacekeeper patrol, and were concerned that it might still be around. Aeryn attached a drug-filled collar to Pilot, since the symbiont could not be mind cleansed like the others. Instead, the collar would inject a toxin into Pilot should they command it to, or should Pilot attempt to StarBurst. Varla gave Pilot coordinates to a Nebari base, and told him to set out immediately.

John, Chiana, and D'Argo were placed in a cell together, with Chiana chained to the center of the room. She explained that the mind cleansing could be drug-induced; though temporary, it was just as effective as the long-term method that took 100 cycles. While trying to discern their next move, the trio received a visit from Melak, who referred to Chiana as "the sister." D'Argo tried to attack him, but a mind cleansed Zhaan reached up and touched Melak's controls for their pain-collars.

D'Argo was taken out to be cleansed, and Crichton asked Chiana why they wanted her. She said that she didn't know, but that during her initial capture, Salis kept asking her about the Resistance. She also explained what had happened the last time she had seen her brother, Nerri. The two had been allowed to leave Nebari Prime, only to discover that the government had infected them with a contagion of some sort, spread by carnal contact. Nerri eventually obtained an antidote, which he shared with Chiana. Once she was clean, he left her, knowing the Establishment would be after them both soon enough. If they split up, they would be harder to catch. Before John could respond to her story, the other Nebari took him away for cleansing.

With Crichton under the influence of the drug, Chiana was taken before Varla, who demanded to know Nerri's whereabouts. Chiana claimed Nerri was dead, but Varla showed her a hologram which positively identified her brother in an attack on Nebari freighters less than 10 solar days before. Melak claimed that the contagion had spread for over 20 cycles, and Varla explained that the disease merely waited, hidden within its host's body, until a time predetermined by the Establishment, when it would take control of all hosts on dozens, if not hundreds of worlds. She demanded Nerri's location once more, and when Chiana again claimed ignorance, they tortured the young woman into unconsciousness.

Meanwhile, Scorpius's neural chip purged Crichton's mind of the cleansing, refusing to surrender its "prize" to the Nebari. John discreetly contacted Pilot and Chiana, then realized that Rygel had likely already metabolized the drug. He went to Rygel to enlist his aid, but the Hynerian refused; he didn't want to be mind cleansed again. Melak entered the room and discovered Crichton's uninhibited state. He led Crichton back to Chiana's cell, where he revealed his true allegiance as a member of the Nebari Resistance. He had a message from Nerri to Chiana, warning her to stay clear of him, then notified them that they were on their own. He had to get data back to Nerri, and aiding Chiana would jeopardize his own mission.

John spoke with Pilot and came up with a plan. By manipulating images from Moya's data stores, they could fool Varla into thinking that the Peacekeeper patrol had returned. Without the DRDs to help him, Pilot needed Crichton and Rygel to do much of the work. Rygel grudgingly agreed to help with the plan while Crichton told Chiana her part in the plan: after half an arn, she would need to bring Varla to command.

While Rygel and Crichton made the modifications that Pilot requested, they were approached by Aeryn and D'Argo, who no longer believed that they were cleansed. Rygel managed to knock them out with an electrical current from a loose wire, and he and John quickly finished their work. Unfortunately, they took longer than planned, and by the time Crichton showed up to report that the "Peacekeepers" had returned, Chiana was already being tortured by Varla in the command.

The phantom Peacekeepers "attacked" Moya, and Pilot simulated blaster fire by causing the Leviathan to shake and spray sparks with every blast. Once Varla realized that they couldn't escape from "Captain Crais," she decided to kill Chiana, rather than allow her to fall into Peacekeeper hands. Crichton tried to stop her, and Chiana fought back. Finally, Crichton told her that the entire Peacekeeper attack was a ruse, and Pilot terminated the simulation. Varla began torturing Crichton with his pain collar; but before she could kill him Melak shot Varla in the back. In her last breath, she accused Melak of betraying her, and he replied that she had betrayed the spirit of the Nebari people.

With the mind-cleansed members of the crew locked up until they metabolized the drug, Melak left to take his report to the Resistance. Chiana tried to travel with him, but John convinced her that she couldn't go. If she traveled with Melak, his cover would be blown, and she'd be arrested. As much as she wanted to go to her brother's side, Crichton told her, "since when do people like us get what we want?"



EPISODES 41 to 43: Liars, Guns, and Money

As the crew closed in on Jothee's auction, Zhaan abruptly began commanding Moya to move in a different direction. When the others asked her why, she claimed that Stark's mask had spoken to her. Stark lived, she claimed, and he could be rescued. Jothee, unfortunately, could not; they had no currency with which to purchase him. When they found the Banik – alive, as she had said – he claimed that he had a way to save Jothee.

Stark planned to raid a shadow depository, a bank for pirates, thieves, and other people with questionable resources. He had retrieved a set of schematics from the depository's dying designer which would allow them to pull off a heist and make them filthy rich for the rest of their lives. The others were skeptical, but D'Argo insisted on trying the plan. When John tried to convince him otherwise, D'Argo stormed out, intent on doing it on his own.

Aeryn and Crichton followed in her Prowler, and entered the depository disguised as ne'er-do-wells. When questioned, Crichton claimed that he had the "secret ingredients" for KFC and wished to store them somewhere safe. Before he could open negotiations, D'Argo tipped security to his presence and was captured. The depository's owner, a blue predatory alien named Natira, had D'Argo taken away for interrogation.

Back on the ship, Aeryn and Crichton confronted Stark, believing that he set them up. Stark raved about how it was all part of the plan: with D'Argo's capture, the depository would have to scramble their security codes, which gave Stark a chance to link into their system. With D'Argo captured, the rest of the crew realized that they had to continue with Stark's plan. Rygel was sealed inside a statue, which would serve as a diminutive Trojan horse. Zhaan disguised herself as a pirate, and, with Chiana acting as her assistant, entered the depository to negotiate a deposit for a single solar day. When Zhaan spoke with Natira, she convinced the alien to set "her Luxan" free, and a very battered D'Argo was taken back to Moya. Rygel's statue was soon placed in a secure vault, along with the rest of Zhaan's "loot."

Aeryn and John, appearing as Zhaan's guards, were taken to the observation deck so they could watch the deposit. Then a new problem arrived. Scorpius had come to retrieve his property from one of the vaults. While John and Aeryn watched through security cameras, a technician pulled a rod out of the half-breed's brain and inserted a new one. Remembering the Cargn's words on the Royal Planet, John realized that

these rods were cooling units that helped Scorpius maintain his internal temperature.

The crew returned to Moya, while Rygel released himself from his statue and climbed out of the vault onto a huge row of similar storage chambers. He carried a device that Stark had given him, which would swap their vault for a different, money-filled one. Rygel needed to be in the new vault when Zhaan came to retrieve it.

Meanwhile, Scorpius spoke with Natira about his property. Natira admitted that, when she heard of the destruction of the Gammak base, she had assumed he was dead and seized his property. She offered him merchandise of triple value to make amends. While they were waiting, Scorpius sent his men back to their Marauder, while he stayed to enjoy Natira's... companionship.

Onboard Moya, John insisted that Stark had known that Scorpius had a vault there. He admitted as much, but claimed that he did not desire revenge on his old jailer. He merely wanted to rescue Jothee and thousands of Banik slaves at the auction; if Scorpius's wealth provided that, so much the better. Stark modified their comms to encrypt all transmissions, enabling them to communicate with each other securely, and also provided devices that would control the doors. John requested one more item from Zhaan: jelilan paste, which would explode when heated.

Zhaan returned to the depository and retrieved her possessions. When John and Aeryn went back to the observation lounge, John began checking cameras until he found Natira and Scorpius together in her quarters. They walked out together, leaving the cooling rods behind, and Crichton left immediately, intending to swab them with jelilan paste. His mental chip tried to prevent him, but Aeryn completed the task for him, and they returned quickly to the observation deck.

Zhaan retrieved her items from the new vault, along with Rygel, who was hiding in one of the crates. Before she could exit the depository, however, their ruse was uncovered. Scorpius went to retrieve his possessions, only to find a hollow statue of a Hynerian in its place. The depository was locked down, and the crew had to fight to escape while Stark controlled the doors and turned off the cameras. John had difficulty fleeing; the chip in his mind tried to make him surrender. Once they reached the main chamber, John went back to lock and seal the doors, and came face to face with Scorpius.

The half-breed explained that the chip in Crichton's brain was growing, touching every aspect of his personality. As he spoke, the jelilan paste began to take effect. Scorpius faltered in obvious pain, while John laughed and said that now the Peacekeeper had a little piece of John in his brain, too. Scorpius's technician started to change the rod, but the old one exploded, knocking her unconscious. Scorpius then demanded that the human help him insert the new rod. Crichton, fighting the influence of the chip, managed to crawl away, leaving Scorpius grasping for the rod alone.

Back aboard Moya, the crew celebrated their newfound wealth. With so many Borinium ingots, they would easily purchase the entire lot of slaves and still have enough left over to live in luxury for the rest of their lives. They should have known better. The ingots Natira had given Scorpius – the ingots they stole from the depository – were actually Karack metallites: parasitic creatures which came to life and began consuming Moya in short order.

Unaware of their money problems, the crew traveled to the slave auction, only to discover that Jothee's lot had already been purchased... by Scorpius. He made a deal for the slaves, and left a message for the crew. He would only trade Jothee for Crichton. Stark realized that during the robbery Scorpius had traced Stark's link and gained access to Moya's databanks. The half-breed learned why they robbed the depository, and had moved to stop them.

John had a plan. They would recruit mercenaries with the money they acquired. If they could secure the aid of the Zenetan pirates, the Tavleks, the Sheyangs, and the Vorcarians, they could pull off another heist, this time stealing Jothee. While Crichton explained his plan, Stark burst in, screaming. The 10,000 Banik slaves in Jothee's lot had been killed, and Stark felt them all dying in his head. D'Argo feared that Jothee had been killed as well, but Crichton assured him that Scorpius wouldn't dispose of the boy just yet.

Aeryn, D'Argo, and Crichton left to contact the mercenaries they would need. D'Argo found Rort and Rorg, the Vorcarians who had tortured him, and saved them from a Peacekeeper patrol. Rort agreed to help them, as his mate and soon-to-be-born child would need money. Aeryn found Teurac, the Sheyang captain who had attacked them when they were on the *Zelbinion*. Teurac was old, and had some difficulty producing flame, but still agreed to help. John found Bekhesh, the Tavlek leader who had kidnapped Rygel over a cycle ago. Since then, the mercenary found faith and swore an oath of pacifism. Though it took some convincing, he agreed to assist them as well.



Meanwhile, Chiana, attempting to steal a small amount from the ship's stores, discovered the true nature of their stolen wealth. The parasites were eating the ship and had no compunction about attacking her as well. She scared them off with a cutting torch, but now Moya was infected with parasites and the crew no longer had any money. The creatures defied all efforts to eliminate them. Chiana managed to capture one, but they proved resistant to all forms of injury save one. Heat, it seemed, could destroy them, but the temperature required was so high that Moya would also be harmed.

While Zhaan searched for another option, Rygel left to recruit the Zenetan pirates. When he arrived, he received a rude shock: his old enemy, Captain Durka, now led the pirates. Durka wanted to torment and break the Hynerian, but when he leaned in close to whisper vulgar threats, Rygel produced an energy knife and killed his old enemy. Durka's lieutenant was much more willing to negotiate a deal.

With the metallites continuing to ravage Moya, the crew had only one option. Flooding the affected area with a flammable gas, they ignited it, killing the creatures, but severely burning the Leviathan in the process. Zhaan psychically absorbed as much of the pain as she could, but it overwhelmed her. Moya survived, but suffered severe burns over 1/9th of her entire body.

When John returned to Moya and discovered the truth about their money, he realized his plan had already failed. The mercenaries would not help them without pay. Without telling the others, he left for the depository and turned himself in, securing Jothee's release. The others didn't realize what had happened until Jothee arrived on Moya. D'Argo's reunion with his young son was cut short when he discovered that John was now in Scorpius's hands.

The mercenaries grew restless when they learned that Moya's crew no longer had any currency, until Aeryn pointed out that, by rescuing Crichton, they would also gain access to the shadow depository's vaults. Before they could explain the plan, however, Pilot interrupted. Talyn arrived, and began transferring nutrients to Moya, helping her healing process. Aeryn requested Crais's and Talyn's assistance in their rescue efforts, but Crais refused.

While Natira looked on, Scorpius prepared Crichton for the chip removal. He entered Crichton's mind and spoke with the neural clone, then paralyzed John, and promised that once the chip was out, he would kill John painlessly.

Meanwhile, the mercenaries came to speak with D'Argo, claiming that Stark's plan was madness. D'Argo agreed and threw the old plan out. He asked Pilot if Moya was well enough to attempt a single low-atmosphere maneuver, which would provide a distraction and give them time to storm the bank. Moya agreed to try. Rorf and Bekhesh arrived at the depository, but Rorf could not smell Crichton well enough to track him. To make matters worse, the Sheyang, Teurac, was still having difficulty producing flame.

Rorf became separated from Bekhesh and was soon captured. When Scorpius's questioning failed to uncover any information, Natira put out one of Rorf's eyes and ate it. The act broke Rorf, and he told them that the plan hinged on the destruction of the depository's generator. Scorpius sent his men and the depository's guards to secure it.

Natira, left alone with Crichton, told the human that Scorpius had lied; he did not have to kill Crichton to extract the chip. She then turned on him, planning to take his eyes, but Moya passed low over the depository in the nick of time, shattering all its windows and diverting Natira. The others began storming the depository. Zhaan, Stark, and Teurac made their way to the generator, but Teurac could not produce the flame needed to destroy it. When Scorpius and his men arrived, the Sheyang sacrificed himself with a point-blank shot to his gut. He exploded, taking the generator with him.

The depository plunged into darkness, leaving the guards blind. D'Argo, Bekhesh, and Aeryn were armed with night-goggles and stormed towards Crichton's location. Worried about Scorpius's plans for her, Natira freed Crichton in exchange for his aid in escaping Scorpius. Unfortunately, they left just moments before his companions arrived to rescue him. Natira tried to lead them to safety, but instead walked directly into Scorpius's hands. Rorf was killed, and Natira fled, but Crichton found he could not move. While his neural clone tried to force him to go to Scorpius, John struggled to run. Thankfully, his rescuers caught up with him before he ended up back in Scorpius's hands. Aeryn knocked him out and carried him back to Moya.

While Rygel moved down in a transport pod to begin rescuing survivors, the Zenetan pirates double-crossed them. Rather than deploying the Flax to catch any pursuing foes, they captured Rygel's transport pod and Moya instead. The Hynerian was saved by the timely return of Crais and Talyn who destroyed the Zenetans. Rather than escaping towards the transport pod,

Aeryn and the others fled into one of the depository's vaults. Once they were safe within the vault, Talyn destroyed the depository.

This time, the riches they recovered from the depository were not parasitic. Bekhesh, the sole survivor of the mercenaries, took his share and promised to bring Rorl and Teurac's shares to their families. Moya, however, was still quite ill, and they would need to find medical attention for her severe burns. Crichton's condition had reached critical status. The neural clone believed Scorpius had died in Talyn's attack, and blamed John. Crichton tried to take his own life, but the chip wouldn't allow it. He finally went to D'Argo and begged the Luxan to kill him. His friend just looked into his eyes, helpless.

Episode 44: Die Me, Dichotomy

Talyn, thankfully, found a talented surgeon nearby. Aeryn tried to tell John to hold on, but unbeknownst to anyone, the chip finally managed to take complete control of his brain. The surgeon, named Tocot, examined Moya's wounds, accompanied by his assistant Grunchlk. Tocot's price, however, was steep. Tocot could die from even the most innocuous of bacteria, unless he remained within a biological neutralizer. While Tocot began preparing a salve for Moya's wounds, Crichton reconfigured several of the comm systems, claiming that he only wanted to eavesdrop on Crais. Aeryn tried to convince him to stop, worried that the neural clone might send a different sort of transmission. She softened slightly when Crichton told her that he loved her. Aeryn told him that she loved him too, and Crichton leaned in to kiss her... then knocked her unconscious.

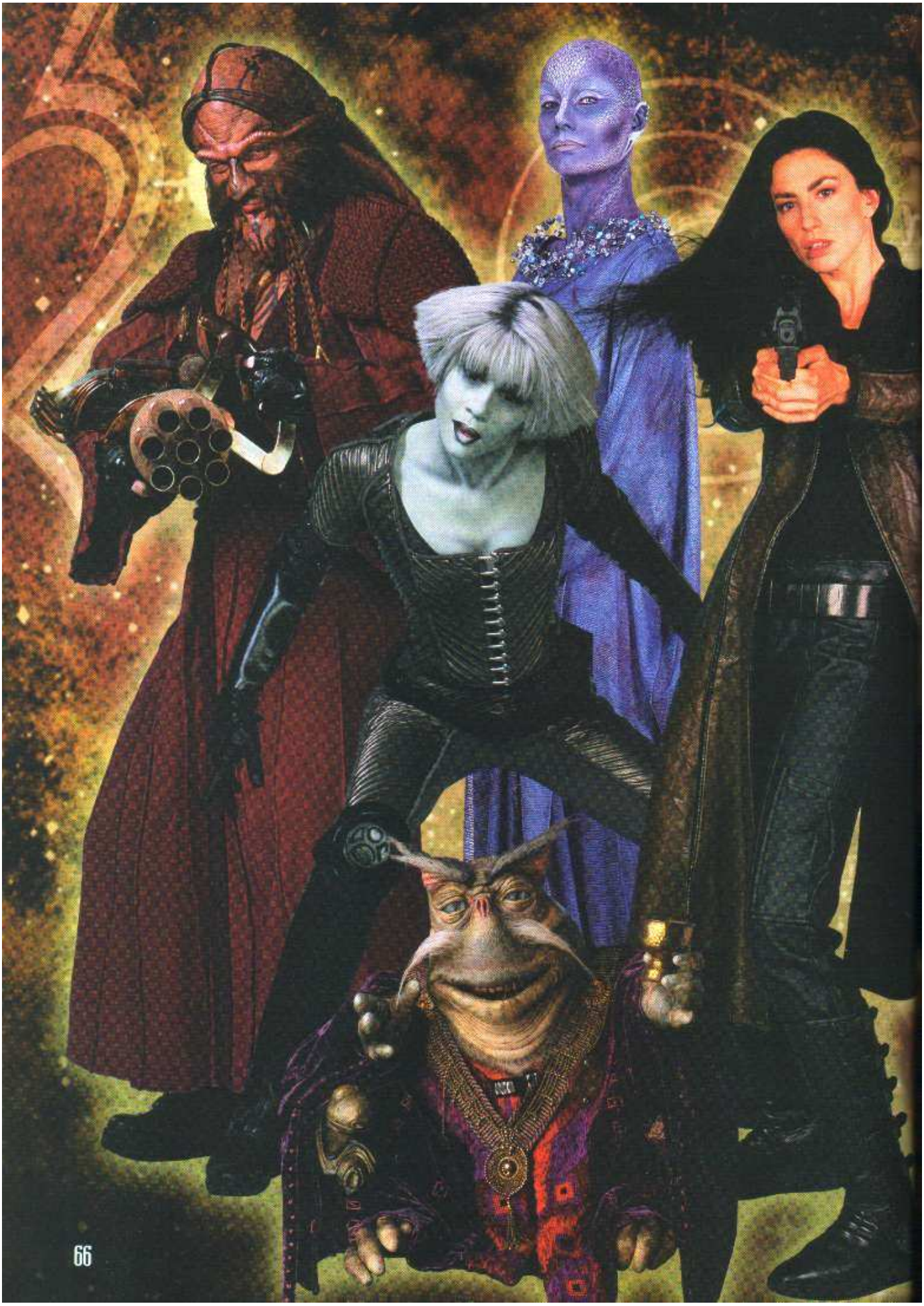
Talyn was the first to hear the Peacekeeper transmissions that Crichton was sending out. Jothee tried to stop him, but John knocked him out, only to be taken down by D'Argo. They dragged Crichton to Tocot, who peered through the human's skull into his brain. Thick black webbing crawled across the surface of his gray matter, and the doctor did not think he could remove it. They needed to find a biological match in order to attempt such an operation. Luckily, the doctor had a cavern full of "donors," frozen a microt before their death, who served as organ banks. Though the doctor had no humans in his stock, he had three Interions, which seemed close enough to provide a genetic match.

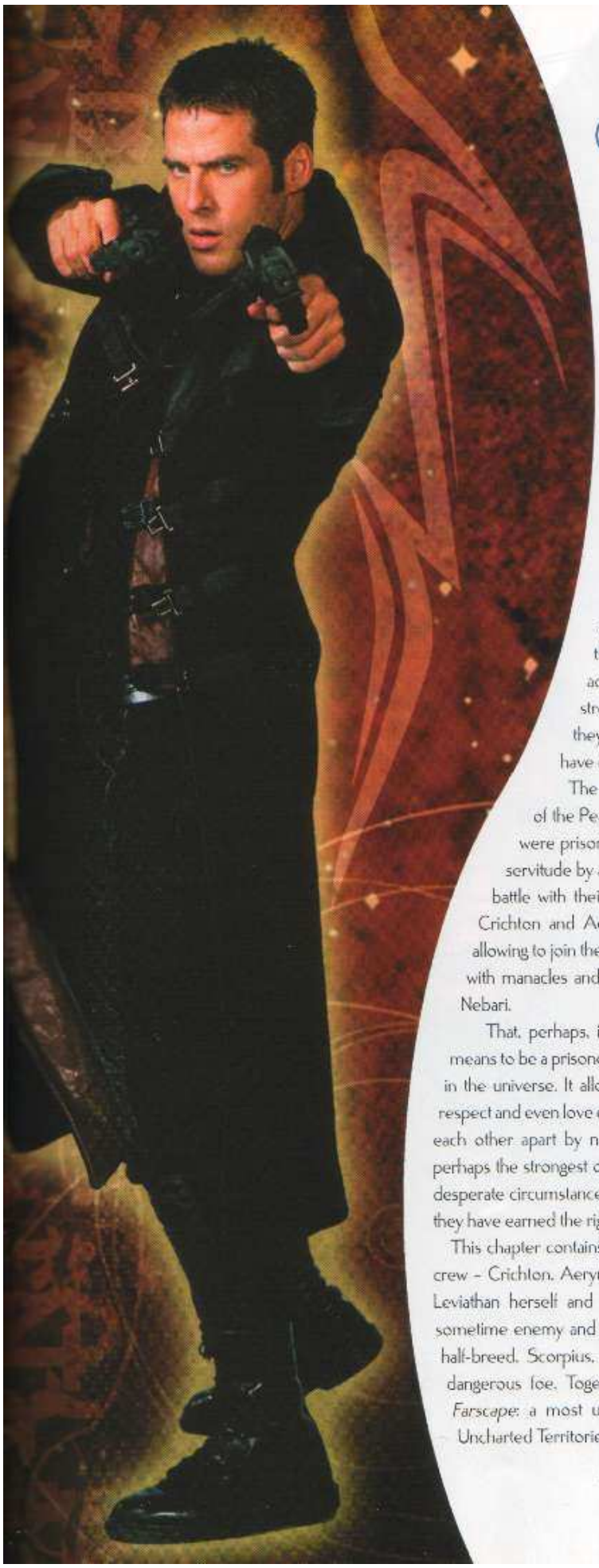
Jothee and Chiana sat in Pilot's chamber, watching over him while Moya's burn salve took its effect. Jothee complained that his father wished to find a place to start a farm and live a quiet life. Pilot then explained that D'Argo used the DRDs to practice his proposal, and he showed Chiana a recording of the Luxan asking for her hand in marriage. Rygel, meanwhile, sought Grunchlk's assistance in gaining transport out of the Uncharted Territories. Even after paying off the medical bills, Rygel was finally wealthy, and wished to return to Hynerian space. Crais spoke with Aeryn, hoping to persuade her to join him on Talyn.

Crichton asked Zhaan to join with him in Unity, in case he should die in surgery. As she joined with him, the neural clone managed to overwhelm Zhaan. She passed out, and Crichton freed himself and escaped Moya in the *Farscape* module. Aeryn pursued him in her Prowler, and Scorpius-Crichton finally offered to surrender. It was a trick, however, and he landed the module on top of Aeryn's Prowler. Aeryn ejected, but her seat descended over a frozen lake. Her harness jammed, and she realized that if she could not get out of the chair, she would die beneath the water. Crichton managed to regain control of himself and screamed at her to get out of the chair, but she could not. While everyone watched, helpless, Aeryn crashed into the lake and drowned. Her body was recovered and placed in a tube. Zhaan presided over her funeral service, which John attended under guard and in manacles. D'Argo gave her his Qualta blade. Rygel gave her the necklace that Durka had torn from him when he was first imprisoned. John took a single lock from her hair.

While the rest of the crew mourned aboard Moya, Crichton remained behind for surgery. The chip had grown close to certain parts of his brain, which meant that Tocot needed to destroy Crichton's speech centers. The surgeon promised that, once the chip was removed, he would attempt to reconstruct the damage. While Tocot worked on Crichton, Stark came to Zhaan and offered to share the future with her, and Rygel waited for his new transportation to arrive.

No one noticed the Peacekeeper soldiers quietly moving through Tocot's base. Grunchlk managed to find a place to hide, but he did not contact the crew. The doctor removed the chip, but before he could restore John's speech, Scorpius burst into the room. Tocot it seemed, had a history with the half-breed: he constructed and installed Scorpius's cooling apparatus many years ago. Now, as with so many others, the surgeon had outlived his usefulness. Scorpius quickly shut off Tocot's bacterial filter, then breathed into the doctor's face, knocking him to the ground. The half-breed then took the extracted chip and moved to the helpless Crichton. "I condemn you, John Crichton... to live! So that your thirst for unfulfilled revenge will consume you..." As Scorpius left the room, John screamed in impotent rage, but there was no one left to hear him.





CHAPTER TWO

Farscape personalities

The universe of *Farscape* is most directly experienced through the eyes of the show's protagonists: the Leviathan Moya and her renegade crew. They have battled the bleakest odds, undertaken the most dangerous adventures, and still manage to keep their hides intact... and even do a little good while they're at it. They don't act like typical science fiction heroes: they're more like a dysfunctional family, forced to work together as a team or die. They squabble, they bicker, and more than once, they have come to blows. But through their adventures, the bonds between them have grown strong, and though they still fight like cats and dogs, they're now closer to each other than they ever could have conceived when their journey began.

The majority of Moya's passengers started out as captives of the Peacekeepers: Ka D'Argo, Zotoh Zhaan, and Rygel XVI were prisoners aboard the Leviathan, who was herself bound in servitude by a massive control collar. They escaped in a desperate battle with their captors, only to pick up a new pair of outcasts – Crichton and Aeryn – whom they held hostage before reluctantly allowing to join the crew. Even Chiana came to them as a captive, bound with manacles and destined for mind cleansing on her homeworld of Nebari.

That, perhaps, is their only common bond – they all know what it means to be a prisoner, and they all value their freedom more than anything in the universe. It allows them to stay together, to function as a team, to respect and even love each other when all logic dictates they should have torn each other apart by now. Friendship born of desperate circumstances is perhaps the strongest of all, and Moya's crew has been through some pretty desperate circumstances. For that reason, and for too many others to count, they have earned the right to be called heroes.

This chapter contains an overview of the six primary members of Moya's crew – Crichton, Aeryn, Zhaan, D'Argo, Rygel, and Chiana – as well as the Leviathan herself and the loyal Pilot bound to her. It also covers their sometime enemy and erstwhile ally, Bialar Crais, and the terrifying Scarran half-breed, Scorpius, who has proven time and again to be their most dangerous foe. Together, these characters form the heart and soul of *Farscape*: a most unique set of guides through the wonders of the Uncharted Territories.

Commander John Crichton, Human Astronaut

For someone from a planet no one has heard of, Commander John Crichton has had an indelible effect on nearly everyone he's come in contact with in the Uncharted Territories – most of the time without even trying.

Once, Crichton was just an American astronaut trying to prove his "slingshot" theory of space travel by testing his specially designed *Farscape 1* module when something went very wrong. Instead of just blasting off to the other end of the solar system, Crichton created a wormhole in space, shooting him to the other end of the galaxy. He found himself onboard the Leviathan Moya and circumstances quickly forced him to adapt in order to survive. Moya's renegade crew did not trust him, he had no way of contacting Earth, and the Peacekeeper Bialar Crais blamed him for the death of his brother. Crichton was soon too busy staying alive to stop and appreciate the wonders of his new surroundings.

Luckily, he endured. Although John didn't know how the doors, toothbrushes, or local firearms worked when he first arrived, he was a quick study, and his technical background and scientific smarts saved his crewmates' lives more than once. More importantly, he had a kind heart and a strong sense of right and wrong; his willingness to lend aid to others helped formed the basic foundation for a working crew. The others aboard Moya soon learned to trust and appreciate him, although they found his jokes bizarre and his Earth references baffling. Soon after his arrival, John began work on creating a wormhole and a way to get home, modifying *Farscape 1* with biomechanoid parts, and searching for solar flares in order to recreate the conditions of the accident that sent him into the Territories.

Unfortunately, he had little time to pursue this hopeful quest. Not only were the Territories a dangerous and unpredictable place, but Crichton seemingly made enemies as easily as he made friends. Bialar Crais proved an tenacious foe, hounding Crichton relentlessly across the Territories. Though the two eventually made peace – and even established a tenuous alliance – Crichton soon encountered an even more terrifying enemy. During an attempt to obtain a badly-needed tissue graft for a wounded Aeryn at the Peacekeeper Gammak base, John encountered the half-breed Scorpius, who discovered subconscious knowledge of wormhole technology in Crichton's brain. Scorpius became obsessed with the secrets John held and went to hideous lengths to pry them from his head. First, he tortured Crichton in his sinister Aurora Chair. When that tactic failed, he planted a chip containing a neural clone in John's brain. Aeryn and the others eventually rescued Crichton, but the chip remained, hidden in the corners of Crichton's psyche. "Harvey" as John sometimes called him, only manifested when John's safety or sanity was threatened, while industriously digging through his mind for the hidden wormhole knowledge.

Meanwhile, the real Scorpius ruthlessly pursued Moya and her crew, hoping to recapture Crichton. When D'Argo's son was kidnapped by the Peacekeepers, and a rescue attempt failed to retrieve him, John voluntarily gave himself up to Scorpius in return for Jothee, hoping to get the chip removed, even though he feared he would be killed. He and the crew escaped temporarily, but the neural clone reasserted itself, attacking John's friends and leading Scorpius to Crichton before the human could get away. The chip was removed, but John's life and sanity hung in the balance for some time thereafter.

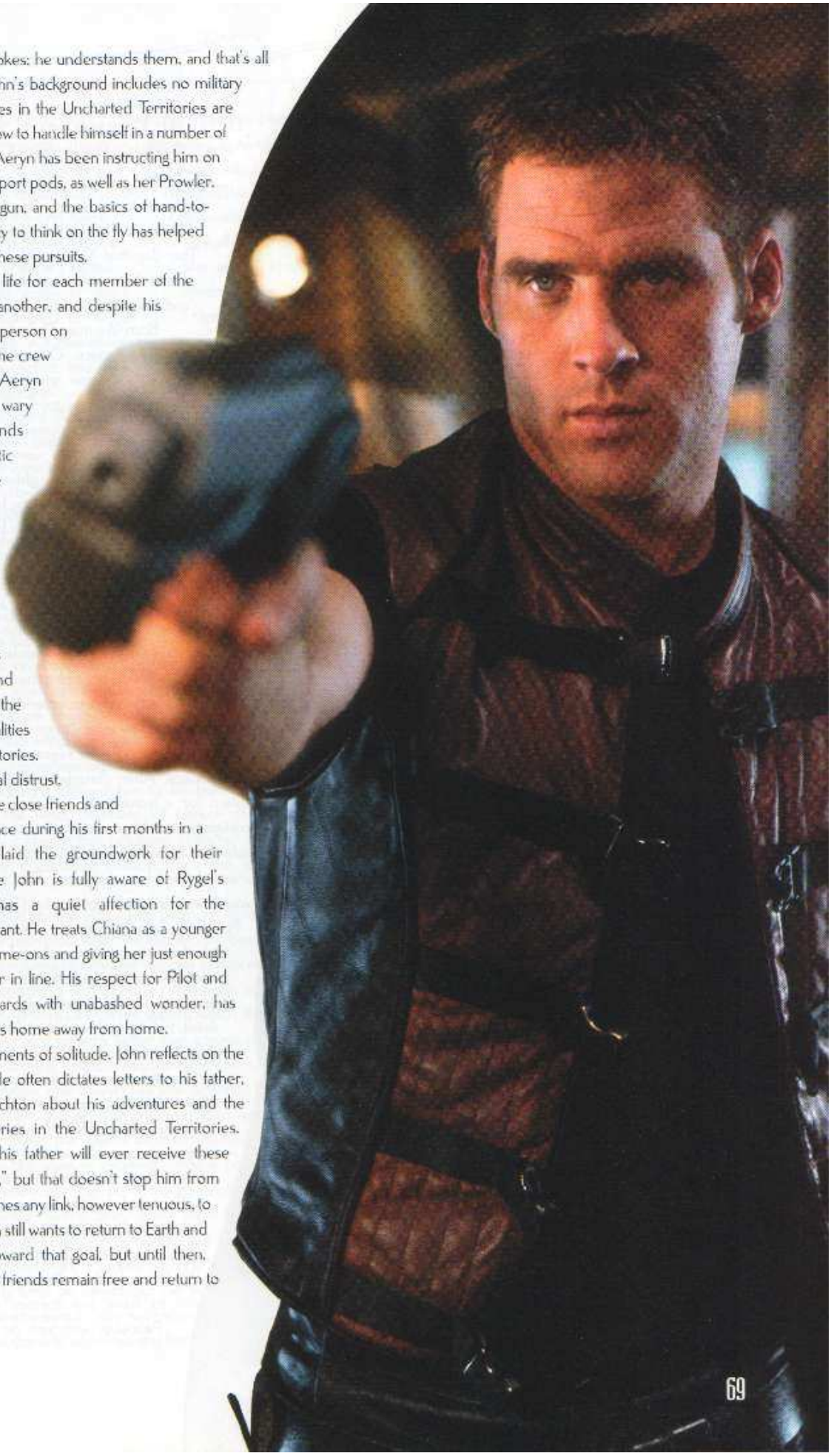


Despite this ordeal (and numerous other threats to his safety), Crichton hasn't given up hope. He has found depths of strength he didn't know he possessed, and keeps his sense of humor, even when things are at their worst. His witticisms and references to Earth pop culture provide a sense of comfort, and help him remember who he is and where he comes from. It doesn't matter that no one

else understands his jokes: he understands them, and that's all that matters. While John's background includes no military training, his experiences in the Uncharted Territories are rapidly teaching him how to handle himself in a number of dangerous situations. Aeryn has been instructing him on how to fly Moya's transport pods, as well as her Prowler, how to shoot a pulse gun, and the basics of hand-to-hand combat. His ability to think on the fly has helped him immeasurably in these pursuits.

John has risked his life for each member of the crew at one time or another, and despite his oddities, he is the one person on Moya whom most of the crew can tolerate. He and Aeryn have progressed from wary shipmates to friends to uncertain romantic partners over the course of the last two cycles, as he has encouraged her to "be more" than just the Peacekeeper she was trained to be, and she has protected him and helped him adapt to the sometimes harsh realities of the Uncharted Territories. Despite D'Argo's initial distrust, they have also become close friends and allies. Zhaan's assistance during his first months in a very strange place laid the groundwork for their friendship, and while John is fully aware of Rygel's shortcomings, he has a quiet affection for the underhanded little tyrant. He treats Chiana as a younger sister, ignoring her come-ons and giving her just enough discipline to keep her in line. His respect for Pilot and Moya, whom he regards with unabashed wonder, has made the Leviathan his home away from home.

During his few moments of solitude, John reflects on the things he has seen. He often dictates letters to his father, telling the senior Crichton about his adventures and the breathtaking discoveries in the Uncharted Territories. He doesn't know if his father will ever receive these "messages in a bottle," but that doesn't stop him from making them. He relishes any link, however tenuous, to his distant home. John still wants to return to Earth and is actively working toward that goal, but until then, he intends to help his friends remain free and return to their homes.





Officer Aeryn Sun, Sebacean ex-Peacekeeper Commando

Irreversibly contaminated. Two words that mean a death sentence to any Peacekeeper suspected of spending too much time among a "lesser" species. The day that Officer Aeryn Sun was declared irreversibly contaminated, her entire life ended... and a new one began.

Born (like many Peacekeepers) on a command cruiser in space, Officer Sun's background was typical, with one small exception: unlike most parents in the "assigned" PK procreation program, Aeryn's parents loved each other. Like all Peacekeepers, they were not allowed to stay together after their daughter's birth, but one night when Aeryn was very young, her mother visited her, telling the little girl about their love, and how they had wanted her. Whether that made a difference in Aeryn's later life later is open to debate, but the knowledge may have given her a slight sense of open-mindedness when the need arose.

Aeryn grew up in the standard program for every Peacekeeper child, beginning her training to become a soldier from a very early age, entering flight school at fourteen and flying her first Prowler at sixteen. She became a member of the Icarion company, Pleisar regiment, spending most of her time in space. After completing commando training, she applied for a transfer to a Marauder, one of the most prestigious and dangerous positions within the PK fleet. She wished to fly on Prowler detail, but her commander, Bialar Crais, assigned her elsewhere. The denial stung the proud young woman, and she resolved to find her way into a Prowler's cockpit, no matter what the cost. In the end, it took the betrayal of her lover, who was planning to sabotage a secret operation, to earn the command. In exchange for her loyalty, she received the coveted detail, but the guilt over her betrayal haunted her for some time thereafter.

During the pursuit of the escaping prisoner transport Moya, Aeryn's carefully disciplined life took an unexpected turn. Her Prowler was sucked into the hyperspace wake of the larger ship when the Leviathan unexpectedly went into StarBurst. Captured by the former convicts aboard the vessel, she was confined with fellow captive John Crichton, a displaced human explorer. The two formed a brief alliance and escaped Moya, only to have her former compatriots in the Peacekeepers turn on them. When Crais

accused Crichton of killing his brother. Aeryn defended the human... which led her commander to declare her irreversibly contaminated. She was forced to flee the only home she had ever known, rejoining Moya's crew and adapting to the life of a fugitive.

Initially, Aeryn was angry at being condemned to the company of "lesser species." Her upbringing as a Peacekeeper had left her contemptuous and hostile towards non-Sebaceans, especially "criminals" like those aboard Moya. Gradually, however, Officer Sun began to see the narrowness of the Peacekeeper outlook, and modify her attitude towards her shipmates. Though life beyond military service initially held no enticements for her, she has since learned that she can be much more than just a soldier. During a brush with the Living Death (Sebacean heat delirium) Aeryn was forced to depend on Crichton and Zhaan for medical help and emotional support. Over time, she and D'Argo's similar confrontational approaches to danger built up a foundation of mutual respect between them. Her efforts to save Rygel's life using scientific techniques (in partnership with Pilot) made her realize that she could use abstract approaches to problems. The gradual broadening of her horizons allowed her to discover her capabilities outside the strict definition of herself as a commando and pilot, a change that has been reflected in a gradual relaxation of dress and attitude from the strict Peacekeeper standards.

Aeryn is the best pilot aboard Moya, with far more flight-time experience than either John or D'Argo, the two second-best pilots on board. She has piloted several different versions of Peacekeeper fighter crafts and transports, as well as Moya's transports and Moya herself. She has traces of Pilot's DNA in her system, which allow her to understand Moya's operating systems better than anyone in the crew save Pilot himself. She is highly skilled in hand-to-hand combat, and is an excellent shot with a pulse rifle. Aeryn has little scientific knowledge, but has become familiar enough with the principles and technical applications to understand the basics of most Peacekeeper and Leviathan technology. She stays in excellent physical condition, and regularly kick-boxes, exercises, and performs Peacekeeper fitness regimes to keep herself in fighting form. While often abrupt and hard-headed, Aeryn is still considered attractive and enjoyable company among members of the opposite sex. She has a biting wit which she regularly turns on others, but can be capable of intense loyalty to those who earn it. After two cycles away from the Peacekeepers, she has come to see Moya and her crew as her new family.

Aeryn shares a strange attachment with Moya's offspring Talyn, who she was permitted to name in honor of her dead father. She helped Moya bond with the confused infant Leviathan, helping them through the days following his birth. Though Talyn eventually left them in favor of Bialar Crais, Aeryn is still considered a godmother of sorts to the ship. Talyn trusts her as he does few others.

Of all the crew, Aeryn is closest to John, with Pilot coming in second. She and Crichton have formed an emotional bond despite her early Peacekeeper conditioning against involvement with other species. Her Pilot DNA and respect for his handling of his responsibilities as Moya's majordomo have strengthened her ties to him as well. She shares a common outlook and mentality with D'Argo, and respects Zhaan for her abilities as a Pa'u and healer. She finds both Chiana and Rygel annoying, for similar reasons: their capacity for trouble offends her sense of caution and order, and both of them enjoy pushing the volatile officer's emotional buttons. Despite this, she can usually be persuaded to protect them, if it is in the best interests of the rest of the crew.



Ka D'Argo, Luxan Warrior

Living an honorable life is difficult when you lose everything you love. For Ka D'Argo, eight painful cycles as a prisoner of the Peacekeepers was nothing compared to the horrors that preceded it: the death of his wife, the loss of his son, and the unjust murder conviction which left him helpless to do anything about it.

As a young Luxan, D'Argo dreamed of two things: becoming a mighty warrior and having a small farm to share with a family of his own. He followed the better-known traditions of his people and became an honorable warrior with two battle engagements to his credit. Then he met Lo'laan, the sister of Peacekeeper Officer Macton Tal. Lo'laan and D'Argo fell in love, but because of Peacekeeper prejudices, her family would never allow her to marry a non-Sebacean. The couple fled to a distant farming colony, where D'Argo established a home for them. The couple soon produced a son, Jothee, and for a time, D'Argo thought he could be happy. But when Jothee was about five or six years old, Macton Tal tracked the family to their refuge, and murdered Lo'laan. Tal then accused D'Argo of the crime, arresting the Luxan while his own hands were still wet with his sister's blood. Before he was taken away, D'Argo sent Jothee into hiding, fearing for his son's life. D'Argo was convicted, chained, and eventually imprisoned aboard Moya until the Leviathan and her captives escaped Peacekeeper custody.

Freed from imprisonment, D'Argo reclaimed his Qualta blade (the Luxan ceremonial long-range and close-combat weapon, and a symbol of his honor) and joined Moya's crew in their flight into the Uncharted Territories. He did not reveal the truth about his confinement when first asked, instead claiming to have murdered a superior officer. He found his past history too painful to discuss, and would rather lie than endure any uncomfortable questions. It took some time before his crew mates uncovered the facts of his undeserved sentencing.



As a Luxan and a warrior, D'Argo often believes he should command Moya - but none of his fellow escapees see it that way. Aeryn is the better pilot. Crichton has more practical knowledge. Zhaan is more diplomatic, and Rygel is sneakier. Nevertheless, D'Argo's determination and aggressiveness have their place onboard. His bravery is unquestioned and his strength has become a rock on which his crewmates stand. He has begun to listen and learn the basics of strategy and science from those around him, and regularly assists in repairs to Moya. While D'Argo hates all Peacekeepers (whom he blames for much of his misery), he has formed a grudging friendship with Aeryn, since they share the same stringent code of ethics. Though initially wary of Crichton, due to his physical similarity to the Peacekeepers, he has come to realize that John has little in common with them, and the two have slowly gone from uneasy allies to close friends. Although initially fascinated by the exotic and alluring Zhaan, he came to value her friendship more than the fleeting pleasures of any passing attraction. Rygel's mercenary ways and ability to get into trouble exasperate him, and he has little patience with the former Dominar.

He is more forgiving of these traits in Chiana, with whom he has become romantically involved despite their extremely different personalities. Their relationship is based mostly on their mutual sexual attraction, but he is also extremely protective of the young thief, though often appalled by her recklessness. D'Argo wants nothing more than to find his son, who he has not seen for many cycles. Though Jothee matters more to him than anything else, he will not sacrifice his honor to find the boy: he once abandoned a cache of Luxan starcharts (which would have helped point the way to Jothee) in order to help his crewmates. D'Argo takes his ethics seriously, and he will not ignore his responsibilities to his friends in favor of his own personal interests again.

D'Argo sports the tattooed chin markings of a general – a rank he has never held. During his time in combat, he took the marks to protect a valued commander, hoping that the enemy would mistake him for his superior. He's a little embarrassed by the lingering deception, but other species don't seem to notice. D'Argo is extremely strong, well-trained in combat tactics and weapons, and shares the well-deserved Luxan reputation for violence and impulsiveness. He is often loud and blustery, and loses his temper with unnerving ease. When irritated, he is capable of lashing out with his Luxan tongue-sting, temporarily stunning them. When truly angry, he falls victim to Luxan hyper-rage, attacking any other nearby males in order to establish his dominance. These terrifying bouts often take days to subside. His anger towards the Peacekeepers is unquenchable, and he quietly hopes for the day when he can take vengeance against Macton Tal.

Despite his uncompromising attitude and impatient personality, D'Argo is capable of sympathy and kindness toward his crewmates, especially when they are in distress. He has comforted Aeryn when she has been sick, and expressed sympathy towards John's recurring desire to return home. Recently, he was reunited with his son Jothee, a meeting that did not go as he planned. Though overjoyed to see the boy, it soon became clear that the two had grown distant, and – like so many fathers and sons before them – Jothee held beliefs which D'Argo found strange and unsettling. Though he tries hard to reestablish his ties with Jothee, it will clearly take some time before father and son are truly reunited.



Pa'u Zotoh Zhaan, Delvian Priest

Some people go crazy in prison, others turn to religion. Pa'u Zotoh Zhaan is one of the few people who has done both. Life was peaceful on Delvia. For eight hundred cycles, Zhaan served as a respected member of the Delvian Seek (the dominant religion of the plant). The Delvians supported a democratic government elected by the people, and many of the representatives belonged to the Seek, which meant that most had their people's best interests at heart. Freedom of speech and thought were protected, and the population was, by and large, reasonably content.

Then came the day that Bitaal, a prominent elected official, and his followers decided they weren't ready to leave office after being voted out.



The group contracted the Peacekeepers to help them retain their power, imprisoning the political moderates and any who opposed them. During the coup d'etat, Zotoh Zhaan's father was sent to a forced labor colony on one of Delvia's moons. Zhaan was Bitaal's lover at the time, and she was devastated when she learned he had betrayed both their people and her family. She murdered Bitaal while they shared Unity (a bonding of mind and emotions which can bring peace and joy to both parties), shattering her own mind in the process.

She quickly found herself arrested by the Peacekeepers, sentenced, and imprisoned aboard Moya for the next 17 cycles. During that time, she slowly brought her violence-induced madness under control, meditating and using the mental techniques of the Seek to defeat the savage emotions within her. Her efforts eventually allowed her to transform back into a serene priest.

After Moya's escape from Peacekeeper custody, and the addition of John Crichton and Aeryn Sun to the crew, Zhaan found a new task placed before her: help her new companions adjust to their circumstances. She happily aided the human in making sense of his new surroundings, while adding her compassion and wisdom to the rest of the crew. She became a valued friend to Pilot and Moya, and her patience with the intractable Rygel and hostile Officer Sun earned her their respect. Her occasional flirtatiousness with D'Argo was less important than the trust that built between them, and Zhaan's medical and biological expertise with alien species proved invaluable during their subsequent adventures in the Uncharted Territories.

But Zhaan's grasp on the peaceful teachings of her people has not always remained firm. During a confrontation with an energy-devouring being named Maldis, which had stolen Crichton's spirit for its own amusement, Zhaan was forced to tap into her darker side in order to defeat it. Although successful, the experience shattered Zhaan's hard-won control. Soon thereafter, she participated in the decision to remove one of Pilot's arms in exchange for a map back to Delvia. She knew the pain Pilot would suffer and understood what a cataclysmic betrayal such a violation would constitute, yet she chose to go ahead anyway. Her struggles were further exacerbated during the crew's encounter with the followers of Tahleen, on the New Moon of Delvia. Tahleen ravaged Zhaan's mind in an effort to seize the Pa'u's self-control. The mental violation released her inner fury, and it took a hazardous Unity with John to regain her inner calm.

These events disturbed Zhaan greatly, and she decided to set aside her priest's robes – and her interest in the Seek – until she came to terms with everything that had happened. It took nearly a cycle of struggle before she could take up her role as a priest again. She has continued to walk a line between the violent and compassionate sides of her personality, though most of the time, her better angels prevail.

Like most mature Delvians, Zhaan has no self-consciousness about her body or sexuality, and is considered quite beautiful by the standards of many hominid species. She usually dresses in shimmering

aquatic colors when not attired in her Pa'u's robes, but she prefers to be nude while in her quarters. Though not overtly sexual (at least the way others understand it), she has a very sensual side, which comes out at odd moments. During a visit to Dam-Ba-Da, she blissfully indulged in the system's ionic radiation which triggered a series of intense photogasms. While her last romantic relationship ended when she murdered her lover, she has proven open to advances from a number of different aliens, including the Banik slave Stark, whom the crew rescued from the clutches of Scorpius.

Zhaan takes her religion very seriously, and regularly invokes prayers of thanks, protection, mercy, and luck to her goddess. She is tolerant of others' beliefs (her prayers include as many admonitions to her friends as herself), and, with the exception of the Peacekeepers, usually has no prejudices against other species. Since the addition of Chiana to the crew, she has served as a surrogate mother to the Nebari, teaching her the rules of the ship and restraining her when necessary. She sees the value in each of her fellow crewmembers... even when they infuriate her. An encounter with one of Moya's Builders allowed her to actually hear the Leviathan speak, an experience she regards as one of the most profound of her life. She has assumed a great deal of responsibility for Pilot and Moya, and would die to protect the two of them if necessary.

Her religion stresses peace and diplomacy, but she is capable of defending herself against physical attack when pushed. As a Delvian, Zhaan's blood is considered a rare pharmacological substance, and she has been placed in jeopardy at least once because of this reputation. Zhaan's flora-based physiology heals quickly from most minor injuries, and her priest's skills often succeed where nature and time do not.

Like D'Argo, Rygel, Pilot and Moya, Zhaan is still considered a fugitive by Peacekeeper High Command. Though they no longer actively pursue her, they have placed a bounty on her head for enterprising hunters to claim. Should she ever return to Delvia, she would probably be imprisoned for murder or returned to the Peacekeepers. Despite the danger Zhaan still intends to return and help free her people, no matter the cost.



Chiana, Nebari Thief

It's a good thing that Chiana is so good at kissing, kicking and crying her way out of trouble, because her talent for getting into it is even better. A wild and rebellious child, she ran away from the Nebari homeworld because she didn't want to obey the strict dictates of Nebari society: respect authority and conform at all costs. The Nebari regularly mind cleanse anyone who disagrees with their viewpoint on correct behavior, and since Chiana was unwilling to fit in, fleeing her homeworld was her only option. She ran away with her brother Nerri, and traveled with him for a time before he returned to their home system to lead a rebellion against their leaders. The Nebari had infected all runaways with a communicable virus designed to spread to other species, making conquest of their territories easier. Nerri didn't want Chiana to risk her life in the fight, and insisted she stay away from Nebari Prime when he went back. The two were very close; Chiana once became nearly suicidal when she believed Nerri had been killed.

For a time after her brother left, the teen lived hand-to-mouth, stealing, scavenging, and seducing her way across the system, doing whatever she had to in order to survive. She was tracked down and temporarily re-captured by Salis and former Peacekeeper Captain Durka. On their return to Nebari Prime to mind cleanse the young waif, their craft was struck and disabled by Moya. They were brought aboard the Leviathan as guests, and Chiana used the opportunity to escape her binds. In the ensuing mayhem, Durka reverted to his psychotic state and killed Salis. Moya's crew managed to dispatch the crazed Peacekeeper with Chianals help, and the young Nebari has remained onboard ever since.

Chiana has unparalleled skill in escaping handcuffs, neck-collars, and locked rooms, as well as evading conventional scans for life-signs. While she gradually settled into life aboard Moya, she still couldn't resist the occasional bit of theft – like stealing Zhaan's body wash, or tampering with the locked cargo from a Peacekeeper Marauder. She uses her attractiveness to put males at ease, distracting them with her feminine wiles while filching their belongings. She is extremely good at palming objects, be it the ident chip from a Peacekeeper's neck or a stolen injector needed to save Aeryn's life. Distraction and seduction are her favorite weapons, keeping others off-guard and herself out of trouble. She's had a great deal of practice at both.

Her small size keeps her combat skills at a minimum, and few true soldiers would regard her as a threat. She is however, very fast and tenacious, and willing to use whatever comes to hand to defeat her opposition. Her physical mannerisms hint at experience in street brawls and bar fights – she is constantly poised to duck or dodge blows and then snap back up, ready to return the attack with interest. She once managed to kill a Peacekeeper Captain by directing an open, flaming fuel pipe-line at him and burning him to death.

Despite her dishonest tendencies, Chiana has proven a somewhat loyal and determined friend to her crewmates. She once risked her life to assist Crichton in sneaking onto the Gammak base in order to save Aeryn, and put herself at considerable risk while helping Moya give birth. She and D'Argo became involved a few months after she joined the crew, and while their romance isn't perfect, Chiana does care for him a great deal. D'Argo's recent reunion with Jothee has muddied those waters however; the Nebari finds herself deeply attracted to her lover's young son. She constantly flirts with John, but responds to him more as a little sister than a potential lover, and grudgingly accepts Zhaan's efforts to keep her in line. She and Rygel have been partners-in-crime more than once, but neither of them trusts the other enough to be a true friend. Aeryn regards her as a nuisance, and she retaliates by teasing the ex-Peacekeeper mercilessly when she can.



At this time, Chiana has no plans for the future beyond staying very far away from Nebari territory and grabbing as much adventure and wealth as she can. Her brother remains active in the Nebari resistance, but as much as she would like to fight by his side, she needs to keep her distance. Going to him would blow his cover and endanger both their lives. Unable to fight the Nebari directly, she views her continued freedom as an adequate sign of defiance against their tyranny. For all that, she remains a thief at heart; Moya and her crew are very important to her, but she always keeps her eyes open for the next big score.

Rygel XVI, Hynerian Dominar

Rygel XVI, Dominar of the Hynerian Empire, and former ruler of over 600 billion subjects, has never suffered from a lack of personality. Small people often need to be tougher and sneakier in order to avoid being pushed around by their larger counterparts. Fortunately for Rygel, he has the cunning of any three beings and the attitude to match. Unfortunately, his displays of good judgment are usually on a much smaller scale.



Over one hundred and thirty cycles ago, Rygel's cousin Bishan overthrew him and seized the throne. Rygel has never discussed the political causes for the coup, though he intends to avenge himself as soon as he gets the chance. Bishan turned the Dominar over to the Peacekeepers who held him prisoner for nearly one hundred and fifty cycles. Rygel initially spent his confinement aboard the *PKS Zelbinion*, where he was regularly tortured and humiliated by the ship's captain, Selto Durka. He survived, but grew to hate Durka and Peacekeepers in general because of it. He was eventually transferred off the ship, and endured an unknown number of prisons before finally landing onboard Moya. The Leviathan had numerous passages and conduits that only someone of his size could use, and he began to come and go as he liked, secreting food and valuables where the Peacekeepers couldn't find them. His efforts paid off when he became the guiding force behind Moya's escape: he had obtained the necessary code keys and bribed the guard drones in order to make the prison break possible.

Rygel could not have been an ideal prisoner if his current personality is anything to judge by. He hoards rations during shortages, steals anything he can get his hands on, and is by turns bossy, greedy, aggravating, and arrogant. His primary obsessions are food and riches, and he is utterly unwilling to share either commodity unless forced to do so. Yet it is exactly those qualities that make him a valuable crew member. Rygel is the one who usually negotiates with outsiders, and his singularly sneaky mind keeps the crew from being cheated or over-charged. He is also constantly looking for bargains or quick credit where other beings would never think to find one. His small demeanor often leads others to underestimate him, a quality he consistently uses to his advantage, and his considerable charisma helps put outsiders at ease. His negotiating skills have allowed the crew to talk their way out of potentially disastrous scenarios.

Still, Rygel is capable of treachery when he sees the opportunity to profit from it. Unlike the rest of the crew, he feels few connections to Moya, regarding his position onboard as a transitory position at best. He, along with D'Argo and Zhaan, once cut off one of Pilot's arms in exchange for a starchart home, and he even negotiated with Crais and Scorpius for the re-capture of his fellow crew members. He only changed his mind when it became clear that his life was in danger. Though he occasionally demonstrates regret for these acts of treachery, he is still far from trustworthy; Rygel always looks out for number one.

Rygel's size puts him at a distinct disadvantage in the mobility department. His ThroneSled allows him to adequately cope with his physical deficiencies, and to stay out of reach of his taller adversaries if necessary. Though not as quick to anger as some, his aggressive tendencies can still be intimidating. Aside from outright physical attack, Rygel can passively repel people as well, usually by spitting on and insulting them with enough venom to convince them to shun future contact with him. Like all Hynerians, his bodily functions are rather extreme, and he can expel a wide variety of odors and fluids to keep unwanted interlopers away.

Rygel has known Zhaan the longest of anyone aboard, and he generally treats her with more respect than anyone else. He is also marginally fond of Crichton... when the human isn't acting thoroughly deranged, that is. His hatred for Peacekeepers colors his relationship with Aeryn, and his resentment of D'Argo comes largely from the other's physical size and willingness to use it. Rygel considers Chiana an amusing playmate and co-conspirator, and he remains condescendingly fond of Moya and Pilot, treating them as either possessions, servants, or friends, depending on his mood. He believes that he alone has the status to command Moya's crew, though the others refuse to even consider the notion. Despite all he has been through, he can display a quiet dignity at times, and there are moments when he shows the steely character of a true ruler. The former Dominar still dreams of returning to Hyneria, and regaining his throne – after executing his treacherous cousin, of course. Until that happens, however, he intends to obtain as much wealth and glory as he can by whatever means possible.

Moya and Pilot, Leviathan Ship and Symbiont Helmsman

Prison escapes are a fairly common occurrence in any part of the galaxy, but not when the actual prison itself wants to escape. Life as a Peacekeeper transport held little charm for Moya, a living ship with the capacity to span the stars. She was restrained by a massive control collar which prevented her from StarBursting away from her captors; the Peacekeepers drugged and modified her as part of an experiment to breed Leviathan gunships; and her captors forced her to transport other prisoners against her will. Her life – which had such wondrous potential – had been reduced to that of a lab rat and beast of burden. When Rygel, D'Argo and Zhaan conspired to break out of prison, using the ship as their escape vessel seemed the easiest thing to do – and Moya was not about to disagree.

Since then, Moya's life has been anything but routine. First there was the necessity of finding and removing various tracking devices which the Peacekeepers installed during her captivity. Then there was her unexpected pregnancy, triggered when D'Argo inadvertently dislodged a Peacekeeper "contraceptive" shield. Finally, there was the terrible burning she suffered during a parasitic attack on her systems. The fire killed the parasites, but left her grievously wounded and in terrible pain. It took a fluid transfer from her son Talyn and the help of a surgeon-for-hire named Tocot to restore the damage. Freedom has its price and Moya has paid it in blood.

As a Leviathan, Moya has no offensive capabilities or weapons. She is, however, highly maneuverable, and can StarBurst into hyperspace with little advance warning, outdistancing most pursuers with ease. During an early part of their first cycle as escapees, the crew scavenged a defensive screen for Moya from the wreck of the *Zelbinion*, which has been moderately successful at repelling attack. The screen provides much-needed protection, and has allowed Moya to compensate for her lack of offensive capabilities. She has approximately thirty-five separate tiers, which include docking bays, cargo holds, a control-and-command room, an observation terrace, and extensive living quarters. Moya's transport pods grow within her, but they are non-sentient, and relatively simple compared to their originator.

The phrase "I live to serve" might have been coined for Moya's other half, though no one said anything about "service with a smile." As the majordomo for the Leviathan, Pilot is responsible for monitoring and controlling all of the life-support, communications, and maintenance functions on board the ship, as well as overseeing the interactions between Moya and her crew. Most communications go through Pilot, who can interpret Moya's non-verbal responses for the crew, but on occasion they have communicated with her directly through communicators or DRDs (Diagnostic Repair Drones). These small, non-sentient robots do most of the maintenance aboard the Leviathan, and report any mechanical problems they cannot fix to Pilot, who then relays the information to the crew so that they can complete any necessary repairs

Little is known of Pilot's life prior to joining with Moya, but he is not Moya's first Pilot. Peacekeepers murdered the original symbiont, and forcibly installed Pilot in her place. The elders of his species denied Pilot a bond with a Leviathan, and his intense desire to see the stars led him to strike a bargain with the Peacekeepers, who arranged for him to serve as Moya's new symbiont. The artificial bond the PKs created caused him great physical pain, as well as guilt for his complicity in the original Pilot's murder. When Moya's crew discovered these facts, Pilot ripped out the artificial bond and with their help, installed a more natural (albeit less controlled) bond in its place. Since he is in symbiosis with Moya, Pilot is unable to leave the command chamber where he is connected to her central nervous system. He perceives most of Moya's experiences through her senses as well as his using his own.

Maintaining the smooth operations of a complicated being like a Leviathan requires multi-tasking brain functions and enhanced senses, which Pilot's species has in abundance. They allow him to filter the multiple viewpoints of hundreds of DRD's, input from Moya's internal and external sensors, and communications from the crew as well as external signals from other ships and planets. He often asserts control of Moya's StarBurst capabilities at the request of the crew, and has complete control of the environmental systems within the Leviathan.

Pilot is at a disadvantage when it comes to the Leviathan, for while Moya is capable of surviving without him, he is no longer capable of detaching from her and living as a separate entity. However, since his species cannot travel off-world on their own, he regards this arrangement as a fair trade for the experience of traveling between the stars. The Peacekeepers have experimented with direct neural control of Leviathan Pilots before, but fortunately they never applied their findings to Pilot. If they had, Moya's escape from Peacekeeper custody would have been impossible. Since Pilot directly experiences Moya's joy and pain, there was no way that he could not hope and plan for their escape. Pilot is occasionally troubled by feelings of inadequacy, despite his record of service. The circumstances around his bonding still lead him to doubt. He constantly studies the databanks that were

installed aboard Moya at birth, trying to learn more and train himself to be a better symbiont. While he has few needs beyond Moya's welfare, He takes an active interest in the crew's activities, since anything that affects them may affect himself and Moya as well. The health of the Leviathan is always his primary concern.

Despite that Pilot has stated on more than one occasion that he and Moya enjoy having a crew, even if they are not necessary for the smooth running of the ship. They value the companionship of other beings as well as the satisfaction of serving those who live inside her. At one point, Moya attempted to StarBurst when she wasn't ready, and stranded herself on a hyperspace "sandbar" in an effort to protect the crew. She then sadly offered to voluntarily miscarry her unborn child if it would allow them to free themselves from the anomaly. Fortunately, Zhaan and Crichton both protested vehemently, and they managed to fight another solution to the dilemma.

Eventually, near the end of the first cycle after the escape, Moya gave birth (with the help of Chiana and Rygel) to the infant Talyn, whose genes had been modified to produce a gunship-Leviathan hybrid. Conscious of the differences between himself and his mother, the baby at first rejected her. But after Aeryn went aboard and communicated with him directly, he was able to bond with his mother. Moya allowed Aeryn to name the child in gratitude for her help; Talyn was the name of Aeryn's father. Unfortunately, the baby fled with Bialar Crais shortly after birth, and though they did not launch a pursuit until their missing crewmen were back onboard, Pilot and Moya continue to look for clues to Talyn's whereabouts. The two share a sense of responsibility for the young Leviathan's actions, and hope he develops the maturity to use his awesome firepower responsibly.

Now that she is the first Leviathan to safely deliver a live gunship-hybrid, Moya is especially valuable to Peacekeeper High Command. Despite her loyal crew, she remains extremely vulnerable to attack and her recent defensive modifications are no match for a determined Peacekeeper Command Carrier. Pilot's (and Moya's) greatest wishes are to reunite with her son in the near future and stay clear of the Peacekeepers. In addition, the pair remain extremely protective of Crichton and his companions, who return their fondness in kind.

Bialar Crais, Sebacean Ex-Peacekeeper Captain

Obsession can take people strange places. In the case of Captain Bialar Crais, obsession took him from respected captain of a Peacekeeper Command Carrier, to kidnapper and fugitive from his own people.

Crais and his brother Tauvo were removed from their native farming community as young children, and conscripted into the Peacekeeper military. Bialar always felt protective of his younger brother, his sole remaining family, so he arranged for Tauvo to serve under him when he took command of the prison-ship Moya. When Officer Crais was killed in a collision with a strange alien shuttlecraft, Captain Crais vowed revenge, unwilling to believe that Tauvo's death was an accident. When he caught up with John Crichton, he intended to turn him over to the Peacekeeper science division for experimentation and evaluation as an unknown alien species. Officer Aeryn Sun's objections to this plan led him to declare her irreversibly contaminated. Their subsequent escape – and the escape of Moya and her prisoners – induced him to doggedly pursue the lot of them into the Uncharted Territories, beyond the scope of normal Peacekeeper jurisdiction.

Crais's obsession grew over time, despite John's repeated efforts to explain the accident. Crais was enraged that his brother had died at the hands of a "lesser species" and his increasing fixation led him to ignore orders from Peacekeeper High Command instructing him to return to Peacekeeper territory. He even murdered his second-in-command, Lt. Teeg, rather than let his disobedience come to light.

He thought his vengeance was at hand when he received a message from the half-breed Scorpius, who had captured John and was attempting to extract wormhole information from the human's subconscious mind. Crais was trapped, however, when Crichton's would-be lover fabricated evidence implicating the commander in a plot to protect Crichton. Scorpius placed Crais in the Aurora Chair and sifted through his mind, looking for signs of treason. While the Chair didn't reveal any treachery involving Crichton, it did show his defiance of High Command. Scorpius proceeded to blackmail Crais, gaining control of his Command Carrier, which he used to hunt the now-escaped Crichton. Knowing his time as an free man was running out, and not



wishing to be condemned to a fate worse than death, Crais finally relinquished his vendetta. He made a deal with Rygel, returning to Moya and asking the crew for sanctuary in return for information about Scorpius's plans to capture them. He briefly spoke with John about his thirst for vengeance. Crais admitted that his hatred for the human had cooled, and that he regretted his actions in persecuting the human so mercilessly.

Despite that, he was still far from friendly. With the crew preoccupied by Scorpius's pursuit, Crais took advantage of the opportunity to speak to Talyn and convince the infant Leviathan to set off on another course, far away from the Peacekeepers. He soon bonded with the sentient ship, receiving a direct neural link which allowed the two to share their thoughts (and made Crais the Leviathan's de facto pilot). Before he and the baby Leviathan-hybrid StarBursted, he resigned his commission. His last bridges burned, Crais disappeared, having avenged himself on both the fugitives and Scorpius by abducting Talyn.

For the next year, the two of them roamed the Uncharted Territories, avoiding the Peacekeepers and getting into confrontations with other ships. They encountered Moya's crew on a few other occasions, often providing much-needed aid. Crais apparently wishes Aeryn to join him as a member of Talyn's crew, but his motivations for this remain uncertain. Part of this may be Crais's tenuous control over the young gunship, who seems to follow his own desires and judgement. It may also have something to do with Crais's own conflicted feelings towards the beautiful renegade.

Despite his civilian background, Bialar Crais was an accomplished, ruthless example of military efficiency, and his skills have not diminished over time. Although his crazed drive to destroy Crichton cost him much, he feels that he has learned from the experience. His focus on capturing the human pushed aside all thoughts of his career, status, and danger to his life, leading him to use any means possible to achieve his ends. After being tortured in the Aurora Chair and seeing his command usurped by a vile half-breed, Crais finally readjusted his priorities and gave up his obsessive quest. Accepting many of his errors allowed him to free himself from a life that he now found too limited. Whatever regrets he may have about the past, they seem to have been entirely satisfied by the frustration he has bestowed upon Scorpius, the escaped prisoners, and John Crichton. Since fleeing with Talyn, he has even become something of an ally to his former targets, and while he still doesn't trust Moya's crew, he realizes that they both have much to gain by occasionally working together.



Scorpius, Half-Scarran, Half-Sebacean Peacekeeper Scientist

The scariest person in the room never has to apologize for anything. Not torture, or murder, or the single-minded pursuit of a mother Leviathan and her newborn baby. For Scorpius, it's all in a day's work.

The product of a Scarran assault on his Sebacean mother, Scorpius grew up among his father's people, hated and despised as a hybrid weakling. The Scarrans spent cycles trying to torture the Sebacean tendencies out of him. He eventually escaped and made his way to the Peacekeepers, who found his intelligence and ruthlessness useful enough to promote him to head the scientific programs at their secret Gammak base. His overriding interest was to defeat the Scarrans, whom he loathes, and advance the Peacekeepers into the Uncharted Territories - by whatever means necessary.

As one of the main designers and pain technicians (i.e., torturers) in charge of the Aurora Chair, Scorpius bore the responsibility for interrogating prisoners and mapping their brain pathways in order to gain information necessary to Peacekeeper High Command. He captured John Crichton as the human attempted to infiltrate the base, and placed him in the Chair. While sifting through Crichton's brain, Scorpius stumbled across John's subconscious memory of receiving wormhole knowledge from the Ancients. Immediately recognizing the pricelessness of this information, he subjected John to the highest levels of pain and data retrieval possible, intent upon securing the knowledge for the Peacekeepers and himself.

John eventually escaped with the help of his friends, and Scorpius has since pursued the human relentlessly in an effort to acquire the technology hidden in his brain. His carefully guarded hole card in this pursuit is the neural clone – a tiny organic chip with a copy of his own personality and agenda – which he had injected into John's brain. The clone was designed to burrow into John's subconscious and copy all of the useful wormhole information, then take over John's body long enough to contact the Peacekeepers for retrieval. However, despite the chip and many more active attempts, it took nearly a cycle for Scorpius to finally retrieve the information he desired.

As a Sebacean/Scarran, Scorpius is regarded as a "half-breed," and therefore not equal to his Sebacean Peacekeeper compatriots, despite several physically superior traits which he possesses. He is capable of seeing into either the infrared or ultraviolet spectrum, which allowed him to spot the difference between John's energy signature and a Sebacean's at first sight. He is also stronger than most Sebaceans, and as the designer/technician for the Aurora Chair, and main researcher on wormholes, remains one of the Peacekeepers' leading scientists in military weapons development. His body suit is designed to regulate his internal temperature (this Scarran need for heat reacts badly with his Sebacean

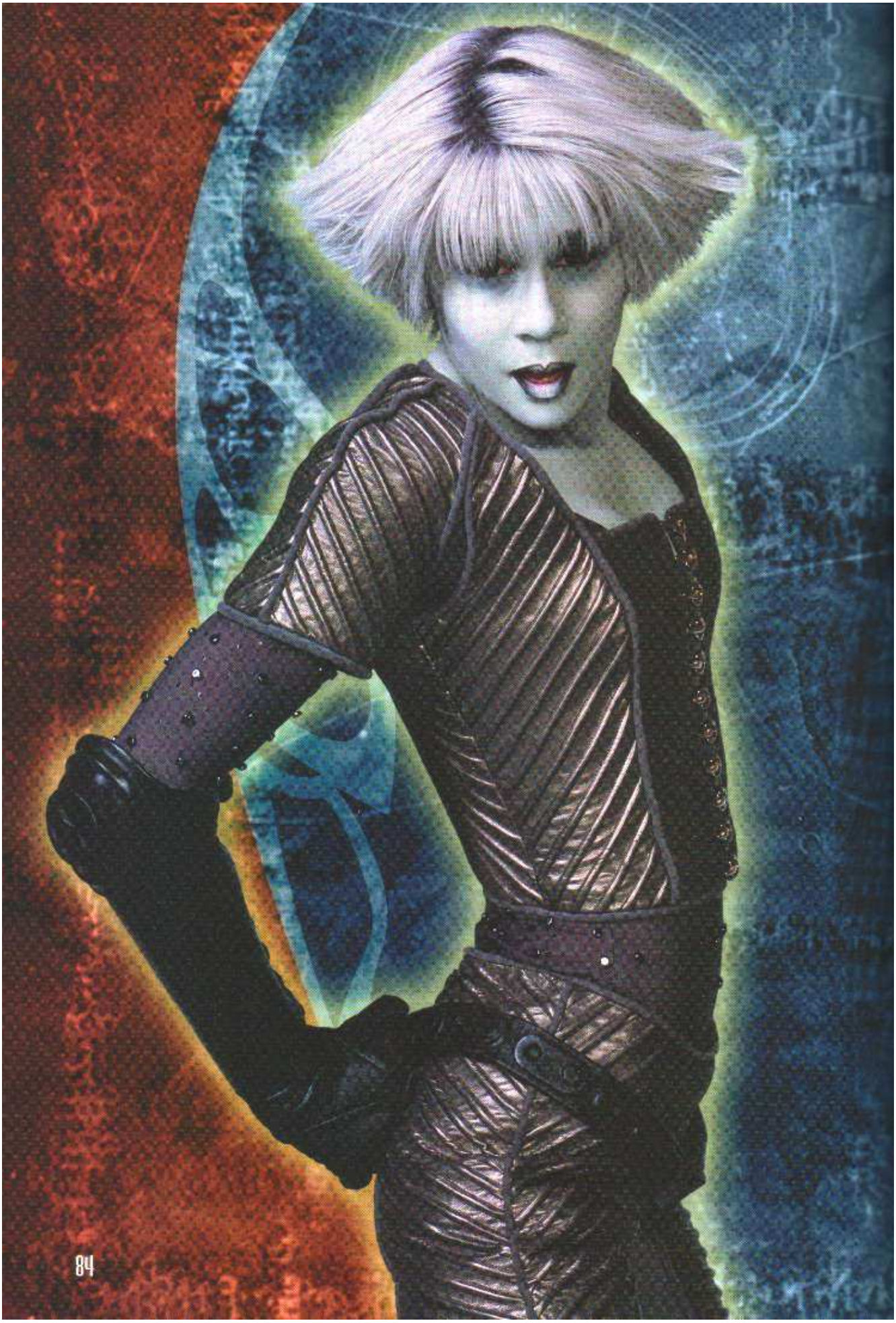


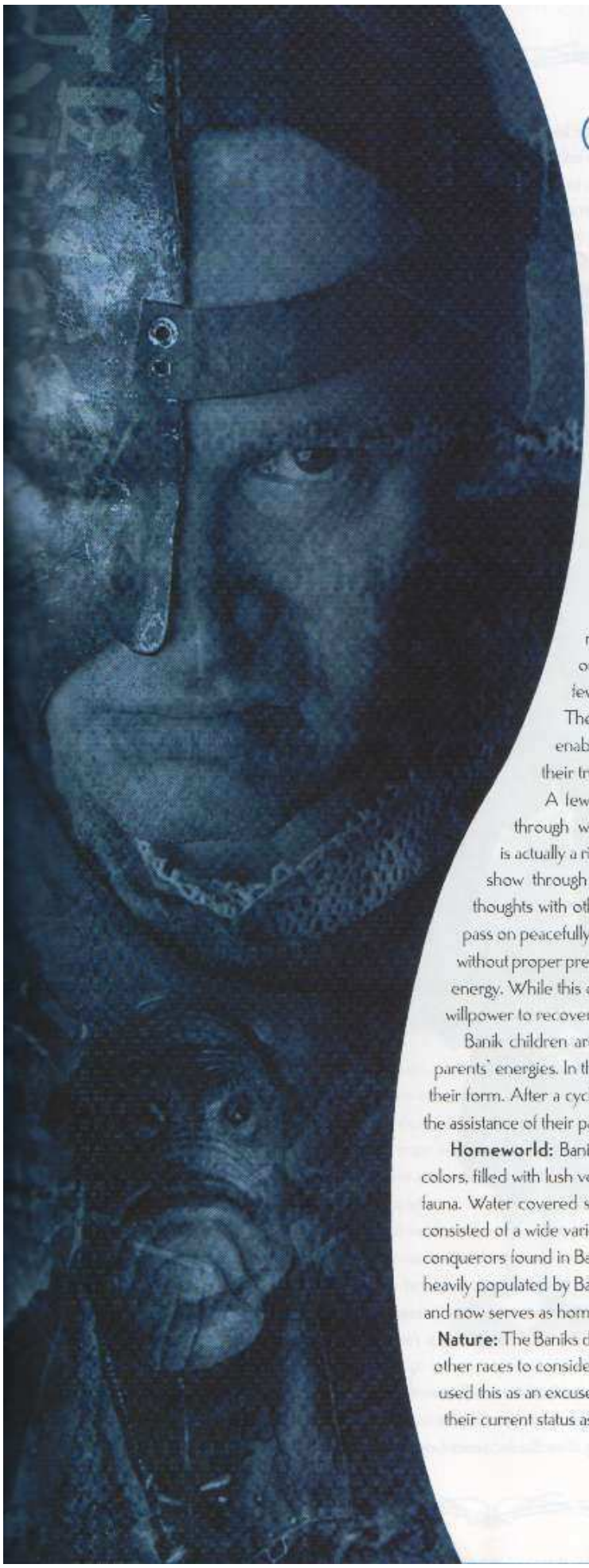
vulnerability to heat). Cooling rods are regularly inserted into cavities in his head, which maintain thermal constancy. These rods must be periodically replaced; otherwise, his body might literally kill itself.

In every other way, he is more competent and determined than those around him. His hybrid background may explain why he lacked military rank for so long, and found it necessary to finesse his way into a command through indirect means. Under most circumstances, Scorpius presents a calm and confidently amused face, seeming utterly certain of his eventual victory over those who oppose him. He can be frighteningly polite to his victims, rarely raising his voice even when thwarted. His anger is terrible to behold, however; when he is surprised, or frustrated by sudden difficulties, he is capable of lashing out at anyone that thwarts him. A master of intellectual manipulation, he prefers not to use violence in reaching his goals, but his physical strength – coupled with an intimate knowledge of pain and torture – make him a fearsome foe in any circumstances. His scientific skills are unparalleled, and he possesses one of the keenest minds in the known universe.

If there are any lengths Scorpius won't go to, or any ethical scruples that might prevent him from reaching his goals, he has yet to show them. With the wormhole information finally in his possession, Scorpius's power in the Uncharted Territories has increased substantially. He looks forward to developing powerful new weapons with this hard-won knowledge... then unleashing them on the hated Scarrans who caused him so much pain. John Crichton remains a source of concern for him, but for now, he seems safe from the human's quest for vengeance. The Scarrans may soon have much to worry about from a creature they once dismissed as a weakling – and Scorpius wouldn't have it any other way.







CHAPTER THREE

FARSCAPE RACES

BANIKS

Description: Baniks are humanoid bipeds, ranging from 1.6 to 1.9 meters in height and fifty to seventy kilograms in weight. Their normal lifespan averages about 100 cycles, but due to the harsh conditions under which most live, few come close to this average. Their hair is almost always light in color, ranging from light brown to blonde, and is usually short on males of the species. Skin is typically pale – only a few Baniks have skin darker than the Sebacean norm. Their physical body is only a molecular creation that enables them to hold a tangible form; it is a mere vessel for their true, incorporeal selves.

A few Baniks, known as Stykari, have a rift in their body, through which appears as an ethereal glow. This "opening" is actually a rift that allows the Baniks' true, non-corporeal nature to show through their physical form. It allows the Stykari to share thoughts with others, calm a mind in pain, or help a dying person to pass on peacefully. Most Stykari cover such openings, for if they reveal it without proper preparation, they may accidentally discharge their spiritual energy. While this dispersal does not always kill the Stykari, few have the willpower to recover from it.

Banik children are first conceived in a non-corporeal realm by their parents' energies. In this plane they develop basic skills and learn to control their form. After a cycle, the children materialize in a molecular vessel with the assistance of their parents. In this vessel they live out their corporeal lives.

Homeworld: Banik'ra was once a beautiful world of verdant and living colors, filled with lush vegetation and populated by a wide variety of flora and fauna. Water covered slightly more than half of the planet, and land masses consisted of a wide variety of landscapes and climates. Unfortunately, several conquerors found in Banik'ra an excellent source of natural resources. Once heavily populated by Baniks, the world has been largely stripped of its beauty and now serves as home to a Peacekeeper base and mining facility.

Nature: The Baniks do not normally express their emotions openly, leading other races to consider them devoid of feelings. Unscrupulous species have used this as an excuse to subjugate and enslave them, which has resulted in their current status as oppressed servants.

The Baniks are a very spiritual race, not unlike the Delvians - finding peace within themselves and within their family structure. They are able to share a form of Unity in which they join their minds and share their experiences, thoughts, feeling, hopes, and dreams. They can also use this power to gain knowledge from their partner without the other knowing, but most Baniks consider doing so a blemish on the soul.



Baniks practice many different religions, and all Baniks have an innately spiritual nature. The most popular faith, called the One Light, emphasizes the enlightenment of the individual and considers the universe itself a sentient being with a master plan. The One Light teaches that true enlightenment comes with finding your place in the galaxy and fulfilling it as best you can. Its members believe they are created in the glow of the One Light and returned to it when they die; only through enlightenment can one truly meld with the One Light after death. Several other Banik faiths follow similar tenets.

Recently, however, religion has become less and less important to Banik culture. Centuries of slavery have sown decay into their teachings, and many young Baniks choose to ignore the old ways because of the harsh reality in which they live. The One Light tells the Baniks to find their place in the universe, but that would seem to indicate that the universe wishes the races to linger in eternal servitude. The elder Baniks try to keep spirituality alive, but even they have a hard time amid such adversity.

Baniks are generally peaceful and soft-spoken by nature; however, a life of enslavement has made them prone to their baser emotions. Many now react rashly instead of thinking things through. In the slave camps, guile and craft win the day, and some Baniks have learned that betraying their fellow slaves is a quick way to earn a master's favor. Trust has become a rare commodity in the camps, putting strains on what little Banik unity remains.

Society: Despite a large population in the past, Baniks have been slowly declining in number. Banik reproduction in slavery is slow, free Baniks are very rare, and their numbers are constantly decreasing. The Baniks' woes began over 1,500 cycles ago, when the Scarrans first invaded Banik'ra. The Scarrans were far more advanced in the ways of war than the Baniks and easily defeated the peaceful race, using them to build colonies and increase their presence in the Uncharted Territories. This made the Baniks a concern for the Peacekeepers, who wanted to limit Scarran influence.

One hundred cycles later, the Peacekeepers - backed by investors and political establishments who feared the Scarrans - launched an assault against the Scarran encampments on Banik'ra. The ensuing war lasted fifty cycles, and became known as the Nakran Conflict after the most hotly contested region on the planet - a location that claimed nearly 800 million lives during the fighting. While it began as an effort to cut the Scarrans off from their slave labor force, it became a war of containment - reducing the Scarran presence and influence in the Uncharted Territories. The war left the Baniks slave to a new master, as the victorious Peacekeepers used them as currency to pay off their debts. The Baniks were relocated from their homeworld to various slave auctions and labor sites across the galaxy.

About 900 cycles ago the Baniks on Banik'ra and a few other worlds staged a revolt against their captors. Though initially successful, the Baniks soon found themselves overwhelmed by the Peacekeepers' superior combat experience and equipment. As punishment for the uprising, the Peacekeepers slaughtered every Banik on the rebelling worlds - every man, woman and child.

In the surviving slave colonies the Baniks segregated themselves in an effort to preserve a representation of their former society. Their efforts mostly failed, but those few free Baniks remaining have been able to keep some fragments of their culture alive. For most Baniks, life consists of mining and cargo loading. Others often exaggerate their mental abilities, leading to fear and panic amongst other species. Many scientists are curious about Banik spiritual powers. Peacekeepers are particularly interested in the Stykari and have purchased all they can find. Many Baniks fail to survive this "quest for knowledge" as they undergo the most adventuresome and dangerous experiments at the hands of their captors.

Despite this bleak outlook, a few flickers of hope remain for the species. The spiritual and wealthy sometimes seek out Stykari for their ability to guide the dying to the other realm. A few Stykari have used this situation to bargain for their freedom. In addition, rumors of free Banik colonies have persisted for centuries, but they remain hidden to the Peacekeepers and other aggressors. The hope offered by free colonies – even stories of free colonies – may prompt another rebellion amongst Baniks, a frightening prospect to their owners. Many slavers hire mercenaries to investigate the rumors of such colonies – either to make sure they are not true, or provide a source of additional slaves if they are.

DELVIANS

Description: Delvians are a race of bipedal humanoids, though they share few qualities with other species besides an outward similarity. Delvians are a plant-based race, evolving from flora rather than animals. They range from 1.6 to 2.3 meters in height and from 40 to 125 kilograms. Their skin is blue and almost always bears patterns of blue and gray, though the formation and coloring differ from individual to individual. Most Delvians have no body hair, though some have white or silvery hair on their heads. Their normal eye colors include silver, gray and blue.

Homeworld: Delvia. This world appears blue from space, due to the presence of large bodies of water and the humid atmosphere. In fact, two-thirds of Delvia's surface is covered with water, ranging from small lakes to huge oceans. Few animals are native to Delvia, though the planet boasts a staggering variety of flora. Since Delvia often receives visits from other races, a few herd animals have been imported to accommodate carnivorous guests.

Nature: The Delvians' plant-based physiology has some unique properties. They do not have a calcium-based skeleton (their "bones" consist of cartilaginous fibers); they are fairly resistant to certain toxins and diseases; they have intense sexual reactions to solar flares and other radiation; and they can receive nourishment from sources that would be poisonous to most creatures.

Delvians are omnivorous, but prefer vegetable matter to animal flesh. When a Delvian has been deprived of sustenance for a great deal of time, his body enters a form of shock that does not significantly reduce his cognitive ability (at least not in the early stages). Buds sprout on the skin, and exposure to light triggers a series of spores which produce a strong allergic reaction in animals. Their purpose is to incapacitate potential prey so the Delvian can eat. During the later stages of shock, the Delvian becomes aggressive, paranoid, and antisocial. When the Delvian's body has reached this point, only fresh meat will bring him or her out of this condition.

Delvians are generally peaceful, meditative, and introspective, prone to carefully-considered action rather than immediate reaction. This does not, however, mean that they are slow or timid – they can perform manual tasks at high speed, conduct comprehensive analyses in comparatively short periods of time, and have a knack for insightful research. Due to the large variety of flora on their planet, as well as their natural desire to alleviate suffering, many Delvians have at least a rudimentary knowledge of herbal medicine, as well as a basic understanding of other scientific disciplines.



There is a dark side to many Delvians – a weakness that makes them vulnerable to their own anger and rage. When a Delvian becomes so affected, he obsesses upon his emotions until, eventually, they consume his reason and he is overwhelmed by madness. While struggling with this rage, the Delvian's eyes turn blood red.

Society: Thousands of cycles ago, Delvian culture was steeped in savagery and conflict; internal strife almost exterminated the race at one point. Careening toward extinction, a few of their great leaders met to resolve their differences and form a blueprint for their future. This became a stepping stone into a bright and peaceful age for the race. They developed pacifistic tendencies, spread knowledge and enlightenment, and worked long and hard to put their brutal past behind them.

Today the Delvians gather in large social communities, not for mutual protection but because isolation is spiritually harmful to most Delvians.

In cities, they form cooperative cells of 100+ members with each individual providing some necessity, from nutritional needs to spiritual guidance. Delvian culture encourages intelligence and independent thought. Their accomplishments in medicine, especially herbal medicine and remedies, are unparalleled and they excel in many other sciences as well. This has earned them a great deal of respect from other races who benefit from the Delvians' willingness to share their discoveries.

"Am I the only species in creation that doesn't thrive on conflict?"

–Pa'u Zotoh Zhaan

As pacifists, the Delvians have historically allied themselves with other nearby worlds for mutual defense, but have made little effort to develop a standing military, preferring to provide economic contributions in support of their alliance. This provided well for the security of Delvia, and their strong economy was a boon for their allies.

Religion and spiritual matters hold great importance in Delvian society. A large and powerful religion, the Delvian Seek, worships a being known as "the Goddess," and strives for enlightenment through inner control. Only through this discipline, they preach, can one understand one's purpose and potential. Most of Delvia's inhabitants subscribe to the tenets and teachings of the Seek.

The Seek's leaders, called Pa'u, attain advancement to various plateaus through milestones in their journey towards self-mastery. With each plateau, Pa'u develop and master inner powers which allow them to affect the environment around them, as healers, as mediators, and sometimes as mystic warriors. The more powerful a Pa'u becomes, the more perilous their inner journey. Thus, the Seek stresses that a Pa'u should not reach for more power than he or she can control – to do so often results in madness or death.

Until a short time ago, Delvia existed as an independent world, governed by one leader and supported by a small council serving limited terms. These leaders often belonged to the Delvian Seek and were responsible for the well-being of their people. This changed a few cycles ago, however, when the governing body grew corrupt with power and decided to retain their positions of authority. They contracted the services of the Peacekeepers, employing military force and sacrificing a portion of their planet's independence to maintain their positions at the head of the Delvian government. The Peacekeepers "aggressively discouraged" Delvians from resisting their upstart rulers – to the point that individual thought and expression was severely punished. Those who persisted or voiced objections were arrested and sent to penal mining colonies or worse.

Some Delvians begged their allies to intervene in the situation – to provide military opposition to the Peacekeepers – but the other races demurred, claiming that it was an internal Delvian problem. Soon thereafter, a Delvian political leader, Bitaal – the central figure behind the Peacekeeper presence – was slain by his lover, a young Pa'u named Zotoh Zhaan. The leadership of the Delvian Seek had convinced her that she was the only one capable of reaching Bitaal and exacting retribution for the virtual enslavement of their world. Zhaan did as she was asked, slaying her lover during a spiritual Unity when he was most vulnerable. She paid a terrible price for her act. Not only did the Peacekeepers arrest and imprison her, but the rage consumed her soul, stripping her of all self-control and sending her plummeting toward madness. The Peacekeepers considered Zhaan a political prisoner and shipped her off to a penal transport, while consolidating their hold over her now-leaderless people.

HYNERIANS

Description: Originally an aquatic species, Hynerians are much more comfortable in water than on land. Mature males stand well under a meter tall, with the average reaching only about 60 centimeters and weighing about 16 kilograms. Mature females are shorter and slighter, typically about 45-50 centimeters and about 13 kilograms. Hynerians have stocky bodies and short limbs, which make movement on land difficult.

Both genders share distinctive facial features including their expressive *earbrow*, which shields their auditory organs and filters light and dust from their large, round eyes. An unkempt earbrow is socially unacceptable; the typical Hynerian prides himself on his appearance and keeps his earbrow well trimmed and combed. A very small central nose is located above the large mouth, which dominates the face. Hynerians' complexions are normally greenish-gray, eye color is typically green or blue, while hair color ranges from white-blond to a medium gray.

Hynerians are omnivorous and well known for their voracious appetites. They have an extremely complex metabolism enabling them to eat practically anything and derive

nutrients from it. They process food very quickly, leading to frequent scatological side effects – belching, vomiting, and a strange flatulence composed of helium. Hynerians have a tendency to binge eat during stressful situations.

The Hynerian life span is quite long; both sexes can live well past 500 cycles. Given their rather luxurious lifestyle, most Hynerians make good use of this longevity and few die before reaching the age of four hundred.

Like many aquatic species, Hynerians do not bear live young. The females carry eggs inside them like most humanoids, which they lay underwater after being fertilized. A female lays dozens of eggs at a time. Gestation takes half a cycle, and each egg has only a one in ten chance of hatching due to limited fertility. Even with this limitation, however, Hynerian families are normally quite large. Hatchlings can only survive in water and must spend the first ten cycles of their lives underwater, until their limbs and lungs fully develop. Once Hynerians can breathe air, they are considered adolescents and are fully integrated into Hynerian society.

Homeworld: Hyneria. The surface of the planet is about 80 percent water, with many small island chains linking the four main continents which ring the equator. Hyneria has no moons, and since its nearest neighbors are some distance away, no discernable tides. Most races find the world uncomfortably humid, though the natives disagree. Hyneria's gravity is slightly less than Earth-normal, but Hynerians find any sort of gravity uncomfortable. Most remain on or in the water as much as possible, or use hoversleds when they can't, thereby avoiding some of gravity's effects.

Nature: Hynerians are a generally a pragmatic race, not given to emotional outbursts. Members of other species often view them as cold and heartless, but this sells them short. They care deeply about their families and their friends; they simply do not express these emotions verbally. They prefer to communicate their feelings through actions and symbolic gestures rather than words.

Hynerians are frequently perceived as greedy, but in reality, a Hynerian values currency or riches as a means to other ends. A wealthy man can afford more wives, a larger family, and lavish gifts for those he cares about. Given the long life span of the typical Hynerian, they naturally favor long-term planning and investments that will ensure a comfortable lifestyle.

Society: Hynerian culture is hierarchical and class dependent. Older and wealthier members practice polygamy, with the number of wives limited only by the household budget. Marriages are typically arranged for both political and economic gain. Less affluent families have fewer wives, usually only one or two per household. Both males and females cherish their offspring, and co-wives typically divide household duties to make life easier for everyone. Wealthy families also employ servants to maintain their estates and help look after offspring.

Hynerians are not a mystical race, although they do believe in an afterlife and have rich traditions surrounding birth, marriage, and death. Hynerians do not recognize a god or goddess *per se*, but do acknowledge a higher power that permeates all life. Like their morality, Hynerian religions are eminently practical and focus on solutions to real-world problems rather than nebulous concepts of life after death. Hynerians do not typically study philosophy, preferring action to introspection.

Hynerians enjoy visual arts as well as music, but have little time or talent for land-based physical pastimes such as dance or sports. Children are educated in-home after their metamorphosis until the age of about 20 cycles, when they attend formal schools that often extend through several levels of university training. Hynerians' practical nature led them to develop technologies to help overcome their shortcomings, and to quickly adopt alien technologies that would make their lives easier.



The development of the great Hynerian Empire began over ten thousand cycles ago, shortly after the Hynerians first left their homeworld. Because of their pragmatic nature, they were the first race in their region of space to perfect interstellar travel and used it to gain an early advantage over the dozens of other nearby planets. Using their advanced technology and diplomatic skills, they soon forged treaties with the other planets, promising an alliance with the Hynerians in exchange for technology. These treaties were commercial or military alliances at first, but the Hynerians slowly increased their hold on neighboring systems by playing on each race's fear of its neighbors. In so doing, they became the only one everyone trusted. They used this tactic to form the Cluster Republic.

ILANICS

a representative government that involved almost every race in the region – with the Hynerians at the head, naturally.

After a few centuries, a group of outside forces attacked the Republic, fearing its growing power. Using this military action as an excuse, the Hynerians declared marshal law and quickly rallied the forces of the Cluster Republic against the aggressor worlds.

By the end of the forty-two cycle war, all of the aggressors had been forcibly integrated into the newly-proclaimed Hynerian Empire. The transformation from Republic to Empire came amid such turmoil that most member races did not notice it, but the long-lived Hynerians had been planning it for centuries. Likan I, the first Dominar of the Hynerian Empire, took the throne 9,000 cycles ago; each Dominar since has expanded the Empire's borders. Despite such absolutism, the Empire still maintains its roots as a republic: each planet has representation in the form of the lawmaking body called the Hynerian Member League. The Dominar can choose to overrule any decision by the League, but the political ramifications limit this power to dire emergencies.

The current ruler of the empire is Bishan I, who assumed the throne by overthrowing his cousin, Dominar Rygel XVI, with the support of the Peacekeepers. A member of the house of Rygel has ruled the empire for the last 5,000 cycles. Prior to his imprisonment by the Peacekeepers, Rygel XVI had been in the process of implementing reforms that allowed his subjects an even greater voice in government. Given his relative youth at the time, his reforms were met with skepticism and sometimes outrage by the older members of Hynerian royalty. This general lack of support certainly made Bishan's coup more palatable initially, but in the ensuing cycles, life in the Hynerian Empire has become increasingly difficult. The Peacekeepers have, over time, exercised more and more control over Bishan, in spite of the many payments he made for their services. What began as an army-for-hire situation evolved to the point where the Peacekeepers effectively control the Empire, using Bishan as a puppet.

With the recent rumors of Rygel XVI's escape from Peacekeeper incarceration, Bishan has become increasingly nervous and paranoid, fearing his cousin's return. This has led to increased hardships for his subjects. Taxes and levies have increased substantially as Bishan allocates greater resources to increasing his personal security, as well as preventing uprisings by Rygel's supporters.

Description: Adult Ilanics range from 1.8 to 2.2 meters in height and from 75 to 130 kg. Their skin color ranges from pink to tan or brown. Their hair varies from a dark chestnut to a light auburn, though elderly Ilanics' hair fades to gray or white with age. Like their racial relatives, the Luxans, Ilanics possess cranial tentacles they call "tenkas:" two large ones on their forehead, and two mid-sized ones towards the back of the skull. Males also possess secondary tenkas on their chin. Like Luxans, they often decorate their tenkas with metal rings or tattoos.

Homeworld: Ilania. The planet is extremely close to the homeworld of the Luxans; the two stars are less than one light cycle from each other. Ilania consists of large, shallow oceans and moist, swampy ground. It features a large population of animal life, and though the Ilanics currently stand at the top of the food chain, numerous parasites and diseases threatened the early populace. These dangers prompted a technological advancement faster than that of most other races. Modern Ilania is covered with well-developed cities, many of which float on the oceans or hover above the swamps. Their massive capital of Jiri is an incredible network of lights and towers, visible from orbit.

"Our races have been blood allies for over one thousand cycles."

-Ka D'Argo

Nature: Ilanics and Luxans share many similar genetic traits, and mating across racial species is common. Although the reason for the close similarity has been lost to antiquity, most Ilanic researchers believe that massive interbreeding took place when the two races first encountered each other. Some scholars claim that either the Luxans or the Ilanics were a lost colony from early attempts at space travel. Most reputable scientists treat this theory with skepticism, but it would explain a great deal about their genetic similarities.

Ilanics' tenkas are believed to have come from this interbreeding; like Luxans, they see the tentacles as a symbol of their honor. The tenkas were once sensory organs, allowing

the primitive pre-sapient species to sense the distance of objects around them through electromagnetic pulses. Though this ability was lost millions of cycles ago, tenkas still contain a large number of nerve endings, making them one of the most sensitive parts of an Ilanic's body.

Ilanics have very acute senses. They have exceptionally keen eyesight, and their sense of smell, while not as sharp as a Luxan's, surpasses that of many other races. They also possess their cousins' circulatory problems: when infected, an Ilanic's blood flows black, and must be further stimulated until it becomes clear *(for more information, see the entry on Luxans, page 92)*.

Many Ilanics possess a keen, logical mind: a large number of them work as technicians, mechanics, doctors, or scientists. Ilanics generally enjoy sharing what they have learned, allowing others access to their achievements. They feel that by sharing information, they establish dominance over that individual. However, they have recently become more secretive and guarded due to their ongoing war with the Scorvians *(see right)*.

Society: Ilanics are social creatures. Their giant cities stand as majestic bastions of advanced technology, allowing them to share information more efficiently. Libraries are usually the most impressive structures in these cities, though scientific facilities are also imposing. While their military lacks the size and sophistication of the Luxans, their police force is well-armed and equipped. This does not prevent crime from flourishing, however; the criminal element is equally well-equipped.

Ilanics control many worlds, most of which are ruled by a council of six elected to their post by popular vote. The supreme ruling body on Ilania is called the Central Council; other planetary councils need not answer to the Central Council, but they generally defer to it because it commands the combined Ilanic military. Ilanics of either gender may serve on a council. A new council member is elected every two cycles, each serving for twelve cycles, thereby providing a balance of experience and idealism.

Luxans and Ilanics share a strong and ancient alliance. The Luxans respected the Ilanics for their technological strength, while the Ilanics found the Luxans an intelligent, honorable, and powerful people. Ilanics helped the Luxans develop higher technology, while the Luxans taught the Ilanics of courage and honor... and battle. As each race expanded beyond its immediate environs, their territories spread in two different directions. Ilanics and Luxans consider themselves back to back, like warriors in a battle.

Ilanic and Luxan intermarriage is fairly common. Both Luxans and Ilanics consider the hybrids of these partnerships very attractive and exotic. A thousand cycles ago, the ruling members of the Ilanics and the Luxans married, forever sealing their friendship by making them "blood allies."

While Ilanics have very capable warriors and fighters, their culture as a whole prefers to dedicate itself to scientific pursuits. Their martial skills consist of an evolved form of techniques originally taught by the Luxans, much as Luxan technology has evolved from what the Ilanics shared with them. Their more peaceful attitude has begun to change in the last few generations, however, due to the emergence of a new and deadly enemy.

While expanding their range of space, the Ilanics encountered a less-advanced race on a world they wished to colonize. The Scorvians, native to the desert planet of Scorvia, had advanced to the point of building primitive space stations, but they had yet to discover interstellar travel. The Ilanics offered more advanced technology in exchange for being allowed to colonize the world. The Ilanics planned to give the Scorvians a slow trickle of technology, to make the primitive aliens reliant upon them. After all, to Ilanic mentality, when one shares information he becomes superior to the student. The Scorvians, however, soon saw through this plot, and they did not appreciate the subservient role the Ilanics had in mind for them.



LUXANS

The Scorvians, as a race, were more intelligent than the Ilanics gave them credit for. They also had a different sense of honor, and considered trickery and deception perfectly acceptable methods of establishing power over another. They happily took all the information the Ilanics gave them, while secretly planting spies within the Ilanic colony, stealing additional technology.

Finally, when they had enough technology to rival Ilanic power, the Scorvians launched a surprise attack. Using *Novatrin gas*, they managed to totally destroy the two million residents of the Ilanic colony on Scorvia without harming any Ilanic technology. The attack was swift and merciless, and the colonists were destroyed before they could send out a distress signal or warning message. By the time Ilania realized what had happened, the Scorvians had built a defense force around their home system... and were planning their next move.

In the last several generations, the war has escalated. The Ilanics have greater numbers; but the Scorvians have all the Ilanic secrets, and aren't afraid of using deception to further their battle plans. This has made the battle fairly even. In addition, the Scorvians have established other colony worlds, allowing their further growth. The Ilanics, of course, have requested help from their Luxan allies, but the Luxans had encountered a foe of their own, and could provide only limited aid. Regardless, Luxans and Ilanics still consider each other the strongest allies.

These days, the Ilanics have become withdrawn and secretive, wary about granting even Luxans information. This has not yet strained relations between the two races, but problems may occur in time. Ilanics have also begun to alter their opinions of warfare to more closely match their foes, losing the sense of honor taught by the Luxans. Whether they realize it or not, the Scorvians have taught them how to fight dirty.



Description: Adult Luxans range from 1.9 to 2.3 meters in height and from 80 to 140 kg. Their skin varies from a pale tan-pink to a medium brown. The very top of their head is bald, but the sides of the head possess long hair, usually brown in color, and worn in braids; males also grow hair over their upper lip. Luxan hair fades and grays with age. A solid carapace covers their nose, helping to protect their sensitive olfactory senses. Luxan heads are lined with tentacles they call "tenkas;" six long tenkas hang off the back of their head, and males possess up to six additional (smaller) tenkas on their chin. They often decorate their tenkas with metal rings, tattoos, or leather straps. Luxans have a long prehensile tongue that carries a potent neurotoxin.

Homeworld: The Luxan homeworld consists of jungles, deserts, mountains, and a wide variety of other environments. Each ecosystem is fairly extreme and features a variety of dangerous predators, which undoubtedly help shape the Luxans into such fierce warriors. Luxan cities resemble fortresses, with high, solid walls and weapon emplacements along the borders. There are no police within Luxan cities; the citizens themselves keep the peace.

Nature: Tenkas hold a special significance to Luxans; they serve as a sign of their honor and rank, as well as their battle prowess. Some regard the size and appearance of their tenkas as an indicator of sexual prowess. Tenkas contain many nerve endings, as a holdover from the time when the pre-sapient species used them as a sensory organ. Tenkas' sensitivity may explain their association with sex.

Luxans possess an acute sense of smell. While nowhere near the Vorcarians, Luxans can track a person by scent if the trail is fresh. Their blood has a unique quality, which causes it to flow black when injured. This evolved as a defense against predators; the thick black blood is mildly poisonous, and it tastes very bitter. Unfortunately, it's also dangerous for the Luxan. If he or she is to recover from the injury, further flow must be stimulated until the blood turns clear (and nontoxic). The Luxans' two hearts help keep blood flow strong, so cases of Luxans perishing from blood poisoning are fairly uncommon.

Luxans

Male Luxans are prone to an exceptionally violent state known as hyper-rage, usually directed towards other bipedal males. Hyper-rage is a remnant from the pre-sapient Luxans, who traveled in packs ruled by a dominant alpha male. Modern Luxans can usually keep hyper-rage in check... unless angry or annoyed, which can result in a lengthy rage lasting several days.

Luxans are powerful fighters; since their homeworld is so hostile, they have had to develop into stalwart warriors, capable of withstanding damage that would kill a lesser species. They can even survive exposure to the vacuum of space, albeit for a limited time.

Society: Despite their violent nature, Luxans are very social creatures. Their cities are fortified and heavily guarded, but they greet their friends warmly. They have established numerous colonies and fortified bases on other planets, and continue to expand throughout their range of space. All Luxan planets answer to the Shan'ska, a council of five Luxan leaders on their homeworld. Shan'ska members rule for life, or until they decide to retire – in either case, they choose their successor. If one or more members of the Shan'ska ever grow corrupt, Luxans are expected to execute them so that new Shan'ska can claim the right to rule. Oricans, Luxan mystics, may not hold a position within the Shan'ska, but Luxan leaders often consult them for their wisdom and insight.

Luxans are technologically adept, able to build powerful weapons as well as beautiful works of art. When first encountered by the Ilanics ages ago, they were not a highly advanced race, but the Ilanics gave them new technology in exchange for combat knowledge and other information. Luxan technology differs from Ilanic technology, since the Luxans have taken what they learned in a different direction.

Luxans have a strong sense of personal honor and tradition, which touches every aspect of their lives. They must prove themselves honorable in all things, from their treatment of friends and enemies, to their conduct in their profession, to their behavior as a prisoner. A council of any five adult Luxans can judge an individual worthy or unworthy; those judged honorless can be declared a *sho'luxan*, or a Luxan made of garbage. It is possible for a sho'luxan to redeem himself, but this is a difficult process, and it is usually awarded posthumously.

Luxans are a highly religious and superstitious people, with a strong belief in spirits and magic. Spirits can turn the tide of a battle, save or ruin crops, steal a person's belongings, or kill his family. Luxans believe they must respect the spirits, and please them by showing honor.

Luxans do not fear death; the spirits help guide an honorable Luxan to the next world, Tchatska. In Tchatska, one is reunited with his friends as well as his honorable foes; together, they feast and celebrate, until the time comes to return to the land of the living. Some of the dead return as spirits; others return as new life. Dishonorable Luxans and those who cannot find Tchatska become bound to this world, wracked by agony every moment. Such spirits, known as *kho'ichat*, are aggressive and dangerous.

The Luxan priests, called Oricans or Truth Seekers, supposedly speak to the spirits and divine their intent. Oricans also command powerful mystic abilities, making them inherently supernatural. While the Luxan people love the Oricans, they also fear their potent abilities. These priests have a strict ranking based on ability, experience, and supernatural power. The highest ranking Orican can freeze their enemies in place or move a ship in orbit.

Luxans have a long history of fighting their neighbors; in fact, of all their neighboring species, only the Ilanics have escaped conflict with them. While highly aggressive, their war-torn past stems not from their brutality so much as their lack of diplomacy. When not at war, these people are fairly sedate. They enjoy farming and other jobs that involve hard labor. Due to their fairly constant state of war, however, most species don't see this side of them. They consider Luxans unreasoning savages, and the Luxans have done little to alter that perception.

> "This is the end of hyper-rage? I get hugged to death?"
>
> –John Crichton

When the Luxans first established colony worlds, they were lucky enough to not encounter any sapient species for some time. This changed when they attempted to colonize Sirania, a planet whose primitive natives wished to remain isolated. The Luxans established a colony on the planet anyway, and ignored the Siranians protests. War quickly ensued, and the Luxans quickly overwhelmed their foes. The remnants of the Siranians fled into space and eventually died out after several generations. While the Luxans felt some sympathy towards the Siranian plight, they did not regret their actions – to Luxan eyes the Siranians instigated the war; the results were their own fault.

Several similar encounters with other neighbors took place over the ensuing cycles. Some wars, the Luxans lost; most, they won. Uncooperative or hostile races line the borders of Luxan space, with the sole exception of the Ilanics. Skirmishes with their more hostile neighbors are common, especially with the Peacekeepers. Several neighboring species hired Peacekeepers to protect themselves several generations ago. The Luxans have since been in a state of war with the Peacekeepers, though hostilities rarely escalate much past border skirmishes. That may soon change, and with the Ilanics busy with their own battle, the Luxans have no one to depend upon but themselves. Of course, that's never bothered them before; this time should be no different.

NEBARI

Description: Nebari are a humanoid species, ranging from 1.5 to 1.9 meters in height and from 45 to 85 kg. Their skin is a pale gray-blue, with darker highlights. They possess thick, stiff hair on their head; male hair is black or dark brown, while a female's is white. Their spine is spring-like and flexible, allowing the Nebari great agility.

Homeworld: Nebari Prime, an unstable world of volcanoes, mountains, earthquakes, and other tectonic activity, lies very close to the Uncharted Territories. The Nebari learned to predict tectonic activity, and built their cities in areas with the least number of problems. They have few large buildings, as their cities grow out instead of up. Shorter buildings pose less of a danger during a seismic quake, and they are easier to rebuild as well. The planet is otherwise temperate, but very dry. There are few oceans, and no cities lie near bodies of water; tidal waves are common. The ecosystem on Nebari Prime is fairly small, with only a few species occupying each ecological niche. The Nebari are an exceptionally adaptable – and fortunate – species.

Nature: The Nebari's native environment forced them to evolve a spring-like bone structure that not only aids in flexibility, but also helps them in jumps and leaps. This allowing the evolving Nebari to avoid danger during particularly bad quakes or when pursued by predators in their earliest history. Their inhospitable homeworld is responsible for not only their biology, but also part of their psychology. Early Nebari believed that even the gods wanted them dead, and yet, they survived and even flourished. The Nebari are exceedingly egotistical; they feel superior even to the gods who tried to kill them and failed. No matter what the universe throws at them, the Nebari will prevail.

A cool exterior tempers this arrogance. Nebari are typically soft-spoken, but also very firm in their convictions. They do not feel the need for loud words; actions speak for themselves. Nebari usually show little to no emotions, preferring a state of calm that seems to permeate their soul. Some Nebari, however, are quite different: prone to high states of emotion and living life moment to moment. The more common Nebari consider these rebels dangerous outsiders. However, even emotional Nebari have a deep spiritual strength.

"Nebari mental cleansing doesn't get the tough stains out."

-John Crichton

Society: Nebari are a very social race. Initially, they gathered for mutual protection from the hostilities of their planet. To survive in the harsh conditions, each Nebari had to know exactly what was expected of him or her and then perform these tasks to the best of his or her ability. Anything less might have meant the destruction of an entire tribe. Through this, a strict system of government evolved. Each tribe's leadership determined which members of the tribe would perform which tasks, and every Nebari was expected to do their utmost to fill their role. This level organization allowed the Nebari to quickly progress from tribes to nation-states, and from there to an interstellar society.

The Nebari place a strong emphasis on cultural conformity. Everyone is expected to fit in. Those who do not are considered dangerous, since they pose a risk to the survival of the race. Violence and other aggressive behaviors are not tolerated, nor are lying, stealing, or expressions of free will. Crime of any type is nearly unknown amongst the Nebari, as is violence against another Nebari (except against those who have proven themselves beyond caring for the greater good). Most Nebari assume criminals and rebels suffer from sort of mental malady that prevents them from functioning in society, and the government does nothing to discourage this idea.

The Nebari have only two punishments for those who do not fit in. At first offense, they are subjected to a mental cleansing, a process of neural realignment which occurs while the subject is in a state of cryonic suspension for nearly one hundred cycles. When they emerge from the process, they know only a desire to conform and help the

Nebari greater good. This process does not work on everyone and some Nebari are naturally resistant to it. Those who cannot be rehabilitated are killed.

The Nebari also possess a drug-induced cleansing, which is less effective in the long-term, but useful when dealing with non-Nebari. It takes only a few hours to carry out and generally lasts a few weeks. In addition to such techniques, the Nebari have also developed potent weapons, impressive defenses, tectonic stabilizers, and even cybernetics.

Nebari are expected to unquestioningly follow orders from their superiors, a carry over from the days when daily survival required the cooperation of an entire Nebari tribe. Using claims of working for the greater good and ensuring the survival of all, the Nebari government keeps their people complacent and in their place, abusing age-old axioms of hard work and duty. Their culture has become aggressively homogenized and (in the minds of non-Nebari) quite bland.

Nebari have unusual families. A male and female are allowed to join together only if they are proven to be genetically compatible. They are expected to have four children, each two cycles apart. This helps establish cultural harmony and allows for the continued expansion of the race. While the parents have some influence over the way their children are raised, young Nebari must all go through a cultural indoctrination. A typical Nebari child spends 10 arns each solar day in the hands of schools and other institutions until they reach the age of 20 cycles. Once they reach 15 cycles they go through a battery of tests to determine their aptitudes and find their place in society. These tests are very important because they determine the job a Nebari will probably hold for the rest of his or her life.

The most common name for the Nebari government is the Establishment; attaching a more descriptive name like democracy or dictatorship is pointless. Over the centuries of making sure everyone knows their place and their job, the Establishment has become an unstoppable juggernaut of bureaucracy. There are hundreds of departments and offices, each doing its best to provide for the greater good of the Nebari people. While so many people working on so many things should cause the government to be incredibly inefficient, in fact the opposite has occurred. The Nebari drive to do their part has kept each of the myriad governmental departments mostly free of corruption and incompetence. Though confusing and overwhelming in scope, it functions surprisingly well. Most inhabitants of Nebari Prime are employees of some faction of the government, and the same holds true on colony worlds.

All these levels within the government have had one detrimental effect on the Nebari people; they no longer know who leads them. At one time their government was a representative democracy with each large population center or colony sending a single delegate to Nebari Prime. Over time though, the bureaucracy forced the legislature out of the spotlight. As the Nebari spread across multiple star systems, department heads and bureaucrats received more and more power to act on their own because the Nebari Council could not make decisions quickly enough. If you ask a Nebari today they might remember some history lesson about the Council being disbanded for inefficiency back in their grandparent's day, but few would lament such a passing. If the Council was inefficient, the Nebari are better off without them, or so most people believe.

Without the Nebari Council, who leads the government? The lack of an obvious leader does not concern the Nebari overly much. As long as they can perform their jobs and keep society stable, they are



content. Speculation about who really controls the Nebari government has begun to circulate, but little has come of it thus far. Most believe that the directors and bureaucrats each know their place and carry out their tasks with no notion of ambition or power. The Resistance *(see below)* takes a much darker view of this mysterious government without a head, thinking it led by some shadow council that has taken control of every facet of Nebari life, or that no leader exists at all.

The Nebari view other races as lesser creatures, who exist to serve the greater good. They will use them as pawns, but in the end the Nebari think no other race can be sufficiently orderly to warrant respect or even survival. Other races obviously do not enjoy the peace and prosperity that the Nebari people do, so they must be shown the error of their ways. For centuries, they conducted numerous wars of conquest, bringing no less than a dozen other species under their thumb. Unfortunately, despite their advanced technology the Nebari could never completely pacify the conquered worlds to their liking. After a particularly bad massacre of Nebari social engineers by Halusian terrorists seventy cycles ago, the Nebari military eliminated all intelligent life on the planet for the greater good of the Nebari people. Shortly afterward the first Nebari colonists arrived to make these worlds the ordered, peaceful societies they should have been under their old owners.

Since then the Nebari have given up on conquest for the most part, only leaving the most useful species alive to serve the greater good. Instead they simply obliterate other species and take their planets. Lately, their military operations have outpaced their colonization efforts, leaving a border of uninhabited planets around Nebari space. Because of this, and the fact most of their conquests lie just outside the Uncharted Territories, they have no clear neighbors. However, they may be plotting to take control of larger regions of space, leaving behind their smaller planetary operations of the past.

In this society of stagnation and conformity, there is one force for change and freedom: the Nebari Resistance. There have always been small pockets of resistance, here or there, but the Establishment usually shut them down quickly. Since the Halusian incident, however, they have become much more common. Several cycles ago a charismatic Nebari named Syati managed to organize the disparate groups into a cohesive force. Syati originally went along with the greater good and toed the government line. This changed when the government killed his companion. She had been badly injured in an accident caused by an incompetent superior, leaving her unable to ever perform her job again. As she now represented a drain to the Nebari people, she was put to death against her wishes. Syati realized that the Nebari way had been lost and resolved to fight against it. As a security specialist in dealing with other races, he had the skills to disappear into the masses of Nebari Prime and begin the Resistance. He managed to organize the various rebel groups into cohesive units, using his knowledge of Nebari security protocols to devastating effect. Because of the Nebari emphasis on conformity, it took many cycles for the government security forces to change their methods. The Resistance learned to shift tactics as quickly as possible to keep them off balance. Though Nebari security eventually found and killed Syati, the Resistance continues to operate without him.

Nebari involved in Resistance activities see their people as a ship without a pilot, or a pilot with an unknown agenda. They are organized into loose cells, with no central leader. A few particularly charismatic leaders may soon establish a following among the entire resistance; the most likely candidate at this point is a young Nebari male named Nerri.

The Resistance fights the Nebari government in two main ways: information and violence. Most Resistance activities involve trying to get the Nebari people to wake up from their conformity, through fliers, pirate broadcasts and graffiti. These operations are the main crux of the Resistance; they still hold the idea that harming another Nebari should be avoided, even a minion of the government. They would rather win the minds of the Nebari people than a military victory.

When violence is required, however, the Resistance does not back down. Over the cycles they have mastered guerrilla and urban warfare tactics, though they always work to keep civilian casualties to a minimum. Large-scale violence does not win the minds of the Nebari people. With more and more contact with alien races the Resistance hopes to find some allies and suppliers in the Uncharted Territories; they have sent several scouts out to investigate the possibilities.

The Nebari government has more to worry about than malcontents among their own people. The Peacekeepers have begun exploring the Uncharted Territories, including areas of Nebari space. One hundred cycles ago, a Peacekeeper Command Carrier, the *Zelbinion*, entered their territory, and refused to leave. The Nebari destroyed the Command Carrier and managed to capture its captain, Durka. Following a meticulous mind cleansing, Durka explained every detail regarding the Peacekeeper forces and their methods.

Unfortunately, Nebari have begun to encounter the Peacekeepers more and more often. At least one other Command Carrier appears to be traveling the Uncharted Territories, and several Nebari troop transports

SCARRANS

have been attacked or destroyed. The Nebari fear the Peacekeepers could undermine their efforts in the Uncharted Territories; the Peacekeepers fear the same. As such, the dynamics between the two are less than friendly.

The Nebari wish to continue their conquests in the name of the greater good, but for now have paused their efforts. Some believe they expect a defensive war from the Peacekeepers, but this does not seem likely. Others think that the Nebari are secretly building up their military, and waiting for some cue to pour forth into the Uncharted Territories. This possibility of invasion is a cause of great concern for just about every world in the Uncharted Territories; right now only the Peacekeepers or the Scarrans seem capable of stopping the Nebari, and neither option is particularly appealing.



Description: While there are huge variations across the whole of the Scarran population, most range from 1.8 to 2.3 meters tall and weigh from 80 to 140 kilograms. Scarrans have a bulky build, especially in their upper body, which makes them appear ungainly. This perception is furthered by the large head and neck found on most Scarrans, giving them a top-heavy appearance. The Scarrans have a predatory facial structure with a pronounced nose and brow ridge. Hair sprouts on their chin and the top of their head, but nowhere else on their body. Their skin is normally a light bluish-gray color, but can vary from very light to dark gray.

Scarrans have a body temperature of 40 degrees Celsius, making their scaly skin hot to the touch. Most races find the touch of a Scarran disconcerting, but not painful. When Scarrans become physically exhausted or agitated they tend to release excess heat through their mouth, often creating a slight visual distortion from the resulting heat waves. Scarrans normally live for around two hundred cycles, but this number is decreasing due to pollution in their Territories and the stressful nature of Scarran culture.

Homeworld: The Scarrans' native planet is a harsh world. Though never very hospitable, centuries of industrial development with no regard for the environment have done nothing to help the situation. Its atmosphere contains heavy amounts of carbon dioxide and sulfur, making it difficult for any race to survive without breathing apparatus.

The surface of the planet is only one-third water, and these oceans are so polluted that they sustain no life. Huge mountain ranges cover the planets, and little vegetation has survived the Scarrans' industrial development. The sky is usually a dull rust color, although the occasional thunderstorm changes the hue to blood red. Scarrans consider blood rains a bad omen and show the same feelings towards storms on other planets.

Nature: Most Scarrans produce so much excess heat they warm the area around them. Because of this warmth they find cold climates uncomfortable, and temperatures below zero degrees Celsius can be fatal to them.

The word most commonly used to describe the Scarrans is "ambitious." As a species, they strive to succeed in every endeavor, by any means necessary. They value results, not any form of morality. Most Scarrans are carnivores, but they can eat flora if necessary. Their high body temperature requires a great deal of energy to sustain, however.

so they tend to consume very large quantities of food. Scarrans are known to eat the flesh of other sentient races without concern, but they rarely do this outside their own kind. Their high metabolism is partly responsible for their aggressive nature. The primitive Scarrans needed to rapidly consume all of the resources in a given area or else face certain starvation. Thousands of cycles later, these tendencies have translated into a ruthless aggression and a need to constantly expand. Most (though not all) Scarrans tend to view other species as competitors for the galaxy's resources, and they have no desire to share.

"When was the last time you saw a Scarran on a diplomatic mission?"

-Aeryn Sun

Individual Scarrans vary greatly in physical appearance, making it difficult to define a typical Scarran. While three quarters of the Scarran population possess the same basic features, the other fourth consists of genetic mutants that bear only a passing resemblance to their fellows. These mutations trace their origin to a virus, called the Mirusian Plague, that was introduced to the population early in their development. The plague killed many Scarrans and permanently altered the genetic structure of those who survived. It also weakened the bonding of Scarran genes, creating a higher rate of mutation. Those born with the more extreme mutations are called the Disfavored and are treated as second class citizens - to the point of being denied the right to breed.

Many believe that this abnormal evolutionary process is responsible for the high frequency of metaphysical powers amongst the Scarran population. Such powers normally manifest around puberty and often raise the Scarran's temperature when used used. Most Scarrans who display abnormal powers are taken into government programs, which train them to serve the greater good of the Scarran Imperium. Particularly powerful members of the Disfavored may sometimes overcome their stigmata through these programs, but such instances are very rare.

As a whole the Scarrans are not a religious or spiritual people. Some of them, however, hold to a belief system structured around success through mental discipline, called the Way of Serias. The name comes from a Scarran business leader who organized various meditative and concentration techniques he used to become the head of the Scarran Imperium. It is really more a guide to positive thinking in the cutthroat sense of the term, but to many Scarrans it is as close to religion as they get.

The most powerful Scarrans eventually become part of the Pathal, a dedicated group of diplomats, warriors and assassins who serve the Imperium until death. The Pathal are held up as the pinnacle of Scarran power and dedication, and often depicted as heroes. All Pathal serve the Imperium with absolute loyalty, and in exchange they receive the best training available and wealth beyond their counting. Pathal training centers around many of the precepts of the Way of Serias. After ten to twenty cycles of training they emerge as some of the most powerful metaphysical practitioners in the Uncharted Territories.

Those Scarrans who do not make it into the Pathal return to their normal lives after a few cycles of training and testing. Their powers are recorded and a tracer placed in their skull so the Imperium can easily keep tabs on them. The Imperium fears these Scarrans, but does not have the time or resources to indoctrinate every one with metaphysical powers. Instead they must rely in creating loyalty through paranoia. These Scarrans, constantly watched by their own government, usually do their best to be model citizens, knowing one hint of disloyalty could make them disappear in the night.

Those amongst the Disfavored who do discover their metaphysical powers usually try to hide them or, if powerful enough, use them as a bargaining chip for a leg up in society. The few who embrace their powers but remain with their kind have come to be called the Kisal, named after a comedic character from Scarran legend who was compassionate and always suffered for it. The Kisal see their powers as a tool to help lighten the load of the Disfavored. Living in small covens in the Disfavored sections of Scarran cities they meet in secret, hoping one day to lead their kind to equality with the other Scarrans. While this initially brought them scorn and hardship, they have slowly begun winning over other Disfavored. Needless to say the Scarran Imperium is less than happy with such developments.

Other races must work very hard to earn respect from a Scarran and will often be looked upon as an inferior. Because of this sense of superiority, the Scarrans often make use of slaves.

Society: Scarran society places huge value on position and wealth, with wealth the less important of the two. Scientists believe that the Scarrans evolved as pack hunters and the meager resources of the planet

required them to tight over every meal. This concept is carried over to almost every facet of Scarran culture except family life. Scarrans have a strong sense of family loyalty and intra-family betrayal is almost unknown. The bond between parent and child is especially strong.

Their government, the Scarran Imperium, is really more of a huge corporation than a political body. Getting ahead in the Imperium often means underhanded techniques, such as blackmail or even murder. Still, many are highly skilled at their chosen field and can advance through simple hard work and professionalism.

Before the coming of the Mirusian Plague, the Scarrans existed as a loose confederation of tribes. The plague caused the unaffected Scarrans to band together to avoid the more hideous mutants, forming the first tribes and nations of their planet. The Imperium began as a group of powerful traders called the Merchant League, the only entity who interacted with the majority of the tribes. Constantly on the move, they would circumnavigate the planet every few cycles, trading with everyone they came across. Over a few decades, their wealth grew, as did the number of Scarrans who wished to join them. They used their clout to influence inter-tribal politics, quickly carving a niche in the world's political structure. By the time the Scarrans perfected firearms, the League was so entrenched that no one could resist them economically. It soon proved its military might when a small kingdom tried to appropriate a shipment of weapons for a war with a neighboring kingdom. The League responded by backing the neighboring kingdom; when the dust settled, the League claimed the offending realm as tribute. Thus began a series of conquests and buyouts that ended two millennia later with the Merchant League controlling ninety percent of their home planet. Renaming themselves the Scarran Imperium (a reflection, they felt, of their newfound power: equal to a king's or emperor's), they took total control of the planet by the time interstellar travel was perfected.

Scarrans are normally born in clutches of two to four children, who enter the workplace at the age of six cycles. Their parents purchase or arrange an apprenticeship for them, which normally lasts for twenty cycles. Only the poorest Scarrans take their own children as apprentices. After the apprenticeship ends a Scarran is expected to start work for the Imperium immediately.

Eight thousand cycles ago the Scarrans first left their homeworld in the hopes of finding a new planet. At the time the planet was just beginning to suffer the massive environmental damage that led to its current state, but the Scarrans thought it more efficient to ruin one world and move to another than clean up the mess. The Imperium found another habitable planet in a nearby system and conquered its primitive inhabitants easily. The natives of that world proved difficult to communicate with, so the Scarrans introduced a pathogen that killed all of the original inhabitants. This allowed the Scarrans to easily claim the entire world for themselves. Dozens of worlds have fallen to the Scarran Imperium in a similar fashion.

The Imperium governs the Scarran population, but its true aim is the accumulation of profits, be they territory, monetary wealth, or minerals. It focuses mainly on controlling resource-rich worlds, which it then harvests for use in massive manufacturing plants. The Imperium will completely clean out a target world of all useful materials, even sucking off the atmosphere for trace gasses. Their operations are very efficient, but show no respect for any indigenous life forms. Because of their thoroughness it can take several centuries for the Scarrans to completely exhaust a planet's resources, but they usually leave little more than a lifeless hulk or an asteroid field behind.

The only worlds spared this treatment are those too resource-poor to harvest and those deemed valuable for colonization. Scarran colonies tend to be dark and dreary, dominated by cities and manufacturing centers. The Scarrans show no concern for the environment and will abandon a planet instead of cleaning up their manufacturing processes - leaving a string of nearly abandoned industrial worlds in the heart of Scarran space, many of which have become a haven for daring scavengers and smugglers.

The Scarrans mainly manufacture weapons, spacecraft and other high-tech goods, but just about anything can be found in their factories if you look long enough. They prefer products with an obvious use and have little interest in aesthetics or art. When trying to impress, however, the Scarrans can put on a fine show of elegant culture, though they really have little appreciation for such.

The Scarran Imperium currently controls several dozen worlds and looks to expand towards the territory currently held by Peacekeepers. The two groups have clashed numerous times in the past and often attack on sight. Since outright combat is bad for business, the Scarrans have taken to arming various groups that oppose the Peacekeepers, playing the part of the benevolent third party. They have also attempted to expand their territory through diplomatic efforts, trying to use the specter of a Peacekeeper invasion to scare other factions to their side.

SEBACEANS

Description: Adult Sebaceans range from 1.6 to 2 meters in height and 50 to 90 kg. Their skin ranges from a pale pink to tan in color, depending on their exposure to the sun and other elements. Hair color ranges from blonde to black. Males can grow facial hair, which many either shave or keep as close-cropped beards. There are numerous Sebacean subspecies, many of which have different colored hair or skin.

Homeworld: Sebaceans are found on many planets, and dozens of "homeworlds" exist for the species. The large number of Sebacean offshoots spread throughout the galaxy makes it difficult to conclusively prove which single planet they evolved from. The most prominent is a sprawling urban landscape that serves as headquarters for the feared Peacekeepers. The city reaches half a metra into the planetary crust and another half a metra above the planet's surface. It was once a bustling metropolis of a world, filled with commerce and the business of government. Now the world is a giant military outpost, covered in barracks, warehouses and manufacturing facilities to serve their "army," the Peacekeepers. A few civilians live there, working in menial service positions but the world has the feel of a giant military encampment. There is a permanent curfew in effect and just about everyone wears a uniform of some type. Crime there is virtually non-existent, as are visitors of any race besides Sebacean.

Nature: Sebaceans are warm-blooded, bipedal, and strikingly similar in appearance to human beings. Though Sebaceans vary wildly in appearance, dozens of cousin races exist within their species that are nearly indistinguishable from each other without medical scans. These "offshoots" can normally interbreed with without difficulty, but great cultural divides exist between them.

The most prevalent subspecies – often referred to as "pure" Sebaceans – constitutes the oppressive military force known as the Peacekeepers. Due to the total lack of an organ regulating internal temperature, "pure" Sebaceans are incapable of tolerating high levels of heat. Contrary to popular belief, this is not due to cold-bloodedness, but rather an evolutionary adaptation. Ages ago, their world suffered from occasional heat storms – deadly phenomena that would exterminate all life in their wake. As Sebaceans evolved, their reaction to heat became a defense against their environment. Their enhanced sensitivity allowed them to detect a heat storm building, giving them more time to flee the area or seek shelter. With the surface now completely overrun by one giant city, the heat storms no longer plague them, but the heat-delirium remains. Most Sebacean offshoots do not possess this quality.

Sebaceans are highly adaptable and very quick learners. They can rapidly adjust to new situations and surroundings, learning what they need to through observation. Some take an attitude of superiority over non-Sebaceans, regarding even their genetic cousins with an air of disdain. This is especially prevalent among the Peacekeepers.



Society: Though numerous species variations, diverse cultures, and dissident factions exist within the Sebacean species, the most powerful force is that of the militaristic Peacekeepers, who rule a vast territory with numerous colony worlds. Their influence is growing.

The Peacekeepers began as a civilian society. Because of their single-minded nature and determination they became skilled in the arts of war, but did not pursue it as doggedly as they do now. Wars between early Sebacean nations were common, but usually decisive and short lived. Instead, scientific advancement and exploring the mysteries of the stars preoccupied their time.

This ended two thousand cycles ago, when a race called the Desarit contacted the Sebaceans with an offer. The Desarit were an insectoid race that, because of a hive mind linking all of its members, had never experienced violence amongst their own people. Unfortunately they had recently encountered an aggressive species called the Ka-jar, who attacked the Desarit colonies without mercy. Because of their lack of martial skills, they could not mount a sufficient defense, so they went searching for another race to help them. They found the Sebaceans.

After several weeks of negotiation, the Desarit struck a deal: they would supply the Sebaceans with

advanced technology in exchange for defending them from the Ka-jar. Afterward the Sebaceans would keep the technology they had gained, but the Desarit would act as advisors to make sure that they did not abuse it. Using the equipment supplied to them, the Sebaceans forced the Ka-jar back from the borders of Desarit space, eventually taking the battle to the Ka-jar homeworld. The conflict ended with the surrender of the Ka-jar to the Sebacean forces and the institution of a Sebacean garrison on the Ka-jar homeworld to stop any further aggressive actions. The victory marked the birth of the Peacekeepers.

Using the successful campaign as a springboard, the Peacekeepers began hiring themselves out as mercenaries and freelance law enforcement officers. Under the supervision of the Desarit, they obeyed strict rules of conduct: only defending victimized races or helping lawful governments keep the peace. Following the teachings of the Desarit, the Peacekeepers never became involved in the internal affairs of those who hired them, and refused to dictate political policy. Instead, they fought to protect peace and order.

These practices changed forever during the siege of Lariq 3, a lightly inhabited colony world that had hired the Peacekeepers to protect them from an expansionist neighboring colony. The Peacekeepers kept the attacking forces at bay, but during the cycle-long siege, right-wing elements on Lariq 3 tried to take control of the government. In the ensuing battle, the Peacekeepers tried to stay uninvolved, but after a few short days all semblance of order and stability had collapsed.

The Peacekeeper forces, under the command of Admiral Liras Trakes, had come to care for the people of the colony. Peacekeeper directives stated that they should stay out of "internal problems," but Admiral Trakes could not simply stand idly by and watch the people she had defended for so long be swallowed up by anarchy and violence. Using her troops, she restored the old government to power and purged all the rebellious elements from the planet, restoring stability to the world. The people of Lariq 3 were grateful for the help, but they did not realize the door that they had opened.

Word of the action quickly spread through the Peacekeeper ranks, and Trakes was recalled to face court martial for flagrantly breaking directives. In truth, she simply acted on what many Peacekeepers faced over the cycles; the frustration of protecting people from outside threats only to see them destroy themselves. After delivering a powerful defense of her actions and a condemnation of certain Peacekeeper directives, Admiral Trakes was cleared of all charges, and changes began to appear in Peacekeeper directives. Over the next two centuries they changed the scope of their missions from the defensive and apolitical to active involvement with internal government affairs and taking control where others failed.

The Desarit grew dismayed at this shift in policy, realizing where it would eventually lead. But by this point the Peacekeepers had built up their own infrastructure and no longer needed Desarit knowledge. The Desarit threatened to withdraw their technological support, but the Peacekeepers were not dismayed. They felt they knew enough to forge their own path, and flagrantly ignored the directives of their one-time allies. The Desarit eventually tried to actively oppose the Peacekeepers, hoping to contain the evil they had created. Unfortunately they had not learned much of war in the ensuing centuries and fared poorly in the short-lived conflict. In the end the Peacekeepers scattered the Desarit people and destroyed their civilization, turning them into a race of galactic nomads.

"You must confront your fears with strength."

-Aeryn Sun

Today, the Peacekeepers dominate much of the known galaxy. While they still act as mercenaries, they are more than willing to expand their goals in the middle of a mission to better serve their own ends. More than one government has hired the Peacekeepers to ensure their rule, only to be overthrown by their own hired guns. Both the Delvians and the Hynerian Dominar have suffered this fate, but dozens of smaller races have also fallen to their betrayal. The Peacekeepers also conquer planets or races they think may be particularly useful to their war machine, but usually they prefer to disguise their conquest as police operations.

Peacekeeper High Command remains based on their homeworld, along with billions of combat troops. It is arguably the best-defended planet in the galaxy, occupied by a standing garrison of twenty Command Carriers. Eighteen nearby colony worlds are specifically tasked with supplying the energy and food needs of the planet. The military force needed to seriously threaten it is mind boggling.

The Peacekeepers have a very strict social caste system based on their military ranks and sector of service. Advancement within the ranks is fairly easy, but moving from one

sector to another, such as a tech to a soldier, is far more difficult. For the most part all Sebaceans under Peacekeeper rule fall into three categories: civilian, tech and soldier. The soldiers make up the largest percentage of the population, followed by techs and civilians at the bottom. Most Peacekeepers are raised as soldiers from birth, born into Peacekeeper breeding programs. Peacekeepers also allow their soldiers to bear children naturally, but the offspring are removed from the parents while very young and also raised as soldiers. Even those conscripted from the civilian population begin their training young; twelve cycles is the norm for most such recruits.

Civilians are those who, either because of birth, unwillingness or incompetence, were not allowed to formally join the Peacekeepers. Instead, they serve as laborers and farmers, helping provide basic supplies for the Peacekeeper war machine. Despite the importance of their work they are universally reviled as weak and stupid. Civilians under Peacekeeper rule can expect to work long hours their entire lives for little pay, while simultaneously enduring the scorn of those they feed and clothe. On some of the outer colony worlds the situation is not so bad, especially on the larger farming worlds where most of the population consists of civilians.

Above the civilians stand the techs – the first rank of "formal" Peacekeepers – who keep the technology functioning. Since their deal with the Desarit millennia ago the Peacekeepers have always had ready access to technology without having to work for it; because of this they have little respect for those who work with technology. Most Peacekeepers do not understand the amount of effort it takes to keep a Command Carrier running or invent new technologies, and they assume that being a soldier is far more demanding. Techs normally consist of those who begin training as a soldier but do not possess the necessary drive or skills to succeed as such. For the most part, soldiers treat techs as little better than civilians, but those who prove themselves can greatly increase their social position. Techs involved in cutting-edge research or large operations often receive the same respect as a soldier. Techs are often driven by a glimpse of what they could have if they only work hard enough to escape the glass ceiling they remain under.

Soldiers are effectively the highest social class amongst the Peacekeepers, and they know it. The soldiers see themselves as the pride and power of the Peacekeepers, and those below them as merely hangers on to their glory. Most Peacekeepers never realize that their war machine would grind to a halt without the techs (and the non-Peacekeeper civilians) supporting them.

There are two main divisions of the Peacekeeper military, the Fleet and the Ground Forces. The Fleet is by far the most important of the two and receives most of the supplies and attention. It consists of all the Peacekeepers' spacecraft and their personnel, encompassing almost eighty percent of the total forces of the Peacekeepers. The Ground Forces make up another fifteen percent and consist of combat squads and armor units dedicated to taking and holding planets. (The remaining six percent or so is made up of Logistics Services and Intelligence; *see below.*) The power of the Peacekeepers lies in their space vessels; if you can keep your enemies from landing on a planet, the ground troops are largely irrelevant. Because of this philosophy, the Ground Forces have shrunk steadily over time. Some believe that High Command will eventually phase out the Ground Forces entirely, relegating them to police duties and garrisons.

In addition to the Ground Forces and the Fleet, numerous specialty offices exist within the Peacekeepers, but most fall under the control of two main service branches. The first is the Logistics Services branch, which keeps the Peacekeeper troops fed and supplied. Logistics Services is the branch that most commonly deals with civilians, and they also run the Peacekeeper conscription and breeding programs. The other branch is Peacekeeper Intelligence, which handles all surveillance and undercover operations. Intelligence branch also handles diplomatic duties, which consists mostly of negotiations for hiring the Peacekeepers. Both Logistics and Intelligence have a single seat on the High Command Council.

Soldiers are divided into two groups: infantry and command. The infantry consist of those soldiers serving frontline combat duty, and support personnel. They have no real voice in the Peacekeeper affairs and are expected to follow orders and die on command. For the most part the infantry fulfills these tasks admirably. Soldiers can be promoted from the infantry to command, but such promotions are rare and take many cycles of dedicated work. Most members of the infantry hold the rank of private. Above them stand corporals, who generally command ten men, and sergeants, who command two corporals. There are a few derivations of sergeant, such as master sergeant and gunnery sergeant, but all have equivocally the same power.

The command soldiers make up the upper echelons of the Peacekeeper war machine; they direct battles and control campaigns. Most members of command were specifically trained for their duties. Command soldiers go out of their way to stay clear of the infantry, creating strong social barriers between the two. The lowest rank amongst the

Fleet command soldiers is lieutenant, followed by commander, captain and admiral. Ground Forces follow the same pattern, though "general" replaces the rank of admiral. Each rank has a few variations to fit specific situations and to denote small differences, such as Base Commander or Flank Admiral. The highest rank in the Peacekeepers is that of Fleet Admiral, which controls one of the six major Peacekeeper fleets and holds a position in Peacekeeper High Command. Three of these fleets protect the borders of Peacekeeper space, two are assigned to offensive missions outside of Peacekeeper space, and the last is permanently attached to defending the core systems. The highest rank amongst the Ground Forces is that of Master General, who commands all the Ground Forces of the Peacekeepers.

Three specialist ranks exist amongst the soldiers, outside the normal rankings. The rank of Sub-Officer is roughly equal to a corporal and denotes training in a marginally useful specialty, such as cooking or logistics. Officers are roughly equal to sergeants and have received training in a more useful specialty, such as Prowler piloting and intelligence. Senior officers, roughly equivalent to commanders, are officers what have proven themselves as leaders and received a command position as a reward. Sub-officers and officers usually do not have any command power unless they are the highest-ranking soldier present. Otherwise their ranks merely denote their specialized training. The specialist ranks for infantry are the same in the Ground Forces as they are in the Fleet.

The Peacekeepers are ruled by High Command, consisting of the highest-ranking military leaders. Their orders supercede all others, and are never questioned or disobeyed. The ruling High Command Council consists of the six Fleet Admirals, the Master General of Ground Troops, the Admiral of Logistics and the Admiral of Intelligence. These nine direct overall Peacekeeper policy, deciding when and where they deploy and use their forces. They are arguably the most powerful beings in the galaxy. With a single vote they can conquer a world or turn the tide of a war.

Peacekeepers learn from birth that Sebaceans are inherently superior to all other life forms, and that "pure" Sebaceans (the stock they descend from) are superior to other Sebacean offshoots. The philosophies or beliefs of other races are considered highly dangerous; spending time near an alien life form may "irreversibly contaminate" a Peacekeeper, resulting in his execution. Only xenoscientists may spend extended periods with an alien species and even then only under close scrutiny. Generally, Peacekeepers stay away from other races, thinking them weaker and less deserving of survival. They have little concern for anyone other than pure-blooded Sebaceans, which precludes most genetic offshoots as well as more "alien" lifeforms.

With almost all their time spent in martial pursuits, Peacekeepers have little time for spiritual needs. To most of them, everything has a reason and a purpose, and the supernatural has no place in their philosophy. When confronted by those wielding mystic talents, they tend to regard the individual with a mix of skepticism, amusement and bewilderment. Peacekeepers invariably view such powers as some form of alien technology, or perhaps a natural ability that has not yet been properly catalogued.

Peacekeepers are currently at war with the Scarrans and have an uneasy cease-fire with the Luxans. It also appears as though their recent delving into the Uncharted Territories may soon create problems with the Nebari. Thus far the Peacekeepers have avoided investing too much open effort in the Uncharted Territories, not wishing to spur one of the other factions into drastic action. Instead they have begun a series of subtle incursions, building secret bases and making alliances with powers within the Uncharted Territories.

Breakaway Colonies

Though the Peacekeepers are the most well-traveled and visible Sebaceans, they are not the only ones who journey outside their home sectors. Numerous offshoots exist, spanning all known space. In addition, a series of splinter groups fled Peacekeeper space 1,900 cycles

Table 3.1 - Peacekeeper Ranks

Fleet/Ground Forces Rank	Variations	Specialist Ranks
Private (Infantry)		
Corporal (Infantry)	Gunnery, Armor, Assault	Sub-Officer
Sergeant (Infantry)	Master, Gunnery, Assault	Officer
Lieutenant (Command)		
Commander (Command)	Ship, Base, Assault	Senior Officer
Captain (Command)	Fleet, Ship, Base, Assault	
Admiral/General (Command)	Fleet/Master, Rear, Flank, Assault, Garrison	

ago to form the "Breakaway Colonies." While many have been wiped out, others still stand as strong testaments to Sebacean adaptability. There are several Breakaway Colonies within the Uncharted Territories.

The most powerful of these is based on a planet known only as the Royal Planet, ruled by a very stable monarchy. The eldest-born of the previous Regent and Empress becomes the next ruler, provided they have found a compatible mate. While politically and technologically powerful, the Royal Planet remains independent and neutral in many matters.



Another Breakaway group, the Siblings of Peace, established a colony in the Uncharted Territories many centuries ago. When a group of Tavleks decided to take the same planet, these Sebaceans left their colony without a fight. They began looking for a new home, but every time they found one, another more aggressive race would force them out. They now travel the Uncharted Territories, spreading a message of pacifism and love. Though loosely organized and lacking any form of leadership, the Siblings of Peace respect all living beings.

Another major group within the Uncharted Territories is the Sebaceans of Tyak Station. Escaped convicts and other outcasts founded this facility, orbiting the gas giant of Tyak, as their home. The descendants of the original founders are temperamental, hard working, and completely unorthodox by Sebacean standards. They have a strange, bawdy sense of humor, a strong work ethic, and never seem to take life too seriously. The station is well-defended, but not by an organized military force – the inhabitants are all more than willing to protect their home. Some even pick fights just for the entertainment value.

Numerous other Sebacean worlds, encompassing all manner of cultures and beliefs, can be found throughout the Uncharted Territories and beyond. Some belong to the Breakaway Colonies, while others developed on their own, away from Peacekeeper influence. Despite this wondrous variety, the Peacekeepers continue to dominate the stereotype. Even the most peaceful Sebacean is often treated with skepticism and suspicion; most species automatically assume that every Sebacean is a Peacekeeper. As they continue to find new enemies among the Scarrans, the Luxans, and now the Nebari, Sebaceans as a whole may soon have to answer for the sins of their expansionist cousins.

SHEYANGS

Description: Sheyangs are heavyset reptilians, usually weighing between 80 and 150 kilograms. This gives them a rather ungainly appearance, amplified by their stout limbs and waddle-like walk. Their skin has a thick, amphibious quality and is usually a shade of green or brown, which darkens with age. Sheyangs have no body hair. Their large mouths are full of sharp teeth, giving them a predatory, shark-like appearance. Adults vary between 1.8 and 2.6 meters tall and continue to grow throughout their life span.

Homeworld: While the Sheyangs refer to their world as Yanglin, most starcharts list it as Tauma's Folly, after the first ship captain to crash there. Yanglin itself is a tropical world covered in jungles, but has few large

bodies of water. Most races consider the planet uncomfortably hot and humid, and Yanglin also has a highly acidic atmosphere which causes most races to break out in a rash shortly after exposure. Few off-worlders can survive a prolonged stay without some manner of breathing apparatus.

Yanglin would be an unremarkable planet if not for the Tauma Black Hole, located just outside the star system. The region around the Yanglin system developed a reputation as a starship graveyard: the black hole's small size and unusually small sensor signature allowed it to go unnoticed, leading to numerous mysterious disappearances over the cycles. Yanglin was the only habitable planet nearby on which to make repairs, but between the acidic atmosphere and the hostile natives, few ships that landed there ever left. When the Peacekeepers entered the region, they mapped out the black hole after losing a few ships to its gravitational distortions. Since then, most ships have been able to avoid the local hazards.

Nature: Unlike many reptilian life forms, Sheyangs are warm-blooded. Their *kalack* gland, located just above the stomach, collects special enzymes and chemicals from the body and mixes them into a thick bile that ignites into an intense flame when exposed to oxygen. Through a process similar to regurgitation, Sheyangs can spit this bile in a streak of intense flame. While stored in the kalack gland, the bile is very hot and helps regulates a Sheyang's body temperature. If a Sheyang grows too hot, he will often spit a small amount of the bile out; most Sheyangs keep a small armored bucket of some sort around for such occasions. If a Sheyang does not regulate his temperature, the kalack gland can rupture, causing a very messy explosion.

The kalack gland requires a lot of energy, and Sheyangs must eat a great deal to maintain it. Sheyangs are omniverous but they strongly prefer the flesh of animals to vegetables. Meat also provides more of the minerals needed by the kalack gland than vegetables. Most Sheyangs see the consumption of vegetables as a sign of weakness or poverty. Sheyangs grow intoxicated shortly after eating large meals because of the excess heat created by the kalack gland.

As Sheyangs age, their kalack glands become less and less efficient, which makes producing fire more difficult. The inability to create flame is seen as the greatest sign of weakness amongst Sheyangs, and those unable to breathe fire sometimes become suicidal in the hope of ending their suffering.

Sheyangs are physically powerful, both in terms of raw strength and endurance. However they lack speed and agility, and have poor eyesight. Most Sheyangs cannot see clearly for more than five meters, although this doubles in dim lighting conditions. Their weakness has forced them to rely on other senses, particularly smell. In their home atmosphere, Sheyangs have only a slightly better sense of smell than most races, but in less acidic environments they far surpass most races. Sheyangs also have a rudimentary heat sense which allows them to detect temperature fluctuations (such as the approach of another being) in the surrounding environment. While this ability is only useful within a few meters, it does allow them to function effectively in the dark.

Sheyangs for the most part are a greedy, violent race, who have progressed little from their savage tribal days. Most Sheyangs are constantly spoiling for a fight, but they will almost always avoid confrontation with a superior foe. Instead, they seek covert ways to weaken their enemy and then strike from a position of strength. While they are a very cutthroat and untrustworthy race (most consider them nothing more than degenerate parasites), they do have some redeeming traits. The beginnings of a warrior culture have appeared among them, including a rudimentary code of honor. In particular, a Sheyang will always finish a task he sets out to complete, regardless of the cost. This mindset, along with the ability to breathe fire, makes Sheyangs valued mercenaries.

"They spit fire?! How come nobody tells me this stuff?!"

-John Crichton

Society: Sheyangs possess few social graces and have trouble making small talk or lying to other races. This ineptitude also makes them rather easy to fool when presented with a convincing ruse. They are a very blunt and direct people, and their culture reflects this.

When the first ship from the Tauma Black Hole crashed on Yanglin, Sheyangs were just beginning to form nation-states. The sudden addition of high technology to their environment accelerated their knowledge of science, but cultural developments ground to a halt. Instead of worrying about art or a better political system, Sheyangs became obsessed with exploiting new technology before their neighbors. An arms race of sorts developed between different tribes, each battling the other to control each ship that came to the planet. The organized hunting of crashed starships was one of the reasons that so few vessels managed to survive a landing on Yanglin.

Through all this, the Sheyangs managed to master space travel and other advanced sciences without

the work and suffering other races went through. This gave them something of a superiority complex - they believe that, since they advanced so much faster than other races, they must be superior. Also, their rapid advancement in technology at the expense of cultural advancement has left Sheyangs in their tribal groups, even out among the stars.

Sheyang tribes consist of several families of Sheyangs, and usually number a few hundred members. Currently most tribes measure their strength through the number of starships, rather than the number of members. The wealthiest tribes can claim maybe ten ships: mostly converted wrecks, pieced together from half a dozen other craft. The strongest Sheyang supposedly leads each tribe, but most chieftains maintain their position by a mixture of cunning and strength. Sheyangs have adopted military terms for the leaders of the tribes; a captain or commander leads most of them. Any member may challenge the leader for the position at any time, but doing so during emergencies or combat is considered inappropriate. Duels for leadership are not very organized. Usually the two combatants simply attack each other using their bare hands and fire breath. These conflicts are rarely to the death, but the loser suffers a significant loss of face. Such bull-headed tendencies mark the race's behavior in other arenas as well.

Sheyangs as a whole have no government. Instead each tribe does as it pleases, including attacking other tribes. Multiple tribes will occasionally cooperate on an endeavor, such as raiding a large convoy, but these alliances rarely last long after the objective is achieved. The Peacekeepers have increased their presence in the area near Yanglin, partially in response to Sheyangs attacks on shipping in that area. The Peacekeepers, and most other races, see Sheyangs as nothing more than pirates and scavengers, and Sheyangs do little to discourage the notion. Why should they care what other races think?

TAVLEKS



Description: Mature Tavleks are bipedal hominids ranging from 1.5 to 2 meters in height and from 45 to 150 kilograms in weight. They have a natural life span of about 80 cycles, although most do not die of natural causes. Their skin is usually a tanned orange, with ridges and pits at varying intervals along their body. Most have little body hair, and dark eyes ranging from black to medium hazel in color. Due to poor medical sciences on the Tavlek homeworld, any injuries that a Tavlek receives usually go untreated save for rudimentary stitching and stapling. Most specimens sport visible scars from past injuries. Such scars are considered proof of resiliency and daring.

Homeworld: Tav. The fifth world around a yellow G-class star, Tav has three smaller, natural satellites and appears electric blue with marked brown streaks from space. A rocky jungle planet, Tav is scattered with numerous small natural lakes and rivers. The planet's visual color from space comes from the presence of extra cyano-chlorophyll common in most of the vegetation, including the deadly razor grass and slice-vine.

Seventy percent of the planet lies within temperate and equatorial zones, allowing for a wide variety of flora, fauna and insect species to flourish. Aside from the Tavleks, other species native to Tav include Tavlian

fire snakes, Molian death spiders, and giant marsh lobsters, all of which are hunted for food by the dominant species.

Nature: The Tavleks have always been militant, but their ruthless and confrontational approach to other races only reached the current level of aggression after achieving interplanetary exploration, and the introduction of the Gauntlet into their culture during the Sisk Wars *(see below)*.

Tavleks are omnivorous, but prefer meat, a remnant of their long-standing hunting culture. Tavlek eyesight is better than average, with a natural ability to see in darkened surroundings. Mature Tavleks usually wear body armor for protection during hostage raids and on hunting parties. Visors or face shields are often worn in optimal sunlit circumstances to protect their sensitive eyes. When not engaged in raiding or hunting, Tavleks wear comfortable robes made of animal furs and skins.

Most Tavleks are extroverted, hard-headed realists, less concerned with intellectual pursuits or emotional inner peace than survival. This attitude became particularly obvious after the widespread distribution of the Gauntlet among the Tavlek population. The Gauntlet is one of the most enduring symbols of Tavlek culture, developed about 180 cycles ago during the Tavlek's first interplanetary war with the nearby Sisk. It enabled them to attain eventual victory over their enemies in their first off-world conflict.

Worn on the lower arm, the Gauntlet shoots bolts of energized plasma, and can outmatch almost all light arms carried by other armies and traders in the Uncharted Territories. It takes some skill to wield the Gauntlet effectively, and energy-bolt dispersal duels are common between young warriors. In addition to its use as an energy weapon, it injects a chemical stimulant, called *krycel*, into the bearer's arm. Krycel comes from a very common yellow moss that grows in the tropical zone of the planet. It is gathered from the forest, boiled and distilled, then strengthened into a serum with the addition of common minerals. It is extremely easy to make and has strong effects on many species besides the Tavleks (including Luxans and Sebaceans). Those under the influence of krycel experience increased energy (resulting in unexpected displays of strength and endurance); resistance to other drugs or sedatives; heightened awareness; physical addiction and a euphoria that can rapidly lead to hyper-aggression and recklessness. While most species are susceptible to the drug, the Tavleks have perfected a mixture that is most useful to their own physiology. They constantly tinker with the formula; more recent versions are fatal to anyone unaccustomed to the Gauntlet.

A raiding party equipped with Tavlek Gauntlets is largely unstoppable until their weapons' reserves are exhausted, especially since krycel masks the pain of any injuries while intensifying violent tendencies. The Gauntlet can only be removed after the wearer loses consciousness, when it automatically releases.

Gauntlet use does have a down side. Withdrawal from the effects of krycel can be very difficult, especially without chemical or psychological intervention. Some of the symptoms include exhaustion, lack of appetite, sleeplessness, pain in the latter stages, and psychological craving for more serum. No chemical placebo for coping with withdrawal has been developed, and in fact, none is being sought: the Tavleks see no need for anyone to live without it. In effect, the entire adult population is constantly drugged with stimulants, making an already aggressive race even more combative – which they regard as a positive thing since it allows them to successfully raid weaker species at will. *(Rules for the Gauntlet can be found on page 218.)*

Society: Tavlek society is organized into a loose military structure; the oldest and strongest members dominate the weaker ones. No planetary military, religious or legislative authority exists for Tav, however; the largest clans tend to dictate the day-to-day life of the rest of the planet. Tavleks form medium-sized family-based clans, which break down into smaller tribes and raiding parties. Males and females share equal status and responsibilities in warfare and family life. Juveniles receive a Gauntlet (and become addicted to krycel) when they reach adulthood, after they have proven their bravery and strength in a series of survival challenges. Tavleks are intensely loyal to their families, tribes, and clans, and regard all outsiders as fair game.

"Farewell my friends, and thank you for teaching me to kill again."

-Bekhesh, Tavlek mercenary

While the Tavleks have developed several religions, no single philosophy or ethical system dominates. Most Tavleks who belong to the kidnap-and-ransom trade profess skepticism on the existence of deities or an afterlife, but this has not prevented a few from converting to off-world religions. Some have even left their clans and returned home in an effort to preach new ways, with varying degrees of success.

Prior to the invention of the Gauntlet, the Tavleks had a materialistic but thriving culture, with advances in architecture, ship-building, weapon design and biochemistry. However, over the last one hundred and fifty cycles, these pursuits have stagnated. The freebooter trade is flourishing, but some sciences (such as medicine) have regressed, and without a consistent system for distribution of stolen wealth, few Tavleks prosper unless involved with piracy or kidnapping. Tav has no heavy industries or significant agriculture beyond the krycel drug and Gauntlets. Even ship construction has declined as the Tavleks steal newer transports. The planet has no exports, since they produce no consumer goods, and few legitimate imports, due to the risks of trading with them and their ability to acquire necessities through either piracy or scavenging.

Kidnapping remains the preferred form of income for most Tavleks. A typical "snatch and grab" operation starts with a cargo-transport contract to unsuspecting traders; when the Tavleks board the target vessel, they seize any persons of wealth or importance and hold them at a prearranged locale until ransom is paid. They also regularly raid surrounding planets, searching for either booty or lucrative captives.

"It would be easy to overlook the scent of Hynerian and Delvian beneath the musk of Nebari on you."

-Rorg, Vorcarian Blood Tracker

Most Tavleks live in bunkers or temporary encampments. Land mines and night-vision snipers are employed in guarding the older, permanent stockades where prisoners are kept, but most units use more sophisticated methods of securing their hostages. They usually treat valuable prisoners well, although others are often killed. Although they often bully or intimidate their targets, Tavleks rarely indulge in torture or gratuitous physical harm, believing it unworthy of warriors.

In spite of their krycel addiction (and the subsequent scientific and economic standstill), the Tavleks consider themselves a progressive and successful race, able to take what they want from whomever they want. Because of their strong family ties and unique military advantages, they have kept their planet safe and increased their possessions by ten times their previous amount. Gauntlet addiction has had long-term negative effects, but the short-term benefits are still too high for them to consider giving it up; their society may be in trouble, but it has not yet reached a crisis point.

VORCARIANS

Description: Most adult Vorcarians range from 1.6 to 2.0 meters in height, but few regularly stand up straight. Instead they walk in a constant hunch, giving them a better position to detect scents on the ground. Vorcarians range in weight from 60 to 80 kilograms; females usually weigh a little less than males. Their facial structure sports a slight muzzle reminiscent of a canine, and their eyes are blood red. Vorcarians have fairly dark skin tones, running the gamut from tan to dark brown. Stubble-like fur covers much of their body, though real hair grows on top of their head. They wear their hair long, and most never bother to clean or groom it. As suits their predatory history, the Vorcarians have canine teeth and vestigial claws on their hands and feet. The average Vorcarian life span is 40 cycles, due to their violent lifestyle, but they can live up to 60 cycles.

Homeworld: The Vorcarians originally called their world Naro after their goddess of the great hunt, but most who have left take to calling it by its star-chart designation of Karas-5. The world is heavily forested and slightly hilly with few large bodies of water. Global temperature varies little throughout the cycle, and the low axial tilt means little seasonal variation in the climate.

Nature: The Vorcarians descend from wolf-like pack animals, and their behavior reflects their feral roots. They have excellent senses of smell and sight, including a limited ability to see in the dark. Their claws are not useful in hunting but are still used in eating and in certain ceremonial capacities. Vorcarians are dedicated carnivores and the thought of eating anything other than meat disgusts them. They consider eating meat the privilege of the strong, and the leader of a group always gets the choice parts of a meal. When possible, Vorcarians carry out a small ritual before eating to thank the gods for their bounty and apologize to the meat for consuming it. When in a hurry Vorcarians will forsake this practice, but they believe if they become lax in their duties, the gods and the spirits of the dead will take vengeance. Most try to adhere to the ritual whenever possible.

Like most mammalian creatures, the Vorcarians bear live young, normally in small litters of two or three children, but they can give birth to as many as six young. Vorcarian youths grow up very quickly, becoming physically mature in twelve cycles. This time of transition holds great importance in a Vorcarian's life, because their standing in the tribe depends largely on the actions they take during their coming of age.

Only one in four Vorcarians is female, making females the most highly guarded members of the tribe. While females are treated as equals in almost every respect (their sense of smell is usually superior to that of males), they are often kept away from battles because of their importance to the continuation of the race. Vorcarian males go through intense ritual combat in an attempt to win the favor of a female. Vorcarians mate for life, and the bond between mates is the most sacred of all.

Vorcarians are quick to anger, but calm down relatively quickly. They rarely hold grudges, due to their upbringing in an environment of constant competition. However, if someone commits a truly heinous act against a Vorcarian, such as killing a mate, that being has gained an enemy for life and beyond.

Most Vorcarians are trained hunters, and can run for days when on the trail. They are valued across the Uncharted Territories as blood trackers and bounty hunters, both for their skills and their determination. Vorcarians experience an endorphin-driven elation while on long hunts, which they equate with the touch of the gods. In this state the Vorcarians claim they can feel and smell the blood of their opponent, regardless of distance. Many Vorcarian blood-trackers try to procure a sample of their prey's blood before hunting, claiming that if they have it, they will never loose the trail.

Most packs have few craftsmen or other practical positions; hide clothes and wood or stone tools are the norm. Vorcarians prefer these simple items to high-tech versions of the same, but maintain a certain fondness for some sophisticated items, such as weapons. A Vorcarian who manages to bring a firearm back to his world is treated with enormous respect.

Society: As a species, Vorcarians are extremely competitive. Each pack holds constant tests to determine the fastest and strongest among them, but treachery is strictly prohibited in pack law. Breaking this law is punishable by death. Each pack has a strict social order, from the most powerful member to the least. Power derives from strength in battle, cunning, and ability to bring in food, but much of it also relies on intimidation. Those too weak to fend for themselves or compete within the tribe are often forcibly ejected. The leader speaks for the pack on all matters, but normally confers with other valued members before making an important decision. During these meetings, everyone in attendance is expected to speak their mind, regardless of rank; the leader will weigh their opinions before making a decision.

Any time Vorcarians find themselves without a pack they will create one from any Vorcarians in the area. They determine the hierarchy of their group by contests and thereafter act like any other pack, even if there are only two of them. If a Vorcarian joins a new pack, he is subjected to a series of tests to determine his place, after which he is fully adopted into the pack. Vorcarians occasionally extend this attitude towards alien acquaintances, though not often.



On Karas-5, the Vorcarians have no organization higher than annual meetings between tribes in each geographic region. These meetings mainly serve to settle disputes between tribes and to give religious honor to Naro. They also host a series of games to determine which tribe has the best warriors, fastest runners and most skilled trackers. The Vorcarians remained at this level of social development for centuries and have not seemed inclined to proceed further... until recently.



The Peacekeepers arrived on Karas-5 two centuries ago, after discovering the world on a routine exploratory mission. Quickly seeing the potential of the Vorcarians, they made agreements with several packs, agreeing to take them off world in exchange for their services as trackers. At first the Vorcarians thought they were meeting gods, but they soon discovered the Peacekeepers were all-too fallible. They treated the Vorcarians as slaves, considering them little more than animals. The Vorcarians quickly came to resent the Peacekeepers, and began to sneak off in small groups when hunting for their so-called "employers." Within a few cycles, all of the Vorcarians taken from Karas-5 had either escaped or been killed.

Those who escaped ended up scattered across the Uncharted Territories, despite having no interstellar travel of their own. Many of them stole weapons, equipment and small ships from the Peacekeepers, making it possible to find employment as bounty hunters. The Peacekeepers returned to Karas-5 several more times to recruit more blood trackers; even with the desertions, the Vorcarians were a worthwhile investment. Each new batch of "recruits" led to more desertions, and over the course of time, thousands of Vorcarians were spread across the region.

There are few strictly Vorcarian settlements but a number of small packs now roam the Uncharted Territories together. These constitute the closest the species has to political bodies. Most Vorcarians travel alone or as a mated pair. A few Vorcarians have returned home, armed with the knowledge they learned beyond Karas-5, and begun to forge the foundations of nations. Some have even made agreements with off-world factions to trade the resources of Karas-5 for high-tech armaments. It appears the Vorcarians have learned the lessons of the Peacekeepers all too well and may soon bring the concept of full-scale war to their world.

ZENETANS

Description: Zenetans are anthropoid bipeds, comparable to Sebaceans in size and build, and averaging 1.5 to 2 meters in height. Their physical appearance varies as widely as the Sebaceans', but golden skin and dark eyes tend to dominate. By Sebacean standards, they are not a pretty people: scruffy, mangy, and ill-kempt. Androgyny appears to be the norm — males and females have few external differences, and even other Zenetans sometimes grow confused. Female Zenetans can "pass" as male if they wish with little chance of detection. This lack of physical

diversity would lead an outsider to wonder just how Zenetans find mates and carry on the species. When one Zenetan is attracted to another, he or she secretes pheromones that only another Zenetan can detect.

Homeworld: Zenet, a world located deep in the Uncharted Territories, is mainly an industrial planet – water is in short supply, and little arable farmland exists. They mainly trade manufactured goods off-world for foodstuffs, textiles and other items that are not produced on Zenet.

Society: Not much is known of the Zenetans outside the Uncharted Territories. They are a spacefaring race, involved in trade with other worlds. Their society is close-knit and, for the most part, peaceful and industrious. Because of their dependence on industry, the government instituted strict guidelines for production and distribution. As a result, Zenetan society is very structured – citizens share all revenue equally, providing a stable economy and lifestyle for the people. Unfortunately, such uniform prosperity stifles attempts to better oneself and one's situation. There is no formal religion on Zenet – the government is the religion to most citizens, and loyalty to those in power takes the place of reliance on any deity. As long as life continues at a pleasant pace, the majority are satisfied to leave decisions to their "betters."

Pirates

A small but very determined segment of the Zenetan culture broke away from the rigid mold of their kin, taking their ambition and need for personal gain to the space lanes. They became pirates, preying off the unfortunate and taking by force what their world could never give them. These pirates were distrustful of each other, but their shared vision of riches was enough to keep them loosely knit and a potent force in the Uncharted Territories.

Zenetan pirates mark their own with forehead brands and gang murals – tattoos that identify them to friend and foe alike. Many sport facial tattoos, covering large areas of the face from forehead to chin. Once they choose the pirate's life there is seldom any going back – the markings are permanent and testify to the wearer's former profession. Needless to say, an ex-pirate trying to make a living as a shopkeeper has significant problems getting customers to trust him.

Pirate loyalties appear to be fluid; whether or not they know the adage "honor among thieves," they certainly don't live by it. Their nominal leader is usually determined by force, strength, guile or betrayal – in short, by any means necessary. As long as a leader pulls in the profits, the other pirates take his orders. If his skills seem to fade, it opens the door for usurpation of power.

Most Zenetan pirates use a nasty device called the Flax, a magnadrift mesh seventy-five million zacrons long. It is invisible to even the most sophisticated scanning equipment, snaring and immobilizing ships and leaving them ripe for boarding and looting. Zenetans "liberated" the Flax technology from a xenophobic species who used it to protect themselves from outside contamination. It didn't take the pirates long to determine the possible benefits to their business.

> "We're not exactly cut from the standard mold."
>
> –Staanz, Zenetan garbologist

In addition to seizing and raiding ships, the Zenetan pirates also work as guns for hire, selling their services and skills to the highest bidder. Whenever anyone needs guile, treachery or sheer firepower, the pirates can be counted on to provide them – for a price. For the most part, the Zenetan government turns a blind eye to pirate activities, making token arrests from time to time just to keep neighboring worlds happy. Rumors persist that the government secretly backs the pirates. Those in power loudly deny such stories, but after successful raids, the government storehouses always seem to have a new supply of goods for distribution. Whether by design or coincidence, the people benefit, and no one on Zenet complains.

One faction that is not happy with the pirates is the Peacekeepers. They view any group that flouts authority, as a disruption of order and a threat to power. They track, capture, and prosecute any pirates detected in their space. Within the protection of the Flax, active pursuit is difficult – but there is always the chance of a break in the web or a foolhardy pirate ship venturing away from its safety.





CHAPTER FOUR
Uncharted Territories

The Uncharted Territories represent a large area of space that has not been fully explored. Though home to hundreds of species, billions of stars and millions of planets, the diverse populations of the region and the tendency of many races toward violence means that any would-be conqueror would have to fight for every single metra of space. Most races aren't willing to commit the necessary resources to control a volatile region that would provide questionable benefits.

Presented below are only a small sampling of the locales within the Uncharted Territories. Each includes an entry on its purpose, temperature and gravity, and technological development. Table 4.1 on page 114 provides a measurement of the planet's Communications, Transportation, Weaponry, and Society rankings. Keep in mind that few maps or starcharts exist in the Uncharted Territories, so the exact location of these planets – at least in relation to the Territories as a whole – is unknown.

DAEGIS

Purpose: Mining Colony
Temperature: 27 degrees Celsius
Gravity: .98 standard
Communication: Class 6
Society: Class 5
Transport: Class 7
Weapons: Class 6

Description: From orbit, Daegis appears to have no large bodies of water, but in truth the whole world could be considered one. A huge swamp covers almost the entire surface of the world, giving it a sickly green-brown hue when viewed from orbit. There are a few mountains located in the southern hemisphere, but otherwise the planet is flat. Most races find the surface distinctly unpleasant. In addition to the insects, the damp, and the three-meter thick mud, the planet has a sulphurous odor non-natives find repugnant.

The mountains in the southern hemisphere are relatively free of the sulphurous odor, and contain the only permanent settlement on Daegis, Felgin's Strike. This small mining town was founded one hundred cycles ago by prospectors hoping to find wealth in the mountains.

Life was tough in Felgin's Strike for the first few cycles: the mineral wealth of the mountains was mostly unremarkable, and mining operations posed considerable hazards. It wasn't until a deep-core mining unit broke into a pre-existing set of tunnels that Felgin's Strike became the boomtown it is today. Within the tunnels they found rubies the size of a fist, which they called Daegan fire rubies. The stones glow with a dim light and feel warm to the touch, making them prized valuables – and even energy sources – across the Uncharted Territories. Sensor scans determined that the rubies carry a small amount of energy, not much more than a static charge, which doesn't dissipate over time.

While fire rubies came cheap and plentiful at first, they have since grown more difficult to locate. The miners kept finding veins of other minerals which once held rubies, but the stones had been pried out before the miners arrived. Suspecting thieves, the population of Felgin's Strike began a huge investigation to find out who or what was stealing their livelihood. After fruitlessly searching the upper caves, they began checking the lower reaches, and eventually found their culprits several hundred meters down.

A large reptilian life form had evolved in the largest cave systems, located far under the surface of Daegis. The lizards grew up to ten meters in length, with animal intelligence and a rather nasty disposition. They survived by licking mineral deposits found deep within the planet, but preferred meat when available. The beasts – called "fireclaws" by the miners – used the rubies as a nest liner, to keep their eggs warm. The fireclaws managed to pick clean many of the richest ruby deposits near the surface: getting to the remaining deposits required going through the creatures' territory... or steal them from the fireclaw nests. In either case, mining fire rubies suddenly became a very dangerous occupation.

(See pages 291-292 for more on fireclaws.)

The miners of Felgin's Strike still have a booming economy, but now the town loses a fifth of its population each cycle – some opt to look for a safer living, and others die in search of rubies. Between the lizards and swamp diseases, Felgin's Strike is a dangerous place to live. But the pay is so good that many miners find the risk acceptable. The miners will hire just about anyone willing to help work their claims – all they really need is a warm body to distract the fireclaws. Few inexperienced miners survive their initial trips into the mines.

Some adventurous souls who have ventured far from the mountains have reported ruins of an ancient civilization buried deep in the heart of the northern swamps, and a few strange artifacts have been produced to back up their claims. Several archaeological expeditions have gone looking for these ruins, but few ever return.

Encounters: The miners in Felgin's Strike are a rough and rowdy lot. Brawls are common in the local bars, and the dangerous working conditions produce a devil-may-care attitude amongst the populace. Most of the miners say that they will only work long enough to make a big score, but the few who actually survive that long always seem to stay, looking for "just one more good load."

Other than the miners, the population consists mostly of merchants who come to buy the fire rubies and auxiliary businessmen catering to the miners' needs. Many of the people who run the stores, bars, etc., were once miners themselves, but are now unfit to go back into the mines.

Table 4.1: Technology Classes

Table for understanding rating of planets/cultures

Class	Transport	Communication	Weapon	Society
1	Foot	Verbal only	Hand-held (sticks, rocks)	Nomadic hunter
2	Mounted	Written language	Hurled weapons (spears)	Nomadic hunter/gatherer
3	Carts and wagons	Higher written (presses)	Bows	Small community, singular
4	Self-propelled	Organized post	Black powder firearms	mid-sized community, singular
5	Combustion engine, flight	Wire-based	Gunpowder, mechanical firearms	mid-sized communities, interdependent
6	Jet engine	Radio-based	Rockets	large communities, interdependent, multiple governments
7	Orbital vehicles	Satellite-based	Missiles	Global community
8	Near-light	Digital laser burst	Energy weapons	Restricted interplanetary community
9	Faster-than-light	Empathic	Plasma weapons	Interplanetary community
10	Hyperspace or folded space	Telepathic	Hyperspace/ Dimensional weapons	Expansive interplanetary community

DAM-BA-DA

Purpose: Waystation
Temperature: 25 degrees Celsius
Gravity: 1.1 standard
Communication: Class 6
Society: Class 5
Transport: Class 9
Weapons: Class 8

Description: Once one of the richest mining planets in the Uncharted Territories, Dam-Ba-Da is now almost completely covered with desert wastes, with only the occasional mountain range breaking the monotony. The deserts are littered with abandoned mining complexes and processing facilities, all of which suffer from age and elemental exposure.

Sandstorms regularly sweep across the planet, and are particularly common during a quarter-cycle period known as the Sand Season. Many inhabitants stockpile supplies and stay within their shelters during the Sand Season, not venturing out at all. Dam-Ba-Da has no remaining natural bodies of water; most communities have a communal condenser unit that feeds into a public well.

The planet's atmosphere has little moisture or protection from stellar radiation, making prolonged exposure to the sun very dangerous. During the day, glare visors are required in order to avoid damaging the eyes. Even brief unprotected exposure to direct sunlight can result in temporary blindness. Prolonged exposure results in permanent blindness and sometimes madness.

Several hundred cycles ago Dam-Ba-Da was one of the richest mining planets in the Uncharted Territories. It was controlled by an alliance of mercantile groups called the Mining Consortium, each staking claim to a certain percentage of the planet's natural resources. Fifty cycles ago the minerals on Dam-Ba-Da ran out, and the Consortium retreated, leaving the planet a wreckage of desolate land and industrial waste. Thousands of their former employees remained stranded there, abandoned by the company who they served so faithfully. In order to survive, they banded together to form a system of twelve Corporate Counties that still remain today.

They have since tried to find other sources of income, such as mining the remnant mineral deposits. Several starship engineers were left on the planet during the evacuation and, using facilities left behind by the Mining Consortium, began to repair the broken vessels still remaining. Soon they had a number of transports working and used them to ship the few remaining minerals off world. Realizing ship repair would be a good source of income, the engineers placed a satellite in orbit to broadcast an advertisement for their services. As a result, passing ships began showing up looking for repairs, and the inhabitants of Dam-Ba-Da found another (albeit small) source of income. While Dam-Ba-Da has never regained its boomtown economy, it is not as destitute as it was immediately following the Consortium exodus.

The inhabitants of Dam-Ba-Da come from many races, but most descend from the original Saikan miners brought to this world. The Saikans are genetic cousins to the Sebaceans and Sykarans (see page 140), sharing the odd eye coloration of the Sykarans. As a race they are tenacious and crafty, with a talent for technical matters. Dam-Ba-Da supposedly contains a few Banik settlements, but thus far none have been found. Because of the limited resources and lack of a planetary legal system (not to mention the availability of ship repairs), Dam-Ba-Da has become a haven for pirates and other groups.

Encounters: Most inhabitants of Dam-Ba-Da are miners, agricultural workers who harvest the planet's few, tenacious plants, or workers in the repair facilities. They are a hard working group, and have little patience for outsiders.

The more disreputable customers of Dam-Ba-Da are usually well-behaved considering their lines of work. Most pirate groups consider Dam-Ba-Da neutral ground and rarely fight each other here. The occasional fight, however, serves as a great event for local gamblers, and even respectable citizens enjoy watching a good brawl every now and then...



DIEKAN

Purpose: Shadow Depository
Temperature: 23 degrees Celsius
Gravity: 1.0 standard
Communication: Class 7
Society: Class 3
Transport: Class 9
Weapons: Class 9

Description: Diekan is a large moon, orbiting the gas giant Danas. It features a unique geology composed entirely of giant crystals, almost like a reverse geode. The crystals are not uniform; some are quartz or amethyst, while others are garnets or diamonds. The nature of the moon's formation is unknown; no geologist has really studied it to discover its history. The planet has no native life, but there are oceans of pure mineral water that flood the crystalline structures in some areas. Many travelers have stopped on Diekan to replenish their supply of water, though most come to the moon for an entirely different purpose: to make a deposit.

On the largest of Diekan's dry plains, a giant crystal stretches into the sky. Three metras tall and five metras in diameter, the Diekan crystal is the largest natural structure in known space. A dozen cycles ago, an enterprising Nebari named Sheytana carved a structure into it, creating the shell for her shadow depository (an immense high security vault where criminals can store their ill-got gains). Over the cycles, it has become an increasingly important location in the Uncharted Territories.



Electrical storms are common on Diekan, and the crystals serve as powerful conductors. The electrical discharge limits mining on the moon, which might otherwise be quite lucrative. Sheytana has forbidden any mining or other activities, though she is always open to business opportunities. Storms that pass over the depository make a particularly impressive display: the very walls of the bank glow and flicker. The air becomes charged, and many individuals report a feeling of euphoria. Thankfully, an energy dissipation net keeps the depository safe from any lethal effects of the storms.

The structure's translucent crystal allows light to pass through, but little else. Only vague shadows hint at what lies on the other side of a wall. Since diamonds and other crystals are susceptible to sonic vibrations, the depository has been shielded against such energy. As a side effect, every room echoes within, but remains totally soundproof from without. Vaults in the shadow depository are made of pure crucite, and Sheytana keeps security tremendously tight. Only one person may check their goods at a time, and at least four armed guards escort the customer to the door of his or her vault. The locks are keyed to the owner's genetic structure, meaning only her or she can access the vault. Sheytana has access to all vaults, of course, but takes care not to advertise the fact.

The depository also possesses a formidable defense screen, protecting it from direct orbital assaults. An army of well-trained guards keeps peace within the bank and protects it from any would-be thieves. The Diekan depository has never been successfully robbed, though many have tried.

Encounters: The Diekan Depository has enjoyed phenomenal success since opening its doors. Sheytana is not a particularly hands-on banker, and allows her underlings to handle the majority of the accounting and inventory control. She will only become personally involved with a transaction if finesse if needed. Though Diekan lies close to Nebari space, Sheytana does not seem to be involved with either the Resistance or the Nebari establishment. In fact, both sides ignore her completely. Sheytana will not reveal the reasons behind this fact, though many theorize that she acts as a spy for one side or the other. The truth is anyone's guess.

The depository guards are calm and well-trained. While not particularly trigger-happy, they have no qualms using deadly force when needed. They obey Sheytana explicitly, and move with the practiced grace of experienced warriors. Entry into their ranks requires Sheytana's personal approval, and she has very high standards.

EVEDOR

Purpose: Agricultural Planet
Temperature: 24 degrees Celsius
Gravity: 1.0 standard
Communication: Class 7
Society: Class 6
Transport: Class 8
Weapons: Class 7
Description: Evedor is a temperate planet, appearing gold and brown from space. It consists mainly of prairies, fertile crop land, and deserts. It is the original homeworld to the Evedorans, who have colonized and spread to more than 500 planets in the Uncharted Territories. Evedor serves as the religious center for the followers of the Ne-Wellen faith, the dominant religious practice of the Evedorans. Only the faithful may land on the planet, but there are several docking satellites and two bases on Doria, the planet's only moon, which allow inhabitants to engage in commerce and interact with other species.

The planet is also the only place in the galaxy that produces Evidox, a vaccine and treatment for several deadly plagues. The Ne-Wellens have a monopoly on the production of the vaccine, which requires a delicate processing of elements found deep within their deserts. They have perfected the milking of venom from the native Pahk T'o lizards and the harvesting of fragile seed-pods from rare Gantrian shadow-flowers, and jealously guard their procedure for preparing the Evidox. As the only vaccine for Reta's Fever, Ophilian Plague and Lessenac Pox, Evidox holds great value for many cultures and races. Evedor enjoys a steady trade in biomedical resources and pharmacological development. Because a priest originally discovered the process to create Evidox, the natives believe that only the faithful should be allowed to prepare the drug.

The Ne-Wellens feel obligated to heal anyone of any species who requests their help, and will charge only a minimal fee in times of plague. However, due to the fragile ecosystem of their deserts, in which the Gantrian shadow-flowers and the Pahk T'o lizards thrive, the demand for Evidox often exceeds the planet's production ability.

Encounters: Of the seven satellite facilities orbiting Evedor, six are regularly used for trade, and for shipping Evidox to off-world customers. Traders must undergo a rigorous approval process before receiving the drug - the Evedorans do not approve of merchants that hold a planet hostage to its medicinal needs. All manner of alien species conduct business from orbit, though most behave themselves. The Ne-Wellens strictly enforce observation of the native laws and peaceful co-habitation, in order to preserve the smooth export of the medicines.

The final satellites holds a visitor-processing center for natives wishing to return home, or the faithful who wish to visit the Holy City of Jar-od, where the high priests (ka-siphs) reside. The ka-siphs rule many aspects of Evedoran life, and are revered as various aspects of the Ne-Wellen gods. Their followers have established an extended clinic for treatment of various plagues in one of the bases on Doria, where sufferers can obtain medical help as soon as the next batch of Evidox has been processed.



The second moonbase on Doria is called "The Gateway to Wellen," because it processes new converts to the faith for transport down to the planet's surface. Some, especially those suffering from infectious diseases, are unwilling to wait until the medicines are shipped offworld, and convert to the Ne-Wellen religion in an attempt to obtain medical treatment more quickly. While this strategy has a certain margin of success, some believe that the price is too high - to prove their dedication, new converts must spend ten cycles on the planet learning the tenets of the religion, and ten more cycles in silent meditation harvesting medicinal elements in the desert.

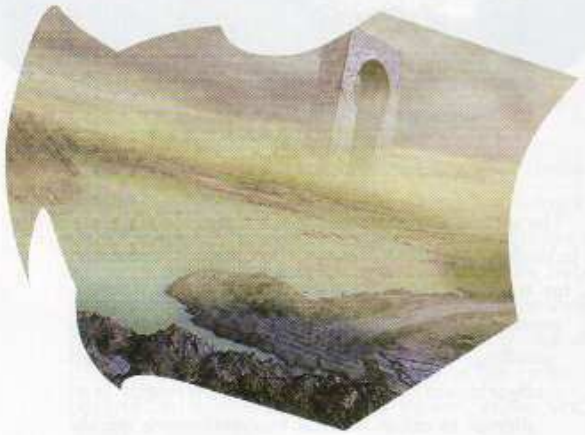
Despite their strict rules regarding the production, storage, and sale of Evidox, a small black market persists -one which must use native couriers and guides in order to survive. The Ne-Wellens have harsh restrictions against such trade, and punish participants with death.

Note: Native Evedorans are a blue-skinned, humanoid race, similar to Sebaceans. Use the Sebacean offshoot rules on pages 156-157 for creating Evedoran characters.

FAZIA

Purpose: Delvian Military Base
Temperature: 28 degrees Celsius
Gravity: .97 standard
Communication: Class 6
Society: Class 7
Transport: Class 9
Weapons: Class 8

Description: Fazia began as a semi-habitable world with little plant or animal life. Several thousand cycles ago an unknown group terraformed it into a vibrant ecosystem using technology beyond the current understanding of most species. Some of the terraforming equipment remains on the planet and has become the subject of intense scrutiny from a number of races.



Sixty-five percent of Fazia's surface is covered with water, and because the planet's moon, Therinal, is very large and in a close orbit, tidal cycles measure between 3-4 kilometers. This large shift in tides, and the speed of the moon's orbit, makes coastal regions and sea travel very dangerous, and have rendered approximately a quarter of the planet's landmass uninhabitable.

A group of Delvians settled on Fazia just thirty cycles ago, intending to investigate the remains of the terraforming technology. Unfortunately they learned very little, but as they prepared to leave, they received word of the Peacekeeper presence on Delvia via several ships of Delvian refugees fleeing Peacekeeper control. The researchers decided to stay on Fazia with the new colonists rather than return home.

In the cycles since, the population dramatically increased as more and more Delvians fled their homeland. Fazia became a rallying point for the few Delvian warriors (already scarce to begin with) who managed to flee Peacekeeper rule, and the population includes a fair number of potential soldiers with a plentiful supply of military gear.

Over the last few cycles the population has changed from merely hoping for the eventual liberation of their homeworld to taking direct action. Using Delvian soldiers as the basis for a *de facto* military, they have begun striking at Peacekeeper operations near the Uncharted Territories. They have yet to attack any targets near Delvia itself, but they hope their efforts will bring more Delvians to their cause. These attacks have only been marginally successful thus far, mainly because the Delvians lack the Peacekeepers' resources or expertise. However, the experience has solidified their *esprit de corps*, and they now strike with much more confidence and daring.

To support their cause, the inhabitants of Fazia have begun trading many of their agricultural products for weapons. They have also made diplomatic overtures to other factions who oppose the Peacekeepers, but the Delvian reputation as pacifists has severely hampered their efforts. The only group to show genuine interest is the Scarrans, who have begun funneling arms and supplies to Fazia. So far the urge to free their homeworld has blinded the Delvians there to any ulterior motives the Scarrans may have.

With all the military operations, coupled with the Delvians' natural medical proclivities and the high level of education and training among the colonists, Fazia has one of the most advanced medical centers in the Uncharted Territories. They will treat anyone except Peacekeepers, but certain militant factions in the populace wish to change this practice. They believe they must conserve medical supplies for their own operations, and deplore "wasting" them on non-Delvians. Many of the more spiritually-oriented Delvians help in the medical centers, finding the pursuit of war too disturbing. At the same time, Delvian Pa'u on the planet have been hard pressed to keep their fellows on an even keel. The increasing military activity has taken a toll on the Delvians' psyche, and many soldiers find themselves succumbing to their darker sides. On the field of battle, that madness can be a tremendous asset... but the Pa'u fear its long-term effects on Fazia's society.

Encounters: Almost all of the inhabitants of Fazia are Delvians, but they welcome most races to their world. They are very wary of Sebaceans however, and will probably suspect any visiting Sebacean of espionage or other unsavory activities. The military exercises a growing amount of influence on Fazia and the society is becoming more and more militant as time goes by.

Because of this shift away from the spiritual influences of Delvian culture, the practice of the Seek has suffered in Fazia. Some feel the artificial nature of the environment has also added to this problem: the Delvians on Fazia are less attuned to their

metaphysical powers than Delvians on other worlds. Thus far the war with the Peacekeepers has been so important none of the inhabitants have noticed, but that could change if symptoms progress.

HERUT

Purpose: Scarran Colony
Temperature: 36 degrees Celsius
Gravity: 1.1 standard
Communication: Class 8
Society: Class 8
Transport: Class 9
Weapons: Class 9
Description: A desolate, dark planet, Herut reminds many travelling Scarrans of their homeworld: it is completely gray, from the soil to the sky. Cloud cover dominates the atmosphere, causing long and vicious thunderstorms. The seas of Herut take up sixty percent of its surface, but are mostly devoid of life.

Herut is a young planet - its indigenous life forms had reached the multi-celled level of evolution when the Scarrans arrived some two hundred cycles ago. Since their arrival, their testing of crude terraforming technologies has all but obliterated Herut's natural ecosystems. The Scarrans hoped to alter the planet to make it even more like their homeworld, but their efforts met with only nominal success. Their expansionist activities in the area have not gone smoothly, however, so Herut has become a bastion of Scarran power. It now supports a population of billions, most of whom live in dense urban areas that often reach hundreds of stories into the sky. Large tracts of the planet remain untouched in the hopes that terraforming will change them into lush farmland over the next few decades, though that seems unlikely.

The cities of Herut are dark, monolithic constructions built to convey a feeling of power and determination. The streets are kept clean and everyone walks with a purpose, knowing that falling a step behind their competitors means a quick trip back to the Imperium. Though dreary and depressing, Herut is far preferable to the environmental disaster of the Scarran core worlds.

The Scarran Imperium rules the planet with an iron fist, using it as a base for all their operations in the Uncharted Territories. Few of their current missions are overtly aggressive; a full-scale military operation will cause the Peacekeepers to respond in kind. Instead the Scarrans wait for the Peacekeepers to make the first move. They have also subtly influenced factions within the Uncharted Territories, turning them against the Peacekeepers and supplying them with weapons and equipment. They often use third parties to mask their involvement, though many in the Uncharted Territories distrust the Scarrans as much as the Peacekeepers.

Caris, the capital city of Herut, is the center for Scarran diplomatic efforts in the Uncharted Territories. This city has become a den of spies and informants working for countless different factions. Even the Peacekeepers have agents in Caris, keeping tabs of Scarran activity. The actions and reactions of the spies have become so predictable that the Scarrans find the situation more amusing than dangerous.

The planet has many strong mercantile interests - numerous commerce zones trade goods from the Scarran Imperium, so many merchants have made Herut a regular stop. The Scarrans have colonized other planets of the system, but not as heavily as Herut. These colonies mainly serve as mining operations or military bases. It is said only one third of Herut's military forces are visible at one time; the rest remain hidden to prevent enemies from making any accurate estimates.

Encounters: Most of Herut's population formally belong to the Scarran Imperium and are primarily concerned with getting ahead. They are a single-minded bunch and while most treat visitors with a modicum of civility, they are seldom helpful. All share the customary Scarran racial arrogance.

The non-Scarran inhabitants of Herut are mostly merchants, spies or ambassadors. They usually maintain an air of respectability, often hiring outside parties to do their dirty work. Few non-Scarran inhabitants will do anything blatantly illegal; Scarran justice is swift and harsh. Normally, Herut's political games remain hidden in the shadows, which keeps the participants relatively safe from persecution.

HYNERIA REBORN

Purpose: Hynerian Rogue State
Temperature: 23 degrees Celsius
Gravity: .74 standard
Communication: Class 8
Society: Class 8
Transport: Class 9
Weapons: Class 8
Description: Hyneria Reborn was once completely covered in water until several huge meteorite impacts caused massive tectonic shifts some four hundred thousand cycles ago. Because of the relative youth of the landmasses on Hyneria Reborn, the land-based ecosystems are much less developed than those of the planet's massive seas. The waters teem with life of all kinds, and the planet's low gravity

has helped create some very large creatures. The largest of these is the Red Kraken, a sixteen-tentacled beast that can reach up to fifty meters in length. Today, the landmasses of Hyneria Reborn – less than fifteen percent of the planet's surface – contains plants and animals from other planets, replacing the primitive mosses and lungfish which constituted the original ecosystem.

Hyneria Reborn was initially colonized by a group of Hynerian biologists who wished to examine the unique life forms in the oceans. They originally named the planet Saluk, after an early Hynerian explorer. During their research they discovered some very rich underwater mineral deposits, prompting the arrival of a small group of Hynerian miners.

What really drew the Empire's attention to the planet was the discovery of the phelat fish, a huge monstrosity that could swallow a Hynerian whole. While the researchers initially avoided the creature, the miners discovered that it made an excellent meal if prepared correctly, and arranged for some to be shipped back to Hyneria. A phelat fish made it to the table of Dominar Rygel XV, who loved it so much that he ordered massive quantities of the meat. Soon the seas of Saluk teemed with fishing boats trying to net the latest Imperial delicacy.

Shortly thereafter, Rygel XV's brother Kison launched a military coup, which failed miserably. Kison, who was widely considered mad, had to flee with his supporters, and they ended up on Saluk, which they renamed Hyneria Reborn. A government-in-exile soon sprang up, using military force to take control of the planet. It has since become the personal playground of Kison and his followers. The population of Hyneria Reborn has increased marginally, through normal population growth and the occasional Hynerian dissident looking for a safe place to live.

Kison still rules the planet with an iron fist, despite his madness and advanced age – he executes anyone who even suggests that he is not the rightful ruler of the entire Hynerian Empire. His court has become a den of hedonism filled with slaves and yes-men, where a slip of the tongue or a misunderstood remark can lead to a swift death. Kison has attempted to garner support for his claim to the Hynerian throne throughout the Uncharted Territories, offering much of his planet's resources in exchange for aid. So far, only the Scarrans have shown any interest, and they wish only to use the Hynerians as a smokescreen to hide their operations against the Peacekeepers.

The population of Hyneria Reborn has suffered under Kison's rule, but his military keeps them in line. In recent cycles, however, it seems his control has begun to slip as more and more loyal followers die of old age. Their younger replacements are not as loyal to Kison and rumors persist of a revolution brewing. The "Dominar" pays close attention to these rumors, and has recently stepped up his hunts for dissidents.

Encounters: Most of the planet's population live in fear of their ruler and his troops. They have few personal freedoms. While cycles of oppression have cowed most of them, such treatment has fanned the flames of rebellion in a few, who have planned a violent change of government for many cycles. Many such rebels have attempted contact with offworld arms dealers and mercenaries. Some have even grown so desperate as to contact the Peacekeepers.

Most of the population avoid speaking with outsiders in public, but will try to contact them privately to trade or learn of events offworld. Many soldiers and officials of Kison's government have few limitations on their power, as long as they stay on their ruler's good side. This has lessened recently as many of Kison's trusted advisors have passed away, but gross misuse of power is still very common. Most officials make life expensive for off-worlders (save those under Kison's direct protection), charging exorbitant tariffs and docking fees with which to line their pockets.

IGZIA

Purpose: Shipyards
Temperature: 10 degrees Celsius
Gravity: 1.2 standard
Communication: Class 10
Society: Class 5
Transport: Class 10
Weapons: Class 9

Description: Igzia is a world with lush plant life. Forests, plains, and savannahs cover the surface of the world, broken only by lakes or small seas. Most visitors to Igzia never see the surface, however. The planet's sapient life form lives underground, building vast cities deep below the earth.

Igzians are an insectoid race who organize their society into Hives, each ruled by a matriarch. They are not particularly warlike, and the different Hives tend to have friendly relations. Their colonies extend deep into the planetary crust, and outsiders can easily get lost in the winding caverns. The caves and caverns of a single hive can be thousands of metras in length; as such, most visitors stick close to areas built for guests. Most of the tunnels are cramped, though the visitor areas are more expansive and less claustrophobic.

The Igzians originally called their planet Ig'z'z'z'z, and their race was named Ig's'z's'zz'sz. They discovered, however, that other life forms found the pronunciation difficult, so they created alternate names that off-worlders could pronounce. Igzians are a friendly race, and have welcomed off-worlders to their home. They have mastered unique and powerful technologies, and trade their goods frequently. Though technologically sophisticated, they have never developed any artificial form of communication. Igzians communicate with their Hives telepathically, and speak with other Igzians by touching antennae. Translator microbes allow them to "speak" with off-worlders, but they have no written language, nor do they see a need for one.

The Hives are typically carved out of earth and stone; the Igzians are master architects and their structures have uncanny strength and durability. They line the Hives with bioluminescent fungus, though more for the convenience of their visitors than for themselves. Igzians can maneuver through their home Hive in pitch darkness if they need to.

The Matriarch of each Hive resides in a birth chamber, the center of any community. Matriarchs are immobile, and must depend on servants to perform basic tasks. They are also the only independently sentient Igzian within a Hive. Those negotiating with a Hive must first speak with the Matriarch. There is no central government on Igzia, only individual Hives and the Matriarchs ruling them. The largest and most powerful Hive is the Zianxi, which has built shipyards in low orbit. Though not particularly unique or creative, the Zianxi ships are sturdy, fast, and reliable - and best of all, they're usually priced 20% less than comparable ships from other builders.

Encounters: The Igzians are a friendly, curious race. They enjoy new experiences, but can also be very dangerous if crossed. With a hive mind, their army operates with an efficiency that humbles even the Peacekeepers, and they react with ruthless force if their Matriarch is threatened. Anyone who actually *kills* a Matriarch has even bigger problems. As their link to the collective dies, the Igzians of the Hive go into a murderous rampage, attacking everything they encounter, including each other. Someone foolish enough to kill a Matriarch will find himself deep within an Igzian Hive, surrounded by homicidal aliens. Luckily, a Matriarch dying of natural causes does not create this effect: instead, she either passes her genes onto a replacement (who becomes the new Matriarch) or the rest of the Hive quietly expires with her.

The shipyards are a wonder to behold. No two ships are identical, built from an instinctive hive image of the ship rather than concrete blueprints. The Igzian construction process, called "weaving," bonds different parts together with an organic compound secreted by the worker-class. The end result is a partially organic machine, resembling a huge, beautiful insect. Igzians do not install any form of communication system within their vessels unless requested by the ship's buyer, in which case the buyer must provide the equipment. Potential customers for Igzian ships run the gamut from smugglers or pirates to rich nobles and wealthy businessmen. Igzians can build warships, space yachts, snub fighters, shuttles, and all manner of other vessels, but only follow the buyer's design specifications to a point. The Matriarch first reviews the plans, and then sleeps. Her subconscious mind converts the plans into something that her Hive can build.



Igzians have mastered powerful technology, which they are willing to trade with other races. A few of their spacecraft travel between planets in a manner similar to Leviathans, slipping into another dimension and riding a stream of energy. Their weapons and defenses are comparable to Peacekeeper or Luxan technologies, and while they have not yet developed anything to rival Nebari technologies, they probably could if they put their mind(s) to it.

(Note: for standard Igzian stats, use the statistics for crouack on page 291, with the following changes: average Intelligence is 13, add the skill "craft (construction) +5", and all Igzians may telepathically communicate with

fellow Hive members by touching antennae. This power only works with members of the Igzian's particular Hive, and is absolutely incomprehensible to any other beings. Igzian ships may follow the template of any of the ships in Chapter Eleven: the stats do not change, only the trappings.)

KELIA

Purpose: Agricultural/Industrial Planet
Temperature: 45 degrees Celsius
Gravity: 1.7 standard
Communication: Class 6
Society: Class 7
Transport: Class 8
Weapons: Class 5

Description: Covered almost entirely in water, Kelia is most famous for the unique and beautiful emerald Celira pearls produced in the deepest reaches of their oceans by a species of mollusk found only on Kelia. In order to facilitate trade with off-worlders, a dozen bubble-dome cities rise halfway out of the blue ocean. These surface cities are built upon the creamy coral reefs which curve across the equator. A larger number of bubble cities exist below the surface of the oceans.

Many find the gravity of the planet oppressive and choose to negotiate with the Kelyan natives from orbit. Those who visit the surface can expect their Kelyan hosts to provide accommodations to cushion the effects of gravity, including private pools and water beds. For larger gatherings, such as conferences or negotiations, rooms with artificially decreased gravity are available. The cost for such facilities is too high for most visitors to enjoy, however. Monsoons and hurricanes rage outside of the domes almost daily, causing high waves, powerful winds, and other turbulence. Only experienced pilots attempt to land on Kelia under anything other than ideal conditions.

The planet hosts two closely-related native amphibious species: the deep-water Trecians, whose thick skins and specialized gills allow them to survive at the lightless ocean bottoms; and the shallow-water semi-telepathic Ceppans, whose better-articulated hands and advanced culture allow them to market the Celira pearls to off-worlders. The relationship between the two species is strained for a number of reasons, including old religious wars and species prejudices, but current tensions center around the profits garnered from the Celira market, and questions regarding the equitable division of profits.

The Trecians have a democratically elected council, while the Ceppans follow the directives of their hereditary oligarchy. It is possible to obtain Celira pearls from either species, but the Trecians control the base market, while the Ceppans monopolize the production of Celira Essence *(see below)*. Despite these difficulties, relations between the two species have actually improved since the introduction of the off-world market – the Trecian standard of living has improved steadily over the last fifty cycles, and the Ceppans have maintained their quality of life while expanding their off-world holdings. The two groups agree on very little, but both intend to continue harvesting pearls without interruption. Individual merchants conduct negotiations for pearls and Essence *(see below)*, as well as agreements to allow off-worlders an occasional harvesting trip beneath the ocean – though they only offer such trips to very trusted trade partners. Otherwise, the Kelyans prohibit harvesting Celira pearls by anyone other than themselves.

Within their bubble-dome cities, the Ceppans convert Celira pearls into Celira Essence, a substance reputed to protect many sentient species from telepathic and mental tampering. Celira Essence is a compound produced during a lengthy process of softening the pearls and extracting their internal oils without damaging the core. When applied to the skin of most sentient species, one dose of Celira Essence offers protection from all known forms of telepathy, mental invasion or mental manipulation for several hours. Scientists believe that certain unique proteins in the essence enter the brain and stimulate powerful endorphins which protect the mind from certain types of energy emissions. This protection extends to technology such as the Peacekeeper's Aurora Chair, as well as biological forms of telepathy. All attempts to produce the effects of the Celira Essence have failed, and the demand for the compound is not high enough to justify the expense of off-world production regardless.

Encounters: In addition to the native species, this stormy world has become a refuge for a small population of Sebaceans, most of whom work as pilots, bodyguards, security personnel or merchants. Although not regarded as citizens of either society, both native species treat them with respect, and they abide by the laws of their hosts.

Little is known of the group's origins or activities prior to their arrival on Kelia, and they do not feel inclined to answer questions. They have an intense dislike for Peacekeepers, however – no Kelyan Sebacean will consent to transport goods for, or consult with known Peacekeeper military or technical personnel. This is not usually a problem, since the Peacekeepers have little interest in the planet or its primary exports, but any Sebaceans visiting Kelia can expect some pointed questions before being allowed to interact with the alien residents.

Note: Stats for Kelia's natives use the basic guidelines for Sebacean offshoots, with the following modifications: both species can breathe water, rendering them immune to the effects of drowning as described on page 256; both begin with the swim skill +4; neither gains the +1 skill bonus or the +1 ability score as normal Sebaceans; both species suffer a -1 penalty to Charisma: Trecians gain a +1 Constitution and never suffer from depth-related illnesses such as the bends, while Ceppans practice the power Empathy as if cast by a 5th level priest. Neither species may belong to the Peacekeepers. Other modifications are subject to GM approval.

KILST

Purpose: Prison
Temperature: 7 degrees Celsius
Gravity: 1.63 standard
Communication: Class 7
Society: Class 4
Transport: Class 7
Weapons: Class 7
Description: A marginally habitable world, the atmosphere of Kilst provides little protection from the radiation of its sun, making exposure to it a dangerous proposition without heavy clothes and goggles. Kilst has a very slow planetary spin, making days last half a cycle. Because of this, most inhabitants have developed a nomadic lifestyle, constantly moving to avoid the rising sun. The surface of Kilst consists mainly of plains and small hills covered by gray dirt. A few cactus-like plants grow in the shelter of large rocks or the hills, and a few mosses can be found under rocks. The only forms of indigenous animal life are snakes, lizards and rodent-like creatures who remain active during the night and mostly hibernate during the day. Numerous insects exist, but in small numbers.

Sentient life first came to Kilst several hundred cycles ago, in the form of pirate victims. At the time, a few pirates operating in local space selected Kilst as a location to maroon passengers on ships they had stolen... at least those prisoners not worth ransoming. Some of these prisoners survived, however, and ended up forming small nomadic groups which still roam the surface of Kilst today. Generations have degraded their level of education and even their basic knowledge of how they came to the world. They now have legends of how their ancestors came from the sky, but no hope of ever returning to the heavens.

Thirty cycles ago Kilst received some new inhabitants in the form of a group of Nebari, led by a man named Juralis, who began building an underground complex in some of the mountainous regions. After three cycles the complex was finished and Juralis opened the Kilst Penitentiary, which he claimed was the most secure prison in the Uncharted Territories. He soon began contracting prison space to groups like the Peacekeepers, who had an overabundance of dangerous prisoners in custody. Some suspect that Juralis belongs to the Nebari Establishment and is using the prison to test mind control technology on other races. It is also rumored that Kilst holds several members of the Hynerian Empire's royal family, but Juralis keeps all his records strictly confidential.



Juralis occasionally releases captives into the wilds of Kilst, either as punishment or reward depending on the prisoner. A number of fighter craft patrol the planet's orbit to deter any who might think of rescuing such exiles. Those released are non-violent for the most part, and some are low-profile political prisoners. Most eventually link up with one tribe or another; the rest perish. Truly dangerous criminals and high-profile political prisoners never receive such treatment, and remain in the underground complex forever.

Escaping from the surface is possible, though difficult. Despite the fact that the only shuttles from an orbiting facility may touch down on the planet, a few other ships have

passed by the planets' patrols and helped prisoners escape. Three such escapes have taken place in the last ten cycles, so Juralis' prison is quickly losing credibility.

Encounters: Those on the surface of Kilst is likely to be a nomad or a criminal, surviving on local animals and whatever water they can hoard. The criminals vary from political dissidents to small-time crooks. Many have relatives or comrades looking for them, and more than one has hidden some vital secret away in the wastes of Kilst. The nomads, on the other hand, are an open and friendly people, willing to share their fires and stories with polite visitors. The presence of the criminals on Kilst has hardly disturbed their lifestyle.



THE KOPAD BELT

Purpose: Prison and Mining Colony
Temperature: 27 degrees Celsius*
Gravity: .8 standard
Communication: Class 8
Society: Class 4
Transport: Class 9
Weapons: Class 9

**This is the temperature in the inhabited areas; Kopad has no appreciable atmosphere.*

Description: Billions of cycles ago, the Kopad system had three planets, but when the star transformed into a pulsar, the gravitational changes disrupted the system's orbital properties and broke the planets apart. The raw remains have merged into a single asteroid belt, encircling the pulsar like a ring. A single Budong corpse (see page 290) floats within the belt's orbit. No one knows how long ago it died, but it was present when the Scarrans explored the system hundreds of cycles ago.

The Scarrans set up a mining colony inside the Budong corpse, with the central command located deep within the brain cavity. They spread a few communication and defense satellites in the asteroid field nearby, so unwelcome visitors can't approach without paying a price. The Scarrans have "co-opted" most of their miners from the nearby Kopad Belt Prison, in order to supplement their own comparatively small numbers.

The prison is an "open admittance" institution for liter criminals, built and abandoned by a Sebacean offshoot race. It accepts prisoners from all over the galaxy, offering to take problem inmates from any world. The prison is built into a particularly large asteroid and features both an atmosphere reprocessor and a powerful artificial intelligence that oversees the many interlinked systems that keep the base operational.

The facility has no guards. When a ship arrives, it lands at a processing station, and the central system forces the prisoner(s) through a series of one-way doors into the central compound. The facility has greenhouses and grazeland for livestock; once within the walls the prisoners are left to their own devices. Oddly enough, though most have never been able to live within a legal system, they have made one of their own to which they expect all prisoners to adhere. If they don't, they end up dead.

The Budong mine is allowed to pick up prisoners for quarter-cycle shifts, exchanging one crew for another. Though Budong mining isn't easy, the prisoners have a greater degree of freedom there than in the facility – including access to luxuries not available in the prison, such as recreational chemicals, incoming communications, and 5% of the Budong amber (a precious residue of Budong decomposition) they recover. Prisoners can then trade their amber for other luxuries (specialty foods, clothing, etc.) with the Scarran guards or passing ships. The asteroids outside also possess rich mineral deposits, so many of the prisoners put on vacuum suits and mine the asteroids as well.

The miners are a mixed group of races from across known space. They work in excruciating conditions and receive only bland food cubes and water to consume, unless they trade amber for it. Each cell on the Budong, holds three shifts per solar day, forcing the prisoners to share beds with at least two other miners. The Scarrans maintain the entire Budong carcass at warm

temperatures - comfortable for Scarrans that is, not for anyone else. Those areas off-limits to miners are kept even warmer.

Encounters: The Scarrans keep a tight rein on their mining facility, and escapes are difficult, though not impossible. Escape attempts average four per cycle; most fail spectacularly. Supply ships visit often, bringing food, equipment, or other supplies, and taking away the mined materials. A prisoner could steal aboard one, but doing so is a lot easier in theory than in practice. The Scarrans thoroughly scan every ship for unauthorized life forms before clearing them to leave.

The slaves mining the asteroids do not have it any easier. Their vacuum suits are fitted with a release trigger that can open it to space at the touch of a remote control. Only one ship has ever attacked the station; it never even made it past the defense satellites. Approximately one hundred well-armed Scarrans guard the Budong, bolstered by the best equipment and technology their race can provide.

KROYWEN

Purpose: Commerce Planet
Temperature: 18 degrees Celsius
Gravity: 1.3 standard
Communication: Class 9
Society: Class 5
Transport: Class 8
Weapons: Class 8

Description: The fourth planet from a small, stable yellow star, Kroywen appears gray and purple from space. A dark violet saltwater sea covers forty percent of the surface area, the rest originally consisted of rolling hills and extended plateaus. The time from sunrise to sunset lasts from 28 to 34 standard solar days, with a complete "day" taking approximately 62 standard solar days. The planet completes only eight such rotations during a standard cycle. With almost half of the planet's inhabitable surface converted to urban environments, and the remaining half devoted to producing the food and necessities for a growing population, Kroywen is one of the more successful, self-supporting planets in the sector.

Each sunset, the inhabitants of Kroywen hold a lengthy festival, which includes parades, fireworks, dancing, feasting, and sacred rites from numerous religious faiths, depending on the particular date. Oddly enough, the planet's largest source of income is a result of these festivals. Because their civilization is spread around the planet's surface, it is almost always sunset in one of Kroywen's large communities. As such, there is almost always a festival taking place somewhere on the planet, leading many off-worlders to visit the otherwise unremarkable system. Kroywen has approximately twenty-five million alien visitors per cycle, and about half a million immigrants in the same period.

Kroywen lacks any kind of formal legal system, internal bureaucracy, economic regulation, or planetary rule, despite the ongoing emigration of other species and past attempts to establish a central authority. This open, unrestrained environment, coupled with the wild frivolity of the festivals, attracts more than just celebrants to the festival. Drug traffickers, criminals, and other unsavory elements lurk in the shadows, waiting to strike.

Encounters: The simple precepts laid down by the founding colonists are the only rules universally acknowledged: total freedom of speech, religion and commerce, along with the rights to respect, existence freedom, and property. Because of this, Kroywen has a reputation as the most lawless planet in the Uncharted Territories, home to immigrants from over one hundred species with different customs, religious beliefs, and philosophical viewpoints. Visitors must constantly be on guard to avoid giving unintentional offense to the natives, since they rigorously enforce the right to basic respect.

While a simple apology solves most confrontations, stronger offenses can result in an impromptu street court, prosecuting off-worlders for failure to comply with any one of a number of different laws. These trials often draw crowds of spectators, who regard them as a combination of improvisational theater, political debate, and impromptu legal exploration. The crowd's decision is final, since no system of law or appeal exists, and the offended party usually determines the sentence. First-time visitors need either a solid grounding in legal niceties or the name of a good local lawyer.

Since Kroywen has next to nothing in the way of local police or military, it maintains order through a system of barrios and property claims, which theoretically must be respected no matter what. While bribery, coercion, threats and blackmail take place on a regular basis, the size of the planet's cities and the sheer number of species present has prevented any one race or organization from gaining control of the population. No coherent approach - military, economic, or religious - can assert itself across such a diverse populace.

Those fleeing war, religious persecution or famine in other systems find Kroywen a welcome change from more rigid societies, although first-generation immigrants often stay within their species' sectors. Anything a traveler could wish for - food, companionship, goods, currency -



is available on Kroywen for a price. During festivals, the number of exotic goods increases, as off-world traders arrive to sell their wares. Within the seaside cities like Rayatajin-on-White Bay public auctions, flea markets, and bazaars deal solely with the off-world traffic. These markets can occupy up to twenty open levels of a megapolis, with rickshaws transporting visitors across the bridges between towers, and hovercrafts shuttling visitors down into the travelers' accommodation zones beneath the city.

While the higher gravity of the planet can be tricky for visitors, escalators, elevators, drop tubes, and artificial low-grav transportation all exist to take the strain off those uncomfortable with the local conditions. A free monorail system connects many of the cities to each other.

KURAV

Purpose: Atmospheric Mining
Temperature: -35 degrees Celsius (25 degrees Celsius in orbital facilities)
Gravity: 3.2 standard (1.0 standard in orbital facilities)
Communication: Class 8
Society: Class 7
Transport: Class 9
Weapons: Class 9
Description: Kurav consists of a series of massive gas clouds surrounding an incredibly dense world. Only the swirling orange atmosphere, thousands of kilometers thick, is visible from space, giving the world a "size" which belies the solid planet within. Kurav's atmosphere consists mostly of methane, carbon dioxide, nitrogen, hydrogen and helium, but as one approaches the solid core the temperature rises dramatically, producing elements such as iron and nickel in gaseous form. Unlike other gas giants, the atmosphere of Kurav is fairly calm with no major storms.

Even in this extreme environment life does flourish. The upper reaches of the Kurav atmosphere support creatures known as wind whales (see page 296), who measure more than a hundred meters long and swim through the clouds as a normal whale would through water. They use hollow interior compartments to regulate their buoyancy, allowing them to change altitude within the atmosphere. Little is known about these massive creatures; they tend to avoid visitors and an angry pack of wind whales can severely damage a curious spacecraft. They seem to be intelligent animals but give no indications of sentience. Some researchers claim that they usually travel in a vacuum and only migrate to Kurav to reproduce, but there is no empirical evidence to that effect.

An extremely powerful magnetic field surrounds Kurav, extending for nearly a million kilometers. Unless a craft is specially shielded against magnetic radiation, it will have difficulty navigating in the area. More than a few ships lose control and plunge into the planet's atmosphere, never to be seen again. Beacons placed around the magnetic field warn passing ships of the dangers, but a few daredevils ignore the warnings each cycle and are lost.

A number of orbital colonies can be found scattered around the planet. They all maintain a very high orbital velocity which allows them to orbit just above the rim of the atmosphere, and most contain Luxan miners who have staked a claim on the liquid hydrogen found at the fringes. The Luxans use huge mining craft that venture into the upper atmosphere and use ramscoops to filter hydrogen from the other elements. This is much more dangerous than it might

sound, and a ship can spend as long as a quarter of a cycle before returning to the satellite with a full load.

Kurav also contains the wreckage of lost ships, still trapped within the atmosphere. Mining ships have also reported wind whales thousands of meters long, lurching upward from the deep regions of the atmosphere. Several hunting parties have gone after these massive beasts, but so far none have been successful.

Encounters: With the exception of the wind whales, only miners and support crews inhabit the Kurav system. In many respects these brave souls are more like explorers than miners, because there is no actual digging involved in their work. A good-natured competition exists among them, with each crew trying to top the record for the largest cargo in the shortest time. These contests have led to a few minor accidents, but nothing serious so far.

Most orbital stations readily welcome outsiders, especially traders – food cubes are the normal fare so any other form of nutrition is considered a delicacy. The Luxans are also extremely rowdy on their off time, letting their aggressive tendencies run wild when the opportunity permits.

LABYRINTH

Purpose: Archaeological /Treasure Planet
Temperature: 40 degrees Celsius
Gravity: 1.1 standard
Communication: Class 0
Society: Class 0
Transport: Class 7-9
Weapons: Class 9

Description: The fourth planet in a giant red star system. Labyrinth's original inhabitants abandoned it some hundreds of thousands of cycles ago. Since most races in the Uncharted Territories achieved interstellar travel within the last three thousand cycles or so, no one can fathom the reasons for the civilization's disappearance. Whether faced with an internal crisis that led to the collapse of their society, natural catastrophe, or a cataclysmic plague or enemy species, their once-mighty society vanished seemingly overnight.

Looters and the passage of time have thoroughly destroyed the remains of the culture. Of their entire civilization, only one monument still remains: the maze which gives the planet its name. A great portion of Labyrinth's land mass, almost ninety percent of the surface, is covered by an artificial maze constructed of stone, metal, and vegetation. Lost treasure and fabulous technology supposedly lie within its depths, leading numerous treasure hunters to try their luck. Labyrinth has since become famous not only for its ingenuity, but also for its high death toll and the mystery that surrounds its origins.

Those who enter the labyrinth soon discover that maze shifts its pattern. Visible from space (with the right optical equipment) the contours seem to constantly change, growing and shifting without a discernible pattern. It has many entrances, all marked by free-standing, gold colored stone arches, but even their exact number and location may change from arn to arn. One theory holds that the labyrinth can read the minds and intents of those who enter, adapting to each visitor's expectations or fears. Another possibility is that the maze is always the same, but merely appears to change utilizing an advanced technology in order to mislead visitors and sensors alike.

In any case, various powers have sought the secret behind the labyrinth, with no success. Occasionally searchers have survived the maze and emerged from intact. Despite this, no one so far has discovered the source of the constantly changing topography of the planet.

The description of the labyrinth varies wildly, depending on the explorer. Some describe it as an endless, sprawling industrial complex filled with automated pulse blasters and force-fields; others compare it to a hostile wilderness enclosing a crude trail of stones. In any case, mortal danger, sudden changes in landscape, lack of available food and water, and an overwhelming sense of mental threat seem to be universal qualities.

Several students of the planet have theorized that the dangers are entirely mental in nature; that the adventurers who visit the planet fabricate their experiences out of their own subconscious desires and fears. This does not explain, however, the booty which several explorers have brought back from the maze - treasure neither uniform in nature nor matching the circumstances of its discovery. It is possible that these prizes are the spoils from less successful visitors, rather than any "indigenous" rewards.

Encounters: The Scarrans used to send regular patrols to the planet, hoping to find the source of the labyrinth's power, but of late they seem to have abandoned their quest. Peacekeeper High Command has a standing reward for any officer or crew who can discover the technology responsible for it, but will not officially sanction such an undertaking, leaving their soldiers to pursue it on their off-time. The Nebari have recently made forays to the system, but have not yet sent any personnel to explore the labyrinth.

Many members of other species have semi-permanent archaeological and technical expeditions on the surface of the planet who have refrained from entering the maze, content to study its changes and effects. Most of these parties are small and relatively peaceful, but retain weapons at hand in case of Peacekeeper or Scarran interference. They are not adverse to teaching new visitors about the maze, but neither will they mount rescue attempts if an individual becomes lost within it. A regular convoy of independent Sebaceans travels by the planet every 30 solar days, supplying the expeditions and visitors on the planet with necessities and news.

One of the most popular theories regarding the labyrinth holds that the structure serves as revenge of sorts, inflicted by a dying people upon the species of the galaxy who were going to outlive them. Given its arbitrary and fatal nature, this theory may bear some truth.

LESSER DURANGA SATELLITE CLUSTER

Purpose: Fuel/Supply Station
Temperature: 25 degrees Celsius
Gravity: 0.9 standard
Communication: Class 9
Society: Class 4
Transport: Class 7
Weapons: Class 9

Description: Traveling a slow orbit of a twin star system, the Lesser Duranga Satellite Cluster (LDSC, or the Cluster) is a system of over eighty interconnected satellites which serve as a trading post, shipping hub, travel interchange and re-fueling center. Situated in a neutral area between the territories of seven different species, the Cluster also functions as a center for entertainment or the exchange of information, and a supply point for passing ships.

Normally, such sites are the result of planning and careful design. The Cluster is more a result of spontaneous growth – a creation of local consumer impulses. It sprang up some two hundred cycles ago as a way-station between local mining colonies. Over time, as other species began to make use of the station, a dozen other satellites were built onto the spherical cluster. A loose organization of merchants soon formed, along with an intra-satellite shuttle service to allow visitors quick access to all sections of the Cluster. An informal citizen's watch, made up of the permanent residents and their employees, kept pirates and hijackers at bay, and free trade agreements kept the Cluster safe from military interference by other local forces.

As with most trading posts, the Cluster offers a wide array of goods and services: iriscentent fluid, rubic crystals, solar batteries, starchart crystals, pulse rifles, tokkar knives, Hynerian marjools, distillation systems, ionic radiation generators, protein cubes, Hexan stones, portable Tadek games, chilled frotein, Leiaghan silks, caffeinated fluids and vinamon scent, to name just a few. Several cafes and bars run informal gambling operations, from video-cred machines to betting on local wrestling and animal fights. In addition the Cluster hosts six dance halls, three game arcades, a Quintoon darts arena, and a ramshackle bazaar.

Seventeen different shipping lines use the Cluster as a hub, re-fueling and transferring cargoes between far-ranging freighters. In addition, over a dozen commercial travel lines make connections to other parts of the Uncharted Territories through the LDSC. Someone wishing to get comprehensively lost could just pick a departing freighter at random – the ships travel to every corner of the Uncharted Territories and even into bordering empires.

Encounters: The LDSC maintains no formal police and has no central civil authority. Because the Cluster feels safe from most of the local powers, and has defense treaties with a couple of them, the local merchants are not easily frightened. The citizen's watch consists of locals who are not afraid to defend themselves from aggressive visitors. In addition, the wealthiest merchants employ a number of freelance bruisers, many of whom fight in the semi-pro wrestling matches broadcast live throughout the area. The "Smack Squad" exists to recover stolen goods before thieving customers can get them off the station, and to throw noisy or obnoxious drunks out of the zero-grav bars and into the 0.9 grav jails.

Several long-range communication companies beam regular transmissions to the Cluster, and a number of licensed information brokers have offices onboard. They sell information on wars, economic trends, famines, plagues, fugitives, and sporting events depending on the price and the originality of the information. They may also know how to acquire data such as starcharts, news from specific planets or cities, and the like. Bounty hunters and scavengers make regular stops at the Cluster for leads on fugitives and wrecks in the vicinity, and approximately thirty private investigators operate out of the Cluster at any one time.

While there is a high crime rate within the LDSC, certain areas have tighter security, and therefore less

crime, than others. Most residential areas house automated security systems and do not rely solely on the efforts of the citizen's vigilance squad. The arcades geared toward children (or more simplistic species), are heavily monitored via video and comms. With a minimum amount of caution, travelers can avoid the seedier sections of the Cluster and remain in safe, public venues where the risks remain low.

For the tenth cycle in a row, the Lesser Duranga Satellite Cluster holds a record for the largest number of private postal drops in the sector, with 5,000,000 addresses issued for a location that has 400,000 permanent residents. Not surprisingly, many of these anonymous drops are forwarded to distant locations across the Territories.



LIANTAC

Purpose: Gambling Planet
Temperature: Outside: 45 degrees Celsius; within the Casino: 20 degrees Celsius
Gravity: standard
Communication: Class 8*
Society: Class 8
Transport: Class 9*
Weapons: Class 8*
**These classify the planetary standard. Higher and lower class devices may be available for purchase.*

Description: The vast majority of Liantac is an arid wasteland, home to very few plants and desert animals. Several ramshackle cities dot the landscape, most fairly rundown - except for the ones near the Casino *(see below)*. The inhabitants are known as Lians, and are bipedal, but descend from avian stock. They have feathers atop their heads and many have vestigial plumage on other body parts. Compared to other bipeds, their arms are fairly long and their legs disproportionately short. They also sport beaks instead of a nose and mouth, meaning that Lians cannot pronounce any sound formed by pressing two lips together.

The primary feature of Liantac - and generally the only part of the planet that anyone from offworld visits - is the Casino, a large, circular complex in the center of one of the continents. It measures some eight metras in diameter, and is climate-controlled to provide an optimal atmosphere for offworld tourists. Thousands of places for entertainment can be found within - most geared toward gambling, but others catering towards different tastes, including restaurants, taverns, theatres, dance halls, shops of all kinds, and hotels. Liantac welcomes anyone from any world.

Upon entering the Casino, the visitor's senses are assailed from every quarter, as holographic advertisements for the myriad establishments loudly proclaim their superiority to the competition. In addition to the sights and sounds, a visitor's olfactory senses are overwhelmed by the smell of cooking, and by the wide assortment of burning flora that the hundreds of thousands of guests smoke as they gamble away.

No weapons are allowed in the Casino, besides those possessed by security personnel. A powerful, almost unbeatable sensor system ensures that the patrons behave. It's easy to get a stake at the gambling parlors, but failure to repay the advance results in indentured servitude until the debt is paid or worked off. Losers can't slip away if their luck sours - upon failure to pay, such gamblers are fitted with a shock collar that prevents them from leaving the area.

Thirty cycles ago, Liantac suffered a catastrophe that complicated traffic arriving to the planet. The loser of a Tadek game - owner of a nearby repair dock - took revenge by sabotaging the winner's ship with larik particles. However, once removed from stasis, the larik particles reproduced at an incredible rate, causing the infected ship to explode in the bonosphere -right in the jet stream. Within seventy-five arms, the particles had completely encircled Liantac. Larik particles intertere with the inner workings of any non-organic propulsion system. Only organic ships can approach the planet -

Leviathans or the techno-organic ferries used by the Liantac government. Unfortunately, the ferries are inefficient and have an unfortunate tendency to rot. Off-worlders still come in hordes (Liantac's entertainments provide a huge draw), but the catastrophe has led to a severe downturn in the planetary economy.

The planet is run by the Consortium, which consists of Lians who own at least ten percent of the Casino's holdings (seven percent of which must be profitable). The Consortium (which currently numbers seven individuals) formulates laws and policy, which are enforced by security. No other official body exists, only the Consortium and their various underlings.

Encounters: Generally, the Liantac population is divided in half between Lians and off-worlders. People from all over the galaxy come here. Though it lies near the border of Peacekeeper-controlled territory, the Peacekeepers have officially declared the planet off-limits; in reality, many PK officers and commandos come here for R&R and/or shore leave. As with any casino, the house always wins on Liantac. Anyone complaining about losing or being cheated is likely to be shown the door. Most gambling dens employ talented bouncers, and security is as tight as they come.

MELLIAN

Purpose: Political Asylum
Temperature: 32 degrees Celsius
Gravity: 1.2 standard
Communication: Class 8
Society: Class 7
Transport: Class 8
Weapons: Class 9

Description: Mellian, a moist, swampy world, had no sapient life forms until Hynerian outcasts colonized it. They originally intended to transform it into a commerce planet, but belatedly discovered that two such locations already existed in the same sector of space. Their colony struggled for some time until a Sinyaran noble, fleeing a coup in his home system, crashed on the world. He had plenty of money, so the Hynerians made him a deal: they would grant him refuge on their planet, provided he paid for their protection. The noble agreed, and the Hynerians embarked on a new capitalistic quest.

Anyone seeking refuge can find it on Mellian... if they can pay the cost. Once their funds run out, their protection ends unless they can provide some other important service or duty for the planet. The price depends on the danger that pursuing forces may pose to the colony, as well as the amount the Hynerians think they can squeeze from their guest. Rich customers may be charged more for the same services simply because they can afford it.

All refugees are encouraged to invest in the planet's economy. As the planet takes part in interstellar commerce, the refugees continue to make large amounts of money even while confined to a small planet. This allows the populace to pay the Hynerians for a longer period of time. The Hynerians do what they can to help their guests make money; after all, it is to their benefit that their guests remain rich.

Upon a "citizen's" death, the colony seizes at least half of his or her remaining assets; if they have no next of kin, the Hynerians claim it all. Despite the obvious temptation to kill their guests for financial gain, the Hynerians have never murdered anyone under their protection. It may give a short-term gain, but would cause irreparable damage to their reputation. In order to keep refugees coming, the Hynerians must engender trust.

A huge swarm of defense satellites and a planetary defense shield provide ample protection for Mellian. Several cycles ago, a Peacekeeper Command Carrier assaulted the world, but turned away after a lengthy siege that accomplished nothing. Though the Hynerians are hardly suited for soldiery, they have hired a powerful army comprised of numerous species to defend the population. In addition, they struck expensive accords with several assassin and bounty hunter guilds, which insures that members of those organizations will not take a contract for anyone granted asylum on Mellian.

The Hynerians take excellent care of their paying guests. Those who cannot pay for sanctuary work in support industries, or act as servants for the more privileged guests - not an ideal situation, but certainly preferable to the alternative. While they do not forbid their guests from departing the planet, those who leave forfeit their protection. Most remain in the care of the Hynerians until their death. As long as they can pay, their lives are luxurious, comfortable and care-free.

The current Hynerian regent is a corpulent slug named Zyat. Highly intelligent, exceedingly cunning, tremendously greedy, and polite to a fault, Zyat may be the most politically powerful figure in the the sector. Though thoroughly corrupt, he has proven a competent leader, and has kept his "subjects" safe for numerous cycles. Large for a Hynerian, most of his girth is in lard and fat. He can no longer move without the aid of his ThroneSled.

Encounters: Even though "protection" is the major commerce of the planet, other business transactions take place as well - not

all residents of Mellian are political refugees. However, any resident who threatens a refugee will be imprisoned and possibly executed. The planet has a few industries and does make use of its natural resources, but such stable commerce makes up only 45% of the economy. Despite this, they have tremendously powerful financial assets, and many of their residents are very wealthy. Rare items can occasionally be found here as well, as the possessions of a refugee are sold to pay for extended protection.

While numerous hunters and assassins avoid Mellian, independent mercenaries have occasionally attempted to capture or kill targets on the planet, though few have succeeded. Any hunters or assassins caught plying their trade on Mellian are immediately executed. Several refugees have friends and allies in high places on other planets. Mellian serves as a government-in-exile for dozens of worlds, and symbolic headquarters for numerous resistance groups (though it cannot serve as an actual center for resistance activity because it would pose a greater risk of military reprisals - hence, no active resistance members are actually allowed on the planet). Someone visiting Mellian may find himself drawn into political intrigue based in, or extending from systems halfway across the galaxy. Frankly, the Hynerians wouldn't have it any other way.

MILAR

Purpose: Mining Colonies
Temperature: -15 degrees Celsius
Gravity: 2.3 standard
Communication: Class 8
Society: Class 5
Transport: Class 9
Weapons: Class 8

Description: By any definition Milar is not a habitable world. Its thin atmosphere consists mostly of carbon monoxide, requiring breathing apparatus for any activity on the surface. The gravity is more than twice standard, making most races extremely uncomfortable. Colonization of the planet is possible by the use of pressure domes and self contained colonies. The only redeeming aspects of Milar are the numerous mineral deposits. The planet contains some of the richest sources of minerals in the Uncharted Territories: everything from exotic mineral spices to materials for spacecraft construction. In some areas one need only pick rocks up off the ground, making mining operations a lucrative proposition.

A Luxan prospecting ship discovered Milar one hundred and seventy cycles ago. The crew quickly set up a mining operation, but ten cycles later the Scarrans also discovered the planet. Milar is so far removed from the two races' territories that neither could really commit the necessary resources to push the other out. So both factions kept to their own sections of the planet, and went about their business as best they could. A few cycles later, a group of Zenetans found the planet and also began mining, followed by a group of Sebaceans. Now the world hosts mining groups from six different races, each trying to exploit the planet faster than the others. This has lead to a lot of quick but wasteful measures, including the common use of explosives. Much of the planet's surface is scarred with craters and old mining shafts.



Despite the wealth of minerals on the planet, border skirmishes take place on a regular basis. Most of the mining factions have minimal support from their respective homes, limiting the conflicts to miners with makeshift or personal weaponry, but the Scarrans and the Luxans have both acquired slight military support. The other groups responded by seeking out mercenaries to protect their interests. While few real battles take place, the mining colonies on Milar are starting to resemble military camps. Most miners on Milar make use of armed escorts, to protect them from "accidents."

Not surprisingly an intelligent merchant can make a tidy profit on Milar. Weapons are in high demand, but so are less dangerous goods, such as food and basic supplies. The Zenetan group sells their minerals to anyone, so some merchants have taken to straight bartering, trading a ship full of foodstuffs for a shipload of minerals.

Encounters: Milar's miners are, for the most part, a disheveled and undisciplined lot. Most mining towns are part boomtown, part military complex but brawls are surprisingly rare. Considering the importance of keeping an atmospheric seal on the colonies, most inhabitants are paranoid about puncturing a wall. Outside the colonies, life resembles a war zone. Mining vehicles are covered in armor plating and most of the exposure suits have numerous patches from previous confrontations. Numerous raiding groups operate outside the colonies, and will attack anyone not from their own faction.



MUNARIS

Purpose: Slave Auction
Temperature: 32 degrees Celsius
Gravity: 1.2 standard
Communication: Class 7
Society: Class 7
Transport: Class 9
Weapons: Class 8

Description: Munaris looks highly unstable from orbit. Hundreds of active volcanoes dot the surface, many of which stand many metras in height. The planet's oceans, covering some fifty percent of the planet, constantly fluctuate due to the heavy seismic activity - great shifts in the tectonic plates regularly make changes in the terrain. The land masses are covered in volcanic ash and dominated by unstable mountain ranges. The only region relatively free of seismic disturbances is a small patch in the northern hemisphere - situated upon the planet's largest tectonic plate. This safe zone runs about a thousand kilometers on a side, and provides the main habitable areas of Munaris.

The first inhabitants were Banik refugees, fleeing the domination of their planet and hoping that Munaris's inhospitable nature would keep their pursuers away. The group originally consisted of tens of thousands, but many died before they found the stable region. The survivors began to build a home for themselves, but they didn't have long to enjoy their freedom. A slaver group known as Fenar Menagerie soon tracked them down. They forcibly rounded up the Baniks and grouped them into lots for sale.

Unfortunately for the Menagerie, they could not immediately find buyers, so they spent several cycles on Munaris holding the refugees in captivity. During this time they had to invest more and more of their limited resources to keep the Baniks alive, building new structures and setting up support systems. As these facilities took form, the Menagerie began to move their other slave populations to Munaris. In time, the planet became one of the largest slave markets in the Uncharted Territories.

In the centuries since, Munaris has only grown in size and reputation. Several other slaver cartels have moved onto the world, increasing its already sizeable populace. The commerce completely revolves around the slave trade and its supporting industries. To keep the slaves in line, thousands of security personnel live on Munaris. There have been a few attempted revolts over the centuries, and while many caused sizeable amounts of damage, they were all eventually put down. In the last few cycles bloodsports have become popular, so some slaves are now groomed for competition in these "games." The main city sports a huge arena, capable of seating almost 200,000 people, where gladiatorial matches and other contests take place. The slavers beam live transmissions of the games to several unsavory gambling dens in nearby systems.

Encounters: The inhabitants of Munaris are mainly slavers, slaves or security personnel. Most of the slavers have little patience for those who do not wish do business. The slaves thirst for freedom. Most fear to act against their masters, but a few will risk anything to be free. There is the beginning of a slave underground forming - organizing the slaves and preparing for another revolt. Such a movement always needs help from outsiders...

MYLTH'S HOPE

Purpose: Rejuvenation/Health Resort
Temperature: 21 degrees Celsius
Gravity: 1.1 standard
Communication: Class 6
Society: Class 4
Transport: Class 9
Weapons: Class 8
Description: Little of Mylth's Hope is visible from orbit because of the thick clouds that constantly cover the world. On the surface this gives the planet an odd ambiance, like a constant state of twilight. Water covers ninety percent of the planet – the only land is a series of scattered island chains. No dry land is more than a kilometer away from the ocean.

The atmosphere is a nitrogen/oxygen mix that has a particularly pleasant odor to most races. The ruger kelp that grows throughout the planet's oceans causes this odor by releasing spores into the atmosphere. The strong ocean winds aid in permeating the atmosphere, spreading the spores across the entire surface.

The planet is named for a mythological Hynerian hero who went looking for a plant which granted eternal life. While Mylth's Hope does not truly grant eternal life, it does carry amazing healing properties. The spores rejuvenate the cells of most any life form with which they come into extended contact. A month's exposure can reverse the effects of the aging process by as much as a quarter of the being's life-span. The spores also radically accelerate the body's natural healing process, allowing even the most critically wounded patient to recover within a few days (triple the normal healing rates, as discussed on page 246). Those who choose to remain there live at least twice as long as their racial norm. Because the spores have a limited life-span, no one has successfully reproduced the effect off-planet.

Unfortunately, these amazing gifts do not come without a price. The longer one stays on Mylth's Hope, the more the body becomes dependent on the spores. Those spending less than one month on the planet can leave without any problem – the spores are flushed from the system within two to three weeks. Leaving the planet after a stay of one to three months requires a severe detoxification program. After three to six months, it becomes impossible to leave and survive. For the chance at renewed youth, thousands are willing to take these risks.

Mylth's Hope has no indigenous sentient life but a few small settlements exist, peopled mainly by those who fear old age enough to surrender their freedom. These communities are spread across the planet and most have only a few dozen residents. The only large settlement is controlled by a large band of Zenetan pirates, who have laid claim to the entire planet. The pirates found Mylth's Hope five cycles ago while investigating rumors of a "treasure world." After the pirates got over their initial disappointment, they quickly learned of the planet's healing powers. They dragged some asteroids into orbit around the planet and began building a base of operations.

With a respectable sized fleet and an orbital base, they decided they were open for business. Using some of their longest range ships, they spread the word of the planet's healing properties, and soon customers began showing up. As long as they could afford a substantial entrance fee they were allowed onto Mylth's Hope, spending up to one month at one of the resort communities the Zenetans had built. This has proven an excellent source of income and the pirates have prospered, despite two raids by rival pirate bands during the first few cycles of operation.

Encounters: Gatestone, the Zenetans' orbiting asteroid base, controls all traffic to the planet's surface. All ships must dock at this station before landing on Mylth's Hope or suffer attack by the pirates, who have invested a lot of their earnings in new weapons and ships. Gatestone typically holds a plethora of visitors trying to get permission to land. The pirates are everywhere on the station, always on the look out for trouble. Their servants on the surface are much less violent than the pirates, but pirate guards occupy all the resort complexes to keep an eye on things.

NEBARI PRIME

Purpose: Seat of Nebari Establishment
Temperature: 30 degrees Celsius
Gravity: 0.8 standard
Communication: Class 8
Society: Class 9
Transport: Class 9
Weapons: Class 9
Description: The first of three planets around a stable star, Nebari Prime is a dusty tan color from space, spotted with several oceans and seas. Numerous mountain ranges run across the surface, many reaching several metras above sea level. The ranges contain many active volcanoes – there are often as many as four eruptions somewhere on the planet's surface on any given day. The cities and communities of Nebari Prime are few in number, but staggeringly large.

Temblors and other tectonic activity take place regularly. Because of the constant threat of tectonic movement, few buildings in a Nebari city are taller than three stories. Those that rise higher are usually government

edifices and include extreme levels of support and stabilization. The Nebari cities sprawl out for metras, however, and it could take a person several days to walk from one side to the other. Luckily, there are planetary transports everywhere, making intra-city travel very convenient.

In addition to building in stable areas, the Nebari developed tectonic stabilizers, which bombard the local tectonic plate with low-resonance sonic bursts. The burst constantly relieves pressure in tiny corrections, thus preventing a massive quake from building up. The cities are powered, in part, by harnessing the energy released during tectonic corrections or movement.

The planet's native flora and fauna have a low population level – but are extremely resilient. Of the few larger native plants, many are not sessile but mobile, slowly traveling the surface. The rare, indigenous animal is aggressive and dangerous; since even herbivores must stalk their prey. The Nebari have established farms, growing both native plants and off-world crops. They also raise animals, both native and imported. An important staple food of the Nebari is the San'njet worm, a long, bulbous white worm that burrows through the crust of the world. It has a bland, doughy flavor, and the Nebari use it in much of their cuisine.

Nebari society is highly ordered, with few criminals or malcontents. Every citizen has a role and a place in the society, and everyone fulfills their duty for the greater good. While some Nebari serve leadership roles, everyone gets their orders from another, higher source. Little is known of the person or council at the top of the command chain, though most Nebari don't care.

The planet's police force uses military-style tactics, and treat the few criminals on the planet the same as they would an invader. Criminals are captured if possible (and subjected to mind cleansing) or killed if necessary. A small number of "criminal" Nebari either escape the planet or join the Resistance (see page 96).

The Nebari government allows only military personnel to wield firearms. Visitors may not bring weaponry to the planet's surface, and must also pass a stringent customs inspection before leaving their vessel. Any undesirable cargo found aboard visiting ships is destroyed. Any individual who behaves inappropriately will be confined and, unless given specific immunity, mind cleansed.

Encounters: Nebari Prime is the hub of Nebari civilization and activity. While other races are present on the planet, they are uncommon and often little more than mind-cleansed servants.

The Resistance maintains a small presence on Nebari Prime, but remains well hidden and conducts very little activity save reconnaissance. Any other maneuvers are very carefully planned, as the Establishment actively searches for members or cells. The Resistance occasionally hires travelers to carry messages to cells on other planets; such couriers are rarely informed of the true nature of these dispatches.

Nebari Prime is a good location to restock supplies and repair parts; they possess a high level of technology and a general willingness to trade with travelers. Their prices are affordable, in some cases even lower than other locations. Those seeking weaponry are out of luck, however. The Nebari do not sell their unique armaments at any price. Those in need of Nebari weaponry will either need to contact the Resistance, or steal it from the military. For more information on Nebari history and culture, see the "Nebari" section on pages 94-97.

NEVIN'S HOLD

Purpose: Datastore
Temperature: 16 degrees Celsius
Gravity: .76 standard
Communication: Class 8
Society: Class 4
Transport: Class 7
Weapons: Class 6

Description: Nevin's Hold is a dry, mountainous world that few races find appealing. Oxidized iron covers most of its surface, giving the planet a dull red coloration. Harsh winds have blown aside the iron in a few small plains regions, exposing the soil underneath. These regions hold small clusters of plant life, brought from other worlds. The surface of Nevin's Hold has no known indigenous life.

Underneath the surface is another matter, however. A rich ecosystem of moss, insects and reptiles has developed in the massive caves in the mountains. These creatures have evolved in an extremely iron-rich environment; many have so much iron in their bodies that they appear to have metallic skin. Most of the native life forms are very resilient and have some form of protection – even some of the mosses secrete potent poisons.

The most striking quality of Nevin's Hold are the Lumak Crystals found underground. They consist of crystallized iron that seeped through the soil into the caves, slowly building into large deposits over centuries. The crystals range up to five meters

long and one meter in diameter, and most are dull gray in color. While they have little decorative value, they form one of the most efficient data storage systems in the Uncharted Territories. A single cubic meter of Lumak crystal can contain the whole of the Hynerian Imperial census with room to spare: a staggering amount of information. The Lumak crystals only exist on Nevin's Hold and cannot be safely transported off planet because any fluctuation in gravity causes them to decompose.

Nevin's Hold was originally settled by Banik refugees lead by a Stakari known as Nevin. The high iron content and inherent magnetic properties of the planet's surface block most forms of sensors, so the Baniks used the extensive cave systems to hide from their enemies. Several cycles later, a band of Sebacean religious refugees arrived, fleeing the influence of the Peacekeepers. While the two groups initially distrusted one another, they gradually overcame their suspicions and formed a single community. Shortly afterwards, they discovered the properties of the Lumak crystals. Though initially frustrated by the crystals' immobility, they soon found another use for the strange deposits; they built a datastore facility.

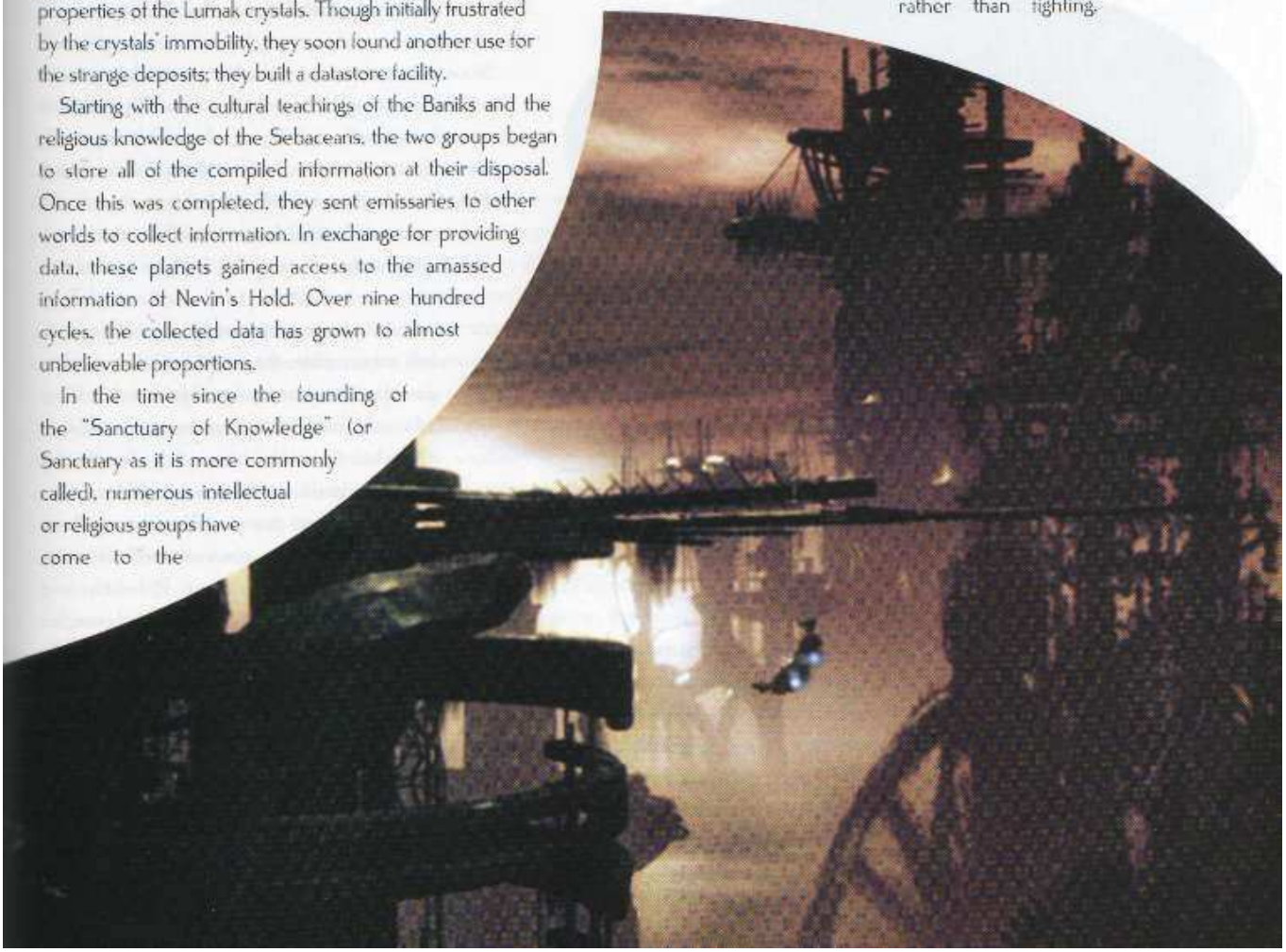
Starting with the cultural teachings of the Baniks and the religious knowledge of the Sebaceans, the two groups began to store all of the compiled information at their disposal. Once this was completed, they sent emissaries to other worlds to collect information. In exchange for providing data, these planets gained access to the amassed information of Nevin's Hold. Over nine hundred cycles, the collected data has grown to almost unbelievable proportions.

In the time since the founding of the "Sanctuary of Knowledge" (or Sanctuary as it is more commonly called), numerous intellectual or religious groups have come to the planet to help run the datastore. Most of these newcomers seek religious freedom, which elicits the sympathies of the "natives;" Nevin's Hold contains one the most open-minded and accepting societies in the Uncharted Territories.

Groups who do not contribute to the Library may still gain access to the datastores, but must pay a fee. Peacekeepers and any race known to keep Banik slaves may not access the data – the Sanctuary does not prohibit them from coming, but the librarians never seem to find the information they need. A few races have threatened to destroy the Sanctuary, but with Lumak crystals spread across Nevin's Hold, an aggressor would have to demolish the entire planet in order to cause any lasting damage.

The original Banik settlers have not been seen in over eight hundred cycles, leading some to believe that they eventually died off. Others say the Sanctuary is really a front to protect the largest free Banik colony in the Uncharted Territories. Regardless, the Peacekeepers and the Scarrans have both taken an increased interest in the Sanctuary over the last few cycles, leading some to expect an attack in the future. Again, to the inhabitants, this seems an empty threat. Since the Sanctuary's central datastores could be wiped clean in seconds, and the invaders could spend centuries finding one of the many hidden back-up locations, any such conquest would yield nothing but the metal husk of an otherwise worthless planet.

Encounters: Many of the inhabitants of Nevin's Hold are scholars and philosophers who have little use for violence. They prefer talking or reasoning their way out of situations rather than fighting.



often bargaining information in exchange for peace. The librarians of the Sanctuary allow almost anyone to use their information, as long as he or she can afford some form of payment or have information to contribute. Over the centuries, the Library has collected detailed information on thousands of subjects, from Ilanic cooking to lost Scarran colonies. The only data that they specifically forbid is weapons design and similar information whose sole purpose is destruction and warfare.

While the Sanctuary's scholars may be a peaceful group, not all of their customers are. The residents do not tolerate violence, and some aggressive clients have earned a lifetime banishment from the facility. However, violence still occurs in the planet's docking area or commerce zones, where scavengers and fortune hunters occasionally butt heads. The scholars have accepted the occasional "fringe incident" as a regrettable part of doing business.



ORILIS

Purpose: Abandoned PK Base/Mystery
Temperature: 32 degrees Celsius
Gravity: 1.04 standard
Communication: Class 1
Society: Class 2
Transport: Class 2 (Class 9 in the Peacekeeper ruins)
Weapons: Class 1 (Class 9 in the Peacekeeper ruins)
Description: Orilis is a humid world where visibility seldom extends more than a few meters. Layers of gases in the upper layers of the atmosphere diffuse the sun's powerful light and radiation emissions, shielding the planet from the dangerous rays. Even on the clearest days, the sun appears filtered from the planet's surface. The surface of Orilis is mostly dry, with a few bodies of water that barely qualify as seas. The terrain is mostly mountainous, rough, and ragged, with little plant life larger than small shrubs. A few clusters of trees appear in some of the lowland areas.

With the limited plant life, few animals live on the world. However, many forms of insectoids have flourished. The greatest among these are the Crouack, a race of large, sentient, spider-like beings *(see page 291)*. The Crouack have mastered simple tool use and begun forming loose tribes. The rather frightening appearance of a two meter tall spider with a spear has limited the study of their species. The Crouack would probably remain isolated to this day had it not been for a Peacekeeper distress call sent out three cycles ago. The signal originated from a previously unknown Peacekeeper base, who identified it as a "refueling station." Despite the distress call, no help ever came. After six months, the signal ceased broadcasting.

Several groups of curious scavengers went to investigate and found the surface level of the base empty but undamaged. There was no sign of what had caused the emergency or the fate of the Peacekeeper staff, but not a single soul could be found. With visions of high-tech salvage dancing in their heads, a large group of scavengers descended into the depths of the base... and never returned. The initial recon team sent a few garbled transmissions about the base being some sort of research station – before communication was abruptly cut off. The scavengers grew uneasy following the disappearance of the advance team, and promptly left.

Since that initial visit, several other groups have gone to the base to attempt salvage operations. None of them ever returned with anything of value... only harrowing tales of lost companions and horrifying visions. Some have described a mess hall with half-eaten meals and a barracks with odd marks on the wall, but none have brought any clues as to fate of the base or their lost crews.

Some scavenger teams blame the Crouack, while others claim the insectoids attempted to warn them away from entering. A local Crouack who calls himself Steris has been injected with translator microbes (the only one of his species to do so) and now speaks to visitors on behalf of his people, warning them away from "the place of evil." Even so, rumors of a dozen Prowlers and Marauders parked deep in the complex keep scavengers coming back. While the mystery puzzles many, some have become more concerned with a second question: why didn't the Peacekeepers respond to the distress signal?

Encounters: Other than the Crouack, there are no known sentient life forms on Orilis. Though relatively peaceful, the Crouack remain wary of outsiders and do not really grasp the idea of space travel (they tend to think that off-worlders come from very high mountains). They understand little of the visitor's ways, and are frightened by groups larger than three or four. The Crouack also do not realize that their own appearance frightens many races, so they often startle or even panic off-worlders.

The Peacekeeper "refueling station" remains a complete mystery. Numerous groups of well-armed and skilled scavengers have gone in, but a salvage operation takes time and none have been able to stay down long enough to get anything of value – they all eventually flee the base or disappear.

PARADISE

Purpose: Retirement Colony, Treasure Hunting
Temperature: 24 degrees Celsius
Gravity: .97 standard
Communication: Class 6
Society: Class 8
Transport: Class 9
Weapons: Class 8

Description: Located in the Telusan Nebula, Paradise does not know nightfall. The ambient light of a nearby nebula keeps the world illuminated at all hours, although it does darken to the point of twilight at times. Dust particles in the nebula filter sunlight during the day, giving the atmosphere a soft glow. Meteor showers are very common on Paradise, but most burn up in the atmosphere.

The surface of Paradise is almost completely covered in water, with only ten percent containing landmass. One continent comprises virtually all of the world's land. It lies in the southern hemisphere, surrounded by numerous small archipelagos. The continent is mostly flat near the coast but rises to steep mountains further inland. The land between the mountains and the coast hosts a diverse array of plant and animal life, little of which is dangerous. None of the indigenous lifeforms has achieved sentience but there is a race of raccoon-like creatures that have begun using simple tools. These creatures, called umorts, have become popular pets on Paradise. Some have even been shipped offworld to neighboring systems.

The Uncharted Territories first heard of Paradise three hundred cycles ago in stories about Mad Marisan, a Scarran pirate with a hideout on an unknown planet called Paradise. Tales of his adventures spread across the Uncharted Territories, but no one ever found the fabled planet, where Mad Marisan hid all his treasure. Ten cycles ago an Ilanic smuggler named Kira Shalgran discovered a map marking the location of Paradise. Not believing much in lost treasure, she sold copies of the map to several interested parties, then headed to the world herself with a shipment of mining and sensor gear. She settled down into a comfortable state of semi-retirement, selling supplies and equipment to the groups hunting Mad Marisan's lost treasure. Finally Shalgran began advertising the planet as a retirement world, attempting to attract older folk to come to the world where she would sell them a plot of land and supplies.

In the intervening cycles, treasure hunting groups have come to Paradise, and gone again, mostly empty handed. Small clues or hints have been found on some areas of the planet; just enough to keep the adventurers interested. The only hard and fast clue uncovered thus far is an old landing pad near the northern edge of the continent. The legends say that Mad Marisan spread his treasure across many locations, and hid them all behind traps and riddles. This has led treasure hunters to scour the world for the slightest clue of a treasure location.

Aside from the treasure hunters, several groups of settlers have come to Paradise. The world lives up to its name in many ways, and thousands of colonists have established communities in the past few cycles. More and more colonists are building over areas the treasure hunters want to investigate, which leads to inevitable friction. With all the immigration, Shalgran, (or Boss Shalgran as she is now called), has become the *de facto* ruler. Several other dealers have tried to set themselves up there, but Boss Shalgran has muscled them all out.

Recently, showers of larger meteorites have damaged some colonized areas. While a few wild-eyed colonists accuse the treasure hunters of orchestrating the disaster, the hunters call the claim ridiculous. On the nights during these heavy showers, people reported strange behavior among the local wildlife, especially the umorts, leading to unprecedented reports of umort attacks against colonists.

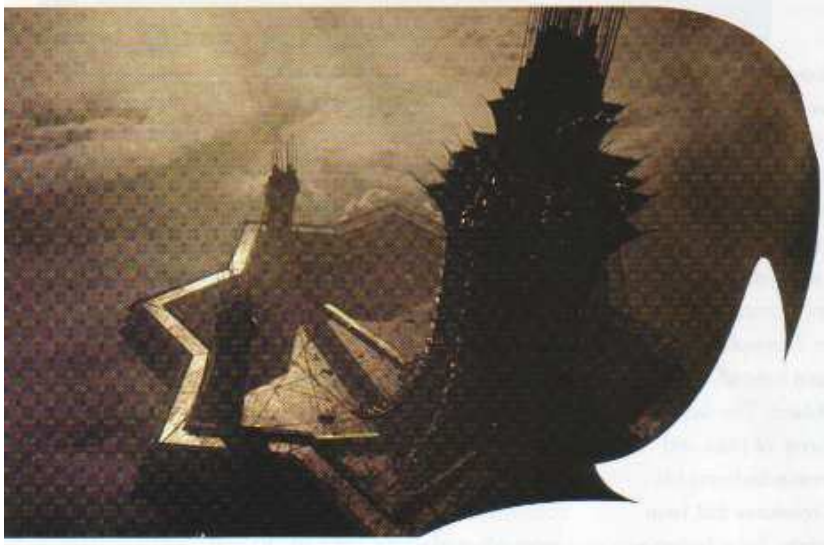
Encounters: The colonists of Paradise live mainly in the coastal regions, in small urban centers. Many are retirees, meaning that they are advanced in age and fairly wealthy. The colonists are a friendly group, but wary of outsiders. They feel that the constant treasure hunting will destroy the planet's peaceful nature. Boss Shalgran tightly controls travel to and from Paradise, so many of the colonists are hungry for news and goods from offworld.

Treasure hunters work in small groups. Many have spent their last currency pledge in order to fund their adventure and have had to sell or trade their equipment for food or

other necessities. Hunters rarely enter the colonized areas, and then only to trade. They rarely trust strangers, treating anyone they don't know as potential competition.

PELIAL

Purpose: Agriculture
Temperature: 23 degrees Celsius
Gravity: .85 standard
Communication: Class 6
Society: Class 5
Transport: Class 7
Weapons: Class 6
Description: A rich agricultural world. Pelial's surface is eighty percent water; manicured farmland covers most of the landmass. Plant life dominates Pelial, a testimony to the high fertility of the soil. Due to the high mineral content, most flora on Pelial, (including species transplanted from offworld), have an unusual yellow pigmentation. Detailed examination of the soil indicates that the planet was not always so rich with plant life - some sort of bacteria, introduced into the soil millions of cycles ago, drastically changed its chemical structure. The result changed the planet from a barren wasteland into a veritable breadbasket... almost.



This change of fertility was not complete; the soil still lacked one or two critical elements. Strangely, however, the bacteria's continuing presence substituted for those missing elements, and flora burst to life in myriad forms. But as an unfortunate side-effect, the original plants of Pelial have all evolved into carnivorous form.

Most of the plants use hinge-leaves, closing buds or vines to trap passing animals. While their musculature is very simple, each succeeding generation becomes a little more advanced - some researchers expect that the plants of Pelial will achieve mobility within a few centuries. Plants brought to Pelial become affected by this genetic alteration in the first generation of growth. After ten generations, most offworld plants bear little resemblance to their original strain, and invariably become as dangerous as the native plants.

The colonists of Pelial, mostly Zenetan, have decided that the farming potential outweighs the dangers. They tamed much of the planet's surface for use in agriculture, using controlled burning to contain the existing plant life. Every five cycles, they burn the farming fields and plant new seeds, thus avoiding much of the risk. While these methods have kept most of the agricultural crops safe and profitable, several formerly tamed regions became too dangerous because some farmer waited too long to burn his fields.

In the face of such difficulties, it's hard to see why the Zenetan farmers would want to stay, but some valuable crops flourish there, nourished by the potent soil. The most valuable is the cloras stalk, which has powerful healing properties if properly harvested. Also, fruits grown in the soil of Pelial gain a powerful, unique taste that many races find especially appealing.

In addition to its agricultural inhabitants, Pelial's population includes a large contingent of researchers trying to unlock the secret of the planet's bacteria. If fully understood, and possibly altered, it would make a powerful tool for terraforming... or a deadly weapon capable of rendering whole planets uninhabitable. Many researchers simply hope to find a way to curb the properties of the bacteria that alter plants into aggressive carnivores.

Rumors persist of a group of feral Delvians roaming the wilderness of Pelial, but the reports have never been substantiated. A few scattered sightings are reported every cycle, but these Delvians have become the stuff of fireside stories. Still, most Delvians who visit Pelial rarely stay long, citing strange dreams and adverse psychological effects.

Encounters: Most of the inhabitants of Pelial are farmers, but they tend to be much tougher than most of their trade. Their almost daily battles with the plant life have hardened them. Most carry an axe or flamer with them at all times. The stress of life on Pelial often gives way to frayed nerves and short fuses - bar brawls and family feuds take place with distressing regularity. Most of the inhabitants treat visitors warmly, but with an air of condescension, as if they were foolish children in need of guidance.

The plant life of Pelial is dangerous and predatory. Outside the controlled farming areas the plants attack any animal life that strays too near, and even in the controlled zones some plants manage to escape the fire cleansing. The population of Pelial maintains a constant vigil against dangerous plants or new mutations in the "safe" flora.

Note: stats for Pelial flora varies wildly, depending upon the species. Modified stats (with no movement rates) and new physical descriptions for either the dagos snake on page 292 or the Delvian spore hound on page 293 will suffice for any encounters with "wild" plant life.

PULKAR'S MISTAKE

Purpose: Military Salvage
Temperature: 10 degrees Celsius
Gravity: 1.1 standard
Communication: Class 6
Society: Class 3
Transport: Class 9
Weapons: Class 8
Description: Once a temperate, forested world, Pulkar's Mistake is now a barren and near-lifeless planet. Where forests once extended beyond the horizon, now only barren soil and piles of organic slime remain. All but the hardiest forms of flora and fauna have been eliminated, and the planet's remaining indigenous life consists of molds and insects, mutated into new and freakish forms.

Some parts of the planet bear the scattered wreckage of civilization – the remains of cities and military installations – suggesting that the planet once teemed with activity. Such debris usually marks heavily irradiated zones which require superior protection to traverse. Rainstorms are common on Pulkar's Mistake, but the sooty, greasy water holds dangerous levels of acids and poisons. The few remaining sentient life-forms must take daily radiation serums and vitamin pills to fight off the negative effects of their environment.

Few people know who started the war which destroyed the planet. The most common story holds that both the Scarrans and the Peacekeepers built bases there, then promptly tried to drive each other off. At that time, Pulkar's Mistake was a hospitable world with untouched natural resources. Soon, the efforts escalated to skirmishes and finally direct confrontation. The results speak for themselves.

Though not recognized formally by either the Peacekeepers or Scarrans, the planet became a unimaginable warzone. Initially ground troops participated in the bulk of the fighting, though an occasional skirmish between space fighters was unavoidable. The final escalation, however, was orbital bombardment and fusion bombs. The war lasted just under a cycle before both sides realized that they had destroyed the very prize for which they were fighting. Both races gathered the useful remains of their forces and left the world.

Once called Nystria, the planet was renamed Pulkar's Mistake in recognition of Admiral Pulkar, the Peacekeeper commander who kept up the planetary bombardment long after there was any chance of a real victory. The short-lived war ended ten cycles ago and Pulkar's Mistake still struggles to recover: it has become a wasteland of destroyed military gear and crater-marred mass graves.

Few people visit the planet these days. In addition to its dangerous levels of radiation and lack of visual appeal, many travelers consider it cursed. A few cycles ago, three ships investigating the system disappeared without a trace; some claim that the restless ghosts of the dead destroyed the vessels, and that they still haunt the shattered surface.

Several nearby systems have taken to dumping their garbage on Pulkar's Mistake, turning it into the Uncharted Territories' unofficial landfill. It has become an especially popular place to dispose of toxic refuse, making the planet even less hospitable. A few scavengers and salvage experts eke out a living there, trying to sell the working parts from the many war machines abandoned on the planet. Some make a good living, once they know the dangerous areas and the good salvage sites – others just die. Most scavengers work in gangs who claim a territory, strip it bare, and then move on. An average scavenger can scrounge up one or two personal weapons and a half a dozen machine parts each week. More ambitious (and less cautious) scavengers can scrape together a functioning Prowler once or twice a cycle.

Due to the volume of military surplus on Pulkar's Mistake, gunrunners and smugglers make regular appearances to purchase materials. While scavenged goods do not have a reputation for quality, they are a cheap and ready source of military equipment. The operation on Pulkar's Mistake is too small to provide armaments for any sizable military force, but has more than enough to outfit small mercenary bands, pirates, and private security forces.

Most scavenger groups invest their earnings into better salvage vehicles and equipment, hoping to increase their efficiency. Experts estimate that Pulkar's Mistake will sustain another ten cycles of salvage at the current rate before exhausting the supply, but the constant garbage dumping may create new opportunities even as the old ones dry up.

Encounters: Pulkar's Mistake is mainly inhabited by fiercely territorial scavengers. They have no laws outside the recognized commerce areas, and anyone crossing into another scavenger's territory is asking for trouble. The commerce areas enjoy better protection, mostly because no one wants to drive away potential customers. A series of unspoken "understandings" keeps the violence to a minimum, allowing visitors to make whatever deals they came for. Most scavengers lack formal combat training, but everyone carries at least one form of self-defense. Scavengers often have a "shoot first, then take their stuff" mentality, and are usually distrustful of buyers who venture outside the commerce areas.

SYKAR

Purpose: Agricultural/Industrial World
Temperature: 30 degrees Celsius
Gravity: .98 standard
Communication: Class 5
Society: Class 7
Transport: Class 7
Weapons: Class 8
Description: A lush, tropical world, Sykar is evenly divided between water and land. Most races find the climate pleasant (if a little warm) and the scenery breathtaking. Jungles and rain forests cover the surface and seasonal temperatures vary little. The soil of Sykar is unusually fertile and the native sentient race, the Sykarans, uses much of the surface for agriculture. Though spread out across the surface of the world, the cities stay in touch through a network of wire communication systems. There are few roads linking the settlements, making travel difficult.

The Sykarans closely resemble Sebaceans (though they have darker skin and brightly colored eyes) and they are commonly considered an offshoot of the species. Unfortunately this close genetic relationship has not caused the Sebaceans to show any great respect for the Sykarans. For two centuries the Peacekeepers used them as a slave labor force to grow tannot root, a potent crop which could be used in weaponry (chakan oil, which is derived from the root, is a vital element in powering Peacekeeper pulse rifles). Many races who eat tannot root become complacent and mindlessly accept what they are told to do and think. By making the root part of the standard Sykaran diet, the Peacekeepers kept the population in line so they could reap larger harvests.

A short while ago, a group of Sykarans with an immunity to the root managed to overthrow their leaders (with the help of a band of escaped prisoners, who arrived on the planet in a Leviathan), and free the populace from the effects of the root. Since the "awakening," the Sykarans have slowly developed trade agreements with other nearby planets, exchanging roots for weapons and other high-tech supplies. The Sykarans have no illusions that the Peacekeepers will let their revolution go unanswered, and currently work to build up their defensive capability as quickly as possible. This is difficult for a race that hasn't known war in two centuries, so they have begun contacting other factions in the Uncharted Territories for help. They've already recruited a small troop of Luxan soldiers to help train the fledgling Sykar defense force. Mercenaries with a trustworthy reputation can find well-paying work on Sykar, either training the natives or protecting the planet.

Despite their lengthy addiction to tannot root, the Sykarans have kept it as one of their main staple crops. Using the Peacekeeper processing facilities, they have developed a high capacity plasma energy cell and a very effective form of explosive from the plant's oil. These items, combined with continued creation of pulse rifle ammunition, have given the Sykarans a small manufacturing base, and attracted the attention of nearby arms merchants. Following the liberation, a republican government formed in Belasik, the center of the old Peacekeeper processing and storage facilities. The elected rulers wish to wipe away the residual effects of Peacekeeper mind-control, but they have had a hard time managing this effort while also building up the defenses of Sykar. For now, it's difficult to say which effort is more important to the planet.

Encounters: In general, the native Sykarans are peaceful, but some radical elements and recently hired mercenaries display much different tendencies. Several factions within the Sykarans feel their current preparations to meet the Peacekeeper threat are not sufficient, and try procure additional armaments by any means necessary, including kidnapping and theft. For the most part, the mercenaries are reputable professionals, but a few seedier groups aren't above acts of theft or extortion.

With the growing importance of trade on Sykar, merchants from a wide variety of races and cultures regularly travel to the world. The availability of ammunition and explosives has attracted the attention of several species at war, who barter with Sykaran manufacturers for chakan oil. In addition, several less reputable groups, like Zenetan pirates, have also sent representatives to secure contracts for munitions.

TELLIN PRIME

Purpose: Military Surplus
Temperature: -1 degree Celsius
Gravity: 1.06 standard
Communication: Class 8
Society: Class 4
Transport: Class 9
Weapons: Class 9

Description: Few races find Tellin Prime pleasant. Snow and ice cover most of the planet each cycle, and only the region around the equator remains free of permafrost. There are no large bodies of water, though countless small lakes dot the surface. These lakes account for roughly a fourth of the planet's surface. Most of the terrain on Tellin Prime is either rolling hills or mountains covered with dense coniferous forests. Life on the planet has evolved to tolerate the cold climate – the dominant forms of animal life are fur-covered mammals, most of which inhabit the equatorial zone. The axial tilt of Tellin Prime is slight, making seasonal variations very mild, but the temperature varies wildly between night and day, dropping as much as thirty degrees Celsius after sunset. Despite these harsh conditions, Tellin Prime holds several communities of colonists in its equatorial region – mainly Sebaceans.

Eighty-three cycles ago, the Peacekeeper Command Carrier *Selarin* got lost in the Uncharted Territories after being hit by the shockwave of a supernova. The incident left the ship many light-cycles from its previous location and its navigational guidance systems a shambles. Unable to return to Peacekeeper space, the ship traveled for several fruitless cycles before the crew mutinied and set down on the first habitable planet they found... Tellin Prime. Since the world had little in the way of agriculture, the former Peacekeepers began trading their military equipment for supplies with nearby systems. Over time more Peacekeeper deserters began to arrive at Tellin Prime, looking for sanctuary from their former compatriots. These brought more military supplies and soon the world became the best source of Peacekeeper military surplus in the Uncharted Territories.

The Sebaceans began actively recruiting more deserters and even sending out raiding parties to collect more goods for trade. They frequently targeted Peacekeeper ships, appearing as fellow Peacekeepers to trick their prey into a false sense of security. Since Tellin Prime sees a steady flow of new deserters, they often have up-to-date contact codes, which makes the ruse that much more believable. These attacks have become a thorn in the side of Peacekeeper Command, which has searched vainly for the raider's base of operations. Even if they locate it, the inhabitants keep their Command Carrier partially operational as an orbital defense platform, making an attack against the planet difficult at best.

The Sebaceans work hard to provide a diverse array of equipment for their clients. Once limited mainly to Peacekeeper gear, they now offer weapons and supplies from a number of races, making Tellin Prime a common stopping point for gun runners. Other "renegade" Sebaceans have come to live on the planet as well, turning Tellin Prime into something of an anti-Peacekeeper camp. The population is growing relatively quickly, and has begun to expand into manufacturing.

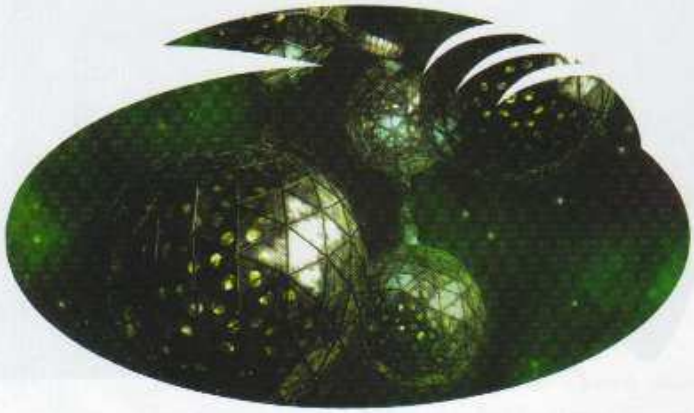


The government originally consisted of the leaders of the mutiny on the Selarin, but in the ensuing cycles, factions have begun to develop. Given the plethora of weapons on Tellin Prime, and the level of military training possessed by most of its inhabitants, it seems only a matter of time before trouble starts. The current leadership does its best to head off such an unfortunate development.

Encounters: The inhabitants of Tellin Prime still have the standard Sebacean superiority complex, but have lost many of their more rabid beliefs. They are friendly to visitors, but a little suspicious as well – they have captured a few PK spies. The further one gets from the equatorial region, the friendlier the inhabitants become; company is rare on the tundra.

TYAK STATION

Purpose: Gas Mining
Temperature: 75 degrees Celsius
Gravity: 3.0 standard
Communication: Class 6
Society: Class 4
Transport: Class 9
Weapons: Class 8
Description: Tyak is a large green gas giant, composed primarily of methane and lined with rings of ice. It has a gravity of 3 times standard and a surface temperature that averages 75 degrees Celsius – very high for most races. Nothing lives on Tyak, but it serves as a mining/gathering location for Tyak Station, which orbits high above the planet's surface.



Tyak Station was built hundreds of cycles ago by outcasts seeking to make themselves a new home. Over the cycles, it has become a refuge for any who are tough enough to stake a claim and make a home there. Sebaceans constitute the majority of the inhabitants, though a few other species have joined the colony over the cycles. Those who prove themselves are welcomed into the fold; those who can't had better keep dritting.

Unlike many Sebaceans, the residents of Tyak station are not racist; they view all outsiders alike. The residents maintain close, almost familial ties with each other and respect anyone tough enough to survive living on the station, though they show their respect in unorthodox ways. While visitors are usually welcomed to the station, they will always feel like outsiders, even if they move in.

The station is an unusual mishmash of technologies and designs. Since its original construction, it has received additions, replacements, and expansions. Over the cycles, residents attached abandoned or broken spacecraft to the structure, providing additional functions and space. Those looking carefully can find pieces of a Peacekeeper Command Carrier, an Igzian freighter, an Ilanic Cruiser, a Hynerian Battlearc, and dozens of other spacecraft, all meshed together into an unlikely conglomeration. After hundreds of cycles of this sort of activity, the station now resembles nothing so much as a giant heap of trash. The residents are not picky about its appearance; if anything, they take pride in its unique nature.

Despite its ungainly structure, the station is very safe and stable. The occupants keep it in excellent working order, and there are numerous docking bays and hangars to welcome visitors. A hydroponics bay, 3 metras in diameter, provides the majority of the station's food. Water, oxygen and other necessities are recycled with great efficiency; if need be, the station could be totally self-sustaining for no less than a cycle. When an inhabitant of the station dies, his body is usually broken down into nutrients for the agricultural projects – as a result, the phrase "plant food" has become a common threat or insult.

Most inhabitants make their living mining gas from Tyak. It is not easy work; the environment is extremely hostile and requires special equipment and gear. Any mistake or malfunction can mean death – trapped by the planet's intense gravity, asphyxiated in the poisonous gases, or killed by exposure to the high temperature. The miners respect the dangers, however, so deaths are uncommon.

Mechanics also occupy Tyak in large numbers. The station itself is constantly in need of repairs, and with so many different technologies, the mechanics who work on it must be tremendously versatile. Other residents operate shops, run service establishments, or farm the hydroponics bay. While Tyak has no formal leader, an unofficial Headman – a semi-retired mechanic named Randon Tsau – coordinates the diverse factions. He was never elected to the position; inhabitants just respect him enough that he speaks for the community when a leader or important decision is needed.

Encounters: Those seeking repairs for their equipment or ship have come to the right place. Tyakian mechanics can fix anything, and they do it for a fair price – although "fair" and "cheap" are not synonymous. They do not charge for unnecessary work, but they have been known to tack on strange additional fees, such as a "Big Mouth surtax," for having to put up with particularly unruly customers.

The only frequent visitors to Tyak are traders, collecting rare gasses to transport to other worlds. Those spending time on the station need to watch their step. While the locals welcome visitors, they still appreciate their privacy. Fights and brawls are not uncommon; some individuals enjoy starting brawls just for the entertainment value. No one takes such fights seriously, unless an outsider is unlucky enough to get

caught up in it. Anyone attacking the station has chosen a poor target. It sports several large weapons, all scavenged from various ships, including a Peacekeeper frag cannon and several potent Scarran energy weapons. A defense shield can also surround the station in times of need. Those who get past those defenses must then deal with the locals. There is no police force on Tyak Station. Each resident, including children, is willing to fight for his home... and most relish a good fight.

YINARAN MOON CHAIN

Purpose: Shipyards and Construction Bases
Temperature: 20 degrees Celsius
Gravity: 0.1 to 0.7 standard
Communication: Class 9
Society: Class 6
Transport: Class 9
Weapons: Class 7-9

Description: The twelve moons which circle the gaseous, yellow planet of Yinar house the largest shipyards in the Uncharted Territories. With over 500 cycles of experience in state-of-the-art repair, design, and retrofitting, the Yinaran Moon Chain is the place for modifications or upgrades to any space-going craft. Any repairs or maintenance can be performed here, and an interested party can purchase virtually any part for a ship, communications array, or standard ship-mounted weapon. In addition, the Yinaran shipyards have facilities to construct new ships, from concept to design to completion. The moons also hold the most advanced research-and-development firm within light-cycles, servicing both the legitimate and criminal markets with equal expertise.

The Yinarans' original home is Ari, the largest, most hospitable moon, which supplies most of the other eleven moons with food staples and basic resources. Ari supports numerous agricultural and industrial centers, and most of the Yinarans have relatives or homes there. It also serves as a shore leave planet for the long-term construction crews.

Deetee and Ellzy, the second and third largest moons, serve as sources for many resources that go into ship construction – metals, iriscentent fluid, silicon and rubic chips, froonium ore, and amnexus solids. Mining operations on both satellites take place cycle-round, and provide the majority of the raw materials used in the shipyards. Deetee has hundreds of factory complexes that process raw materials into more functional forms.

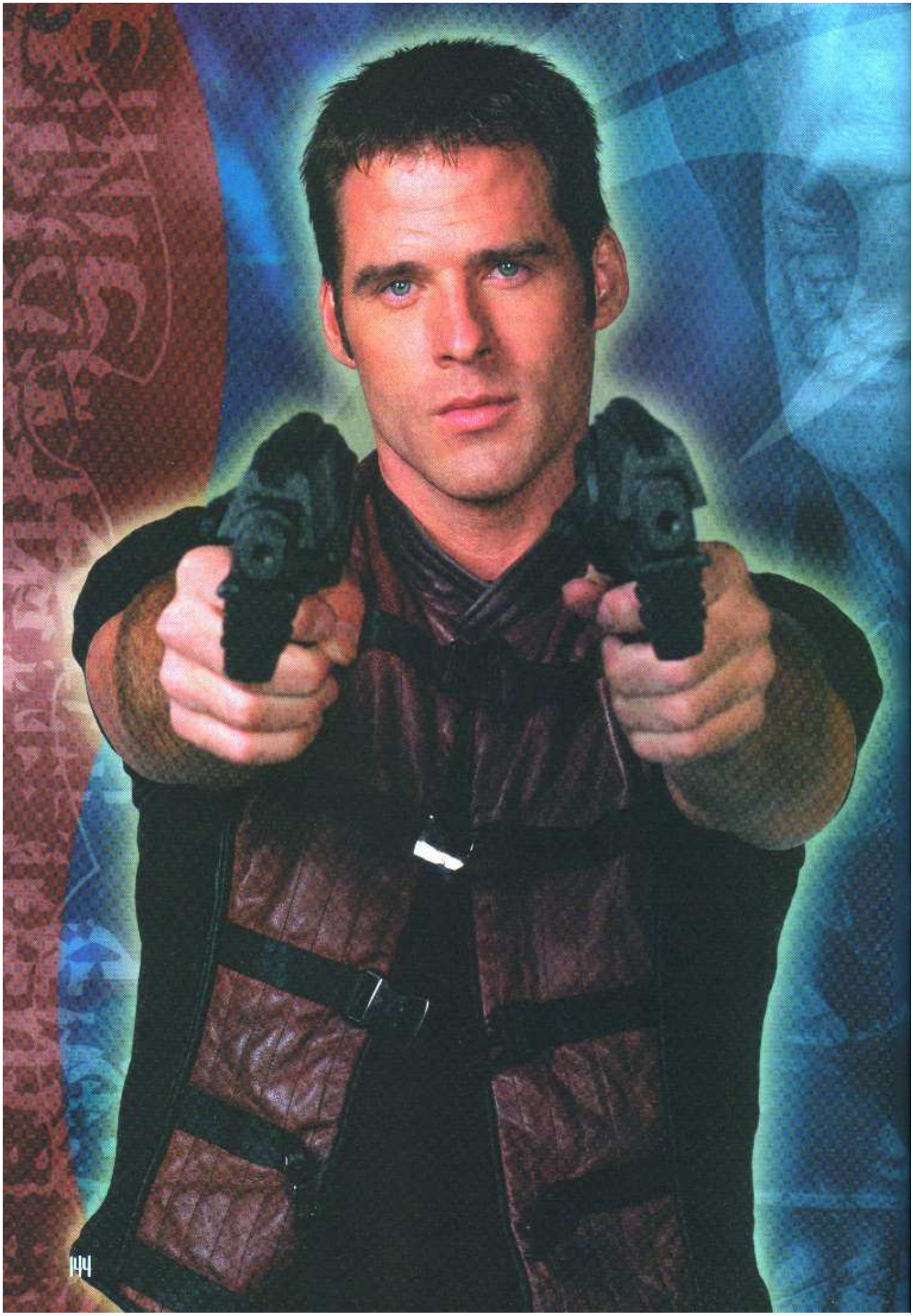
Abbek and Celimene, two of the smallest moons, have no natural atmosphere, but the Yinarans covered them with biospheres and converted them into great, enclosed cities. They house the shipyards' research, development, modeling, design and programming facilities. Pericone R&D Inc., the largest of these companies, is responsible for recent breakthroughs in heavy-gravity engines and salvage equipment. Two of Yinar's other moons, Valerry and Neeta, house much of the shipyards' mid-level construction activity, including repair lots, parts auctions, fuel holdings, ship modifications yards, and contract offices.

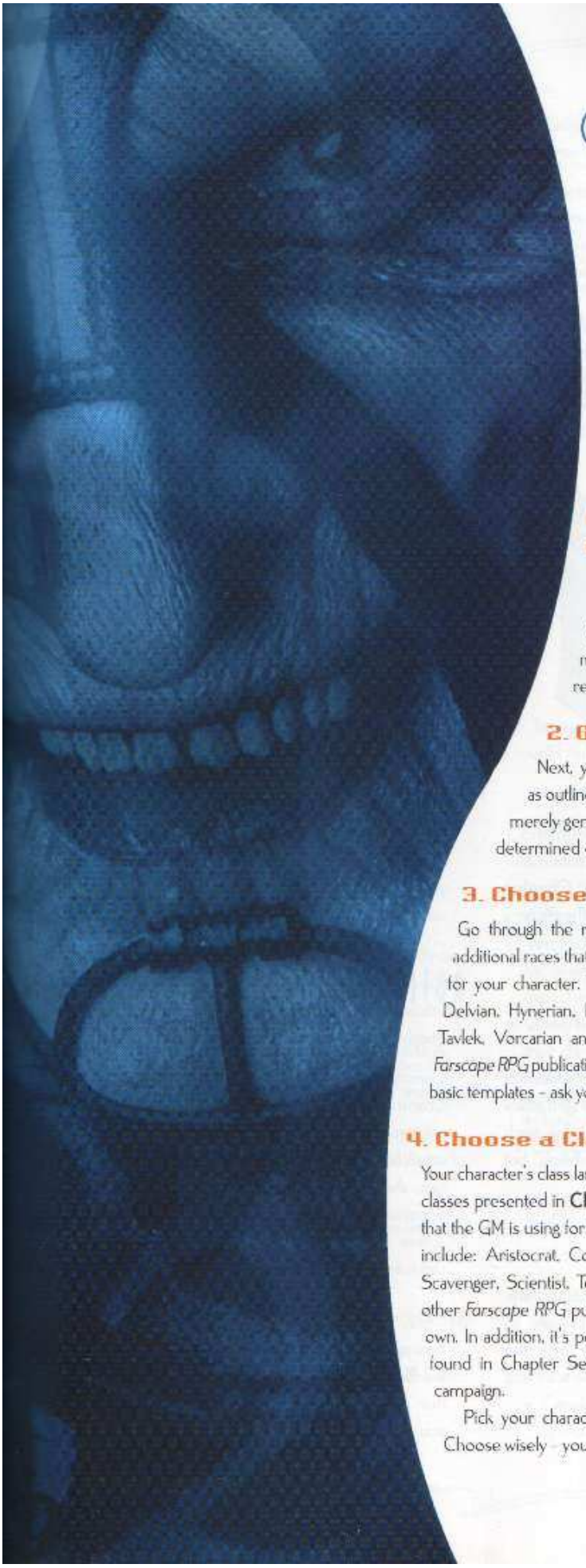
The final five moons lack any atmosphere or appreciable gravity, making them ideal for constructing large-scale carriers and cruisers. Each moon has numerous shuttle stations which allow fast and efficient travel. In addition to passengers and off-worlders, these shuttles carry raw materials, processed parts, fabricated materials, and any other equipment or component needed by the shipyards.

Encounters: The Moon Chain is governed under the policies of the Yinaran Technology Corporation, a system-wide monopoly which oversees several hundred smaller companies and specialized ventures around Yinar. The Corporation is fanatically protective of the Yinaran natives' rights, and any alien convicted of wrongdoing within the system – be it theft, assault, murder, or industrial espionage – usually ends up serving in a penal mining operation, or required to pay a heavy fine and prohibited from returning to the Moon Chain. Some of the fines include seizure of any craft or ship which the accused possesses, along with a transportation fee for passage to the next inhabited system. Yinaran Security Division, while not up to the standards of the Peacekeepers or Scarrans, has a well-earned reputation for decisive action toward outsiders.

Intent on keeping all commerce running smoothly, the Yinarans usually make a point of separating species traffic around the moons, so members of warring races do not come into contact with each other if possible. Combat between visiting aliens is frowned upon, since it deprives the Corporation of potential customers. Violators may find that the Yinaran Shipyards will not accept their contracts or perform repairs for them in the future. However, if disputes are solved quickly and quietly, with no damage to Yinaran property, most officials look the other way.

Yinarans are not above contracting salvage jobs to other races, especially if they might gain access to a new form of technology. The Sheyangs regularly trade with them, providing interesting equipment from derelict ships in exchange for repairs and fueling privileges. The shipyards also hire alien mechanics with specialized skills or knowledge; in fact, one-fourth of their deep-space crews are non-Yinaran.


144



CHAPTER FIVE
CHARACTER CREATION

The *Player's Handbook*™ describes most aspects of character creation, and players should refer to that volume when playing their characters. The following steps will guide you through the creation of a first level *Farscape* character.

1. Check with Your Game Master

Your GM may want you to create a specific race or class of character that fits the game he's developing. You also might want to check with the other players, to make sure you create a character who fits well with the rest of the group.

2. Generate Ability Scores

Next, you should generate scores for your basic abilities, as outlined in the *Player's Handbook*™. Do not assign them yet; merely generate the numbers (you can assign them once you've determined other aspects of your character).

3. Choose a Race

Go through the races presented in **Chapter Six: Races** and any additional races that the GM might create for his campaign, and select one for your character. The standard races available for play include: Banik, Delvian, Hynerian, Ilanic, Luxan, Nebari, Scarran, Sebacean, Sheyang, Tavlek, Vorcarian and Zenetan. Additional races may appear in other *Farscape RPG* publications, or you can develop your own based on the twelve basic templates – ask your GM which races he allows in his campaign.

4. Choose a Class

Your character's class largely determines his function in the game. Review the classes presented in **Chapter Seven: Classes** and any additional classes that the GM is using for his campaign. The standard classes available for play include: Aristocrat, Commando, Diplomat, Mystic, Pirate, Priest, Rogue, Scavenger, Scientist, Tech and Warrior. Additional classes may appear in other *Farscape RPG* publications, or you may wish to develop one of your own. In addition, it's possible to play a multi-class character; details can be found in Chapter Seven. Ask your GM which classes he allows in his campaign.

Pick your character's class and record it on your character sheet. Choose wisely – your character's class decides his capabilities during play.

5. Assign Ability Scores

Assign the six totals from Step 2 to your character's abilities in any order you like. Make sure you adjust them for racial modifiers, class modifiers and the like. The *Player's Handbook*™ contains the details; specific modifiers for *Farscape* races and classes can be found in this book.

6. Record Race and Class Details

Your character's race and class provide a number of special abilities. Most come automatically, but some involve a choice between different possibilities. In this case, choose the abilities that best suit the character you wish to create.

7. Select Background(s)

Each character may select up to two backgrounds (see *Backgrounds, pages 117-119*), which are paid for using initial skill points, determined by your character's class and Intelligence. Select one or two backgrounds that best suit your character's concept, then write them (and their effects) on your character sheet.

8. Select Skills

Spend whatever skill points you did not spend on backgrounds in step 7, as described in the *Player's Handbook*™.

9. Select Feats

Feats are special talents, many of which are combat-oriented. A list of specific feats may be found in **Chapter Eight.** Rules for selecting feats may be found in the *Player's Handbook*™.

10. Record Derived Values

Check your race, class, ability modifiers, and feats, to determine the following information:

Saving throws, base Defense, wound points, control points, initiative modifier, melee attack bonus, ranged attack bonus and skill modifiers. Rules for calculating such information can be found in the *Player's Handbook*™, but the specific values can be found here.

11. Purchase and Record Equipment

Since your equipment varies from adventure to adventure, your weapon statistics and total Defense will fluctuate, so don't worry about those for now. Simply pick the equipment you feel is appropriate for your character and deduct the cost from your starting currency pledges.

12. Finishing Touches

Last but not least, your character needs a name, gender, physical description, age and some details about his background and personality to help seem more real. Roleplaying is more than a set of numbers on a sheet – a good player develops a singular personality and unique style for his or her character. The more attention you devote to your PC, the more three-dimensional he becomes, and the more fun he'll be to play.

New players may wish to use their skills to help them develop their character's personality. For example, if the PC has a Piloting skill, you might want to explain where he learned it. Did he grow up with the Peacekeepers, learning how to fly a Prowler? Or was he a prisoner, gleaning the information through a crazed cellmate before using it to make an escape? Alternately, you can place this step at the very beginning of the process – developing your character and then selecting skills and abilities based on his or her background. Whatever the case, the mechanics should mesh with the character concept: don't take a skill without knowing where your character learned it, or give a high Strength to a character described as "bookish and sickly."

Keep in mind that you are not obligated to follow the stereotypes set forth in the *Farscape* TV show; on the contrary, part of the fun of role-playing comes from playing off those preconceived notions. Not all Luxans are fearsome warriors; some may be cunning thieves or peaceful diplomats, and you're welcome to portray such characters if you wish. Of course, some players might enjoy living out the stereotypes. The choice, as always, is up to you.

ABILITIES

A character has six abilities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). When creating a character you, as player, roll these ability scores randomly, assign them to the ability of your choice and modify them according to your character's race. As your character gains experience, you will have an opportunity to raise his or her abilities. Your character's ability scores affect most of the rolls he makes, so place them carefully, with the image of the character in mind.

Generating Ability Scores

Farscape characters generate ability scores as described in the *Player's Handbook*™. Some abilities are more important than others for certain classes, and may also change when you choose a particular race (see *Table 6.1, page 152*).

Ability Modifiers

After you have applied modifications for race, your character's final ability scores will provide modifiers for rolls based on his respective abilities. For instance, a roll based on the character's Strength, such as jumping, would apply the modifier related to his strength ability score. Table 5.1: Ability Modifiers shows the modifier for each score.

Table 5.1: Ability Modifiers

Score	Modifier	Score	Modifier
1	-5	14-15	+2
2-3	-4	16-17	+3
4-5	-3	18-19	+4
6-7	-2	20-21	+5
8-9	-1	22-23	+6
10-11	+0	24-25	+7
12-13	+1	etc...	

The Abilities

Each of the following abilities quantifies your character's physical and mental attributes, identifying his strengths and weaknesses:

Strength (Str)

Strength measures your character's physical power: muscle mass, lifting ability and general physical conditioning. It is particularly important to characters who use hand-to-hand combat.

Your character's Strength modifier is applied to:

- Melee attack rolls.
- Damage rolls when using a melee weapon, a thrown weapon, a bow, or a sling. (Note: Off-hand attacks receive only half the Strength modifier, while two-handed attacks receive one and a half times the Strength modifier. Ranged weapons and explosives such as grenades never have their damage modified by the Strength modifier, whether thrown or not.)
- Climb, Jump and Swim checks, and any other skill checks which use Strength as the key ability.
- Strength checks (for breaking down doors, bending bars, lifting heavy objects and the like).

Dexterity (Dex)

Dexterity determines your character's hand-eye coordination, reflexes, agility and balance. It is critical to characters who wish to be skilled with firearms or who wish to master the art of stealth.

Your character's Dexterity modifier is applied to:

- Ranged attack rolls, including firearms, bows, slings and thrown weapons.
- Base Defense, provided that the character is able to react to the attack.
- Reflex saving throws, for avoiding grenades and similar attacks.
- Piloting, Move Silently and Open Lock checks, and any other skill checks which use Dexterity as the key ability.
- Dexterity checks (for initiative, leaping through a closing door, and the like).



Constitution (Con)

Constitution quantifies your character's toughness and health. It plays a large role in determining a character's starting wounds as well as the modifier for additional wounds gained through level advancement. It's important for everyone, but is especially critical to characters who expect to end up in harm's way again and again, such as warriors and commandos. A high Constitution increases their chance of survival.

Your character's Constitution modifier is applied to:

- Each die roll for gaining additional wound points. (Note: a negative Constitution modifier can never reduce a wound point roll below 1. Characters always gain at least 1 wound point every time they advance a level.) If a character's Constitution changes, his wound points should also increase or decrease accordingly.
- Fortitude saving throws, for resisting poison, gas, and similar threats.
- Any skill checks using Constitution as the key ability.
- Constitution checks (for fighting off the effects of fatigue, ignoring pain while carrying out a task, etc.).

Intelligence (Int)

Intelligence represents your character's ability to reason, learn, and retain knowledge. This ability is key to the number of skills that a character may learn or improve during play, so it is critical for a character who desires or requires many skills (or who doesn't want to get hoodwinked by every con artist who comes along).

Your character's Intelligence modifier is applied to:

- The number of languages your character can automatically read and write upon creation.
- The number of skill points your character gains each level. (Note: characters always gain at least 1 skill point every time they gain a level, despite a negative Intelligence modifier.) If a character's Intelligence changes, his existing skill points do not increase or decrease accordingly.
- Appraise, Knowledge and Search checks, and any other skill checks which use Intelligence as the key ability.
- Intelligence checks (to catch patterns in a string of numbers, note a momentary delay in a security system sweep, etc.)



Wisdom (Wis)

Wisdom measures your character's willpower, intuition and perception. It is decisive in determining a character's starting control points as well as modifiers for control points gained through level advancement. As a result, Wisdom is especially critical to characters who draw upon internal or external forces to produce special powers.

Your character's Wisdom modifier is applied to:

- Each die roll for gaining additional control points. (Note: A negative Wisdom modifier can never reduce a control point roll below 1. Characters always gain at least 1 control point every time they gain a level.) If a character's Wisdom changes, his control points should also increase or decrease accordingly.
- Will saving throws (for resisting torture, brainwashing, and certain social checks).
- Listen, Spot and Survival, and any other skill checks which use Wisdom as the key ability.
- Wisdom checks (for noticing someone out of place at a party, randomly guessing the correct wire to stop a bomb, etc.).

Charisma (Cha)

Charisma determines your character's persuasiveness, strength of personality, and physical attractiveness. It is especially valuable to characters who interact with other beings a great deal, either negotiating, seeking information, or just trying to make contacts.

Your character's Charisma modifier is applied to:

- Bluff, Diplomacy and Gather Information checks, and any other skill checks which use Charisma as the key ability.
- Any check which represents an attempt to influence others.
- Charisma checks (for making a first impression on someone, fascinating someone across the room, etc.).

Changing Ability Scores

Certain events can increase or decrease your character's ability scores. There is no limit to how high ability scores can be increased, but an ability cannot go below 1 and allow the character to survive. The following represent some of the effects which can modify your character's ability scores:

- Racial modifiers may modify ability scores during character generation.
- You may add 1 point to one ability score of your choice at 4th level, and every four levels thereafter (8th, 12th, 16th, etc.).
- Poisons, chemical boosters, diseases, special attacks and other effects can temporarily increase or decrease your character's abilities. Ability points lost to damage return naturally, usually at a rate of 1 point per day per ability. Temporary increases to an ability usually wear off much faster than that.

When an ability changes, all attributes associated with it change accordingly, except in the case of skill points. Skill points that have already been gained through level advancement are not modified if a character's Intelligence modifier changes, but the new modifier affects skill points gained from that point on.

DERIVED VALUES

The following statistics derive from your character's ability scores.

Wound Points

Wound points (or wounds) are important to all characters because they determine how much damage a character can sustain before he becomes unconscious or dies. The higher his wound points, the more damage he may absorb or shrug off before going down.

Starting Wounds

The number of wound points that a first level character starts play with is determined as follows: find the character's Wound Die Type (determined by race) and Class Wound Modifier (determined by class) on Table 5.2: Wounds. Start with the maximum number of points allowed by the character's wound die, add his class wound modifier, and then add his Constitution ability score (wound die type + class wound modifier + Constitution ability score).

Wounds Through Level Advancement

For each level advanced, a character gains wound points as follows: find the character's wound die type (determined by race) and class wound modifier (determined by class) on Table 5.2: Wounds. Roll the character's wound die, add his class wound modifier, and then add the character's Constitution modifier (wound die type + class wound modifier + Constitution modifier). A character always gains at least one wound point when he or she advances a level; if the die roll plus modifiers totals less than one, raise the value to one.

TABLE 5.2: WOUNDS

Wound Die Type	Races
1d8	Banik, Hynerian, Nebari
1d10	Delvian, Illanic, Sebacean, Tavlek, Vorcarian, Zenetan
1d12	Luxan, Scarran, Sheyang
Wound Modifier	**Classes**
-1	Aristocrat, Diplomat, Mystic, Scientist
+1	Priest, Rogue, Scavenger, Tech
+3	Commando, Pirate, Warrior

Control Points

Control points are also important to all characters, but especially to those who can use their control points to evoke special powers. Priests and mystics use control points to produce powers which seem to defy natural laws. They often derive from special disciplines that allow the user to reach out with psychic or metaphysical powers to evoke a change in their environs. When using special powers, each such power has an associated control cost to produce.

In addition to serving these specialist classes, control points can be expended to create a number of other, more simplistic effects *(see Actions in Combat, Other Common Actions, pages 243-245)*.

Starting Control

The number of control points that a first level character possesses is determined as follows: find the character's control die type (determined by class) and racial control modifier (determined by race) on Table 5.3: Control. Begin with the maximum points allowed by the character's control die, add his racial control modifier, and then add the character's Wisdom ability score (control die type + racial control modifier + Wisdom ability score).

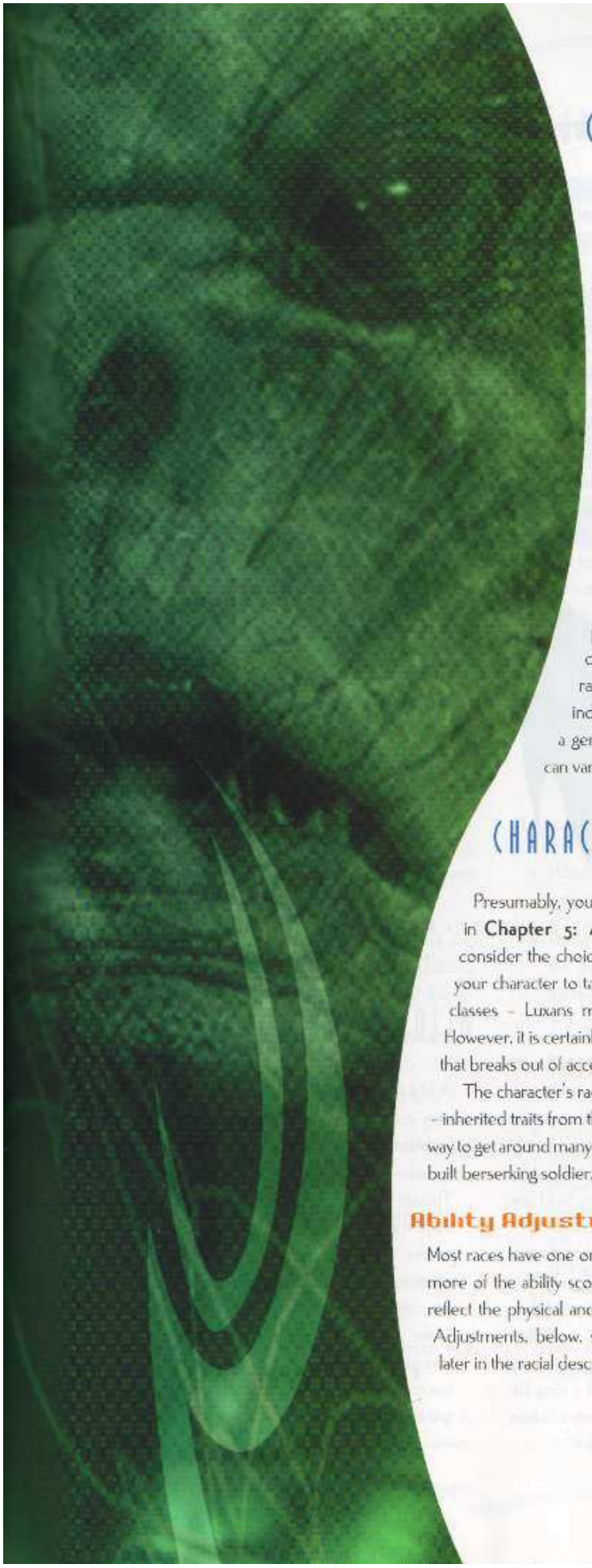
Control Though Level Advancement

For each level advanced, a character gains control points as follows: find the character's control die type (determined by class) and racial control modifier (determined by race) on Table 5.3: Control. Roll the character's control die, add his racial control modifier, and then add the character's Wisdom modifier (control die type + racial control modifier + Wisdom modifier). A character always gains at least one control point when he or she advances a level; if the die roll plus modifiers totals less than one, raise the value to one.

TABLE 5.3: CONTROL

Control Die Type	Classes
1d6	Commando, Pirate, Rogue, Scavenger, Warrior
1d8	Aristocrat, Diplomat, Scientist, Tech
1d12	Priest, Mystic
Control Modifier	**Races**
-1	Hynerian, Sebacean, Sheyang, Tavlek, Vorcarian
+1	Illanic, Luxan, Nebari, Zenetan
+3	Banik, Delvian, Scarran





CHAPTER SIX
CHARACTER RACES

From a human's perspective, the universe of *Farscape* is filled with strange and exotic species, each with its own unique strengths and weaknesses. Part of the excitement of role-playing is the ability to create a character using an alien race, and then developing him or her as time progresses. Each race has a rich, detailed history and culture, specifying general tendencies, social organization and important religions. That information can be found in Chapter Three. This section of the book provides the details necessary to generate and play a character from one of the major races. Just as each race is unique in background and flavor, each also has individual properties that make it distinct. All races have a general personality type, although individual members can vary wildly from the basic norm.

CHARACTER GENERATION

Presumably, you've already generated your character's ability scores in **Chapter 5: Abilities**, and are ready to select a race. As you consider the choices, also consider what type of class you might want your character to take. Certain races have a natural aptitude for specific classes – Luxans make better warriors than diplomats, for example. However, it is certainly possible, and often a lot of fun, to create a character that breaks out of accepted stereotypes.

The character's race determine a number of strengths and weaknesses – inherited traits from the species which every member shares. There isn't a way to get around many of them, so if you have your heart set on a powerfully-built berserking soldier, you might not want to make him a Hynerian...

Ability Adjustments

Most races have one or more ability adjustments – changes made to one or more of the ability scores you rolled earlier – to help the character better reflect the physical and mental characteristics of his race. Table 6.1: Ability Adjustments, below, summarizes these adjustments. They are repeated later in the racial descriptions as a convenience.

Table 6.1: Ability Adjustments

Race	Ability Adjustments
Banik	+1 Wisdom
Delvian	+1 Dexterity, +1 Wisdom, -1 Constitution
Hynerian	+2 Charisma, +1 Intelligence, -2 Strength
Ilanic	+1 Intelligence, -1 Charisma
Luxan	+1 Strength, +1 Constitution, -2 Charisma, -1 Wisdom
Nebari	+1 Dexterity, -1 Wisdom
Scarran	+2 Strength, -1 Charisma, - 2 Dexterity
Sebacean	+1 to any single ability, player's choice
Sheyang	+1 Strength, +2 Constitution, -2 Charisma, -2 Intelligence
Tavlek	+1 Strength, +1 Constitution, -4 Charisma
Vorcarian	+1 Strength, +1 Dexterity, -2 Charisma, -1 Intelligence
Zenetan	No modifiers



BANIKS

Seemingly a subdued race when in captivity, free Baniks have proven very adaptable and creative. Most see life as a gift and take great pleasure in it, deriving joy from each art. They even endure suffering with high spirits. Baniks have a strong psychic nature which makes them particularly adept as mystics and priests, but a Banik character may hold any character class except aristocrat, diplomat or scientist.

Baniks tend to have a high degree of racial loyalty and express great empathy toward each other. They are also keenly aware of the suffering of others and use what they know to reduce such pain the best they can. A race filled with noble ideals and kind hearts, most want little more than freedom for their race, a new homeworld and a long life filled with peace. They profess no desire to seek retribution for their enslavement at the hands of other races.

Personality: Baniks are often quiet and introspective, but curious. They tend to be creative problem solvers. Most Baniks abhor violence, but when there are no other reasonable alternatives, they willingly adopt whatever form of conflict is required.

Racial Traits

- Wound Die Type: d8. Baniks are not particularly hardy, but neither are they unusually weak or sickly.
- Racial Control Modifier: +3. Their latent psychic talents indicate a strong racial discipline.
- +1 Wisdom. This reflects Baniks' strong psychic nature and peaceful demeanor.
- Medium-sized: Baniks have no special bonuses or penalties due to their size.
- Banik base speed is 10 meters.
- At first level, a Banik character may take one extra non-combat feat (such as Athletic or Nimble).
- +3 racial bonus on all Craft checks due to their creative nature.
- +1 on all Repair checks, due to their superior problem-solving abilities.
- +2 on all Will saving throws; they carefully shield their minds with a self control and psychic discipline unknown to other races.
- Possible classes for a Banik character: commando, mystic, pirate, priest, rogue, scavenger, tech and warrior.

DELVIANS

A highly-developed species of flora, Delvians are typically very curious, and view life as a constant journey toward greater knowledge. This desire to expand their knowledge includes not only the physical, but the metaphysical as well. Though normally a peaceful people, some Delvians have trained in military service with allied worlds. Many follow the tenets of a Delvian religion called the Seek, which encourages self-exploration and control. The disciplines of this religion have expanded the consciousness of their race to the degree that Delvians are uniquely gifted as mystics and priests. However, Delvians pursuing the Seek can become susceptible to great anger and rage. As the Seek grants great power, so does it demand great self-control.

Personality: Delvians speak quietly, but with much authority, and most have working knowledge of a variety of subjects. They are peaceful, but willing to take necessary steps to defend themselves or ideals they believe in. They have a strong sense of right and wrong, often serving as crusaders for just or noble causes. Though highly intellectual and possessing well-developed emotions, a Delvian can be fooled or tempted as most other species, especially if it involves something important to him or her.



Racial Traits

- Wound Die Type: 1d10. Delvians are a moderately resilient and adaptable race.
- Racial Control Modifier: +3. Delvians have strong disciplines and a drive for self-mastery that provides potent control benefits.
- +1 Dexterity, +1 Wisdom, -1 Constitution. Delvians are agile and have strong powers of observation and intuition, but their physiology reacts harshly to damage and illness.
- Medium-sized: Delvians have no special bonuses or penalties due to their size.
- Delvian base speed is 10 meters.
- +3 on all Concentration checks. Delvian self-mastery can overcome most distractions.
- +1 on all First Aid and Biology or Medicine-related Knowledge skill checks.
- When using a power, a Delvian mystic or priest reduces, by 1, the control cost for using that power.
- Delvians are immune to all non-systemic poisons *(see pages 250-251)*.
- Possible classes for a Delvian character: aristocrat, diplomat, mystic, priest, rogue, scientist, tech and warrior.

HYNERIANS

Hynerians are fiercely proud of their race and heritage – as any Hynerian will gladly state, the Hynerian Empire spans thousands of planets and hundreds of races. As a people, Hynerians are acquisitive, intelligent, and generally arrogant. Though physically small and weak, Hynerians have very high technological capabilities and can defend themselves and their Empire much more adequately than expected given their humble appearance.

Hynerians love games, especially those which involve gambling. They also love to eat, which is a good thing because Hynerians have multiple stomachs and require a lot of nutrients. Though most Hynerians found outside the Empire are diplomats or nobles, others classes sometimes find themselves far from home for some reason or another.

Personality: Hynerians tend to speak loudly and often, with an assertive air of authority. Consequently, others often ignore them, right or wrong. When a Hynerian wants to be charming, however, he can be a skillful diplomat or negotiator, and most demonstrate strong intelligence. Despite their reputation, Hynerians can be as loyal to friends or causes as any other species. Hynerians put a great deal of importance on possessions, tying it to their self-worth, so many of them focus on the acquisition of wealth.

Racial Traits

- Wound Die Type: 1d8. Hynerians are small and not inordinately hardy.
- Racial Control Modifier: -1. Hynerians rarely understand the metaphysical side of life and have limited abilities therewith.
- +2 Charisma, +1 Intelligence, -2 Strength. Hynerians benefit from a great intellect and considerable charm, but their diminutive size restricts their physical prowess.
- Small: Due to their size, Hynerians gain a +1 size bonus to their Defense and a +4 size bonus on Hide checks. However, they are limited to weapons that are one-handed and of small size. Their lifting and carrying limits are also three-quarters those of a medium-sized character of the same strength.
- Hynerian base speed is 6 meters.
- Low-light vision. Hynerians can see normally in very little light, though they cannot see in absolute darkness.
- +2 on all Appraise checks. Hynerians have a natural aptitude for identifying the value of an object.

- +2 on all Bluff, Diplomacy or Negotiate checks. Hynerians excel in debates and negotiations, and can manipulate conversations better than almost any other race.
- A Hynerian character who purchases the noble background pays 1 less skill point for it.
- Hynerians gain a +2 on all Fortitude saving throws and +4 on saving throws against poison of any kind (not cumulative). A successful save against poison indicates that the character suffers no adverse effects from the poison.
- Possible classes for a Hynerian character: aristocrat, diplomat, pirate, priest, rogue, scavenger, scientist, tech and warrior.



ILANICS

Though generally a reserved, introverted race, the Ilanics have fought a war with the Scorvians for a number of generations. In order to survive the endless hostilities, they were forced to expand their technologies and train combat readiness into their population. In addition, their knowledge of the sciences has expanded at an astounding rate in the last few generations. Though forced onto a warlike footing, Ilanics consider themselves a peaceful people and stress their arts and culture above their military conquests.

Personality: Ilanics are usually quiet and thoughtful, rarely speaking without carefully choosing their words. While not exactly grim, they rarely relax or participate in light-minded pursuits. To see an Ilanic smile is uncommon. To see an Ilanic laugh is a rarity. Many Ilanics have an interest in crafts or artistic pursuits.

Racial Traits

- Wound Die Type: 1d10. Ilanics are a fairly hardy race and have adapted to many environs by necessity.
- Racial Control Modifier: +1. Ilanics have embraced a few philosophies that explore the metaphysical, and members of the race have proven quite adept at manipulating related powers, with the appropriate training and discipline.
- +1 Intelligence, -1 Charisma. While Ilanics excel in intellectual pursuits, their stoic nature limits their social abilities.
- Medium-sized: Ilanics have no special bonuses or penalties due to their size.
- Ilanic base speed is 10 meters.
- Ilanics treat all Craft skills as class skills. They also gain +2 on all Craft checks.
- +1 on all science-based Knowledge skills. Ilanics have an impressive knowledge of the sciences.
- If an Ilanic takes a wound that results in bleeding, he must make a Fortitude check. If the check fails, he suffers blood poisoning (his blood runs black), and will lose 1 wound per round until he sustains at least 4 points of real or subdual damage to the wound, causing the blood to run clear.
- Possible classes for an Ilanic character: commando, diplomat, mystic, priest, scavenger, scientist, tech and warrior.

LUXANS

Known as a warrior race, Luxans have been at war with one species or another for almost their entire recorded history. Despite this background, some Luxans prefer to reside in small farming colonies or depart from the standard warrior training and enter other professions.

Luxans place a high emphasis on personal honor, especially among warriors. Their code extends outside their race, which gives them a good reputation among other species. They revere ancestors and their deeds, often passing items belonging to a famous hero for many generations. They are also a very spiritual race and have special priests, called Orican, for whom they show great reverence.

Personality: Luxans are often gruff and seemingly cold. While quick to anger, they are also capable of other strong

emotions. Outside of their own species, they bestow trust only grudgingly, but those who earn their friendship rarely lose it. Within their own species, or with their cousin race the Ilanics, trust comes automatically unless something occurs to break it.

Racial Traits

- Wound Die Type: 1d12. Luxans are an extremely powerful and resilient race.
- Racial Control Modifier: +1. Though few Luxans venture into metaphysical or supernatural paths, their race benefits from a strong spiritual nature.
- +1 Strength, +1 Constitution, -2 Charisma, -1 Wisdom. Their physiology and psychology have conspired to make Luxans formidable physical specimens but they tend to lack judgmental and social skills.
- Medium-sized: Luxans have no special bonuses or penalties due to their size.
- Luxan base speed is 10 meters.
- A Luxan priest is called an Orican and receives the utmost courtesy from all Luxans.
- At 3rd level, a Luxan Commando or Warrior gains the Tongue Sting feat.
- Luxans gain +1 on all Fortitude and Willpower saving throws, and on all Constitution checks.
- A Luxan can survive in the frozen vacuum of space for approximately 20-30 minutes, usually losing consciousness in about half that time (GM's discretion).
- If a Luxan takes a wound that results in bleeding, he must make a Fortitude check. If the check fails, he suffers blood poisoning (his blood runs black), and will lose 1 wound per round until he sustains at least 5 points of real or subdual damage to the wound, causing the blood to run clear.
- Possible classes for a Luxan character: commando, diplomat, mystic, pirate, priest, rogue, tech and warrior.

NEBARI

Among the most powerful races in their region of space, the Nebari are not particularly intimidating physically, but have developed incredible technologies. Many of their technical advancements came about through the necessity of the governing body to keep their own people under control.

Typically, Nebari are peaceful and amiable. Most have limited travel experience, since usually only the older and wiser members of society are allowed such freedoms. Their society places much emphasis on "fitting in" to the social order; anyone exhibiting a need for independence or speaking out against Nebari social restrictions or Nebari leaders are branded rebels. Such troublemakers usually either escape Nebari-controlled space or are "mind cleansed" to fit into Nebari society.

Personality: Most Nebari are soft-spoken and understanding, but firm in their loyalties and convictions. Few demonstrate any emotion and fewer still demonstrate strong emotion. Nebari rebels, however, are just the opposite. They usually exhibit an extreme zeal for life and are driven to explore all the behavior forbidden in their society.



Racial Traits

- Wound Die Type: 1d8. Nebari are not terribly hardy or adaptable to difficult environs.
- Racial Control Modifier: +1. The strict social discipline of Nebari culture has instilled in them a noticeable inner strength.
- +1 Dexterity, -1 Wisdom. Nebari have great flexibility and nimbleness, but have difficulty understanding many basic social concepts that other races see clearly.
- Medium-sized: Nebari have no special bonuses or penalties due to their size.
- Nebari base speed is 10 meters.
- Low-light vision. Nebari can see normally in very little light, though they cannot see in absolute darkness.

- A Nebari tech or scientist gains +2 on all science-related Knowledge checks. A Nebari of any other class gains +1 on all Skill checks that use Dexterity as their key ability.
- Nebari gain +1 on all Reflex saving throws.
- Possible classes for a Nebari character: aristocrat, commando, diplomat, priest, rogue, scavenger, scientist, tech and warrior.



SCARRANS

Manipulative, vicious and ambitious, Scarrans are almost universally distrusted. Add to this the fact that they are powerfully built, intelligent, and possess both a high level of technology and strong metaphysical powers, and it's not surprising that Scarrans are also widely feared.

The Scarrans regularly meddle in the affairs of other worlds, and tend to be manipulative both individually and as a society. While many Scarrans are malicious and controlling, not all fit that stereotype. Once away from their society, some have demonstrated much more relaxed and humane psychologies. Most are well-educated. Because of their nature, their leadership often trains them for duties that other cultures consider criminal, such as pirates and scavengers. Having representatives among such elements often provides the Scarrans with important information.

Personality: Scarrans have low, gravelly voices that sound threatening, even when they do not wish it. They are very hot blooded – when angry, their breath causes minor distortion of light, much like hot sand in the desert. Their body, which usually has a dermal temperature of 40 degrees Celsius, also radiates heat, but not enough to be dangerous to most species.

Racial Traits

- Wound Die Type: 1d12. Scarrans have thick hides that provide protection from the harshest environments.
- Racial Control Modifier: +3. Scarrans have a strong, latent metaphysical potential.
- +2 Strength, -1 Charisma, -2 Dexterity. Scarrans are powerfully built, but bulky and slow. In addition, most other races deeply distrust them.
- Medium-sized: Scarrans have no special bonuses or penalties due to their size.
- Scarran base speed is 6 meters.
- Scarrans may not wear armor of any kind, but gain a +2 Defense bonus due to their thick, protective skin.
- Scarrans gain +2 on all Fortitude saving throws.
- Because of their high body temperature, Scarrans suffer -2 to all rolls when in an environment where the temperature is below 22 degrees Celsius. If the temperature is below 10 degrees Celsius, they suffer -4 to all rolls (not cumulative).
- Possible classes for a Scarran character: aristocrat, diplomat, mystic, pirate, scavenger, scientist, tech and warrior.

SEBACEANS

The Sebacean race encompasses many different planets and cultures. The most notorious power among them is the Peacekeepers, a ravenous mercenary force that has expanded their jurisdiction at an alarming rate. Though not all Sebaceans are Peacekeepers, the most widely traveled members of the race are, so the Peacekeeper reputation is usually applied to the entire race.

Though most species consider Peacekeepers without conscience, Sebaceans who are not Peacekeepers have more traditional ideals and philosophies. As a people, Sebaceans are confident, curious, outgoing, independent, and proud. Numerous Sebacean offshoots exist, representing countless genetic variations spread throughout the galaxy. Some are cold and cruel, while others demonstrate compassion and tolerance.

Personality: Sebaceans range from quiet and calm to loud and ranting. Driven by physiology almost as much as psychology, they often find themselves at the mercy of endocrine or hormones as well as strong emotions.

Note: Sebacean offshoots use the same racial traits as "pure" Sebaceans (i.e., Peacekeepers), subject to the modifiers detailed below.

Racial Traits

- Wound Die Type: 1d10
- Racial Control Modifier: -1
- +1 to any single ability score.
- Medium-sized: Sebaceans have no special bonuses or penalties due to their size.
- Sebacean base speed is 10 meters.
- A Sebacean character of any class may be a current or former member of the Peacekeeper forces.
- Sebaceans gain +1 skill point per level, beginning at first level.
- When making an attack or skill check, a Sebacean may expend 6 control points to gain a +2 modifier. This represents the Sebacean's ability to focus under stress. Sebacean offshoots do not gain this benefit.
- When subjected to temperatures above 35 degrees Celsius, a "pure" Sebacean suffers 1 point of subdual damage per turn. This subdual damage does not heal until the temperature drops to 30 degrees Celsius or below. Once the subdual damage has rendered the Sebacean character unconscious, he takes 3 wounds of damage per turn until he dies or the temperature drops to 30 degrees Celsius or below. Sebacean offshoots do not suffer this penalty.
- Possible classes for a Sebacean character: aristocrat, commando, diplomat, mystic, pirate, priest, rogue, scavenger, scientist, tech and warrior.



SHEYANGS

Evolving from reptilian amphibians, Sheyangs are known throughout the Uncharted Territories as aggressive opportunists. Having attained a high level of technological sophistication by pillaging the ships and abandoned colonies of other races, the Sheyangs have developed a sense for alien weapons and equipment.

Huge and hulking, most Sheyangs tend to resort to physical force when faced with a problem. A few of their number, however, have learned to cooperate and relate with other species, realizing that trade can be more valuable than scavenging abandoned remains.

Personality: Sheyangs are often proud and acquisitive. As a culture, they value possessions and use material wealth in determining rank or standing within the community. However, as the race gains more exposure to other species, they are learning other ways to attain self-worth, and particularly smart Sheyangs sometimes adapt to other standards or philosophies.

Racial Traits

- Wound Die Type: 1d12. Sheyangs are very difficult to damage or destroy.
- Racial Control Modifier: -1. Sheyangs have no latent mental powers.
- +1 Strength, +2 Constitution, -2 Charisma, -2 Intelligence. Powerfully built and sturdy, Sheyangs suffer from a relatively limited intellect and fewer social skills than most other races.
- Medium-sized: Sheyangs have no special bonuses or penalties due to their size.
- Sheyang base speed is 6 meters.
- Darkvision. Sheyangs can see in complete darkness, but suffer from color-blindness. They only see in shades of gray.
- Because of their unique physiology, Sheyangs can expel flaming gas when given time to prepare. After 5 minutes of preparation, a Sheyang can expel a gout of flame up to once per round for a number of rounds equal to his level. Once that time is up, the Sheyang must spend another five minutes preparing, regardless of whether he has expelled fire during that time or not. The flames may be used as a hurled weapon, targeting an enemy or object up to 10 meters away. Damage for the attack is 4d6 + the level of the Sheyang. When used against an inanimate object,

the flames can reach 1500 degrees Kelvin (approximately 1200 degrees Fahrenheit). If the Sheyang is wounded while preparing or expelling flame, he must make a Fortitude save. If the save fails, the Sheyang takes an amount of damage equal to 6d6 + his level as an internal explosion racks his body.

- Sheyangs gain +3 on all Fortitude saving throws.
- Possible classes for a Sheyang character: diplomat, pirate, priest, rogue, scavenger, scientist, tech and warrior.



TAVLEKS

The Tavleks are a proud, yet declining race. Always aggressive, they once developed technologies and aspired to create a great culture - but introduced the implement of their own destruction during a war with a nearby neighbor. The "Gauntlet" replaced ambition with aggression and culture with warfare. They turned from science to conquest and possess neither the organization nor the will to change their course. However, some few members have broken away from their race's practice of racketeering and piracy, finding new roles within the Uncharted Territories.

Personality: While Tavleks tend to be loud, rough and uncouth, they are also strong and hardy. All Tavleks gain battle experience through their adolescent and young adult years - most are left with many scars (physical, emotional or both) as reminders of those battles.

Racial Traits

- Wound Die Type: 1d10. Tavleks are noted for their hardiness and tenacity.
- Racial Control Modifier: -1. In general, Tavleks do not exhibit any metaphysical or psychic tendencies. Though a few seem capable in such endeavors, none have become preeminent in such a role.
- +1 Strength, +1 Constitution, -4 Charisma. Though possessing admirable strength and resilience, the Tavleks' appearance and mannerisms make it difficult for them to influence others.
- Medium-sized: Tavleks have no special bonuses or penalties due to their size.
- Tavlek base speed is 10 meters.
- Low-light vision. Tavleks can see normally in very little light, though they cannot see in absolute darkness.
- All Tavleks, regardless of class, gain the following feats: Armor Proficiency (light), Armor Proficiency (medium) and Weapon Group Proficiency (melee). Tavleks of the Warrior class gain the feat Weapon Focus with any melee or one-handed weapon of their choice.
- Tavleks gain +2 on all Fortitude saving throws and an additional +1 to any saving throw against drugs or herbal mixtures that cause drowsiness or unconsciousness.
- Possible classes for a Tavlek character: commando, diplomat, mystic, pirate, priest, rogue, scavenger, tech and warrior.

VORCARIANS

Vorcarians are a paradox among the races of the Uncharted Territories. While they do not possess the technology to build sophisticated weapons or their own spacecraft, they travel widely and most go heavily-armed. Other species have found trading with the Vorcarians to be mutually beneficial, which also gives the Vorcarians access to technologies far beyond their scientific limitations.

Vorcarians evolved from canine pack hunters and remain strictly carnivorous. Vorcarian apparel consists mostly of treated hides taken from their prey. They follow a tribal system, reflective of an animal pack, which rewards bravery and strength while weeding out the weak and infirm.

Personality: Because they speak with a growl in their voice, Vorcarians always sound angry. They are devoted to their family and pack. Strangely pragmatic, they are quick to anger but rarely hold a grudge for long. They bestow trust slowly, but keep friends for life.

Racial Traits

- Wound Die Type: 1d10. Vorcarians are a sturdy race of predators.



- Racial Control Modifier: -1. While highly superstitious, the Vorcarian race is not predisposed to metaphysical or psychic powers.
- +1 Strength, +1 Dexterity, -2 Charisma, -1 Intelligence. While possessing heightened physical capabilities, Vorcarians have a mildly limited intellect and their culture clashes with most other races.
- Medium-sized: Vorcarians have no special bonuses or penalties due to their size.
- Vorcarian base speed is 10 meters.
- Low-light vision. Vorcarians can see normally in very little light, though they cannot see in absolute darkness.
- All Vorcarians, regardless of class, gain the feats Endurance and Run. Vorcarians of the commando, rogue, scavenger and warrior classes also gain the Track feat.
- Vorcarians have a heightened sense of smell and superior hearing. They gain a +2 on all Spot or Search checks, or any check required in order to track a target, if the target has any odor, and gain +2 on all Listen and Sense Motive checks.
- Possible classes for a Vorcarian character: commando, diplomat, mystic, pirate, priest, rogue, scavenger, tech and warrior.

ZENETANS

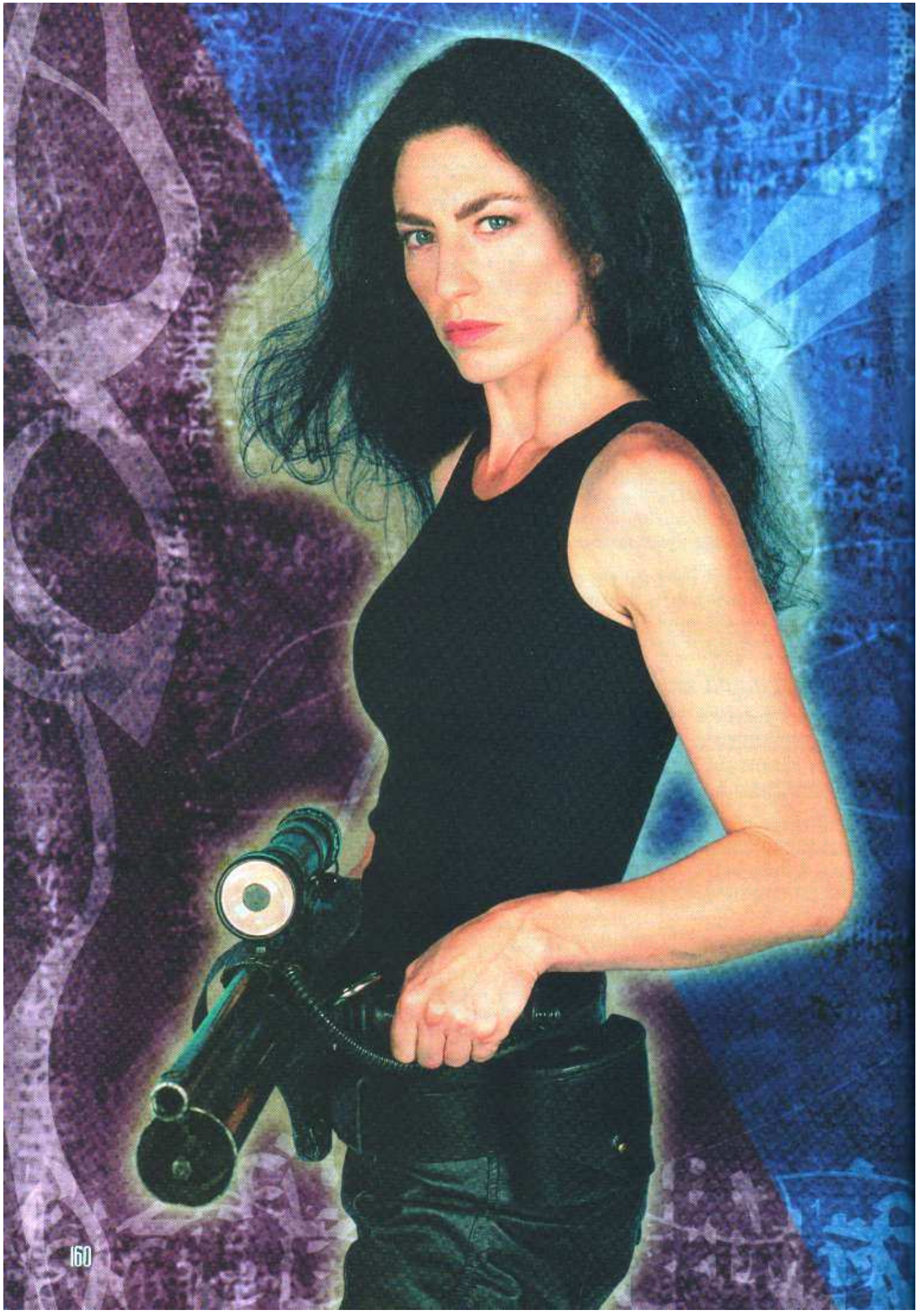
Zenetans hail from a very structured culture, where each citizen works for the common good. Those who don't fit in with the societal norm are allowed to leave. Some join the pirate gangs infesting the Uncharted Territories, but many seek out other, less objectionable professions. Zenetans are very observant and seem to gain understanding of new subjects very quickly. Though the race has no great technologies or scientific accomplishments of their own, they remain an industrious and peaceful people.

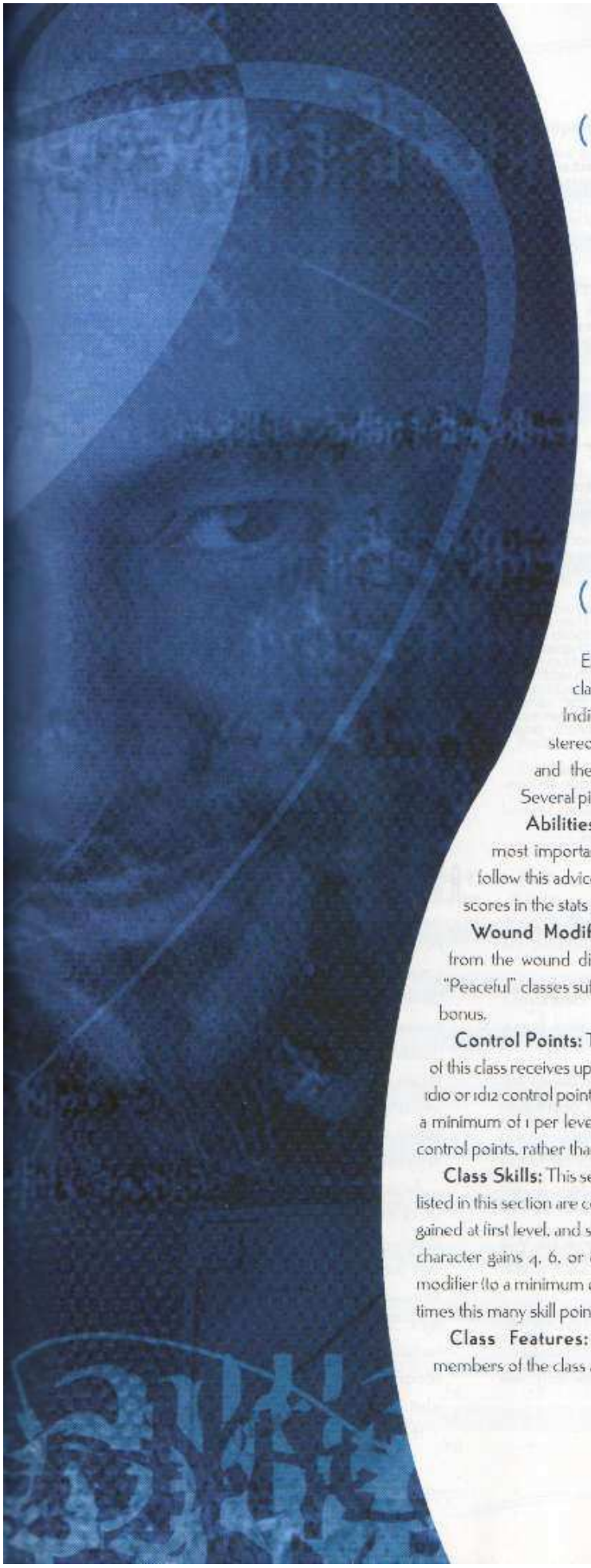
Personality: Zenetans are usually low-key and easy to get along with. Most aren't confrontational, but some, especially among the pirate gangs, break this stereotype. Zenetans possess the normal range of emotions and are quick to display a smile or a tear. They do not suppress their emotions as easily as many races.

Racial Traits

- Wound Die Type: 1d10. Zenetans are a hardy race.
- Racial Control Modifier: +1. Though they have no institutionalized religions among their culture, they gravitate naturally toward the metaphysical, and do have some noted mystics among their people.
- Zenetans have no modifiers to their abilities.
- Medium-sized: Zenetans have no special bonuses or penalties due to their size.
- Zenetan base speed is 10 meters.
- Zenetans gain +1 skill point per level, beginning at first level.
- Every fourth level, beginning at 3rd (7th, 11th, 15th and 19th), a Zenetan gains the Skill Emphasis feat. Skill Emphasis may not be taken more than once for a single skill.
- Possible classes for a Zenetan character: commando, diplomat, mystic, pirate, rogue, scavenger, scientist, tech and warrior.







CHAPTER SEVEN
CLASSES

A character's class is his career or vocation. It determines what sort of skills or special abilities he or she might have as well as a certain amount of his or her predisposition. Choosing a class helps to clarify which abilities you may wish to emphasize, and also goes a long way to defining what kind of character you're playing. There are eleven primary classes available for player characters in the *Farscape* role-playing game. Details are provided below.

CLASS DESCRIPTIONS

Each class description offers a general summary of the class, intended to provide some basic guidelines. Individual characters probably vary from the stereotypes, based on the specifics of their backgrounds, and the setting and stories the Game Master presents. Several pieces of game rule information follow each summary.

Abilities: This entry gives some advice on which abilities are most important for a member of this class. It isn't necessary to follow this advice, but beginners may want to put their highest ability scores in the stats listed here.

Wound Modifiers: This is the number added to or subtracted from the wound die roll you make every time you advance a level. "Peaceful" classes suffer a minor penalty, while warriors and the like gain a bonus.

Control Points: This entry states how many control points a character of this class receives upon gaining a level. Typically, a character gains 1d6, 1d8, 1d10 or 1d12 control points per level, modified by his Constitution modifier (to a minimum of 1 per level). At 1st level, the character receives the maximum control points, rather than rolling.

Class Skills: This section lists the skills for the class in question. Skills not listed in this section are considered cross-class skills. It also lists the skill points gained at first level, and skill points gained at each level thereafter. Typically, a character gains 4, 6, or 8 skill points per level, adjusted by his Intelligence modifier (to a minimum of 1 per level). At 1st level, the character receives four times this many skill points. For more information on skills, see pages 181-183.

Class Features: These are special abilities or restrictions that members of the class automatically receive.

Table 7.1: Skill Points

Starting Skill Points	Skill Points/Level	Classes
(4 + Int modifier) x 4	4+ Int modifier	pirate, warrior
(6 + Int modifier) x 4	6+ Int modifier	aristocrat, commando, mystic, priest, scavenger, tech
(8 + Int modifier) x 4	8+ Int modifier	diplomat, rogue, scientist

Table 7.2: Class Wound Modifier

Class Wound Modifier	Classes
-1	aristocrat, diplomat, mystic, scientist
+1	priest, rogue, scavenger, tech
+3	commando, pirate, warrior

Table 7.3: Control Die Type

Control Die Type	Classes
1d6	commando, pirate, rogue, scavenger, warrior
1d8	aristocrat, diplomat, scientist, tech
1d12	mystic, priest

Weapon and Armor Proficiency: This section describes which weapons and armor the character is familiar with. Characters can become familiar with additional types of weapons and armor by acquiring the various Armor or Weapon Proficiency feats *(see Feats, pages 198-204)* outside their class benefits.

Other Features: Each class has certain unique abilities. Occasionally, a character gets to choose between several different abilities upon reaching a particular level.

Class Table

This table describes how a member of the class grows in power as he progresses. Each class table includes the following:

Level: The character's level in the class (his "class level").

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The character's base save bonus for Fortitude saving throws. The character's Constitution modifier is also added to Fortitude saving throws.

Ref Save: The character's base save bonus for Reflex saving throws. The character's Dexterity modifier is also added to Reflex saving throws.

Will Save: The character's base save bonus for Will saving throws. The character's Wisdom modifier is also added to Will saving throws.

Defense Bonus: The character's bonus to his Defense. If armor is worn, the armor's bonus replaces this number – the two modifiers do not stack or otherwise combine together.

Currency Pledges: The number of currency pledges with which the character class begins the game. They may be used to weapons and other equipment. (Note: "currency pledges" are used by the Peacekeepers; we've adopted them to simplify purchasing. However, the Uncharted Territories has no universal currency, and many transactions take place through bartering. Don't be surprised if your money radically changes value from planet to planet...)

ARISTOCRAT

Aristocrats represent the ruling elite of a race or government. They include members of upper-class families, elected officials, *nouveau riche* merchants, business executives and the like. The only common denominator is that they have risen to the top of their society and wield influence accordingly. They are generally well-bred, well-dressed and possess excellent social graces. While they have many areas of expertise, they excel in negotiation, diplomacy, and politicking.

Aristocrats are often born into their role, based on their social status and the expectations placed upon them by their society or culture. Their motivations vary. Many feel that they owe a certain loyalty to their people: those who have empowered them. Others feel that their position is their right. Some aristocrats have lost their status and seek to reclaim it through guile or military might. Some pursue honorable goals, while others are egocentric, seeking only what is best for their own welfare.

Rygel XVI is a good example of an aristocrat.

Classes

Game Information

Aristocrats have the following game statistics:

Abilities: Because an aristocrat often interacts with others, and a sense of authority and confidence is critical to such interaction, his most important ability score is Charisma. Intelligence and Wisdom are also important to the skills that an aristocrat must develop to succeed.

Class Wound Modifier: -1.

Control Die Type: 1d8.

Class Skills

The aristocrat's skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Negotiate (Cha), Read/Write (None) and Sense Motive (Wis).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the aristocrat:

Starting Feats: The following feats come automatically to all aristocrats at 1st level:

Weapon Group Proficiency (melee weapons)

Weapon Group Proficiency (one-handed ranged)

Stipend: Aristocrats generally come from wealthy families or have some sort of economic retainer from a government or social agency. Every other level beginning at 2nd (and, 4th, 6th, etc.), this character receives a stipend worth 2 to 12 times his level in hundreds of currency pledges (2d6 x level x 100). For example, at 6th level the character would receive 2d6 x 6 x 100 cps. This stipend has no strings attached: the character may spend it as he sees fit.

Presence: At 3rd level, the aristocrat gains the ability to command ordinary people to perform small tasks for him, if he makes a successful Charisma check (DC 15). He may not ask the targets to risk their lives or even seriously disrupt their day (the task may not require more than 15 minutes to perform), but he could, for instance, walk into a busy spaceport and command the nearest person to carry his luggage. If the Charisma check succeeds, that person will dutifully carry the aristocrat's luggage for the next 15 minutes. How far an aristocrat can push this ability is up to the GM.

Presence does not work on people close to the aristocrat (like other PCs) or those who spend a great deal of time around him or her. In addition, important NPCs, such as any member of a class (Diplomat, Rogue, Warrior, etc. GM's discretion) are immune to this effect. The DC can also increase depending on the scope of the task or the target of the Presence use (for instance, telling the mayor of a city to carry the luggage would have a DC of 20 or 25).

Table 7.5: Aristocrat

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+0	+1	+2	Starting Feats
2nd	+1	+4	+0	+2	+3	Stipend
3rd	+2	+4	+1	+2	+3	Presence +2
4th	+3	+4	+1	+2	+4	Stipend
5th	+3	+5	+1	+3	+4	Presence +3
6th	+4	+5	+2	+3	+5	Stipend
7th	+5	+6	+2	+4	+5	Presence +4
8th	+6/+1	+6	+2	+4	+6	Turn on the Charm, Stipend
9th	+6/+1	+6	+3	+4	+6	Presence +5
10th	+7/+2	+7	+3	+5	+7	Stipend
11th	+8/+3	+7	+3	+5	+7	Presence +6
12th	+9/+4	+8	+4	+6	+8	Stipend
13th	+9/+4	+8	+4	+6	+8	Presence +7
14th	+10/+5	+8	+4	+6	+9	Stipend
15th	+11/+6/+1	+9	+5	+7	+9	Presence +8
16th	+12/+7/+2	+9	+5	+7	+10	Stipend
17th	+12/+7/+2	+10	+5	+8	+10	Presence +9
18th	+13/+8/+3	+10	+6	+8	+11	Stipend
19th	+14/+9/+4	+10	+6	+8	+11	Presence +10
20th	+15/+10/+5	+11	+6	+9	+12	Stipend

At third level the aristocrat receives a +2 modifier to Charisma checks for the purpose of using presence. Every other level after 3rd (5th, 7th, 9th, etc.), the aristocrat gains an additional +1 on the Charisma check for using presence.

An Old Debt: An aristocrat character gains this ability at 6th level. When this character is in a serious situation in which an old friend or contact could logically help him (such as imprisonment on a trumped-up charge), he may make a test to call in an old debt. He may only make this test with the permission of the GM, and the GM will determine the results (if successful). The character may use his Charisma bonus as a modifier to the test, and the DC for this ability is typically 20 minus the character's level.

Generally a success gives the character some space and/or time to help the situation, but doesn't solve all his problems. As noted above, if the character is in jail on false charges, he would be released on his own recognizance, but not allowed to leave the planet. This allows the character and his friends the freedom to investigate the crime and extricate themselves from trouble, but would not simply make it all go away.

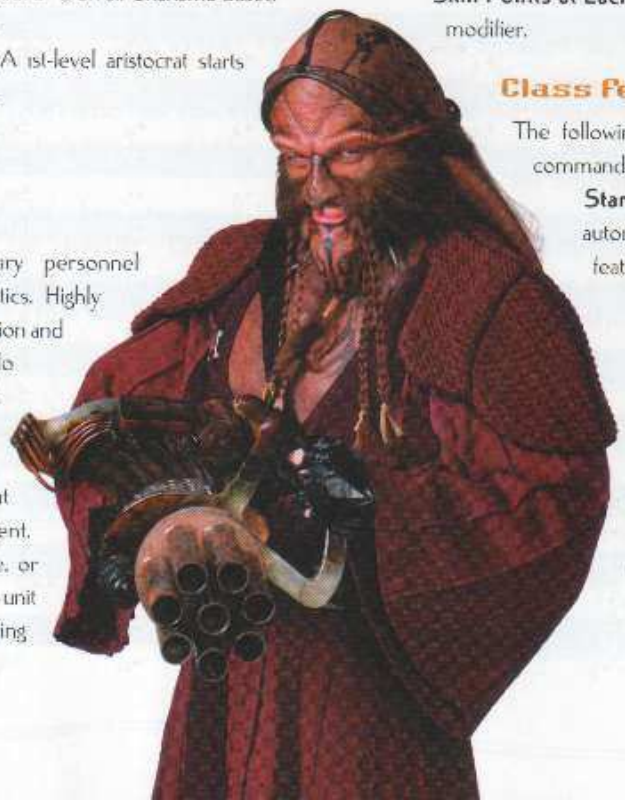
This ability may not be used more than once per gaming session, but may be further restricted by the GM, on a situational basis. The player may wish to develop a background for this contact, providing a reason why he or she might show up to help the PC.

Turn on the Charm: Beginning at 8th level, an aristocrat may expend 5 control in order to gain +4 to his Charisma for a period of 15 minutes (game time, not real time). This gives the aristocrat a +2 on all Charisma-based checks during that period.

Currency Pledges: A 1st-level aristocrat starts play with (2d6+6) x 100 cps.

COMMANDO

Commandos are military personnel specializing in covert tactics. Highly trained in the arts of infiltration and assassination, a commando learns to operate behind enemy lines, work alone for long periods of time, and do his job without the benefit of equipment. Commandos usually serve, or have served, in a military unit where they receive training and experience.



A commando in the military is motivated only by the orders of superiors and the drive to succeed. Once out of military service, a commando may think more about the appropriate use of his skills, but many become mercenaries or private bodyguards. Such individuals work for the highest bidder and make no pretense about loyalty. Others, however, discover a conscience and find themselves fighting for a cause. Commandos are experts at planning and executing missions that require stealth, hard-hitting combat, or both.

The ex-Peacekeeper Aeryn Sun is a good example of a commando.

Game Information

Commandos have the following game statistics:

Abilities: Commandos learn to infiltrate and neutralize enemy troops – requiring training in martial arts and stealth. Consequently, the commando's primary abilities are Strength and Dexterity.

Class Wound Bonus: +3.

Control Die Type: 1d6.

Class Skills

The commando's skills (and the key ability for each skill) are: Climb (Str), Demolitions (Int), Disable Device (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Security Systems (Int), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the commando:

Starting Feats: All commandos automatically learn the following feats at 1st level:

Armor Proficiency (light)
Armor Proficiency (medium)
Improved Unarmed Strike
Weapon Group Proficiency (melee weapons)
Weapon Group Proficiency (one-handed ranged)
Weapon Group Proficiency (two-handed ranged)

TABLE 7.5: DIPLOMAT

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+1	+2	+0	Starting Feats
2nd	+1	+2	+2	+3	+0	Bonus Feat
3rd	+2	+3	+2	+3	+1	Armor Proficiency (heavy)
4th	+3	+3	+2	+4	+1	
5th	+3	+3	+3	+4	+1	Armor Proficiency (powered), Bonus Feat
6th	+4	+4	+3	+5	+2	
7th	+5	+4	+4	+5	+2	
8th	+6/+1	+4	+4	+6	+2	Bonus Feat
9th	+6/+1	+5	+4	+6	+3	Stalk
10th	+7/+2	+5	+5	+7	+3	
11th	+8/+3	+5	+5	+7	+3	Bonus Feat
12th	+9/+4	+6	+6	+8	+4	
13th	+9/+4	+6	+6	+8	+4	
14th	+10/+5	+6	+6	+9	+4	Bonus Feat
15th	+11/+6/+1	+7	+7	+9	+5	
16th	+12/+7/+2	+7	+7	+10	+5	
17th	+12/+7/+2	+7	+8	+10	+5	Bonus Feat
18th	+13/+8/+3	+8	+8	+11	+6	
19th	+14/+9/+4	+8	+8	+11	+6	
20th	+15/+10/+5	+8	+9	+12	+6	Bonus Feat

Armor Proficiency: At 3rd level a commando gains Armor Proficiency (heavy), and at 5th he gains Armor Proficiency (powered). Note that when wearing bulky armor, armor check penalties apply to skills such as Climb and Jump. In addition, Swim checks suffer a -1 penalty for every 2 kg of armor and equipment on the character.

Bonus Feats: Commandos gain a bonus feat every third level beginning with 2nd level (2nd, 5th, 8th, 11th, and so on). These bonus feats must be combat-related. They come in addition to the feats that a character gains through normal level advancement.

Stalk: Beginning at 9th level, a commando may expend 5 control in order to gain a +2 bonus on all Hide and Move Silently checks made within the next 100 rounds (10 minutes).

Currency Pledges: A commando starts play with (1d10+4) x 100 cps.

DIPLOMAT

These high-ranking officials are critical to the relationships between worlds and governments. Diplomats are called upon to mediate political differences, develop treaties, and bolster the confidence of allies and enemies alike.

In addition to formal functions as a dignitary, diplomats also find employment with large corporations where they aid in finalizing large contracts, negotiating with unionized labor, and numerous other tasks that require a clear head and keen mind. Characters with diplomatic skills also find work among police forces as hostage negotiators or psychological analysts.

Game Information

Diplomats have the following game statistics:

Abilities: A diplomat interacts and negotiates with others to resolve differences and/or arrive at a mutually acceptable solution to a problem. Thus Charisma is his most critical ability, followed closely by Wisdom and Intelligence.

Class Wound Modifier: -1.

Control Die Type: 1d8.

Class Skills

The diplomat's skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Computer (Int), Concentration (Wis), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Listen (Wis), Negotiate (Cha), Read/Write (None), Sense Motive (Wis) and Spot (Int).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

The following are class features of the diplomat:

Starting Feats: The following feat is automatically known to all diplomats at 1st level:

Weapon Group Proficiency (one-handed ranged)

Skill Emphasis: At 2nd level, and every 4 levels thereafter (6th, 10th, 14th and 18th), the diplomat gains Skill Emphasis as a bonus feat. This feat may be applied to any of the diplomat's class skills.

Oratory: At 4th level, the diplomat gains the Oratory ability, allowing him or her to speak with such intensity and eloquence that everyone who can hear him must make a Will Save (DC 12 + the diplomat's Charisma modifier) or stop and listen for one full minute. If those within hearing were involved in combat or performing an urgent task, they gain a +5 bonus to the save. If they fail the same by 5 or more, they must listen for ten full minutes, or until the oration ends, whichever comes first. Anyone who failed their save will feel strongly about the oration's subject for a period of one hour or until someone else discredits it with reliable data, whichever comes first.

Every three levels after 4th (7th, 10th, 13th, etc.), the DC of the Willpower save increases by 1.

Strength of Character: Beginning at 8th level, a diplomat may expend 5 control in order to gain a +4 modifier to a Charisma-based skill check.

Currency Pledges: A 1st-level diplomat starts play with (2d6+4) x 100 cps.

MYSTIC

Mystics have heightened metaphysical senses or psychic powers that allow them to alter reality in a variety of ways. Many of them gain such powers as part of rigorous study, while others are simply born with them. Their ranks include psychics, genetic mutants and sorcerers, as well as less savory professions. Their powers can be frightening or overwhelming as they master more and more powerful manifestations of their art.

Outside of their own numbers, few can understand or explain the nature of a mystic or the way they manipulate the laws of the universe. Those who attempt to define these metaphysical masters tend to breed distrust among the masses. People fear that which they do not understand, and that fear often turns to hate. Mystics often preserve their anonymity because many cultures consider them evil (or at least untrustworthy).

Table 7.8: Diplomat

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+4	+0	+1	+2	Starting Feats
2nd	+1	+5	+0	+2	+3	Skill Emphasis
3rd	+1	+5	+1	+2	+3	
4th	+2	+6	+1	+2	+4	Oration
5th	+2	+6	+1	+3	+4	
6th	+3	+7	+2	+3	+5	Skill Emphasis
7th	+3	+7	+2	+4	+5	Oration (DC +1)
8th	+4	+8	+2	+4	+6	Strength of Character
9th	+4	+8	+3	+4	+6	
10th	+5	+9	+3	+5	+7	Oration (DC +2), Skill Emphasis
11th	+5	+9	+3	+5	+7	
12th	+6/+1	+10	+4	+6	+8	
13th	+6/+1	+10	+4	+6	+8	Oration (DC +3)
14th	+7/+2	+11	+4	+6	+9	Skill Emphasis
15th	+7/+2	+11	+5	+7	+9	
16th	+8/+3	+12	+5	+7	+10	Oration (DC +4)
17th	+8/+3	+12	+5	+8	+10	
18th	+9/+4	+13	+6	+8	+11	Skill Emphasis
19th	+9/+4	+13	+6	+8	+11	Oration (DC +5)
20th	+10/+5	+14	+6	+9	+12	

Table 7.7: Mystic

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+0	+1	+2	Starting Feats, two Powers
2nd	+1	+4	+0	+2	+3	
3rd	+1	+4	+1	+2	+3	Power
4th	+2	+4	+1	+2	+4	
5th	+2	+5	+1	+3	+4	Power
6th	+3	+5	+2	+3	+5	
7th	+3	+6	+2	+4	+5	Power
8th	+4	+6	+2	+4	+6	Mystical Aid
9th	+4	+6	+3	+4	+6	Power
10th	+5	+7	+3	+5	+7	
11th	+5	+7	+3	+5	+7	Power
12th	+6/+1	+8	+4	+6	+8	
13th	+6/+1	+8	+4	+6	+8	Power
14th	+7/+2	+8	+4	+6	+9	Mystical Rift
15th	+7/+2	+9	+5	+7	+9	Power
16th	+8/+3	+9	+5	+7	+10	
17th	+8/+3	+10	+5	+8	+10	Power
18th	+9/+4	+10	+6	+8	+11	
19th	+9/+4	+10	+6	+8	+11	Power
20th	+10/+5	+11	+6	+9	+12	

Game Information

Mystics have the following game statistics:

Abilities: A mystic draws upon forces not understood by others, whether from an inner power or from an external source. Intelligence and Wisdom are their most important abilities.

Class Wound Modifier: -1.

Control Die Type: 1d12.

Class Skills

The mystic's skills (and the key ability for each skill) are: Concentration (Wis), Craft (Int), First Aid (Int), Knowledge (Int), Read/Write (None) and Sense Motive (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the mystic:

Starting Feats: The following feats are automatically known to all mystics at 1st level:

Weapon Group Proficiency (one-handed ranged)

Powers: At 1st level, a mystic may select two powers from the descriptions in Chapter 8. One additional power is gained every two levels thereafter (3rd, 5th, 7th, etc.). Mystics may not select powers which are forbidden to their class.

Accumulation of Knowledge: Every time a mystic gains 5 ranks in each of three different Knowledge skills, he automatically gains the Skill Emphasis feat, which he may apply to any of his Knowledge skills. This occurs again for gaining 10 ranks in each of three different Knowledge skills.

Mystical Aid: Beginning at 8th level, a mystic may expend 5 control in order to add his mystic class level as a modifier to any attack or skill check.

Mystical Rift: Beginning at 14th level, a mystic may immediately expend 8 control in order to re-roll any die result. This ability may only be used once per roll. The mystic may not re-roll a re-roll.

Currency Pledges: A 1st-level mystic starts play with (2d6+4) x 100 cps.



table 7.8: pirate

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+1	+0	Starting Feats
2nd	+2	+2	+3	+2	+0	Bonus Feat
3rd	+3	+3	+3	+2	+1	Skill Mastery
4th	+4	+3	+4	+2	+1	
5th	+5	+3	+4	+3	+1	
6th	+6/+1	+4	+5	+3	+2	Bonus Feat
7th	+7/+2	+4	+5	+4	+2	Skill Mastery
8th	+8/+3	+4	+6	+4	+2	Skill Focus
9th	+9/+4	+5	+6	+4	+3	
10th	+10/+5	+5	+7	+5	+3	Bonus Feat
11th	+11/+6/+1	+5	+7	+5	+3	Skill Mastery
12th	+12/+7/+2	+6	+8	+6	+4	
13th	+13/+8/+3	+6	+8	+6	+4	
14th	+14/+9/+4	+6	+9	+6	+4	Bonus Feat
15th	+15/+10/+5	+7	+9	+7	+5	Skill Mastery
16th	+16/+11/+6/+1	+7	+10	+7	+5	
17th	+17/+12/+7/+2	+7	+10	+8	+5	
18th	+18/+13/+8/+3	+8	+11	+8	+6	Bonus Feat
19th	+19/+14/+9/+4	+8	+11	+8	+6	Skill Mastery
20th	+20/+15/+10/+5	+8	+12	+9	+6	

PIRATE

Pirates attack other ships in order to obtain money, cargo or sometimes even slaves. They prey on established shipping lanes, waiting for the right vessel to come along, then attack without mercy. Most pirates are motivated strictly by greed, but some operate out of patriotism, idealism, or similar emotions. While piracy is illegal in virtually every society, some cultures endorse it as a legitimate form of warfare. "Privateers," as sanctioned pirates are called, may even hold a commissioned rank. Many species hold a romanticized image of pirates, and some pirates take these images to heart, conducting themselves accordingly.

Whatever a pirate's motivation, all civilian transport operators fear them and the havoc they wreak. They strike without warning, loot a ship for anything of value, and then either take possession of the vessel, or leave it adrift in space.

Game Information

Pirates have the following game statistics:

Abilities: Pirates are a mixture of warrior and rogue. While many use brute force, others get by on charm and wit. The pirate's primary abilities are Strength and Charisma.

Class Wound Bonus: +3.

Control Die Type: 1d6.

Class Skills

The pirate's skills (and key ability for each skill) are: Appraise (Int), Bluff (Cha), Demolitions (Int), Gather Information (Cha), Intimidate (Various), Listen (Wis), Pilot (Dex), Security Systems (Int) and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the pirate:

Starting Feats: All pirates automatically learn the following feats at 1st level:

Armor Proficiency (light)
Weapon Group Proficiency (melee weapons)
Weapon Group Proficiency (one-handed ranged)
Weapon Group Proficiency (two-handed ranged)

Skill Mastery: At 3rd level and every 4 levels thereafter (7th, 11th, 15th, and 19th), the pirate may select one skill. When making a skill check with one of his chosen skills, the pirate character may take 10 (see page 183) even under circumstances which would normally prevent him from doing so.

Bonus Feats: At 2nd level and every 4 levels thereafter (6th, 10th, 14th, and 18th), the pirate character gains a bonus feat.

Skill Focus: Beginning at 8th level, the pirate character may expend 5 control to gain a +4 modifier to a skill check when using any of his class skills.

Currency Pledges: A 1st-level pirate starts play with 1d8+6 x 100 cps.

PRIEST

Specialists in the use of metaphysical or psychic abilities, "priest" is a generic term addressing the practitioners of many different philosophies and religions from a variety of races. While each culture may ascribe a special name or title to such practitioners (such as the Luxan Orican or the Delvian Pa'u) they are collectively and individually considered members of the priest class.

Through great discipline, faith, or mental facility, priests can manipulate powers that affect the world around them. From healing a minor wound to the destruction of an opponent's mind, priests have a variety of powers at their disposal. Despite the potential of such awesome abilities, each priest must adhere to the tenets of his or her discipline; behavior which violates their religion or philosophy may be punished by a loss of rank and power.

Pa'u Zotoh Zhaan is a good example of a priest.

Game Information

Priests have the following game statistics:

Abilities: Priests are spiritualists who draw strength from philosophical conceits or the worship of one or more deities. The object of their devotion (and source of their supernatural abilities), can be a god, a natural phenomenon, an extra-dimensional being of great power, or even a strict philosophy. Some believe that their abilities have no paranormal origin, but arise out of the strength of their faith. Whatever the reason, most priests exhibit a strong sense of themselves and their place in the universe. Their primary ability is usually Wisdom, with Intelligence holding only slightly less importance. A priest's primary abilities differ, however, depending on the nature of their spirituality and the philosophy behind it (one who believed in a war god, for example, might display more Strength or Constitution than Wisdom).

Class Wound Bonus: +1.

Control Die Type: 1d12.

Class Skills

The priest's skills (and the key ability for each skill) are: Concentrate (Wis), Craft (Int), Diplomacy (Cha), First Aid (Int), Knowledge (Int), Read/Write (None) and Sense Motive (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the priest:

Starting Feats: All priests automatically gain the following feats at 1st level:

Weapon Group Proficiency (melee weapons)
Weapon Group Proficiency (one-handed ranged)

Powers: At 1st level, a priest may select two powers from the descriptions in Chapter 8. One additional power is gained every two levels thereafter (3rd, 5th, 7th, etc.). Priests may not select powers which are forbidden to their class, and it is recommended that they only select powers which match their particular ethos.

Discipline: Beginning at 6th level, a priest may expend additional control when using a power, gaining a +1 modifier to the power's check for every 2 additional control spent.

Power Aptitude: At 8th, 14th and 20th levels, the priest may chose a power in which he shows natural ability. The priest gains a +5 modifier when making a check with such a power.

Currency Pledges: A 1st-level priest starts play with 1d10+8 x 100 cps.

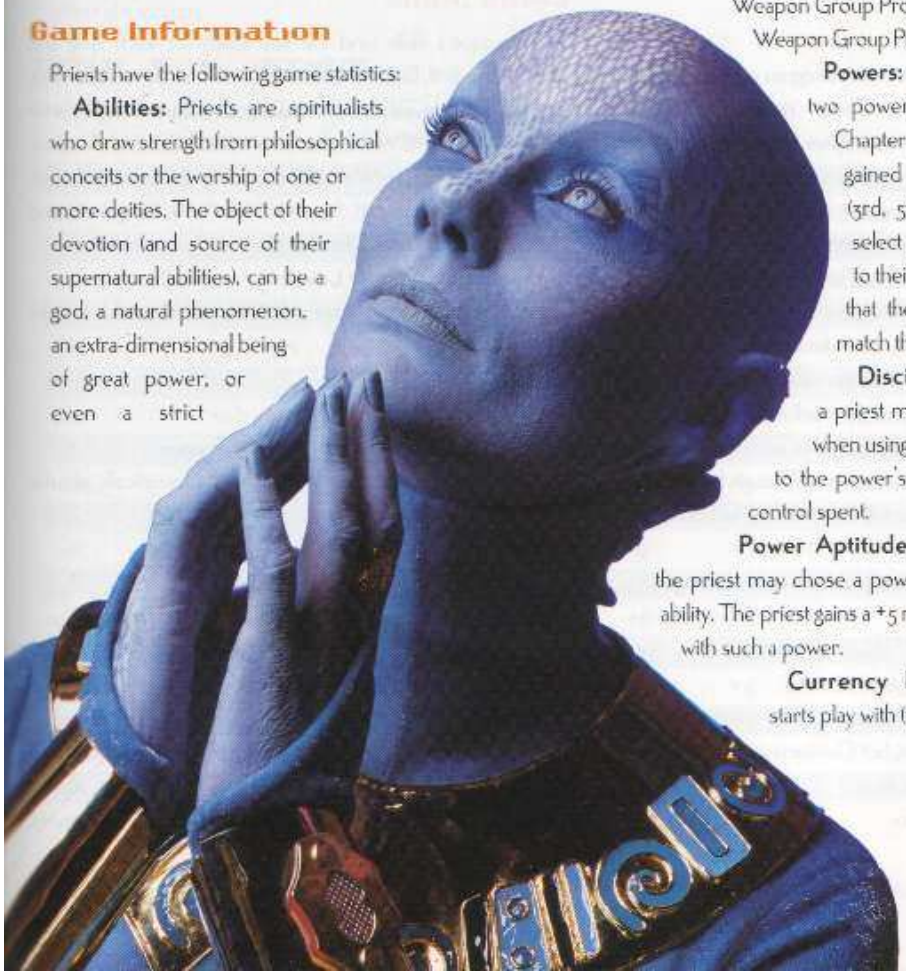


Table 7.9: Priest

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+0	+0	+1	Starting Feats, two Powers
2nd	+1	+4	+0	+0	+2	
3rd	+2	+4	+1	+1	+2	Power
4th	+3	+4	+1	+1	+2	
5th	+3	+5	+1	+1	+3	Power
6th	+4	+5	+2	+2	+3	Discipline
7th	+5	+6	+2	+2	+4	Power
8th	+6/+1	+6	+2	+2	+4	Power Aptitude
9th	+6/+1	+6	+3	+3	+4	Power
10th	+7/+2	+7	+3	+3	+5	
11th	+8/+3	+7	+3	+3	+5	Power
12th	+9/+4	+8	+4	+4	+6	
13th	+9/+4	+8	+4	+4	+6	Power
14th	+10/+5	+8	+4	+4	+6	Power Aptitude
15th	+11/+6/+1	+9	+5	+5	+7	Power
16th	+12/+7/+2	+9	+5	+5	+7	
17th	+12/+7/+2	+10	+5	+5	+8	Power
18th	+13/+8/+3	+10	+6	+6	+8	
19th	+14/+9/+4	+10	+6	+6	+8	Power
20th	+15/+10/+5	+11	+6	+6	+9	Power Aptitude

ROGUE

Though often referred to as thieves, rogues are much more than common pilferers. Their numbers include extortionists, shysters, con-men, spies, rumormongers and many other less-than-savory characters. A rogue specializes in using whatever tools are at his disposal in order to get what he wants, ignoring such inconsequential topics as morals, principles and legality. This group knows how to survive the roughest segments of society. Rogues are often cocky, arrogant and overly confident of their abilities - necessary attitudes when one considers the amount of danger to which they subject themselves. However, they also know how to get out of tight scrapes, and can often plant a seed of levity into stressful situations. Though far from the graceful society of an aristocrat, they are not without social skills of their own.

The iconoclastic Chiana is a good example of a rogue.

Game Information

Rogues have the following game statistics:

Abilities: Agility (Dexterity) and cunning (Intelligence) are the critical abilities of a rogue, but Charisma isn't far behind.

Class Wound Bonus: +1.

Control Die Type: 1d6.

Class Skills

The rogue's skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Forgery (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Security Systems (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis) and Tumble (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

The following are class features of the rogue:

Starting Feats: All 1st level rogues automatically gain the following feats:

Armor Proficiency (light)

Weapon Group Proficiency (melee weapons)

Weapon Group Proficiency (one-handed ranged)

Sneak Attack: When an opponent isn't able to properly defend himself from a rogue's attack, the rogue may strike at a vital area for extra damage. Essentially, if the rogue's target would be deprived of Dexterity bonuses to Defense (whether or not the target actually has such a bonus), or when the rogue has flanked the opponent,

the rogue's attack causes extra damage. The extra damage begins at +1d6 at 1st level and increases 1d6 every other level (+2d6 total at 3rd level, +3d6 total at 5th level, +4d6 total at 7th level, and so on). This extra damage is never multiplied.

Sneak attacks can do subdual damage if the rogue is properly equipped to do so. Ranged attacks only count as sneak attacks if the target is within 10 meters – the rogue can't strike accurately at vital spots beyond that range. A rogue cannot sneak attack against an enemy with a completely alien anatomy – he must be able to identify vital areas.

Evasion: A rogue gains evasion at 2nd level. By making a successful Reflex saving throw to reduce an effect to ½ damage, the rogue takes no damage. Evasion can only be used if the rogue wears light armor or no armor. At 10th level, this becomes improved evasion, allowing the rogue to take only ½ damage even if he fails the Reflex saving throw.

Exceptional Dodge: Beginning at 4th level, a rogue character may always include Dexterity modifiers to his Defense, even when he would not normally be allowed to do so. It is not possible to catch such a character unprepared or flat-footed.

Skill Focus: Beginning at 8th level, the rogue character may expend 5 control to gain a +4 modifier to a skill check when using any of his class skills.

Currency Pledges: A 1st-level rogue starts play with (1d10+4) x 100 cps.

SCAVENGER

Despised by almost every culture, scavengers nonetheless serve an important role. Like animals which strip a carcass to its skeleton, scavengers strip the hulls of derelict ships and the remains of abandoned communities. They have turned scrounging into an art form; if someone needs an item, chances are a scavenger knows where to find it.

Scavengers are highly adaptable, quick to learn and cagey. Most are out to make a quick profit, turning one person's abandoned refuse into another's treasure. While not a proud profession, scavengers seldom have any choice in their career path, and are making the best of a bad situation.

The Sheyang raiders from *PK Tech Girl* are good examples of scavengers.

Game Information

Scavengers have the following game statistics:

Abilities: The critical abilities of a scavenger include Intelligence and Constitution. Charisma holds secondary importance, since they must often wheedle customers into buying their "product."

Class Wound Bonus: +1.

Control Die Type: 1d6.

TABLE 2.18: SCAVENGER

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+4	+0	+1	+0	Starting Feats, Sneak Attack +1d6
2nd	+1	+5	+0	+2	+0	Evasion
3rd	+2	+5	+1	+2	+1	Sneak Attack +2d6
4th	+3	+6	+1	+2	+1	Exceptional Dodge
5th	+3	+6	+1	+3	+1	Sneak Attack +3d6
6th	+4	+7	+2	+3	+2	
7th	+5	+7	+2	+4	+2	Sneak Attack +4d6
8th	+6/+1	+8	+2	+4	+2	Skill Focus
9th	+6/+1	+8	+3	+4	+3	Sneak Attack +5d6
10th	+7/+2	+9	+3	+5	+3	Evasion (Improved)
11th	+8/+3	+9	+3	+5	+3	Sneak Attack +6d6
12th	+9/+4	+10	+4	+6	+4	
13th	+9/+4	+10	+4	+6	+4	Sneak Attack +7d6
14th	+10/+5	+11	+4	+6	+4	
15th	+11/+6/+1	+11	+5	+7	+5	Sneak Attack +8d6
16th	+12/+7/+2	+12	+5	+7	+5	
17th	+12/+7/+2	+12	+5	+8	+5	Sneak Attack +9d6
18th	+13/+8/+3	+13	+6	+8	+6	
19th	+14/+9/+4	+13	+6	+8	+6	Sneak Attack +10d6
20th	+15/+10/+5	+14	+6	+9	+6	

Table 7.11: Scavenger

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	+1	Starting Feats, Technology Familiarity
2nd	+1	+2	+3	+3	+2	Skill Mastery
3rd	+2	+3	+3	+3	+2	
4th	+3	+3	+4	+4	+2	
5th	+3	+3	+4	+4	+3	Skill Mastery
6th	+4	+4	+5	+5	+3	
7th	+5	+4	+5	+5	+4	
8th	+6/+1	+4	+6	+6	+4	Skill Mastery
9th	+6/+1	+5	+6	+6	+4	School of Hard Knocks
10th	+7/+2	+5	+7	+7	+5	
11th	+8/+3	+5	+7	+7	+5	Skill Mastery
12th	+9/+4	+6	+8	+8	+6	
13th	+9/+4	+6	+8	+8	+6	
14th	+10/+5	+6	+9	+9	+6	Skill Mastery
15th	+11/+6/+1	+7	+9	+9	+7	
16th	+12/+7/+2	+7	+10	+10	+7	
17th	+12/+7/+2	+7	+10	+10	+8	Skill Mastery
18th	+13/+8/+3	+8	+11	+11	+8	
19th	+14/+9/+4	+8	+11	+11	+8	
20th	+15/+10/+5	+8	+12	+12	+9	Skill Mastery

Class Skills

The scavenger's skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Computer (Int), Disable Device (Dex), Gather Information (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Negotiate (Cha), Pilot (Dex), Repair (Int), Search (Int), Security Systems (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the scavenger:

Starting Feats: All scavengers automatically gain the following feats at 1st level:

Armor Proficiency (light)

Weapon Group Proficiency (melee weapons)

Weapon Group Proficiency (one-handed ranged)

Technology Familiarity: Scavengers have traveled far and seen technology created by an array of different races. With such a depth of experience, a scavenger can usually figure out what a device is and how to use it. A scavenger may make a Knowledge check (DC 15), using his level as his skill rank, in order to establish familiarity with most items. For particularly complex or alien devices, the GM may raise the DC to 20 or even 25. If the check succeeds, the scavenger knows what the device is, what it is supposed to do, and how it should be used. If the check fails, he's just as confused as everyone else.

If the scavenger is familiar with a device but doesn't have the proper skills to use it, he can explain enough to another character to remove any skill check modifier for an alien or unfamiliar technology when that character makes a check.

Skill Mastery: At 2nd level, and every three levels thereafter (5th, 8th, 11th, and so on) a scavenger may select one of his class skills. When making a skill check with one of his chosen skills, the scavenger may take 10 even under circumstances which would normally prevent him from doing so.

School of Hard Knocks: Beginning at 9th level, whenever the scavenger character takes a feat, he may ignore one of the prerequisites for that feat. For example, a scavenger reaches 9th level and gains a new feat. He decides he wants the Cleave feat. Upon review, he notes that he has the prerequisite Strength of 13 or higher, but does not have the Power Attack feat. School of Hard Knocks allows him to ignore the Power Attack prerequisite.

Currency Pledges: A 1st-level scavenger starts play with (1d8+4) x 100 cps.

SCIENTIST

Scientists engage in the pursuit of knowledge, seeking to expand the limits of learning for their species or culture. Educated to the highest degree, scientists do not merely understand the concepts they learn, but speculate and theorize on their application and function. While an educated man might accept the theory of relativity, a scientist will push its boundaries and find related theorems that extrapolate and expand on it. This class also encompasses other academic characters, such as historians or teachers.

Many scientists live sheltered lives ensconced in universities or research facilities. Those who don't (i.e., PCs) tend to think outside the box, and are more prone to test "common knowledge" than accept it. Scientists represent the purest form of intellectuals and are capable of learning almost anything that they set their minds to.

The evil Scorpius is a good (if twisted) example of a scientist.



Game Information

Scientists have the following game statistics:

Abilities: Scientists are the great minds of their time. Critical thinking and analytical abilities are their most important skills. As such, Intelligence is the primary ability of a scientist.

Class Wound Bonus: -1.

Control Die Type: 1d8.

Class Skills

The scientist's skills (and the key ability for each skill) are: Computer (Int), Craft (Int), Knowledge (Int), Pilot (Dex), Read/Write (Non) and Security Systems (Int).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

The following are class features of the scientist:

Starting Feats: All scientists automatically learn the following feat at 1st level:

Weapon Group Proficiency (one-handed ranged)

Educated: For every skill point invested in a science-based Knowledge skill, a scientist character gains 2 ranks in that skill. The amount of points that a scientist may put into a skill has the same restriction as normal (level +3 points) but his ranks in that skill are limited to two times the amount of points so invested. For example, a 1st level character is normally limited to 4 ranks in a skill. A 1st level scientist is limited to putting 4 points into a science-based Knowledge skill, but for him each point counts as 2 ranks, so the maximum rank for a scientist's Knowledge skill at 1st level would be 8 (double the maximum number of points he could spend on the skill).

Science-based Knowledge skills include, but are not limited to: Aeronautics, Anatomy, Astronomy, Atmospheric Studies, Biology, Chemistry, Dimensional Applications, DNA Studies, Energy Theory, Geology, Gravitational Forces (forces exerted by planets, black holes, etc.), Mathematics, Medicine, Plasma Dynamics, Physics, Terraforming and Time/Space Theory. GMs and players are encouraged to add more science-based Knowledge skills, as appropriate to their campaign setting.

Expanded Skills: Every other level, beginning at 2nd level (4th, 6th, 8th, and so on), a scientist may select any one cross-class skill and add it to his list of class skills. This allows the scientist to explore skills that strengthen or augment his learning and education.

Feat Sacrifice: Each time that a scientist is able to learn a feat, he may sacrifice that feat to gain a number of skill points equal to those gained upon advancing a level (8 + Int modifier). He may not sacrifice his starting feats in this manner.

Knowledge Mastery: Beginning at 7th level, a scientist may expend 5 control when making a check with one of his Knowledge skills. He may take 10 instead of performing the check, even under circumstances which would normally prevent him from doing so. *(See page 183 for more information on taking 10.)*

Currency Pledges: A 1st-level scientist starts play with (2d10*4) x 100 cps.

Table 7.12: Scientists

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+4	+0	+1	+1	Starting Feats, Educated, Feat Sacrifice
2nd	+1	+5	+0	+2	+2	Expanded Skill
3rd	+1	+5	+1	+2	+2	
4th	+2	+6	+1	+2	+2	Expanded Skill
5th	+2	+6	+1	+3	+3	
6th	+3	+7	+2	+3	+3	Expanded Skill
7th	+3	+7	+2	+4	+4	Knowledge Mastery
8th	+4	+8	+2	+4	+4	Expanded Skill
9th	+4	+8	+3	+4	+4	
10th	+5	+9	+3	+5	+5	Expanded Skill
11th	+5	+9	+3	+5	+5	
12th	+6/+1	+10	+4	+6	+6	Expanded Skill
13th	+6/+1	+10	+4	+6	+6	
14th	+7/+2	+11	+4	+6	+6	Expanded Skill
15th	+7/+2	+11	+5	+7	+7	
16th	+8/+3	+12	+5	+7	+7	Expanded Skill
17th	+8/+3	+12	+5	+8	+8	
18th	+9/+4	+13	+6	+8	+8	Expanded Skill
19th	+9/+4	+13	+6	+8	+8	
20th	+10/+5	+14	+6	+9	+9	Expanded Skill



TECH

Technicians are trained to apply their knowledge of mechanics and electronics in order to operate, maintain or repair highly complex equipment. These specialists can get the best results from technical equipment, testing it for operational flaws, and getting it up and running after a catastrophic failure.

Techs possess an analytic mind and a sixth sense for equipment problems. They serve as engineers, repairmen, researchers, programmers, equipment operators and technical consultants. In a universe of high technology, techs are a critical resource – a ship or similarly sophisticated facility without a tech has a dim future indeed.

Game Information

Techs have the following game statistics:

Abilities: Techs are the experts who ensure that equipment keeps running, despite poor conditions and lack of supplies or proper maintenance. Intelligence is the primary ability of a tech.

Class Wound Bonus: +1.

Control Die Type: 1d8.

Class Skills

The tech's skills (and the key ability for each skill) are: Bluff (Cha), Computer (Int), Concentrate (Wis), Craft (Int), Disable Device (Dex), Knowledge (Int), Pilot (Dex), Read/Write (None), Repair (Int) and Security Systems (Int).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the tech:

Starting Feats: The following feats are automatically known to all techs at 1st level:

Weapon Group Proficiency (one-handed ranged)

With My Eyes Closed: If a tech is familiar with a system – meaning that he's repaired it at least once before – he gains a bonus equal to ½ his level (round up) anytime he repairs or operates that system or one just like it (such as piloting a particular type of ship or using a computer). When a tech has lived on a ship or in an installation for some time (30 solar days or more) and functioned as a tech within that ship or installation, it is assumed that he has repaired each system at least once, so he gains the bonus on all repair or operation checks.

Time Is of the Essence: Beginning at 5th level, a tech learns to reduce repair times through his knowledge of shortcuts. The tech is able to make one time-reducing repair check for every 5 levels he has attained as a tech (one at 5th, two at 10th, three at 15th and four at 20th). For each successful time-reducing Repair check, the time required to make the repairs is reduced by 20%. If none of the time-reducing checks are successful, the time to make the repairs is increased by 20% as the shortcuts he was attempting backfire.

Skill Focus: Beginning at 8th level, the tech may expend 5 control to gain a +4 modifier to a skill check when using any of his class skills.

Currency Pledges: A 1st-level tech starts play with (1d10+6) x 100 cps.

WARRIOR

Trained in the ways of combat and warfare, warriors are the martial strength of the universe. Some come from regimented armies with complex notions of soldiering. Others follow a more individualistic path, learning to fight through harsh circumstances and the need to survive. Warriors are experienced with a wide array of weapons and armor, enabling them to fill a wide variety of combat roles. Despite the rugged demands of their training and occupation, most warriors pick up a variety of skills to help them in the execution of their duties.

Ka D'Argo is a good example of a warrior.

Game Information

Warriors have the following game statistics:

Abilities: A warrior is trained for battle in most any form. As such, the warrior's most critical abilities are Strength and Dexterity, but Constitution is also important.

Class Wound Bonus: +3.

Control Die Type: 1d6.

Table 7.13: Tech

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+1	+1	+0	Starting Feats, With My Eyes Closed
2nd	+1	+4	+2	+2	+0	
3rd	+2	+4	+2	+2	+1	
4th	+3	+4	+2	+2	+1	
5th	+3	+5	+3	+3	+1	Time Is of the Essence (one check)
6th	+4	+5	+3	+3	+2	
7th	+5	+6	+4	+4	+2	
8th	+6/+1	+6	+4	+4	+2	Skill Focus
9th	+6/+1	+6	+4	+4	+3	
10th	+7/+2	+7	+5	+5	+3	Time Is of the Essence (two checks)
11th	+8/+3	+7	+5	+5	+3	
12th	+9/+4	+8	+6	+6	+4	
13th	+9/+4	+8	+6	+6	+4	
14th	+10/+5	+8	+6	+6	+4	
15th	+11/+6/+1	+9	+7	+7	+5	Time Is of the Essence (three checks)
16th	+12/+7/+2	+9	+7	+7	+5	
17th	+12/+7/+2	+10	+8	+8	+5	
18th	+13/+8/+3	+10	+8	+8	+6	
19th	+14/+9/+4	+10	+8	+8	+6	
20th	+15/+10/+5	+11	+9	+9	+6	Time Is of the Essence (four checks)

Class Skills

The warrior's skills (and the key ability for each skill) are: Climb (Str), Computer (Int), Demolitions (Int), First Aid (Int), Intimidate (Cha), Jump (Str), Pilot (Dex), Ride (Dex), Security Systems (Int), Spot (Wis), Survival (Wis) and Swim (Str)

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the warrior:

Starting Feats: The following feats are automatically known to all warriors at 1st level:

Armor Proficiency (light)
Armor Proficiency (medium)
Armor Proficiency (powered)
Weapon Group Proficiency (melee weapons)
Weapon Group Proficiency (one-handed ranged)
Weapon Group Proficiency (two-handed ranged)
Weapon Group Proficiency (heavy weapons)

Bonus Feats: Warriors gain a bonus feat every other level beginning with 2nd (2nd, 4th, 6th, 8th and so on). These bonus feats must be combat related. They come in addition to the feats that a character gains through normal level advancement.

Skill Feats: When a warrior is selecting a feat, he may instead sacrifice the feat in order to make any skill which uses Constitution, Dexterity or Strength as its key ability, a class skill. For instance, he could make the Tumble skill (which uses Dex as its key ability) a class skill from that point onward. Skills that the warrior has already taken can be made class skills, but they gain no additional ranks as a result. A warrior may not sacrifice a feat that has already been selected, such as starting feats.

Attack Focus: Beginning at 7th level, the warrior character may expend 5 control to gain a +2 bonus to an attack roll when using a weapon with which he is proficient.

Skill Focus: Beginning at 11th level, the warrior may expend 5 control to gain a +4 bonus to a skill check when using any of his class skills.

Currency Pledges: A warrior starts play with (1d10+4) x 100 cps.

MULTI-CLASSING

A character may add new classes as he advances in level, becoming what is referred to as a multi-class character. The abilities from the character's various classes combine to determine his overall abilities – adding flexibility at the expense of focus. Specific rules for multi-class characters can be found in the *Player's Handbook*.

Table 7.1: Warrior

Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+1	+0	Starting Feats, Skill Feats
2nd	+2	+2	+3	+2	+0	Bonus Feat
3rd	+3	+3	+3	+2	+1	
4th	+4	+3	+4	+2	+1	Bonus Feat
5th	+5	+3	+4	+3	+1	
6th	+6/+1	+4	+5	+3	+2	Bonus Feat
7th	+7/+2	+4	+5	+4	+2	Attack Focus
8th	+8/+3	+4	+6	+4	+2	Bonus Feat
9th	+9/+4	+5	+6	+4	+3	
10th	+10/+5	+5	+7	+5	+3	Bonus Feat
11th	+11/+6/+1	+5	+7	+5	+3	Skill Focus
12th	+12/+7/+2	+6	+8	+6	+4	Bonus Feat
13th	+13/+8/+3	+6	+8	+6	+4	
14th	+14/+9/+4	+6	+9	+6	+4	Bonus Feat
15th	+15/+10/+5	+7	+9	+7	+5	
16th	+16/+11/+6/+1	+7	+10	+7	+5	Bonus Feat
17th	+17/+12/+7/+2	+7	+10	+8	+5	
18th	+18/+13/+8/+3	+8	+11	+8	+6	Bonus Feat
19th	+19/+14/+9/+4	+8	+11	+8	+6	
20th	+20/+15/+10/+5	+8	+12	+9	+6	Bonus Feat

John Crichton is a good example of a multi-class character. When the series began, he was primarily a scientist, searching for answers to the universe's questions. His dangerous lifestyle onboard Moya has forced him to shift focus somewhat, taking the warrior class as a means of effectively defending himself. His stated class is "scientist/warrior."

Class and Level Features

A multi-class character's abilities are the sum of his abilities in each of his classes, as follows:

Level: "Character level" is the character's total level. It is derived from his overall XP (experience), and is used to determine when generic level-dependent benefits are gained, as per the *Player's Handbook*™. "Class level" is the character's level in a particular class, as per the individual class tables.

Control Points: A character gains control points from each of his classes, adding them all together.

Base Attack Bonus, Saving Throws, Defense Bonus, and Skills: All of these stats increase as per the rules in the *Player's Handbook*™.

The *Player's Handbook*™ explains a number of benefits that a character gains upon becoming multi-classed. When the character gains a new class, he does not receive the following 1st level benefits:

- Maximum control points from 1st level
- Quadruple the per-level skill points
- Starting currency pledges



BACKGROUNDS

Backgrounds provide a slight glimpse into the past of a character and allow players to develop a character further. Before purchasing the character's skills, you may spend skill points on a background (see cost for skill points required to purchase it). Alternately, a character may take a background in exchange for a starting feat.

No character may take more than two backgrounds and no background may be taken more than once.

While backgrounds are mostly for player character use, important and/or or highly skilled non-player characters may take them as well, increasing their abilities and making them either more of a threat or a greater help to the adventurers.

Crook

Skill Points: 5; 3 for pirate, rogue or scavenger classes

A crook has a dark past and a history of less-than-savory behavior. He may select a skill from the following list, which has stuck with him and he retains at rank 1: Demolitions, Disable Device, Disguise, Escape Artist and Forgery. The selected skill are not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Gadgeteer

Only available to scavenger or tech characters.

Skill Points: 4

A gadgeteer is adept at using materials around him to create implements and tools to suit his needs. As such, a character with this background does not suffer a penalty for not having the right tools or equipment when making a check for Demolitions or Repair skills. When making a Repair check, the repair is treated as a temporary fix.

Intuitive Operator

Skill Points: 6; 4 for scientist or tech classes

This character instinctively knows how things work, even if he's working with unfamiliar or alien systems (computer, vehicle, security system, etc.). Penalties for unknown systems or technologies do not apply to this character when making a skill check.

Law Enforcement

Skill Points: 4

This character has spent time in or around law enforcement and is familiar with the workings of the criminal mind. He or she gains a +3 to any roll to recognize a disguise or forgery, spot a hidden character, or notice a slight of hand trick as it occurs within eyesight. In addition, he or she gains a +2 bonus to Sense Motive checks. Most skilled security guards should have this background.

Noble Born

Skill Points: 5; 3 for aristocrat or diplomat classes

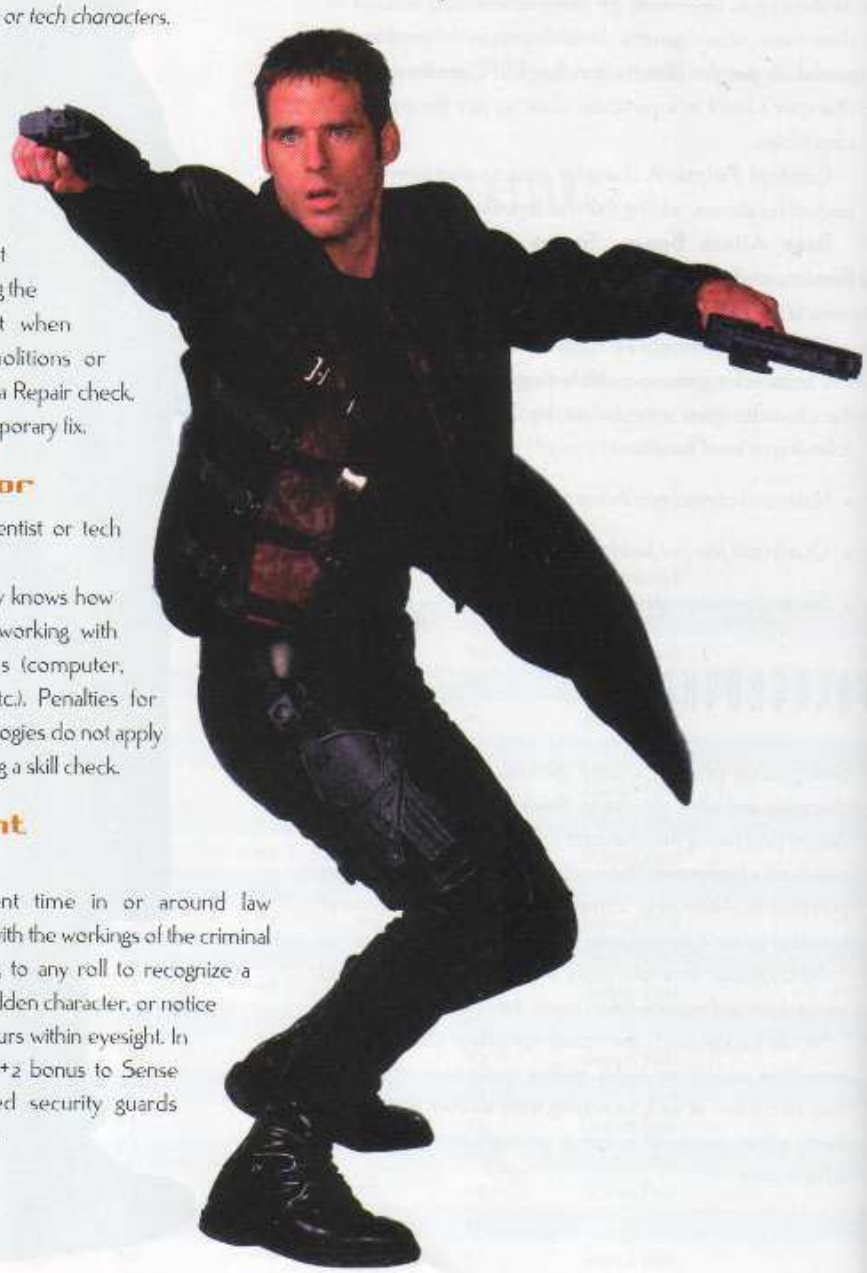
This character has noble blood in his veins. He gains +2 to all Diplomacy and Gather Information checks. He also starts play with 1d6 x 100 more currency pledges.

Peacekeeper

Only available to Sebacean characters.

Skill Points: 10; 8 for commando or warrior classes

This character is either a current or former member of the feared military force known as the Peacekeepers. He or she may take one extra feat at 1st level.



Politician

Skill Points: 6

This character once practiced politics, and remains an extremely convincing presence. He understands the ebb and flow of power games, and can sense the hidden nuances of most political debates. He gains a +2 bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks. In addition, other characters suffer a -2 penalty when attempting to use Sense Motive on this character.

Soldier

Skill Points: 10; 8 for commando, pirate or warrior classes

This character is either a current or former member of a military cadre; he or she may take one extra feat at 1st level.

Streetwise

Skill Points: 5; 3 for pirate, rogue and scavenger classes

A streetwise character knows how to work with the seedier elements of society and has spent some time among the more dangerous areas of the galaxy. This character can select any one of the following skills, which he gains at rank 1: Bluff, Gather Information, Hide, Intimidate, Negotiate or Sleight of Hand. The selected skill is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different skill from the list each time.

Superior Student

Skill Points: 4; 3 for commando or warrior classes

This character may select one Knowledge skill, which he gains at rank 1. It is not considered cross-class, so each point put into the skill raises the skill rank by 1. A character may take this background more than once, selecting a different Knowledge skill each time.

Technically Gifted

Skill Points: 5

This character gains a +2 bonus when making a check for the following skills: Computer, Disable Device, Repair or Security Systems.

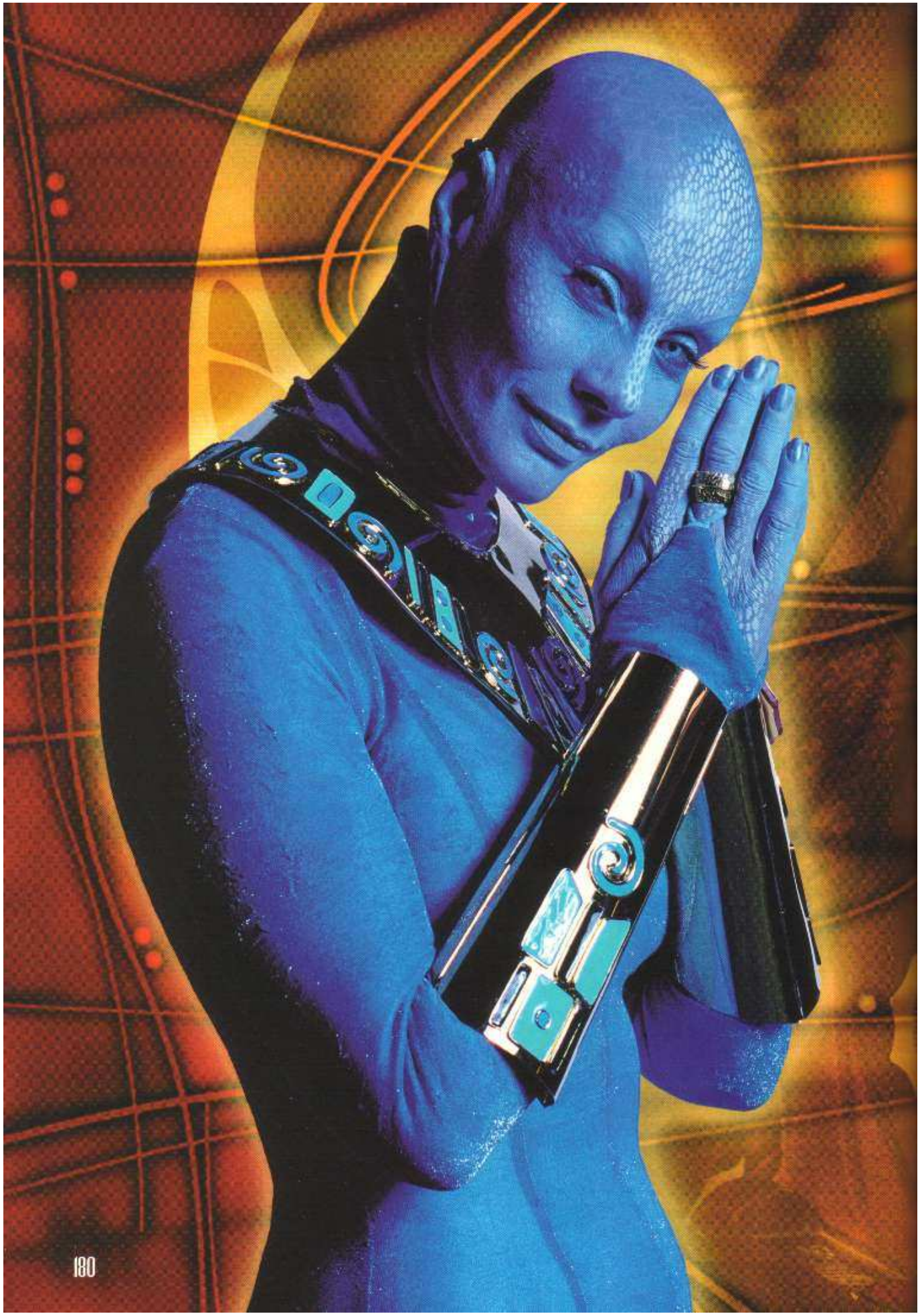
Table 7-15: Beginning Wounds and Control Points

Wounds and control are presented as: Wounds/Control‡*

	Aristocrat	Commando	Diplomat	Mystic	Pirate	Priest	Rogue	Scavenger	Scientist	Tech	Warrior
Banik	-	1d8-3/	-	1d8-1/	1d8+3/	1d8-1/	1d8+1/	1d8-1	-	1d8-1/	1d8+3/
	-	1d6-3	-	1d12+3	1d6+3	1d12-3	1d6+3	1d6+3		1d8+3	1d6+3
Delvian	1d10-1/		1d10-1/	1d10-1/	-	1d10-1/	1d10+1/	-	1d10-1/	1d10-1/	1d10+3/
	1d8+3	-	1d8+3	1d12+3	-	1d12+3	1d6+3	-	1d8+3	1d8+3	1d6+3
Hynerian	1d8-1/	-	1d8-1/	-	1d8+3/	1d8-1/	1d8+1/	1d8-1/	1d8-1/	1d8-1/	1d8+3/
	1d8-1	-	1d8-1	-	1d6+1	1d12+1	1d6+1	1d6+1	1d8-1	1d8-1	1d6+1
Ilanic	-	1d10+3/	1d10-1/	1d10-1/	-	1d10+1/	-	1d10+1/	1d10-1/	1d10-1/	1d10+3/
	-	1d6+1	1d8+1	1d12+1	-	1d12+1	-	1d6+1	1d8+1	1d8+1	1d6+1
Luxan	-	1d12+3/	1d12+1/	1d12-1/	1d12+3/	1d12+1/	1d12+1/	-	-	1d12+1/	1d12+3/
	-	1d6+1	1d8+1	1d12+1	1d6+1	1d12+1	1d6+1	-	-	1d8+1	1d6+1
Nebari	1d8-1/	1d8+3/	1d8-1/			1d8-1/	1d8+1/	1d8+1/	1d8-1/	1d8+1/	1d8+3/
	1d8+1	1d6+1	1d8+1	-	-	1d12+1	1d6+1	1d6+1	1d8+1	1d8+1	1d6+1
Scarran	1d12-1/	-	1d12-1/	1d12-1/	1d12+3/	-	-	1d12+1/	1d12-1/	1d12+1/	1d12+3/
	1d8+3	-	1d8+3	1d12+3	1d6+3	-	-	1d6+3	1d8+3	1d8+3	1d6+3
Sebacean	1d10-1/	1d10+3/	1d10-1/	1d10-1/	1d10+3/	1d10+1/	1d10+1/	1d10-1/	1d10-1/	1d10-1/	1d10+3/
	1d8+1	1d6+1	1d8+1	1d12+1	1d6+1	1d12+1	1d6+1	1d6+1	1d8+1	1d8+1	1d6+1
Shevang	-	-	1d12+1/	-	1d12+3/	1d12+1/	1d12+1/	1d12+1/	1d12+1/	1d12+1/	1d12+3/
	-	-	1d8+1	-	1d6+1	1d12+1	1d6+1	1d6+1	1d8+1	1d8+1	1d6+1
Tavlek	-	1d10+3/	1d10-1/	1d10-1/	1d10+3/	1d10+1/	1d10+1/	1d10+1/	-	1d10+1/	1d10+3/
	-	1d6+1	1d8+1	1d12+1	1d6+1	1d12+1	1d6+1	1d6+1	-	1d8+1	1d6+1
Vorcarian	-	1d10+3/	1d10-1/	1d10-1/	1d10+3/	1d10+1/	1d10+1/	1d10+1/	-	1d10+1/	1d10+3/
	-	1d6+1	1d8+1	1d12+1	1d6+1	1d12+1	1d6+1	1d6+1	-	1d8+1	1d6+1
Zenetan	-	1d10+3/	1d10-1/	1d10-1/	1d10+3/	-	1d10+1/	1d10+1/	1d10-1/	1d10+1/	1d10+3/
	-	1d6+1	1d8+1	1d12+1	1d6+1	-	1d6+1	1d6+1	1d8+1	1d8+1	1d6+1

* To this total is added the character's Constitution ability total (at 1st level only) or Constitution modifier (every level above 1st).

‡ To this total is added the character's Wisdom ability total (at 1st level only) or Wisdom modifier (every level above 1st).





CHAPTER EIGHT
FEATS, POWERS AND SKILLS

This chapter is divided into three parts and covers everything you'll need to know about skills, feats and mystic powers. You may find it convenient to have a copy of the *Player's Handbook*™ near by for reference as you read.

SKILLS

This section describes each of the skills available to characters, including common uses and modifiers. Characters may find uses for skills not covered herein, however. For example, a character might attempt to impress a group of technicians by making a difficult Computer skill check.

BUYING SKILLS AND GAINING SKILL POINTS

Skills are purchased and increased as per the rules in the *Player's Handbook*™. The specific number of starting skill points (determined by your character's class) is listed in the appropriate section of Chapter Seven.

SKILL CHECKS

Skill checks are made against a set difficulty unless your character is opposing or competing against someone else. Normally, before you make a skill check, your GM rates the task your character is attempting and assigns it a Difficulty Class (DC). DCs usually fall between 5 and 30. Then you roll 1d20 and add your skill bonus (see page 182). If the total of your roll equals or exceeds the DC of the task you were attempting, your character succeeds. Otherwise, he fails. Game Masters should note that a DC of 10 + the character's skill bonus results in success approximately 50% of the time, while 5 + the character's skill bonus results in success approximately 75% of the time. Table 8.1 (see page 182) provides a guide for assigning DCs.

Table 8.1: Difficulty Class Examples

Difficulty	DC	Sample Action	Skill Used
Very Easy	0	Notice a large object in plain sight	Spot
Easy	5	Climb a knotted rope	Climb
Average	10	Overhear a nearby Peacekeeper patrol	Listen
Tough	15	Stabilize a dying person	First Aid
Challenging	20	Find a small, missing object	Search
Formidable	25	Notice a diplomat being coerced	Sense Motive
Heroic	30	Leap across a 10-meter open space	Jump
Beyond Heroic	35	Talk your way into Peacekeeper High Command	Bluff

Example 1: Ken's Luxan, Basa'ar is trying to find a missing security key in his room. The GM decides that the key has a DC of 20 to find. The result of Ken's Search check must be 20 or higher for him to uncover it.

Example 2: Ken's GM decides that Basa'ar's slobbish nature (as written in his character description) means that his room is a disaster area, requiring a nearly superhuman effort to search (DC 35). Ken's Search check must be 35 or more to find the key.

Opposed Skill Checks

If your character is opposing or competing against someone else when he uses a skill, then each person involved in the opposed check rolls 1d20 and adds the appropriate skill bonuses (see below). The highest total wins the competition. Equal totals are considered a tie unless this provides no clear result, in which case they are rerolled. Everybody involved in the check uses his most relevant skill for the check.

Example: Basa'ar is trying to sneak quietly past a Peacekeeper whose back is to him. Ken makes a Move Silently check and the Peacekeeper makes a Listen check. If Ken's result is higher than the Peacekeeper's, he sneaks by without a hitch. Otherwise the guard hears him. In this case, since a tie would provide an unclear result, an equal result requires Ken and the Peacekeeper to reroll.

Skill Bonus

Your character's skill bonus with a particular skill is:
Skill rank + ability modifier + miscellaneous modifiers

Skill Rank

Your PC adds his rank in a skill to any skill checks made using it. If he has ½ a rank in a skill, ignore it for this purpose.

Ability Modifier

Each skill is most closely related to one of your character's abilities, as mentioned in its listing. You add that ability's modifier to any skill checks made using the skill. For instance, Climb is most dependent upon a character's Strength, so add your character's Strength modifier to all Climb checks.

Miscellaneous Modifiers

Equipment, the situation a skill is used in, and armor check penalties are all common skill check modifiers.

Untrained Checks

Unless the skill stipulates "Trained Only," you can make checks even if your character has no ranks in that skill. You simply make the skill check as though your character had a skill rank of 0. If he does not have at least one full rank in a skill with the "Trained Only" header, he cannot use the skill under any circumstances.

Ability Checks

Sometimes your character will do things that no listed skill covers, such as trying to break down a door. There's no Break Door skill, and none of the other skills cover it. In this case, the GM chooses one of your character's abilities to apply to the check (for this example, Strength), and you make an ability check which works just like an untrained skill check – your character's skill rank is considered 0.

Conditional Modifiers

Generally speaking, the Game Master can apply a +2 bonus to a skill check for each favorable condition in effect that would make it easier for the character to succeed. The GM could also apply a -2 penalty to a skill check for each unfavorable condition in effect that would make it harder for him to succeed.

Example: If your character were climbing a cliff in a stiff wind, your GM might apply a -2 penalty to his Climb check.

Time and Skill Checks

A skill's description tells you how long it takes to use that skill for various tasks.

Automatic Success / Failure

A natural 1 (an actual roll of 1 on a d20) is always a failure, while a natural 20 (an actual roll of 20 on a d20) is always a success, regardless of any other factors.

Taking 10

If your character isn't in a hurry (i.e. he has ten times the amount of time required for a skill check) and isn't being distracted, you may choose to "take 10." Instead of rolling 1d20 for your character's skill check, calculate it as though you had rolled a 10. (Thus, if your character's skill bonus is +5 and you take 10, your result is 15.) For many simple tasks, taking 10 makes it impossible to fail, but you cannot take 10 if your character is being distracted, threatened or rushed.

Taking 20

If your character has plenty of time (20 times the amount of time he would normally spend for a skill check), and the skill he is attempting carries no penalty for failure, then you may choose to "take 20." Instead of rolling 1d20 for his skill check, calculate it as though you had rolled a 20. (Thus, if your character's skill bonus is +5 and you take 20, the result is 25.) Taking 20 takes twenty times as long as making a normal skill check (e.g. a skill that normally takes 1 minute to use takes 20 minutes if you take 20). You cannot take 20 if failing the skill check carries any penalty, or if your character is otherwise distracted.

Cooperation

If multiple characters are working together to perform a single task, one character must be chosen as the leader of the attempt. The other characters each make a skill check against a DC of 10 (they cannot take 10 or take 20 with this check). Every assistant who succeeds with this check grants the leader a +2 bonus to the main skill check, which determines whether the overall effort succeeds or not. Often, the GM may limit the number of assistants who can help with a skill check, since after a certain point they just get in each other's way. (For example, only three or four people might attempt to break down a single door).

Skill Synergy

If a character has two skills that work well together, such as Jump and Tumble, they may enhance each other. In general, having 5 or more ranks in one such skill gives the character a +2 synergy bonus to skill checks with the other, as noted in the skill description. If he wishes, the GM may permit skill synergy that is not specifically stipulated, provided it makes sense in the given situation. As always, his word is final.

SKILL DESCRIPTIONS

All skill descriptions follow this format:

Skill Name [Key Ability]

Trained Only; Armor Check Penalty; [Class Name] Only

The skill header consists of the following information, as included or omitted.

Key Ability: When performing a check for the skill, apply the ability modifier for this ability (whose name appears in abbreviated form). Exception: Speak Language does not require a skill check, so that skill has no key ability.

Trained Only: The skill can only be used by someone trained in its use (possessing the skill at rank 1 or higher). If this limitation does not appear, the skill may be attempted by someone who does not have it (skill rank 0), or suffers penalties as stipulated in the entry.

Armor Check Penalty: Apply any armor check penalties for armor equipped when attempting a skill check with the skill. If this term does not appear, there is no armor penalty when using this skill.

[Class Name] Only: This skill may only be learned and used by characters of the noted classes). If this limitation does not appear, then any class may learn and use the skill.

Skill descriptions also include the following information:

Check: This includes the Difficulty Class (DC) of the check, a description of what happens with a successful check, and how long it takes to use the skill, as appropriate.

Retry: This notes whether or not the skill check may be made again and any conditions or modifiers for successive attempts. If this paragraph is omitted, the skill may be reused without any additional conditions or modifiers, other than expending additional time.

Special: This includes any additional information that may be required for use of the skill, including untrained use, combination with feats or other skills for greater effect, etc.

Appraise [Int]

This skill is used to determine the value of an object. This is only an estimate.

Check: It is recommended that the GM make checks for this skill in secret, so that the player doesn't know if the estimate is correct or not.

The act of appraising an item requires 1 minute. This character can estimate the value of a common or well-known item within 10% of its value (DC 12). Failure of the skill check indicates that he estimates the value from 50% to 150% of the actual value (GM rolls 2d6+3, multiplies by 10%,

multiplies that by the actual value and provides the resulting value as the estimated value).

Rare objects require a skill check with DC 15, 20 or higher. If successful, the estimate results with a value that is 70% to 130% of the item's actual value (GM rolls 2d4+5, multiplies by 10%, multiplies that by the actual value and provides the resulting value as the estimated value). Failure indicates that the character cannot estimate the value of the item. Totally alien objects – even common items that are not easily recognized for what they are – add +5 to the DC.

Retry: Not allowed for the same item, regardless of previous result.

Special: When an untrained character attempts to use the skill, a failure on a common item indicates no estimate value and a failure on a rare item results in an estimate that is 50% to 150% of the item's actual value (2d6+3, multiplied by 10%).



Bluff (Cha)

This character is very convincing and can make unlikely claims seem reasonable. This skill requires a mixture of techniques on the part of the character: acting, cunning, misdirection, propagandizing and the use of body language. A bluff usually has short-term effects as it takes little scrutiny for the subject to notice the flaws and reconsider his position.

Check: The Bluff skill check is opposed by the subject's Sense Motive skill check. Circumstances may be factored into the check as favorable (added to the Bluffing character's modifiers) or unfavorable (added to the subject's modifiers) as appropriate.

A bluff requires an interaction of some sort between the subject and the bluffing character, and takes at least one round. The more complicated the bluff, the longer it takes to explain and convince the subject. A successful bluff results in the subject buying into the bluff and going along with it, within reason, at least for a short period of time.

The GM should resolve the outcome, applying greater modifiers for more unbelievable bluffs or favorable modifiers for a reasonable bluff. Huge modifiers (10 or greater) can be applied to a bluff that requires the subject to go against his nature, self-interest, orders or personality.

If the subject succeeds by 10 or less, he didn't see through the bluff so much as refuse to go along with it. If he succeeds by more than 10, he sees the bluff for what it is. Use the following chart to determine particular modifiers.

Circumstance	Sense Motive Modifier
Target wants to believe the bluff	-5
Bluff is believable and subject isn't affected	+0
Bluff is pushing it or the subject is at minor risk	+5
Bluff is hard to believe or subject at large risk	+10
Bluff is ludicrous or subject at great risk	+20

Combat: A bluff can be used in combat to mislead an opponent: making a feint with a melee weapon, aiming a ranged weapon at one target before switching to fire at another, etc. If successful, the subject is unable to use any Dexterity bonus against the bluffing character during his next attack. When attempting this type of bluff, the character must expend an attack action and suffers a -4 modifier to the Bluff skill check, unless the subject has low intelligence (Int 1-2), in which case the character suffers a -8 modifier to the skill check.

Diversion: A successful Bluff check can give the character or group a momentary distraction which may be used to hide, run or take cover.

Retry: A failed Bluff check does not normally allow for another bluff attempt, but Bluff can be used repeatedly during combat.

Special: A Bluff skill rank of 5 or higher gives the character a +2 synergy bonus when used in conjunction with Intimidate and Sleight of Hand. It also gives a +2 synergy bonus to Disguise skill checks when the character is observed and attempting to stay in his role.

Climb (Str)

Armor Check Penalty

This skill may be used to climb a wall, scale a cliff, etc.

Check: By making successive Climb skill checks, a character can advance up, down, or across a wall, slope or other precarious surface, at ½ speed, as a move action.

A wall is any surface with an incline of greater than 60 degrees while any surface with an incline of 60 degrees or less is considered a slope.

A failed Climb skill check indicates that the character has made no progress. A check that fails by 5 or more indicates that the character has fallen from whatever height he was at.

The Difficulty Class (DC) of the skill check is dependent upon the surface and any other conditions for the climb.

Example Surface	DC
A slope too steep to walk up or a knotted rope with wall to brace against.	0
A rope with a wall to brace against or a knotted rope.	5
A surface with ledges to climb between, such as a very rough wall.	10
A surface with adequate hand and footholds, such as rough natural cliff. An unknotted rope.	15
An uneven surface with marginal handholds and footholds.	20
A rough surface, such as a natural rock wall or a brink wall.	25
Overhang or ceiling with handholds but no footholds.	25
A smooth, flat, vertical surface cannot be climbed	-
Surface is slippery or wet.*	+5
Climbing in a corner where the character can brace between two perpendicular surfaces.*	+10
Climbing inside a narrow confinement where the character can brace between two opposite surfaces.	-10

* These modify the normal DC and are cumulative; use any/all that apply.

A character cannot move to avoid attacks while climbing, so opponents gain a +2 bonus to attack rolls and the climbing character loses any Dexterity bonus to Defense. If a character takes damage while climbing, he must immediately make a Climb skill check against the DC of the surface. Failure means he falls and takes appropriate damage *(see page 248)*.

Accelerated Climbing: The character may attempt to climb more quickly – as a full round action, he can attempt to move his full speed in climbing distance. He suffers a -5 penalty on Climb skill checks while doing so and must make two checks each round. Each successful check allows him to climb a distance equal to one-half his speed.

Making Handholds and Footholds: By inserting pitons into a wall, the character can create his own handholds and footholds. Each piton so inserted – usually pounded into the wall with a hammer or equivalent – takes one minute to secure, and one piton is required per meter. A character with an ice axe or similar tool can cut hand and footholds in an ice wall. A surface with handholds and footholds has a DC of 15.

Catching Yourself when Falling: It's impossible to catch yourself on a vertical wall, but a broken wall, with occasional ledges or plants, allows a character to catch himself by making a Climbing skill check (DC = surface's DC +20). It's easier for the character to catch himself on a slope (DC = surface's DC +10).

Special: A character using a rope can raise or lower another character through sheer strength, with a weight limit equal to double his maximum load *(see Carrying Capacity, pages 248-249)*. He can raise or lower the character a distance equal to one-quarter of his speed. If the character on the rope is helping (by making use of what handholds are available) the distance raised/lowered is increased to one-half the speed of the person at the top of the rope.

Computer (Int)

This skill is used to access and operate computer systems, write or modify computer programs, and operate most complex systems that serve as computer peripherals, such as a ship's scanners, shields or navigational database.

Check: Mundane, everyday tasks do not require a Computer skill check, but doing mundane tasks within a rigid time-frame or performing more complex or invasive tasks requires a check. Computer use is at least a full round action, but it may take hours or days to write a particularly complicated program.

Task	DC
Modify an existing program	15
Create a new program	20 to 30
Operating ship systems	15 to 25
Break into a secured system*	25
Alien computer system or program	+5 or more

* Requires both Computer and Security System skills, using the lesser of the two skill ranks as the modifier for the skill check.

Modify Existing Program: It is a fairly simple task to make minor changes to an existing program, changing the purpose of the software, changing its use of data, or even causing the equipment to shut down. If the program to be modified is protected with its own security system, the character must first bypass that system *(see below)*.

Create New Program: More complex than modifying an existing program, a new program can completely change the purpose of the equipment which uses it.

Break into a Secured System: This function requires that the character possess both the Computer and Security System skills at rank 1 or higher. When making the skill check to break into a secured system, use the lower of the two skills as the skill modifier. Particularly difficult or well designed systems may modify the DC by +5 or even more. In some cases (such as when a computer specialist is online and attempting to keep the character out), an opposed check may be required. Finally, the quality of the character's equipment may provide additional bonuses or penalties.

Ship Systems: When a character is operating complicated systems (possibly under adverse circumstances such as combat or when the ship is suffering from damage), a skill check is required. Ship systems such as sensors, diagnostics, life support and shields are all complicated systems. An opposed check may be required in order to overcome enemy jamming of sensors or communication.

Retry: If writing or modifying a program or system – yes, once the character has tested the program and knows it doesn't work. If breaking into a secured system – yes, but the character is traced if he fails three successive times. If reviewing a system – yes, though the character must commit the maximum time required for the check. If making a contested roll against another user – no (the user has already proven that he can best the character making the attempt).

Concentration (Wis)

This character can focus on the task at hand, even under the most difficult circumstances. Mystics can use it to better work their powers, while more down-to-earth characters can make repairs, eavesdrop, or conduct other complicated tasks despite any nearby distractions.

Check: The character can attempt to continue working on a task he is performing in spite of distractions, such as being shot at or being trapped in a room while the ceiling is descending to crush him. The table below summarizes some possible distractions and the DC needed to ignore them. Most distractions require the character to make a Concentration check at the start of every round.

Distraction	DC
Dealt an injury	10 + damage dealt
Suffering continuous damage (e.g. suffocation)	10 + half of damage last dealt
Damaged by a power	10 + damage dealt + power level
Life or death situation	10
Shouting/other loud noises	10
Vigorous motion (e.g. a bumpy vehicle ride)	10
Violent motion (e.g. a small boat in rapids)	15
Driven rain or sleet	10
Driven hail, dust, or debris	15
Extremely violent weather (e.g. gale winds)	20
Entangled (e.g. in a net)	15
Grappling or pinned	20

If the Concentration check succeeds, then the character may continue his skill use as the situation allows (e.g. he could not continue to use a computer if grappled, but he could continue a Bluff check).

If the Concentration check fails, the character makes no progress with his skill use this round. If it fails by 5 or more, any previous work with the skill is undone.

Retry: You may always retry Concentration checks, but a failure by 5 or more forces the character to start his task over, assuming that the skill allows retries.



Craft (Int)

Trained Only

This character has been trained in a craft or trade, such as Carpentry, Computer Technician, Electronics, Engineering, Mechanic, Painting, Starship Construction, Weaponsmith, Welding or any other craft that could be useful or interesting in the *Farscape* environs.

A character can take this skill multiple times, each time applying it to a separate craft. For example, a character could have Craft (electronics) at rank 4 and Craft (computer technician) at rank 3.

Craftsmanship concerns itself primarily with creating objects: tools, pots and other sorts of equipment. If the skill applies to something else (say, a knowledge of herding sheep), it is not a craft but a Knowledge, which has its own skill (see *pages 192-193*). Each craft requires special equipment (cost 500 currency pledges or GM's discretion) in order to practice it properly.

Checks: A character may make use of his trade to procure an income, earning his skill check result (if successful) times 20 in currency pledges per full week of work.

The DC of the task is determined by the complexity and required quality of the item to be created. The DC, the skill check results and the value of the item determine the length of time required to complete the item. The value of the finished item also determines the cost of raw materials to construct it (raw materials cost one-third the value of the finished item).

When constructing an item, the following steps determine the cost and length of time required:

1. Find the item's price in Chapter 9, or have the GM set the value of the item if it is not listed. Multiply the value by 10 to find the task value of the item.
2. Find the DC listed below or have the GM set a DC.
3. Pay the raw materials cost (one-third of the item's finished value).
4. Make one or more skill checks, each check representing one week's work.

If the Craft skill check succeeds, multiply the check result by the DC. If that result is equal to the task value of the item, it has been completed. If the result is double or triple the task value, then it has been completed in one-half or one-third of that week. If the result did not equal or exceed the task value of the item, the result equals the amount of task value completed for the week – reduce the remaining task value of the item by the result and work continues for another week. Each week reduces the task value until the item is finally completed.

If the check fails, no progress is made for that week. If the check fails by 5 or more, some of the raw materials have been ruined – pay one-half of the original raw material cost to replace them.

Item Complexity	DC
Low (simple tool or utensil)	5
Medium (simple weapon)	10
High (weapon)	15
Extreme (ship system, special weapon, vehicle)	20
Incredible (spacecraft)	30*

Retry: Yes. However, each time that the check fails by 5 or more, the character must pay one-half of the raw material costs.

Special: Unskilled laborers can earn up to 50 currency pledges per day assisting a craftsman.

Demolitions (Int)

Trained Only

This skill is used to create, set and disarm explosives.

Check: Using explosives is always risky. The table below provides standard DCs for Demolitions skill checks.

Task	DC
Set explosive device	10
Disarm standard explosive device	15
Build explosive device from kit	10
Build explosive device from scratch	25
Disarm scratch-built explosive device	Opposed
Character is rushed (i.e. timer is counting down)	+5
Improper tools/materials	+5
Alien tools/materials	+5

Set Explosive Device: While setting an explosive device is simple, setting it where it will cause the most damage requires some training. A failed Demolitions skill check when setting an explosive allows all targets a +4 bonus on their Reflex saving throws to avoid damage, and the amount of structural damage caused by the explosion is reduced to 75% (a 25% loss of the explosive's normal damage). It takes no less than 300 microts (5 minutes) to set an explosive but it may take much longer, depending on the complexity and purpose of the device.

Disarm Standard Explosive Device: This assumes that the explosive was manufactured as opposed to custom-made or scratch-built. With manufactured explosives, the construction and color coding of wires is fairly standardized. If the character has schematics, he gains a +5 modifier to the check. Failing the skill check means that the character cannot disarm the device. Failing by 5 or more results in immediate detonation. Disarming a standard device takes no less than 2 minutes but may take considerably longer based on the complexity of the device. Complexity is based on cost, with the device taking one minute of disarming time for every 1,000 cps the device cost.

Build Explosive From Kit: Building an explosive from a kit is a simple procedure; the explosives are usually inert until the last few steps. If the skill check fails, the explosive will not function. If the check fails by 5 or more, the explosive detonates during construction. This takes 5 minutes for every 1,000 cps the device cost.

Build Explosive From Scratch: Constructing a scratch-built explosive is very dangerous, but such devices are also the most difficult to disarm. If the skill check fails, the explosive will not function and all materials are wasted. If the check fails by 5 or more, the explosive detonates during construction. Materials cost 200 cps, and the time required

to build the device is 30 minutes for every damage die done by the explosive (adding the ground zero and ranged damage dice together for this purpose). For example, a device that does 10d6/5d6 does a total of 15 damage dice, so it costs 3,000 cps and requires 7.5 hours to build.

Disarm Scratch-Built Explosive: Of all the high-risk tasks that a demolitions expert can undertake, disarming a scratch-built explosive is always the most dangerous. This skill check is opposed – compare the result of the disarming character's skill check against the result of the explosive's builder when the device was constructed. If the skill check result of the disarming character equals or exceeds the builder's result, the device is disarmed, otherwise it detonates immediately.

Retry: No.

Special: A character with 5 or more ranks in Computer gains a +2 synergy bonus on Demolitions skill checks that involve a device with computerized components. He also gets a +2 synergy bonus on disarming Demolitions skill checks if he has 5 or more ranks in Disable Device.

Diplomacy (Cha)

Characters with this skill are capable of negotiating calmly with educated opponents, persuading warring factions to consider a treaty, or talking the price down on a piece of equipment. It involves tact, persuasion, influence, social grace and subtlety. The diplomatic character knows what to say, how to say it, and when it needs to be said.

Check: Most Diplomacy checks are opposed, but this character can alter a subject's attitude or position with a successful skill check. Diplomacy is at least a full round action.

When using Diplomacy to negotiate a price, each side makes a skill check. For every 5 points by which a character beats his opponent, the sale price of an item can be adjusted upward or downward by 5% of the market value (character's choice).

When used during a diplomatic function, with two or more diplomats arguing before an unbiased party, they all make Diplomacy skill checks and the highest total is successful in persuading the unbiased party to see his position.

Retry: No. Once a character makes up his mind, continuing to harass him with an alternate point of view won't do much good.

Special: Attempting to influence someone with a Charisma check is essentially an untrained Diplomacy check.

If a character has 5 or more ranks in Bluff or Sense Motive, he gains a cumulative +2 synergy bonus on all Diplomacy skill checks.

Disable Device (Int)

Trained Only

This skill is used to pick a simple electronic or mechanical lock or trap, or rig a simple trap. The character can spend time examining a more complex mechanical or electronic device (requiring the appropriate tools), and then attempt to disable it.

Check: The GM should make Disable Device skill checks in secret, so the character doesn't know the magnitude of his success or failure. The time required for the check is dependent upon the subject of the check.

Device	Time	Example	DC
Simple	1 round	Pick a simple mechanical lock	10
Tricky	1d4 rounds	Disable an electronic device	15
Difficult	2d4 rounds	Disarm or reset a mechanical trap	20
Obnoxious	2d4 rounds	Disarm or reset electronic security	25*
Leave no trace			+5
Complex sabotage			+5
Alien device			+5

Simple mechanical devices require 1 round to check. Simple devices can be rigged to work for a while and then fail sometime later (usually after 1d4 minutes of use). Disabling, rigging or jamming a simple mechanical device usually has a DC of 10.

Intricate or complex devices require 2d4 rounds of time to make a skill check and have a DC of 15 or higher. Complicated efforts, such as sabotage or rigging an electronic trap to go off later, also add to the DC.

Retry: If the character knows that he failed, he may try again.

Special: If the character has 5 or more ranks in Computer, he gains a +2 synergy bonus for skill checks involving electronic components. If the character has 5 or more ranks in Security Systems and chooses to use the Disable Device skill rather than Security Systems, he gains a +2 synergy bonus for Disable Device skill checks involving such systems. These modifiers are cumulative.

Disguise (Cha)

This skill is used to change a character's appearance or features, to add or cover distinguishing marks, etc. Creating a disguise requires access to the necessary props and make-up as well as 1d6 x 10 minutes to complete. More complicated disguises may take 3d6 x 10 minutes to create.

Disguises may alter a character's apparent height or weight by up to ten percent. In addition, the Disguise skill allows the character to impersonate someone or adopt particular mannerisms to fit in with his surroundings.

Check: When making or adopting a disguise, the GM makes a secret Disguise skill check for the character using the skill. If successful, the result of that check becomes the DC when another character makes a Spot skill check to see through the disguise. If a disguised character does not do anything to draw attention to himself, others are not allowed to make Spot checks. Someone paid to observe, such as a customs person or guard, makes a Spot skill check with -5 penalty. A suspicious person, such as a guard on the look-out for someone in disguise, make a Spot skill check against the Disguise DC with no modifier. If the original Disguise skill check fails, everyone who sees the character may make a Spot check with a DC of 10 and guards are considered to succeed automatically.

The difficulty of the Disguise skill check depends on the magnitude of the changes being made.

Disguise	Modifier
Minor details	+5
Different sex	-2
Different race	-2
Different class	-2

When impersonating someone in particular, those familiar with that person will have a modifier to their Spot skill check:

Familiarity	Bonus
Recognize by sight	+4
Friend or associate	+6
Close friend	+8
Intimate friend or family member	+10

Familiar people are always allowed a Spot skill check.

When allowed, the Spot skill check is made immediately and once each hour thereafter while the disguised character is in the presence of the person making the test or while in a given environment (to see if someone notices that he isn't really what/who he pretends to be). The GM uses a +1 bonus on the check when testing for a group, unless the average is higher.

Retry: If a disguise fails, a retry is only possible if the failed disguise is not in public view. Once the disguised character is out and about in the disguise, it is too late. This does not affect any new disguises.

Special: If the disguised character has 5 or more ranks of Bluff, add a +2 synergy bonus to the DC for others' Spot skill checks.



Escape Artist (Dex)

Armor Check Penalty

A character may use this skill to slide his limbs out of manacles, slip out of an enemy's grapple hold, or squeeze through a small window.

Check: Under most circumstances, an Escape Artist skill check is not opposed – most restraints have an associated DC. However, breaking from a grappling hold will require an opposed check.

Restraint	DC
Net (full action)	20
Binders (1+ minutes)	30
Manacles (1+ minutes)	35
Tight space (1+ minutes)	30

Escaping from a net requires a full round (two rounds for a hook-lined net). Slipping from the grip of binders, manacles or rope requires at least one minute. Sliding through a tight space requires at least one minute but may take considerably longer if the character has to move along the space for any distance.

Ropes: Escaping from the bonds of a rope requires an opposed check. The character who tied the rope makes a Dexterity check, adding 10 to the result (it's easier to tie someone up than it is to escape the rope).

Grapple: This is an attack action. Slipping from a grapple hold or pin requires the character to make an Escape Artist check opposed by his opponent's grapple check. If the character was pinned when he succeeded on an Escape Artist check, he becomes grappled rather than escaping).

Retry: Yes, but the GM may place a limit on how often an attempt can be made. This is especially important if the character is involved in an ongoing activity, such as getting out of multiple bonds or slipping through a tight space.

First Aid [Int]

Trained Only

This skill allows a character to administer emergency aid to someone who has been poisoned or suffered damage that reduced him below 0 wounds. Only basic assistance is provided, but its enough to staunch the flow of blood or keep a dying character clinging to life for a few more moments. The purpose of this skill is to extend an injured character's life long enough for more skilled medical assistance to arrive.

Check: Use of this skill is a full action. If the check succeeds, the injured or poisoned character suffers no additional effects from the wound or poison during that round. This character can make the check during every round that he administers aid to the injured party, but only for up to 10 rounds. Beyond that, his skills just aren't enough to keep the injured character stable.

Task	DC
Treat Injury	15
Treat Poison	Poison's DC

Retry: If the character has failed a check, he may try again the following round, keeping track of the time limit above (10 rounds only).

Forgery [Int]

A character may use this skill to write a document in someone else's hand. If successful, the document will pass an inspection, appearing to have originated with the person who's hand was forged. It is also useful for creating official-looking documents (whether or not it is in a specific person's hand), and for detecting a forgery that someone is trying to pass.

Check: The GM makes the Forgery skill check secretly. Use of this skill requires access to writing implements, materials or printing devices appropriate to the document or object being forged. For instance, if the character were attempting to forge a Peacekeeper identchip, he'd need the metal bit and a datachip. Of course, this would only prove a valuable tool for visual inspection. Inserting the identchip into a PK security terminal would instantly expose the identchip as a fraud unless the information on the datachip matched the PK terminal's database...

Forgery requires at least 10 minutes, but may take days, depending on the complexity of the item/document being forged. There should be a cost for most uncommon materials used in forged material.

Forging	DC
Simple requisition	20
Complex bill of sale	30
Classified datachip	40
Document/object is unfamiliar to viewer	+5
Document/object is well-known to viewer	-5

When the forged document is submitted for inspection, the reader is allowed to make a Forgery skill check opposed by the document's original Forge check when created. Modifiers for the reader's check are listed below:

Modifier Conditions	Modifier
Casual inspection	-3
Intensive inspection	+3
Document/object put through test	+5*

* Depending upon the type of testing, the GM may decide that the forgery is automatically discovered.

Retry: If the check failed, and is discovered before being shown to anyone else, the forgery can be destroyed and the process begun again. This would require an inspection from someone able to expose the document as a forgery and able to explain to the forger what is wrong.

Special: If the forged object must carry data, the Forgery skill check gains a +5 synergy bonus if the forger has Computer at rank 5 or above. The check gains a +3 synergy bonus if the forger has other related skills at rank 5 or higher (for example, a Security Systems at rank 5 or higher for a forged security pass).

Gather Information [Cha]

This character is able to foster important contacts, solicit rumors, spread misinformation, and pick valuable news out of seemingly trivial conversation.

Check: By spending at least 4 hours buying drinks, coaxing conversation, seeking knowledgeable sources, listening to rumors, etc., this character may make a Gather Information skill check.

Type of Information	DC
Generic information *(Anything exciting happen lately?)*	10
Fairly specific *(Did a PK transport come in today?)*	15
Very specific *(What time did the Security transport arrive?)*	20
Dangerous *(How can I get to the transport without being seen?)*	30

Retry: Yes, but it takes at least another 4 hours of pressing the flesh to make the check.

Special: When a character is searching for information on a computer system, he uses his Computer skill, but gains a +2 synergy bonus if he has Gather Information at rank 5 or more.

Hide [Dex]

Armor Check Penalty

When unobserved for a few seconds, this character is able to use the Hide skill in order to seek the sheltering darkness of shadows or objects to hide behind.

Check: The Hide skill check is opposed by the Spot check of anyone who might notice the hiding character. While hiding, the character can move up to one-half speed with no penalty. When moving more than half-speed (up to normal speed) there is a -5 penalty to the Hide check. Attempting to hide when moving faster than normal speed incurs a -20 penalty.

The skill check is modified by the size of the hiding character:

Character Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

A character may not attempt to hide while being observed, even casually. If observers are distracted for a moment, however, the character may attempt to find a place to hide in that interval (the GM may opt to assign a penalty of up to -10, based on the length of the interval).



Intimidate [Various]

Using this skill, a character can cause an aggressor to back down or a resistant bartender to provide information. The ability is draws on depends on the sort of intimidation being used. If the intimidating character is a thickly muscled Luxan, the intimidation comes as harsh physical threats and growls, which uses his Strength modifier. If the character is a clever Sebacean, delivering quiet threats while reclining in a bar, he would use his Charisma modifier. The GM decides which ability is most pertinent.

Check: A successful check can encourage someone to be much more cooperative with the character: providing information, performing a demanded action, or just quieting down if that's the goal for the check. The DC for intimidation is 10 plus the target's level. If the target has any bonuses against fear, increase the DC by the bonus. Intimidation requires one or more rounds.

Retry: Not usually. If the check fails, the character is not impressed by the intimidation. If the check succeeds, the intimidated character will still act within reasonable guidelines, and only for a time (he won't recklessly risk his life because he's been intimidated, for instance).

Special: If the intimidating character has 5 or more ranks in Bluff, he gains a +2 synergy bonus on the skill check.

Jump [Str]

Armor Check Penalty

This skill allows the character to attempt horizontal or vertical leaps with confidence. Jumps can be made from a standing or running start.

Check: The character jumps a minimum distance plus an additional distance depending on the magnitude of the Jump check's success. A jump is a move action, but the movement leading up to a running jump counts against the movement distance of another move action for the round.

Table 8.2: Jump Distance

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Standing jump	1 m	+1/3 m per 2 points over 10	Height X 2
Running jump	2 m	+1/3 m per 1 point over 10	Height X 6
Standing high jump	1 m	+1/3 m per 8 points over 10	Height
Running high jump	1 m	+1/3 m per 4 points over 10	Height X 1.5
Jumping back	1/3 m	+1/3 m per 8 points over 10	Height

Retry: The character is allowed one check each time he attempts a jump.

Special: If the character has 5 or more ranks in Tumble, he gains a +2 synergy bonus on running Jump checks.

Knowledge (Int)

Trained Only

Like the Craft skill, the Knowledge skill includes many possible areas of independent knowledge. When taking a Knowledge skill, the character must select a specific area of study to which the skill will relate. In order to have knowledge in more areas, the character must take the skill multiple times, once for each. Ranks in one area of knowledge apply to that knowledge only, so a character with 5 ranks in Knowledge: Physical Sciences and 1 rank in Knowledge: Alien Biology cannot use his ranks in Physical Sciences to affect a skill check in Alien Biology.

Listed below are some typical areas of knowledge; players and GMs are encouraged to explore others.

- *Alien Biology/Biology:* knowledge of alien physiology and their physical and mental properties.
- *Bureaucracy:* an understanding of bureaucratic processes and know how to work within them.
- *Business:* the details of running a business operation – financial statements, regulatory policies, limitations, etc.
- *Cultures and Customs:* familiarity with the cultures and customs of many species.
- *Engineering:* knowledge of design, construction and maintenance of complicated equipment or structures.
- *History (lore):* general galactic history – big events and famous/infamous names (such as a history of the *Zelbinion*), and even current times (such as the fate of Delvia). It also includes folklore and superstitions.
- *History (racial):* familiarity with the history of many species, and amassed knowledge for one race for each skill rank.
- *History (regional):* knowledge of one region of space (such as the Peacekeeper territories or Hynerian Empire).
- *Medical Sciences (including herbal medicine):* knowledge of examination/analysis/prognosis of medical problems, the use of medical equipment, and the use of drugs to generate a specific effect.
- *Mysticism:* familiarity with many beliefs and some of the powers associated with those beliefs.
- *Natural Sciences (archaeology, biology, ecology, psychology):* knowledge of typical animal and plant life-cycles, cultural/social structure (historical and modern) for sentient life-forms, thought processes of typical (healthy) and atypical (neurotic/psychotic) intelligence, and the like.
- *Politics:* an understanding of the inner workings of politics and the mind-set within the houses of power.
- *Physical Sciences (astronomy, chemistry, physics):* knowledge of the fundamental building blocks of the universe – the sciences that keep reality working the way that it should.
- *Theoretical Sciences (Hyperspace, Worm Hole, Extra-Dimensional):* knowledge or training in the unproven sciences that, if substantiated, may someday become part of the physical sciences.
- *Streetwise:* knowledge of how to fit in on the street, how to find or avoid trouble, and how to find and work with the galaxy's teeming number of lowlifes.

Check: Difficulties for Knowledge skill checks vary. Simple questions have a DC of 10, basic questions have a DC of 15, involved questions have a DC of 20, and highly complex questions have a DC of 25 or higher. Most Knowledge checks take one round, but simple questions may be answered as a reaction (they don't require much thought – the character either knows the answer or he doesn't, such as "Can Sheyangs spit fire?").

Retry: No. Once you've had time to think a complex question over, you either know the answer or you don't. Should the same question come up at a later date (assuming the character has had the opportunity for additional study on the subject) then another check may be appropriate (GMs discretion).

Special: Characters without the appropriate Knowledge skill may make an Intelligence check, but only if the answer is fairly common knowledge.

Listen (Wis)

A character with this skill may attempt to listen at a door, hear the distant footsteps of approaching enemies, eavesdrop on a conversation, or detect someone sneaking up from behind.

Check: The character makes a Listen check against the appropriate DC, or an opposed check against an opponent's Move Silently check. The GM may make the check in secret, so the results are not known to the listening character. A Listen check can either require a round ("I'm listening at the door"), or be a reaction (to detect someone sneaking up from behind, for example).

Sound	DC
People talking normally	0
Person walking in medium armor, trying not to make noise	5
Unarmored person walking, trying not to make noise	10
People whispering	10
For each 4 meters between listener and noise	+1
Through a door	+5
Through a normal wall	+15
Through a blast door/reinforced wall	Not possible

Retry: Yes, the character can strain to hear something as often or as long as he wishes.

Special: If the character has the Alertness feat, he gains a +2 synergy bonus on Listen checks.

Move Silently (Dex)

Armor Check Penalty

Upon successful use of this skill, the character is able to move with almost no sound.

Check: The Move Silently skill check is opposed by the Listen check of anyone who might hear the character. While moving silently, the character can move up to 1/2 speed with no penalty. When moving more than 1/2 speed, up to normal speed, there is a -5 penalty to the Move Silently check. Moving Silently is near impossible when moving faster than normal speed, so the character suffers a -20 penalty.



Negotiate (Cha)

This skill is used when a character wishes to negotiate the details of a massive contract, to bargain with kidnappers, or even to haggle over the price of an item with a street merchant.

Check: A character's Negotiate check is opposed by a Bluff or Negotiate check by the person with whom they are negotiating. If negotiating a price, the successful check will adjust the price by 2% to 10%, depending on value being negotiated (the higher the value, the lower the percentage of adjustment). For example, if a character makes a successful Negotiate check when purchasing a time piece from a street merchant, the cost may be adjusted by 10%. When negotiating the takeover of a megacorporation, the adjustment to the value of the deal will only be 2% with a successful check.

For every 10 points by which the DC of the check was surpassed, the value of the deal is altered by an additional 2% to 10%. Extending the above example, if the character's opposed check with the street vendor was 10 to 19 points above the vendor's check, the price of the item would be reduced by 20%. During the megacorporation negotiations, the same magnitude of success would adjust the value of the deal by up to 4%.

When dealing with issues other than monetary (such as hostage negotiations), a successful check will result in a small concession on the part of the captors. Successes of 10 points or greater will yield larger concessions.

Pilot [Dex]

Trained Only

The character knows how to operate a vehicle. There are three types of Pilot skill available: Surface/Subsurface Vehicles, Atmospheric Vehicles, and Space Craft. Each skill must be taken separately, and is treated separately when used (as Craft and Knowledge skills).

Check: No skill check is required to perform standard piloting functions, but checks are required to perform complex tasks (during combat or other threatening circumstances).

Task	DC
Low risk turn/roll	5
Average maneuver	10
Tight turn/roll	15
High stress maneuver	20
Heroic maneuver or complex series of maneuvers	25*
Unfamiliar vehicle	+5

Vehicles are rated for maneuverability. The rating may help or hinder the vehicle's pilot.

Retry: Yes, but there must be a lapse of time between tries. If the character absolutely has to turn immediately to avoid the asteroid but fails the check, a second attempt would be too late.

Note: "Space Craft" includes vehicles which can fly both in atmospheres and in outer space (such as shuttlecraft and Peacekeeper Prowlers). "Atmospheric Vehicles" are those which are limited to flying in a planetary atmosphere (such as modern-day jet planes).

Special: This skill covers the physical act of piloting; formal knowledge of piloting is covered by the Knowledge skill. If your character has 5 or more ranks in Pilot, he gains a +2 synergy bonus to any Knowledge or Repair checks concerning the type of craft in question.

Read/Write [None]

Trained Only

This skill works differently than others. A character automatically knows how to read and write his native language. For every rank taken in Read/Write, he may choose an additional language that he is able to read and write. If a character knows a language, he is able to read or write that language without a skill check.

If a character has at least 5 ranks of Read/Write, he can attempt to decipher a written language by making a Read/Write skill check with DC 25 or higher (this roll should be made in secret by the GM). At least one hour is required to make the test, and success means only that the reader believes he's deciphered a basic meaning, not how to read the language.



Repair [Int]

Trained Only

A character using this skill is able to make repairs to damaged equipment or systems. He is also able to make modifications and retrofits.

Check: A successful check indicates that the target system has been repaired or modified. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts, and the situation (during restful downtime or the high stress of combat).

Task	DC
Repair the basic mechanism	5
Simple repair of complex device/system	10
Troubleshoot and repair complex system	15
Major effort involving one or more complex systems	20+
Quick/temporary fix*	-5
High stress situation	+5
Unfamiliar systems	+5
Tools and/or parts are unavailable	+15

* 10% chance of failure each time the equipment is used. Repairs that require parts can become expensive.

Retry: A Repair check failure requires the character to attempt the task again, but the parts are not consumed. The Repair check can be made again after the required repair time has elapsed.

Special: If the character has 5 or more ranks in a related skill (such as Computer when repairing a computer system) he gains a +2 synergy bonus on the Repair check.

Ride [Dex]

A character with Ride is able to control a domesticated mount when excited, agitated, or behaving wildly. This skill applies to most any domesticated mount, though the GM may assign penalties if the specific type of mount is unfamiliar to the rider.

Check: A character needn't make a check when riding normally and the beast is calm. However, when attempting to maintain control when the beast is scared or edgy, or getting the mount to go beyond its comfort zone (like jumping a ravine), a test is required. Most Riding checks have a DC of 15, but certain modifiers may apply.

Situation	DC Modifier
Passing near flames	-2
Passing through flames	-5
Mount has no saddle	-2
Mount is in terror	-5
Mount is injured (or unhealthy)	-5

Search [Int]

This skill is used to perform a detailed search: rifling a desk for secret compartments, feeling a wall for secret doorway, finding traps, or locating anything else that is not visible. This is an active skill - a character must be able to closely examine the object of the search.

Check: A full round is required to search an area of 2 square meters.

Task	DC
Toss an area looking for a specific, familiar item	10
Ransack a room looking for one or more unfamiliar items	15
Discover a secret door, concealed trap or compartment	20
Find an obscure clue or well-hidden secret panel or door	25

Security Systems [Int]

Most often associated with operating high-tech systems on ships or in building complexes, this skill also applies to electronic entry guards and similar, less complicated security devices. The character may make a Security Systems check when attempting to open a door with an electronic security system, restart a crashed security program, install a surveillance system, or perform any action that involves security equipment.

Check: Security systems are complicated devices with many components running through their complex/ship. The character must check against the appropriate DC for each area of the system (the GM should have the various areas sketched out in advance). In many cases the GM will want to make this check in secret, so the character doesn't know if the motion sensors have been disabled.

When attempting to evade security surveillance, patch into or override a system, or the like, the character must have the appropriate equipment and make a check against the DC of the system to be defeated. Each check bypasses or disables the security for one node or area of the system.

System	Required Equip.	DC
Magnetic reader*	encoded key	10
Retinal scan*	retinal dub contact/pane	12
DNA decoder*	DNA sample emitter	15
Level 1 system	None	15
Level 2 system	None	20
Level 3 system	None	25
AI system	None	30+

* These are security subsystems but may be disabled independently with the required equipment and a successful check.

The following modifiers apply:

Condition	Modifier
Very familiar system or operator*	+5
Unfamiliar system	-3
Breaking into a system and extracting/changing data	-10
Attempting to shut a system down from remote access	-15

* If the character knows the operator well, he may predict the reactions of the system with some accuracy.

If a check is unsuccessful, the result is usually obvious: alarms will sound, security forces will descend on the character, etc.

When using a security system to locate an intruder, isolate an area, or shut down a system that is running amuck (assuming he has access to the main operating station), the character must check against the following DCs.

Task	DC
Locate an intruder within the system area	15
Isolate a given area	20
Override a system malfunction (including tampering)	20
Initialize a security system (bring it online)	20
Shut down a system on normal alert status	20
Shut down a security system on high alert	30

The following modifiers apply only to use of the system, not any action involving overriding, shutting down or initializing the system.

Conditions	Modifier
Level 1 system	+0
Level 2 system	+3
Level 3 system	+5
AI system	+10
Unfamiliar system	-5
Target a bypassed/deactivated system node	-10

Retry: Yes, but a failed attempt when trying to override or disable a security system usually results in the activation of an alarm. A successful check afterward can disable the alarm, but other reactions, such as mobilization of security forces, will still be ongoing.

Special: If the character has 5 or more ranks in Computer, he gains a +2 synergy bonus for skill checks involving computerized security systems. If the character has 5 or more ranks in Disable Device skill, he gains a +2 synergy bonus when attempting to bypass or disable a security system. These modifiers are cumulative.

Sense Motive [Wis]

This character is particularly alert to changes in mannerism, body language and other symptoms of insincerity.

Check: The GM should always make a Sense Motive check in secret, telling the character what feelings or indications he gets. Sense Motive is particularly useful when another character is attempting to Bluff or Intimidate your character. If the character misses the DC by 10 or more, he is mislead by his finely honed senses and receives incorrect information.

Task	DC
Sense sincerity	20
Hunch	25
Sense control	30

Sense Sincerity: This allows the character to sense whether the target of the check is insincere or dishonest. Note that someone can be honest without being entirely honest. For instance, someone can convince you that performing some task would be to your benefit without disclosing that it would also be to his benefit.

Hunch: When making this check, the character gets a sense of what may be behind someone else's behavior. A hunch can give him the idea that the person he's talking to is an imposter, under duress, or setting him up.

Sense Control: A successful check can detect if someone is being controlled through a drug, a mystic power, mind cleansing or the like.

Retry: No. This check may only be made once per bluff or intimidate, or once each time someone is explaining a situation to the character and/or asking for certain assistance or behavior.

Sleight of Hand [Dex]

Trained Only, Armor Check Penalty

This character can perform simple card tricks, palm small objects, and slip larger items into his overcoat without being observed. Items larger than an accounting ledger or diary impose penalties or are impossible to conceal with Sleight of Hand.

Check: When performing a Sleight of Hand while under scrutiny, the character's check is opposed by the viewer's Spot check. The viewer's check does not affect the success/failure of the check, but may allow him to see what happened to the object.

Task	DC
Palm a coin-sized object	10
Minor legerdemain (deal from bottom of deck)	10
Pick-pocket	20
Task is under close observation	+5

When attempting to remove something from someone else's possession, the victim makes a Spot check when the attempt is made. Whether or not the Sleight of Hand succeeds, a successful Spot by the victim (higher than the Sleight of Hand result) indicates that he detects the attempt.

Retry: Additional Sleight of Hand attempts against the same target have a +10 to the original DC.

Special: If this character has 5 or more ranks in Bluff, he gains a +2 synergy bonus for Sleight of Hand checks.

Spot [Wis]

This skill is used to notice someone watching, to catch a glimpse of movement in a dark corner, to see a faint trail of blood leading away from a murder victim's body, and the like. It is also useful in catching a pick pocket, seeing someone that is hiding, or penetrating a disguise.

Check: Spot is used to see or notice anything that is not obvious to the casual observer. It is often an opposed check, so the DC is one higher than the check it is opposing. For example, if an enemy is hiding in the shadows and his Hide check result was 23, the character's Spot check must result in 24 or higher in order to spot him.

Spot is either a reaction or full-round action, if the character intentionally takes time to look for something.

Condition	Penalty
Per 4 meters of distance	-1
The spotter is distracted	-5

Retry: Each time the character has an opportunity to notice something, he may attempt to spot, as a reaction. A retry isn't allowed for the same opportunity, however. If the character spends a full action to Spot something, he may find something that he had overlooked earlier. For example, he could find a hidden object at the scene of a crime with a full-round Spot check, but not notice a pick-pocket at work on a transport, because he only had a chance to catch a glimpse while the crime was being committed.

Special: The Alertness feat gives the character a +2 synergy bonus on all Spot checks.

Survival (Wis)

This skill is used to find shelter and edible plants in the wilderness, to hunt game, and to spot natural dangers such as quicksand or pitfalls.

Check: A successful check allows the character to keep himself and others alive and fed in the wilderness.

Task	DC
Move 1/2 overland speed while hunting and foraging, providing for one other person for every 2 points by which the DC is exceeded	10
Gain +2 on Fortitude saves against severe weather while moving 1/2 overland speed, or +4 when staying in shelter*	15
Avoid natural hazards	15
Orienteering (knowing position and direction)	15

*The same bonus may be provided to one companion for every point by which the DC is exceeded.

Swim (Str)

This character is able to dive, navigate underwater obstacles, and swim at a reasonable speed.

Check: A successful check allows the character to swim at 1/4 his speed as a ½ action or 1/2 his speed as a full action. Make the check once per round, a failure indicating that no progress was made during that round. A failure by 5 or more indicates that the character begins to drown (see page 256).

A character underwater, whether swimming or drowning, suffers a cumulative -1 penalty to his Swim check for each round spent underwater.

The Swim check DC depends on the type of water.

Water	DC
Calm water	10
Rough water	15
Stormy water	20
White water rapids	25
Attempting to help another swimmer	+5

Each hour that a character spends swimming, he must make a Swim check against DC 20 or suffer 1d4 wounds of subdual damage as a result of fatigue. This subdual damage can only heal from rest once the character has left the water.

Tumble (Dex)

Trained Only, Armor Check Penalty

This skill allows the character to land more softly than others when falling and to tumble past opponents quickly.

Check: If failing a Tumble check when passing opponents, the tumbler stops in an adjacent square and loses his Dexterity bonus to Defense, if any.

Task	DC
Treat a fall as if it were 4 meters shorter for purposes of damage	15
Tumble up to 6 meters as a ½ action, passing opponents as if they were not there	20

Retry: A character may attempt to reduce falling distance as a reaction once during a fall, and may attempt to tumble as movement once during a round.

Special: A character with 5 or more ranks in Tumble gains an additional +1 dodge Defense bonus when using the Fight Defensively action in combat and an additional +2 dodge Defense bonus when using the Full Defense action in combat.



Feats

A feat is a special talent or function that a character may use during play. Feats add to the combat skills or other capacities of the character who possesses them. Unlike skills, feats have no ranks – the character either has them or he doesn't. This section describes each of the feats available, including descriptions and benefits. Keep in mind that feats should match the type of character you wish to play. A sneaky con artist probably wouldn't have Heroic Heart, for example, and a PC won't have Zero-G Combat if he or she had never put on a spacesuit.

Farscape characters gain feats as per the rules in the *Player's Handbook*™.

FEAT DESCRIPTIONS

The following is the format for each feat definition.

Feat Name

The feat header consists of the following information, as included or omitted in the particular entry.

Restricted: A feat that is restricted may not be taken by most characters. Only a character mentioned in the caption, or within class or race descriptions, may take it. For example, the Tongue Sting feat is restricted to commandos or warriors of the Luxan race (as noted under Luxan race game rules, *see pages 154-155*).

Prerequisite: A character must meet any stated prerequisites prior to taking the feat.

Benefit: This provides the game effects of the feat, describing what the character gains by possessing it.

Normal: When included in the feat definition, this explains what someone without the feat can expect if he or she wishes to attempt a similar task.

Special: When included in the feat definition, this provides for some special rules that may apply when the feat is used.

Alertness

This character is extremely observant and has a heightened sense of awareness.

Benefit: +2 bonus on all Listen and Spot skill checks.

Ambidexterity

This character may use either hand with equal levels of coordination. He is neither right-handed nor left-handed.

Prerequisite: Dexterity 14+.

Benefit: Ignore penalties for using an off-hand.

Normal: Characters using their off-hand without possessing the Ambidexterity feat suffer a -4 penalty to all attack rolls, ability checks and skill checks.



Armor Proficiency

A character with an Armor Proficiency – who wears the armor type in question – applies armor check penalties only to Climb, Escape Artist, Hide, Jump, Move Silently and Tumble checks.

Normal: Characters wearing armor with which they are not proficient suffer the armor check penalty on all attack rolls and on all skill rolls that requirement any movement.

Armor Proficiency (light): This character is proficient with light armor (10 kg or under).

Armor Proficiency (medium): This character is proficient with medium armor (10 kg - 20 kg).

Prerequisite: Armor Proficiency (light).

Armor Proficiency (heavy): This character is proficient with heavy armor (21 kg - 35 kg).

Prerequisite: Armor Proficiency (light) and (medium).

Armor Proficiency (powered): This character is proficient with heavy assault armor and similar forms of protection.

Prerequisite: Armor Proficiency (light) and (medium).

To see the effects of the various types of armor, see Equipment, pages 219 and 223.

Athletic

This character is a natural athlete.

Benefit: +2 bonus on all Climb and Jump skill checks.

Feats

Autofire

This character may use the autofire option with appropriate weapons.

Prerequisite: Dex 13+, Burstfire, Point Blank Shot, Rapid Shot.

Benefit: This character may use autofire as an attack action (half action) when equipped with a weapon capable of autofire.

Berserk

Restricted. Warriors Only

As a half action during combat, a warrior with this skill may become berserk, flying into a violent, unstoppable rage.

Benefit: While berserk, the warrior gains a +2 attack bonus, +2 damage bonus, and suffers a -2 Defense penalty. This state lasts for 3 rounds + the warrior's Constitution. When the effect wears off, the warrior's Strength and Constitution are reduced by 2 until the end of the engagement (resulting in -1 attack bonus, -1 damage bonus and -1 wound point per level). The warrior cannot run or charge for the duration of that encounter.

Blind-Fighting

While in melee, the character can sense the approximate location of foes without being able to see them.

Benefit: During melee, each time the characters misses as a result of an enemy's concealment, he may reroll his miss chance one time but must abide by the result (see *Concealment, page 239*).

The character suffers on half the usual speed penalty for being unable to see (poor visibility reduces speed to 75% normal instead of 50%).

Born Pilot

This character is most at home when piloting a vehicle.

Prerequisite: Int 13+.

Benefit: +2 bonus to all Pilot skill checks, even if the character is not proficient with the vehicle type. Note that all negative modifiers still apply when piloting a vehicle without the requisite proficiency.

Burstfire

This character may use the burstfire option with appropriate weapons.

Prerequisite: Dex 13+, Point Blank Shot, Rapid Shot.

Benefit: This character may use burstfire as an attack action (half action) when equipped with a weapon capable of burstfire.

Cleave

This character's might in melee allows him or her to follow through with a melee attack.

Prerequisite: Str 13+, Power Attack.

Benefit: If a melee attack from this character reduces an opponent's wound points to 0 or below, dropping the opponent, he may immediately make a melee attack against another opponent within his threat range (he may not move before making this extra attack). The extra attack is made with the same weapon, and uses the same bonuses, as the attack that dropped the previous opponent. This feat may be used once per round.

Combat Instincts

This character reacts instinctively when an opportunity presents itself in melee combat.

Benefit: If your character is not flat-footed when an adjacent opponent's melee attack roll misses him by more than 5, he may immediately make a single attack as a free action against that opponent. He may use this feat a number of times equal to his Dexterity modifier.

Dodge

This character is deft at dodging attacks.

Prerequisite: Dex 13+.

Benefit: During his action, this character may select an opponent and receive a +1 dodge bonus to his Defense against attacks made by that opponent.

Endurance

This character has incredible stamina.

Benefit: When making a check to perform a physical action over a period of time (such as swimming, holding breath, running, etc.) this character gains a +4 bonus to the skill or ability check (GM's discretion).

Evasion

This character can dodge past opponents while avoiding attacks made by them.

Prerequisite: Dex 13+, Dodge.

Benefit: This character may, during his action, designate an opponent and receive a +2 dodge bonus to his Defense against attacks from that opponent. Alternately, this character may designate all attacking opponents, in which case he gains a +1 dodge bonus to his Defense against attacks made by any and all of the designated opponents. This effect lasts until the beginning of the character's next action. Note: dodge bonuses are cumulative.

Evasive Maneuvers

When piloting a vehicle, this character can make cunning maneuvers designed to reduce the accuracy of enemy weapons fire.

Prerequisite: Appropriate Pilot skill at 6 ranks or higher.

Benefit: When this character is piloting a vehicle he may, during his action, designate an opposing vehicle and receive a +2 dodge bonus to his ship's Defense against attacks from that vehicle. Alternately, this character may designate all vehicles that are firing on his vessel. In this case his ship gains a +1 dodge bonus to its Defense against attacks made by any and all of the designated enemy vehicles. This effect lasts until the character's next action.

Expertise

This character is trained in using his combat skills for defensive purposes as well as offensive.

Prerequisite: Int 13+.

Benefit: When using the attack or full attack action, this character may take a penalty of up to -5 on his attack and add the same number (up to +5) to his Defense, as a dodge bonus. The penalty/bonus amount may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action.

Normal: Without the Expertise feat, a character can fight defensively as an attack or full attack action, taking a -4 penalty on attacks and gaining a +2 dodge bonus to Defense until his next action.

Far Shot

This character's aptitude with ranged weapons allows him to shoot at greater distances.

Prerequisite: Point Blank Shot.

Benefit: When using a ranged weapon, such as a pulse blaster or bow, its range increments increase by one-half (multiply by 1.5). When using a thrown or hurled weapon, such as a dagger or grenade, its range increment is doubled (multiply by 2).

Great Cleave

This character can wield a melee weapon with great force, allowing him or her to strike multiple times when dropping opponents.

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that this personality is not limited in the number of times it can be used per round.

Great Fortitude

This character is much tougher than normal.

Benefit: +2 bonus on all Fortitude saving throws.

Heroic Effort

This character possesses a heroic heart, allowing him or her to perform additional actions in a round.

Benefit: This character may take an extra move or attack action, either before or after his regular action. This feat may be used once per day (game time) for every four levels the character has attained, but never more than once per round.

Improved Disarm

This character knows how to disarm opponents in melee combat.

Prerequisite: Int 13+, Expertise.

Benefit: When attempting to disarm an opponent, this character receive a +1 bonus on the attempt, and if he fails, there is no chance for the opponent to disarm him in return.

Improved Initiative

This character possesses great reflexes, and reacts more quickly than normal during a fight.

Benefit: +4 bonus on all initiative checks.

Improved Two-Weapon Fighting

This character is an expert at fighting while using two weapons.

Prerequisite: Ambidexterity, Two-Weapon Fighting, base attack +9 or higher.

Benefit: Instead of gaining a single extra attack action with an off-hand weapon (see *Attacking With Two Weapons, page 232*), this character gains two extra attacks with his off-hand weapon. Each extra attack suffers a -5 penalty (see *Attacking With Two Weapons, page 232*).

Improved Unarmed Strike

This character is proficient at unarmed fighting.

Benefit: If your character makes a successful unarmed attack, he deals normal damage, plus his Strength modifier multiplied by 1.5 (rounded up).

Special: All commando characters gain this feat automatically at 1st level.

Iron Will

This character has a very strong willpower.

Benefit: +2 bonus on all Will saving throws.

Feats

Martial Artist

This character is highly skilled in unarmed combat, and can deal greater damage or even critical hits when using unarmed attacks.

Prerequisite: Str 13+, Improved Unarmed Strike, base attack +3 or higher.

Benefit: Unarmed attacks made by this character deal 1d6 damage (1d4 for a small character). In addition, a natural 20 on the attack roll is a critical threat - confirm it as a normal threat (see *Critical Hits, page 232*).

Martial Master

A character with this feat is versed in many martial arts and a master of unarmed combat.

Prerequisite: Str 13+, Improved Unarmed Strike, Martial Artist, base attack +4 or higher.

Benefit: This character can make two attacks as an attack action during melee, suffering a -2 penalty to each attack but ignoring penalties for secondary weapons or off-hand weapons. Unarmed attacks made by this character deal 1d8 damage (1d6 for a small-sized character). In addition, a natural 19 or 20 on the attack roll is a critical threat - confirm it as a normal threat (see *Critical Hits, page 232*).

Nimble

This character possesses exceptional manual dexterity and hand-eye coordination.

Benefit: +2 bonus on all Pick Pocket, Escape Artist and Slight of Hand skill checks.

Panthac Master

This character has mastered the deadly Panthac martial art and has the potential to stun or kill with a single well-placed blow.

Prerequisite: Str 13+, Improved Unarmed Strike, Martial Artist, Martial Master, base attack +6 or higher.

Benefit: This character may forgo any other attacks during the round to make a single Panthac jab. This attack does 1d12 damage (1d8 for a small-sized character). The target of the blow must immediately make a Fort saving throw with a DC equal to the total damage caused by the Panthac jab. If the save fails, the target falls unconscious and must immediately roll percentile dice. If the result of the percentile roll is higher than the amount of damage caused by the Panthac jab, there is no additional effect. If the result is less than or equal to the damage cause by the jab, the attack has slain the target. A Panthac jab administered on an unconscious being is automatically lethal.

Persuasive

This character has tremendous powers of persuasion.

Benefit: +2 bonus on all Bluff, Diplomacy and Intimidate skill checks.

Point Blank Shot

This character can make well-placed shots with ranged weapons at close range.

Prerequisite: Dex 13+.

Benefit: +1 bonus on attack and damage rolls with ranged weapons against opponents within 10 meters.

Power Attack

This character is capable of making powerful melee attacks.

Prerequisite: Str 13+.

Benefit: At the start of his action, before taking any attack rolls for the round, this character may subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This lasts until his next action and the number may not exceed his base attack bonus.

Precise Shot

This character is especially skilled at firing into melee combat or past intervening obstacles.

Prerequisite: Dex 13+, Point Blank Shot.

Benefit: This character can use ranged weapons, whether fired or thrown, to fire at an opponent engaged in melee without suffering the standard -4 penalty (see *Shooting or Throwing into a Melee, page 239*). He can also target an opponent that is partially blocked by obstacles but not within concealment (such as across a crowded room) without suffering a penalty.

Quick Draw

This character is able to bring a weapon into action with incredible speed.

Prerequisite: Dex 13+, base attack bonus +1 or higher.

Benefit: This character can draw and ready a weapon that he has equipped as a free action rather than a move action. Quick Draw does not allow him to change power-pack or ammo clip, but does allow him to disable a safety or activate a power source.

Quick Witted

This character possesses a sharp mind and is not easily fooled or manipulated.

Prerequisite: Int 13+ or Wis 13+.

Benefit: +2 on all Search or Sense Motive skill checks.

Rapid Shot

This character can fire ranged weapons at an increased rate of fire, but suffers a loss of accuracy.

Prerequisite: Dex 13+, Point Blank Shot.

Benefit: This character may take one extra attack per round with a ranged weapon. Every attack taken (normal and extra) suffers a -2 penalty. He may only use Rapid Shot when using a full attack action.

Run

This character can run at a faster pace than normal.

Benefit: When running, this character can move five times his normal speed instead of four times that speed (see *Movement, pages 247-248*). When making a running jump (see *the Jump skill description, pages 191-192*), the distance or height of the jump is increased by one-fourth (multiply by 1.25) but not beyond the maximum.

Sense Weakness

Restricted, Commandos and Warriors Only

This character is practiced at noticing flaws in opponents' combat techniques. After three rounds of fighting against any one targeted foe, the character can make a Wisdom check at DC 10 + 2 for every five meters of distance between the character and the target. Success grants the character a +2 attack and +2 Defense bonus against the target thereafter. If the character fails the check, he may try again after three more rounds have passed. Only one successful roll is permitted per target per combat, and only one roll may be made every three rounds, regardless of the number of combatants.

This feat may not be used in conjunction with the Berserk feat or the Whirlwind Attack feat. It requires cool concentration, something those two abilities distinctly lack.

Shoot on the Run

This character understands skirmish tactics, and can move and shoot with no loss of accuracy.

Prerequisite: Dex 13+, Dodge, Evasion, Point Blank Shot.

Benefit: This character can move both before and after making an attack with a ranged weapon, as long as the total distance moved does not exceed his speed.

Skill Emphasis

Choose a skill. This character has put a special emphasis on that skill.

Benefit: +3 bonus on all skill checks with that skill.

Special: This feat may be taken multiple times; it must be assigned to a different skill each time.

Stealth

This character is especially good at avoiding detection.

Benefit: +2 on all Hide and Move Silently skill checks.

Swift Strike

This character can strike quickly without sacrificing speed.

Prerequisite: Dex 13+, Dodge, Evasion, base attack +4 or higher.

Benefit: This character can move both before and after making an attack with a melee weapon, as long as the total distance moved does not exceed his speed. Note that this feat cannot be used if the character is in heavy armor.

Tech Mind

A strong natural aptitude has given this character superior capabilities with machinery and computers.

Benefit: +2 bonus on all Repair and Computer skill checks.



Tongue Sting

Restricted, Luxan Commandos and Warriors Only

This character has learned to use the sting at the end of his tongue to disable an opponent.

Prerequisite: Str 13+, Improved Unarmed Strike, base attack +3 or higher.

Benefit: The Luxan rolls an attack for an unarmed attack. If successful the target must make a Fortitude check (DC 17) or be knocked unconscious for 1d8 rounds. (The GM may choose to make the period of unconsciousness longer in a non-combat situation, provided it fits the dramatic purposes of the story.) Like other unarmed attacks, the Luxan must be within two meters of the target in order to use his Tongue Sting.

FEATS

The Touch

When this character fails a Computer, Repair or Security Systems skill check, he may choose to get physical with the object of the test to re-roll the skill check. The Touch requires a minor act of violence against the device in question (a whack, kick etc.). Only one reroll is possible in this manner; after that, the character must start again, following the Retry rules as stipulated by the skill in question.

Toughness

This character can take more punishment than normal.

Benefit: The character gains +3 wound points.

Special: This feat may be taken multiple times.

Track

This character can use a combination of senses to follow the trail of creatures and characters.

Benefit: When tracking a subject outside of buildings or structures, this character must make a successful Survival test to find tracks or follow them for 1 kilometer. When tracking a subject inside a building or ship, a successful Spot skill check is required to find tracks or follow them for 100 meters. Another skill check is required each time the tracks become more difficult to follow, such as when other tracks cross them or when they backtrack and diverge.

When tracking, this character must move at half his normal speed (or at his normal speed with a -5 penalty to the skill check). The DC of the check depends upon the tracking surface and other conditions:

Surface	DC
Very Soft	5
Soft	10
Firm	15
Hard	25

Very Soft: A surface that holds deep impressions of footprints (such as sand, mud, snow).

Soft: Any surface soft enough to yield to pressure, but more firm than wet mud or fresh snow. This includes loose dirt, very wet grass and gravel.

Firm: Includes normal outdoor surfaces, such as lawns, fields, packed earth, woods, etc. It also includes soft or dirty indoor surfaces, such as thick rugs and dusty floors. The quarry leaves traces, such as broken twigs, scuffs, and occasional partial footprints.

Hard: Any surface that won't hold footprints, such as rock, concrete, tile floors, and the like. Streambeds fall into this category, as any footprints are washed away or obscured.

Conditions	DC Modifier
Every 5 targets in group	-1
*Size of targets**	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Each 24 hours since tracks left	+1
Each hour of rain since tracks left	+1
Fresh snow since tracks left	+10
*Poor Visibility***	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Quarry hiding trail (moving half speed)	+5

* For groups of mixed sizes, apply modifiers only for largest size category.

** Apply only one modifier, the largest, for this category.

If this character fails a Track check, he can retry after one hour (when outdoors) or 10 minutes (when indoors).

Normal: Characters without this feat can use the Search skill to find tracks, but can only follow tracks with a DC of 10 or less.

Two-Weapon Fighting

This character can fight with a weapon in each hand, making one extra attack each round for the off-hand weapon.

Benefit: This character's penalties for fighting with two weapons are reduced by 2.

Normal: *See Attacking With Two Weapons, page 232.*

Special: The Ambidexterity feat reduces the attack penalty for using a second weapon by 4.

Weapon Finesse

Depending more on dexterity than strength, this character has mastered one chosen melee weapon.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: When using the chosen weapon, this character uses his Dexterity modifier instead of his Strength modifier for attack rolls.

Special: This feat may be taken multiple times, applied to a different weapon each time.

Weapon Focus

This character chooses a specific weapon with which he has spent much time training. He may choose "unarmed strike" or "grapple" for the weapon.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: +1 bonus to all attack rolls when using the selected weapon.

Special: This feat may be taken multiple times, applied to a different weapon each time.

Weapon Group Proficiency

Choose a group of weapons from the following list, with which this character is proficient. He understands how to use, reload and care for all weapons in that weapon group.

Melee Weapons: This class includes all melee weapons, such as swords, knives, blackjacks and even improvised weapons such as chairs or bottles.

One-Handed Ranged (pistol-classed weapons): This class includes all ranged weapons held in one hand, from hurled grenades to percussion weapons to energy weapons.

Two-Handed Ranged (rifle-classed weapons): This class includes all ranged weapons held in two hands, including short-stock assault weapons, percussion weapons and energy weapons.

Heavy Weapons: These heavy and powerful weapons require set-up or special equipment (such as gyro stabilizers) in order to be used.

Weapon Systems: These weapons are mounted in and controlled through systems in vehicles or ships. Possession of this feat allows the character to use systems which control these weapons without penalty.

Benefit: The character makes attack rolls with the weapon normally.

Normal: Characters using a weapon with which they are not proficient suffer a -4 penalty on attack rolls.

Special: This feat may be taken multiple times, applied to a different weapon group each time.

Whirlwind Attack

This character can enter a controlled state of frenzy and attack all opponents within reach in one action.

Prerequisites: Dex 13+, Dodge, Evasion, Expertise, Swift Strike, base attack bonus +4 or higher.

Benefit: As a full round action, instead of making his normal attacks, this character may make one attack at full base attack bonus against every opponent within 2 meters of him.

Zero-G Combat

This character is familiar with low- and zero-gravity environments, and can function normally while in such environs.

Prerequisite: Dex 13+, Tumble 4+.

Benefit: This character suffers no penalties to actions while in low- or zero-gravity environments.

Normal: Without this feat, most characters suffer -4 to all action in zero gravity and -2 to all actions in low gravity.

POWERS

Powers represent the metaphysical or psychic abilities of certain individuals or species. Some mystics claim that they possess the power to elicit such effects, while others believe that they merely touch the forces of the universe to produce their miracles. Whether the power to create such an effect comes from the character or is the result of manipulating an existing force isn't as important as the result. Most practitioners of such arts, regardless of the source of their abilities, follow a belief system, philosophy or discipline that governs their behavior.

USING POWERS

Characters gain powers as described in their class description and can thereafter use them during play. Each time a character gains a power, he may choose any with a base level lower than or equal to the level of the class which has allowed him to gain it. All powers are used at the character's level in his appropriate class – a power is taken either as a mystic power or as a priest power, but not both. When the power is used, look to the level of the appropriate class to determine its maximum effect.

CONTROL COST

When a character invokes a power, he must expend an appropriate amount of control *(see the specific power for control requirements)*. Once a character has expended all of his control, he may continue to use powers, but must expend wounds (as if taking damage) instead of control in order to produce them. Wounds taken in this way are considered subdual damage. If the priest or mystic is reduced to 0 or less wounds in this way, he loses consciousness and his maximum wounds are permanently lowered by 2.

Recovering Control

Characters who have expended control, either to produce a power or a control effect (see *Other Common Actions, pages 243-245*), recover them over time. The rate at which their control points are recovered depends largely on their activities. Table 8.3 Control Recovery (see below) provides recovery rates by activity.

POWER DESCRIPTIONS

The following is the format for each power definition.

Power Name

Possible Limitation (Class, Species, etc.)

The power header consists of the following information, as included or omitted.

Base Level: The minimum level required to invoke the power.

Difficulty: The difficulty ranking, determining the ease with which the power may be invoked if the user is injured or distracted (see the *Concentration skill, page 186*). The type and effect of each category is outlined below.

Difficulty	Effect
Simple	+5 to Concentration check.
Difficult	Normal Concentration check, cannot use when critically wounded.
Demanding	-5 to Concentration check, cannot use when seriously or critically wounded.

Use Time: The time (usually in actions) required to invoke the power.

Range: How far the power's effects extend from the user.

Target: Who or what the power affects.

Duration: The length of time which the power's effects last.

Saving Throw: The definition of which type of saving throw (Fort, Ref or Will) is used to resist the power:

Save	Effect
Negates	A successful save negates the effect.
Partial	A successful save lessens the effect in some manner, as described in the entry.
Half	A successful save cuts any damage inflicted in half.
None	No saving throw is permitted.

Affect Mind

Base Level: 3rd
Difficulty: Difficult
Use Time: Half action
Range: See text
Target: One creature
Duration: Special (see text)
Saving Throw: Will negates

A character with this power may reach into the mind of other creatures and make adjustments to his or her feelings or memories. The effect of the power depends on the intended use and level of the user.

Lesser Suggestion: The target is susceptible to simple suggestions such as "we've already paid for our meal" or "the people you're looking for went that way." As long as the suggestion does not conflict with the nature of the target (like asking a Peacekeeper commando to put his weapon down), or involve a risk to his life (such as suggesting a swim to someone who doesn't know how), the target will believe it and go along with it. If the suggestion could cause an uncomfortable or dangerous situation for the target, he gains a +4 bonus to his saving throw.

Range: 7 meters +1 meter/level.

Cost: 8 control points.

Table 8.3: Control Recovery

Character's Activity	Control Recovery
Intense activity (running, being tortured, hard labor)	None
Normal activity (walking, light labor)	1 per arm (hour)
Light activity (simple recreation, relaxing)	2 per arm (hour)
Meditating*	4 per arm (hour)
Four arms of complete rest or sleep	40% of expended control
Eight arms of complete rest or sleep	100% of expended control

Greater Suggestion: The user must be at least 7th level to attempt a greater suggestion. This power works like lesser suggestion, but the target is willing to believe greater fabrications or take greater risks as a result of the suggestion. The target gains a +4 to his saving throw if following the suggestion will obviously result in great personal risk, such as being asked to drop your gun in the middle of a firelight.

Range: 7 meters +1 meter/level.

Cost: 15 control points.

Lesser Purge: The user must be at least 5th level to attempt a lesser purge. The user may erase a limited amount of memory from the target - up to one minute per level of the user. This erasure of memory will remove the target's most recent memories – *everything* that occurred during that time, not just portions of it. The target will become groggy and disoriented for one minute after the memory purge, and is susceptible to a Lesser Suggestion (no saving throw allowed) during that time. This process may be reversed by someone using Lesser Purge, but the reversal must occur within one hour.

Range: Touch.

Cost: 4 control points per minute of memory erased. 5 control points per minute of memory restored.

Greater Purge: The user must be 9th level in order for this to work. Using this power, the user can erase large amounts of the target's short-term memory – up to one hour per level of the user. This erasure of memory removes the target's most recent memories – *everything* that occurred during that time, not just portions of it. The target will become groggy and disoriented for one minute after the memory purge, and is susceptible to a Lesser Suggestion (no saving throw allowed) during that time. This process may be reversed by someone using Greater Purge, but the reversal must occur within 8 hours.

Range: Touch.

Cost: 6 control points per hour of memory erased, 7 control points per hour of memory restored.

Total Purge: The user must be 13th level to attempt a Total Purge. Use of this power eliminates all of the target's memory, short and long term. It does not eliminate the mind's language center or intellectual capacity, but all memories will be gone. The target will become groggy and disoriented for ten minutes after the memory purge, and is susceptible to a Lesser Suggestion (no saving throw allowed) during that time. This process may be reversed by someone using Total Purge, but the reversal must occur within 24 hours.

Range: Touch.

Cost: 60 control points to erase, 70 control points to restore.

Aura of Peace

Mystic Only

Base Level: 1st

Difficulty: Simple

Use Time: Half action

Range: Personal

Target: Self

Duration: 2 rounds/level

Saving Throw: Will negates

Anyone wishing to attack this mystic – with a melee attack, ranged attack or power – must attempt a Will save. If the save is successful, the attacker is unaffected by the aura and conducts the attack normally. That attacker need make no additional save for later attacks.

If the save fails, the attacker fails to complete the attack and the action is lost. Furthermore, the attacker is unable to attack the mystic for the duration of the spell.

While protected by the aura, the mystic cannot make any form of attack but may use non-offensive powers and actions normally. If he performs any kind of attack, the aura immediately ends.

Note that Aura of Peace does not render the mystic invisible and does not prevent opponents from performing actions that do not directly attack the mystic, such as closing and locking a door behind the mystic or activating an automated defense system. In addition, automated systems are not affected by the aura, only living creatures.

Cost: 8 control points.

Bolt of Fury

Base Level: 1st

Difficulty: Difficult

Use Time: Half action

Range: 15 meters + 5 meters per level

Target: One creature

Duration: Instantaneous

Saving Throw: None

With this power, the user focuses his rage into a invisible mass of psychic or metaphysical energy that streaks unerringly to the target. The bolt travels at the speed of light and in a straight line, so the target must be within the user's line of sight at the time the power is used. No attack roll is required – it always hits.

This bolt can cause up to 1d8 damage per three levels of the user (rounding up), to a maximum of 6d8 (levels 1-3: 1d8, levels 4-6: up to 2d8, levels 7-9: up to 3d8, and so on). The bolt ignores armor and damage reduction.

If the target has improved evasion (such as rogue characters of 10th level or higher), he is allowed to make a Reflex save at -3, taking only half damage if the save is successful.

After using Bolt of Fury, the priest or mystic must make a Will save. If he fails the save, he takes 1 point of damage per die of the bolt as backlash damage from the rage he released.

Cost: 4 control points per 1d8 damage of bolt.



Chameleon

Base Level: 7th
Difficulty: Demanding
Use Time: Full action
Range: Personal
Target: Self
Duration: Special *(see text)*
Saving Throw: None

This character, along with his clothing and gear, blends completely into his surroundings, becoming nearly invisible. Even when someone is standing next to him or walking around him, there is almost no trace of his presence.

In order to detect someone under the effects of Chameleon, a character must make a Spot check with a DC equal to 13 + the level of the person using the power. A person under the influence of Chameleon can also be detected by scanning devices and the Detection power.

While under the effects of Chameleon, the character may use other powers. If the character makes an attack of any kind while using Chameleon, everyone within view of the character may make an immediate Spot check with DC equal to the level of the character. Once someone has made a successful Spot check, they can keep track of the user until or unless direct line of sight is broken for at least one minute, in which case a new Spot check must occur when an opportunity arises.

Cost: 10 control points to initiate the power plus 3 control points per minute.

Combat Enhancement

Priest Only
Base Level: 3rd
Difficulty: Difficult
Use Time: Full action
Range: Personal
Target: Self
Duration: 10 rounds
Saving Throw: None

This ability can be used to increase the priest's base attack, his actions in combat, or both.

Base Attack Bonus: When using this power, the priest increases his Base Attack Bonus by an amount up to half his priest levels (round up).

Cost: 2 control points x the Base Attack Bonus gained.

Combat Actions: At 9th level and above, the priest may increase the number of actions he's allowed to make in each combat round. This increase allows him to take an extra half action during each round.

Cost: 20 control points.

The priest may invoke both the Base Attack Bonus and Speed as a full action, but the cost must be paid for each of them. *Example: A 15th level priest makes use of Combat Enhancement and opts for both Base Attack Bonus and Combat Actions. It still only requires one full action to use both sub-powers, and he gains a Base Attack Bonus of up to +8 (at a control points cost of 2 x the bonus) as well as gaining an extra half action (cost of 20 control points) for the next 10 rounds.*

Deaden Pain

Priest Only
Base Level: 1st
Difficulty: Simple
Use Time: Half action
Range: 3 meters
Target: 1 per 3 levels of user
Duration: 5 rounds
Saving Throw: None

The priest can use the Deaden Pain power on anyone within range. He need not touch the target, nor is there a saving throw. When someone protected by Deaden Pain suffers wounds (actual or subdual), the power has the following effects:

Actual damage: When a protected character takes physical damage, the amount of wounds suffered are reduced by 50%. Keep track of the amount of wounds that Deaden Pain prevents. When the power ends after the 5th round, the character suffers subdual damage equal to all of the wounds prevented by Deaden Pain.

Subdual damage: When a character protected by Deaden Pain suffers subdual damage, those wounds are reduced by 50%. This does not prevent special effects, such as those which might cause a character to become stunned or unconscious. The wounds prevented by Deaden Pain are not applied when the power ends - they are gone.

Cost: 5 control points for the first target, +2 control points for each additional target.

Deflect Energies

Base Level: 5th
Difficulty: Difficult
Use Time: Instantaneous, see text
Range: 0 meters
Target: Selected area (diameter of 1 meter per level)
Duration: Instantaneous
Saving Throw: None

When someone within the area of Deflect Energies is targeted by an energy or projectile weapon, or is in the area of a blast, the user may invoke this power. It should be used before the attack roll (or damage roll) is made. The initiative of the user need not have arrived during the current round, but Deflect Energies cannot be invoked if the user is flat-footed. Use of Deflect Energies is instantaneous, but requires a half action from the character's next available initiative.

As a result of Deflect Energies, everyone in the power's area of effect is protected from that one attack. When protected from an attack, anyone who takes damage has the damage reduced by 10% times the level of the power's user (to a maximum of 100%).

Example: Someone standing next to an 8th level priest is targeted with a heavy pulse blaster. The priest chooses to use Deflect Energies. In this case, the power protects everyone within an 8 meter diameter, centered on the priest, and reduces the damage from the pulse blaster by 80%. If the attack was an AP mine instead of a pulse blaster when the priest used Deflect Energies, everyone within the diameter would have suffered less Wounds as a result.

Cost: 6 control points per die of damage caused by the weapon deflected.

Detection

Base Level: 1st
Difficulty: Simple
Use Time: Full action
Range: Personal
Target: Self
Duration: 10 minutes (100 rounds)
Saving Throw: None

Detection allows the user to detect a number of different things, depending on his level and what he's trying to detect. The user can opt to detect any or all of the items his level allows, but must expend more control as a result.

Level Required	Detection
1st	Energy
4th	Life
7th	Hidden/Secret
10th	Item/Location

Energy: The character can detect the location of energy and energy sources. The greater the energy, the farther it can be detected.

Energy Source	Detection Range
Pack for weapon	5 meters + 1 meter per level
Plant for small vehicle	10 meters + 2 meters per level
Plant for larger vehicle	20 meters + 5 meters per level
Plant for city	1,000 meters + 100 meters per level

In addition, the user can detect the presence of energy in an object. For instance, he could pick up a power pack for a weapon and know if the pack was empty, full, or somewhere in between.

Hidden/Secret: This allows the user to detect a door, panel or even person hidden from view. It clearly identifies doors, panels or other openings that have been built or covered so that they are not visible. It also outlines anyone using a power (such as Chameleon) or skill (such as Hide).

Range: 5 meters + 1 meter per level.

Item/Location: If familiar with an item or location, the user can try to detect it, gaining knowledge of direction and approximate distance. A familiar item is something that the user once held and inspected. A familiar location is someplace that the user has been to and looked about (If the user was blindfolded in a room, for example, that will not count).

Range: 1,000 meters + 100 meters per level.

Life: This allows the user to look for life forms in general or a specific type of life form. For instance, a user could enter a derelict ship and try to detect any life forms onboard, or only large mammals, or a specific Luxan that he suspects is hiding there. Note that this power will detect life forms hidden behind doors or in shadows, but will not locate someone hidden through a power, such as Chameleon.

Range: 100 meters + 10 meters per level.

Cost: 5 control points for the first detection type, +3 control points for each additional detection type activated at the same time.

Powers

Drain Lifeforce

Mystic Only
Base Level: 9th
Difficulty: Demanding
Use Time: Full action
Range: 8 meters + 2 meters per level
Target: One creature
Duration: Up to one round per level
Saving Throw: Will negates

The mystic uses Drain Life to suck the life essence from one life form (which must be sentient), in order to restore his own control points. Those who use this power are often considered a form of vampire and are generally feared and hated.

During the first round of the drain, both the target and power user remain stationary, losing Dexterity bonuses to Defense. During subsequent rounds, both may move but are subject to a -2 penalty to all rolls (attack, damage, saving throw) and suffer -2 to their Defense. If the distance between the target and power user exceeds 100 meters, the draining ends immediately.

During each round that the drain continues, roll 2d8 to see how many wounds the target suffers, as if performing a damage roll for a successful attack. Drain Life ignores damage reduction, armor, etc. If the target dies, the drain ends immediately, and the final roll cannot be greater than the number of wounds that the target had remaining.

Cost: 8 control points + 2 control points per round of drain (including the first).

Empathy

Priest Only
Base Level: 1st
Difficulty: Simple
Use Time: Hall action
Range: 2 meters per level of user
Target: 1 creature per level of user
Duration: 100 rounds (10 minutes)
Saving Throw: None

Use of Empathy lets the user know the target's feelings and attitude in general terms, and includes animals as well as sentient beings. Empathy grants a +4 bonus to any checks made within the next 10 rounds (1 minute) using any of the following skills: Bluff, Diplomacy, Gather Information, Intimidate, Negotiate, Ride and Sense Motive.

Cost: 5 control points for the first target, +2 control points for each additional target, +2 control points for each additional minute.



Enhance Senses

Base Level: 1st
Difficulty: Difficult
Use Time: Half action
Range: Touch
Target: One creature
Duration: 50 rounds (5 minutes)
Saving Throw: None

Enhanced Senses allows the user to increase the sensitivity of one or more of the target's natural senses. Senses are increased individually, but the user can increase as many senses as permitted as a single action, expending control points for each. The user can enhance only one sense at a time until 5th level. At 5th level he can enhance up to two senses at once; at 7th level he can enhance up to three senses at once; at 9th level he can enhance up to four senses at once; at 11th level he can enhance up to five senses at once.

Hearing: Target gains +10 to Listen checks.

Sight: Target gains +10 to Spot and Search checks.

Smell: Target gains +10 to Tracking check if the trail isn't more than 8 hours old.

Taste: Target can automatically detect poison in food or drink.

Touch: Target can detect slight differences in surface texture or movement within objects, and has precise control of manipulative movement, gaining +5 to all Demolitions, Disable Device, Forgery and Repair checks.

Cost: 6 control points for the first sense enhanced, +3 control points for each additional sense enhanced at the same time. Optionally, the user can expend an additional 50% of the required control points (rounding up) in order to double the duration, or an additional 100% of the required control points to quadruple the duration.



Heal Other

Priest Only
Base Level: 1st
Difficulty: Difficult
Use Time: Half action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: None

Using this power, the priest can heal wounds of another creature. Roll a number of d8 (eight-sided dice), up to ½ the level of the priest (round up). The player may choose to roll fewer dice. Total the results of all dice. The target recovers a number of wounds equal to the total. A Heal Other can never cause the target to exceed his wound point total.

A priest cannot heal someone more often than once per hour.

Cost: 6 control points for the first die, +3 control points for each additional Heal Other die.

Heal Self

Priest Only
Base Level: 1st
Difficulty: Simple
Use Time: Half action
Range: Personal
Target: Self
Duration: Instantaneous
Saving Throw: None

Using this power, the priest can heal wounds that he has taken. Roll one or more d8 (eight-sided dice), up to ½ the level of the priest (round up), and total the results of all dice. The priest recovers a number of wounds equal to the total. Heal Self can never cause the priest to exceed his wound point total.

A priest can only heal himself once per hour.

Cost: 4 control points for the first die, +2 control points for each additional Heal Self die.

Increase Speed

Base Level: 1st
Difficulty: Simple
Use Time: Half action
Range: Personal
Target: Self
Duration: 3 rounds per level (2 minutes)
Saving Throw: None

This power allows the user to increase his physical speed to an incredible level. For the duration of the power, the user can perform most tasks in half the normally required time, or accomplish twice as much in the same amount of time. A few tasks can be performed even faster.

In addition, the user's movement speed is doubled, allowing him to move at an astounding rate.

Tasks	Effect
Climb	Moves at twice normal climbing rate.
Computer	Perform tasks in 50% of normal time.
Crafts	Perform tasks in 20% of normal time.
Disable Device	Perform tasks in 50% of normal time.
First Aid	Time required is reduced to half action.
Repair	Perform tasks in 50% of normal time.
Swim	Moves at twice normal swimming rate.

Cost: 5 control points +2 control points for each additional 3 rounds of duration.

Inflict Pain

Base Level: 5th
Difficulty: Difficult
Use Time: Full action
Range: See text
Target: One creature
Duration: 5 rounds
Saving Throw: Will half

Inflict Pain allows the user to form a metaphysical or psychic link to the target and then send neural messages of excruciating pain to the target's mind. This process is dangerous to the priest as well as the target.

Range	Damage/Round*	Level Required
≤50 meters	2d6 + level	5th
≤1 kilometer	2d6+2	7th
≤10 kilometers	2d4+1	9th
≤50 kilometers	1d6	13th

* During the first and second rounds of Inflict Pain, the damage is subdual only. During the third, fourth and fifth rounds, the priest can choose to inflict either regular or subdual damage.

The Will save determines how deeply the link takes hold in the target; a success indicates that the link is more superficial so damage is reduced by ½.

The mystic or priest using Inflict Pain can try to localize the effect, to give the target the impression that it's a headache or the like, but must make a Will save to succeed at this focused use of the power.

Cost: 3 control points times the range increment (1-4) per round of the power. If the priest does not have enough control points or chooses not to continue, the effects end immediately.

Example: A 15th level Orican (a Luxan priest) is reaching her mind out to Inflict Pain on an enemy. Since the distance is set at 8 kilometers, past the 2nd range increment, the Orican uses the 3rd range increment and must expend 9 control points per round of the power use. The target succeeds at his save, so he takes ½ damage from the power each round. During the first and second rounds, the target will take ½ of 2d4+1 in subdual damage. The next three rounds the target will still be taking ½ of 2d4+1 in damage per round, but the Orican can choose to inflict standard damage instead of subdual.

Non-Detection

Base Level: 1st
Difficulty: Simple
Use Time: Half action
Range: 3 meters
Target: One creature per 3 levels
Duration: See text
Saving Throw: None

When under the effects of Non-Detection, the target(s) cannot be detected by life scanners, motion detectors, tactile sensitive devices, automated defense systems and other electronic sensory devices. However, they can still be seen on video equipment and heard through speaker systems, though such devices will not sound alarms based on motion or noise levels. Note that the targets can still set off alarms by breaking eye-beams, interrupting alarm circuits (opening a door that is alarmed), etc. Living opponents can see, hear, smell and touch the targets of non-detection – it has no effect on natural senses.

The user can affect one creature plus one additional creature for every three levels he's attained (one at 1st, two at 3rd, three at 6th, four at 9th, and so on). When used by someone of 12th level or higher, the power can affect one small vehicle (such as a Prowler or a shuttle) and a user of 18th level or higher can target a large vehicle (such as a Leviathan or Command Carrier).

Cost: 2 control points per 10 rounds (1 minute) for first target, +1 control point per 10 rounds for each additional target; 10 control points per 10 rounds for a small vehicle; 20 control points per 10 rounds for a large vehicle.

Phase

Mystic Only
Base Level: 9th
Difficulty: Demanding
Use Time: Full action
Range: Personal
Target: Self
Duration: Up to 1 round per level of user
Saving Throw: None

Phase allows the user to become completely insubstantial for a moment. While insubstantial, the mystic uses thought to move. A Phased mystic has an effective speed of 30 and may travel up, down or sideways as well as along the ground. This power is very difficult, and usually takes many cycles to master.

A phased character is visible, but appears transparent. Equipment on the mystic also becomes phased. The mystic can touch it, but neither the equipment nor the mystic can interact with the physical world. Other life forms are not affected, even if they are touching the mystic.

Phased mystics may pass through solid barriers and are impervious to nearly all weapons or forms of damage. *Example: A mystic steps from a four-story building while under the effects of Phase. He could hang in the air, but chooses to move to the ground at a speed of 30 (his maximum speed while affected by Phase). He does not take damage when he reaches the ground.*

Cost: 8 control points per round.

Physical Ability Boost

Priest Only
Base Level: 5th
Difficulty: Difficult
Use Time: Full action
Range: 3 meters
Target: 1 per 3 levels of user
Duration: 1 round per level of user
Saving Throw: None

This power increases one or more of the target's physical abilities (Strength, Dexterity, and Constitution). When using it, the user decides which ability to increase as well as the amount by which it is increased. The user can increase one, two, or all three abilities of each target by a combined amount equal to his level. This power may only be used on a willing target.

Example: A 7th level priest can target up to two characters and increase their Strength by 7, or their Strength by 5 and their Dexterity by 2, or their Strength by 2 and their Dexterity by 3 and their Constitution by 2, or their Constitution by 7 - any combination of increases such that the total increase of all boosted abilities does not exceed the priest's level.

All targets receive the same boosts to their abilities (+7 Strength, or +5 Strength and +2 Dexterity, etc.).

Ability modifiers for all of the boosted abilities increase for the duration of the power. This increase is factored into all skill checks, attack rolls, damage rolls, Initiative checks – all appropriate rolls, actions, etc.

Example: A warrior is targeted with Physical Ability Boost and has his Dexterity increased by 6, from 14 to 20, so his Dexterity modifier increases from +2 to +5. This impacts all of the warrior's Dexterity-based skills as well as all of his ranged attack rolls.

If the ability is Constitution, the modifier increase is added to each of the target's wound dice until the duration expires (a character generally has one wound die per level).

Example: If the target was a 5th level warrior, and his Constitution was increased from 15 to 22 (going from a +2 Constitution bonus to a +6 bonus), he would temporarily gain 20 wounds (+4 increase to bonus x 5 wound dice).

When taking damage, these are the first wounds taken. When the power ends, the character keeps only those wounds which exceeded the temporary wounds.

Example: The warrior in the above example takes 18 wounds of damage during the duration of the power. When the power ends, he will have taken no wounds. If he had taken 24 wounds during the duration, then when the 20 temporary wounds vanish at the end of the duration, he would still have taken 4 wounds.

If the priest targets only himself with this power, the duration is tripled (3 rounds per level of the user).

Cost: 2 control points per point of increase for first target, +1 control point per point of increase for each additional target.



Sense Danger

Mystic Only
Base Level: 1st
Difficulty: Simple
Use Time: Half action
Range: 2 meters per level of the user
Target: Special, see below
Duration: 5 rounds
Saving Throw: None

A person affected by Sense Danger can detect the presence of anyone or anything, within 2 meters per level of the user, which would threaten or endanger him. This could include spies hidden in nearby shadows, automated weapon systems that activate by triggering a sensor, enemy guards on patrol in a nearby hallway, a poisoned glass of wine nearing his lips, etc. This power may only be used on a willing target.

Determining what is a danger can be ambiguous. For instance, a noose placed around the character's neck is a threat, but a rope in a nearby closet is not. An opponent spying on the character with malicious intent (reporting back to the character's enemy) poses a threat, but a thief who plans to steal something from the character is not truly a danger unless the object is necessary for the character's safety (like an insulin shot). The GM has the final say on what constitutes a threat and what does not.

When the targeted character is in the presence of a potential threat, he will feel uneasy and get a sense of the general direction and rough distance of the danger. This power does not make the hidden spy light up, but may lead people to start looking in the spy's direction, causing him to make Hide checks more often.

Cost: 4 control points. The mystic can double the duration (10 rounds) for an additional 2 control points at the time of use, or quadruple the duration (20 rounds) for an additional 4 control points at the time of use.

Shapeshift

Mystic Only
Base Level: 9th
Difficulty: Demanding
Use Time: Full action
Range: Personal
Target: Self
Duration: 2 rounds per level
Saving Throw: None

The user has the ability to take on the form of another creature. The creature can range in size from Tiny to one size larger than the user's original form. The user can even imitate specific individuals, provided he or she has spent at

least one arm thourl around the individual in question prior to the change. While in this form, the user acquires the natural abilities of the creature (such as claws or wings), but retains all of his or her original stats, including ability scores, feats and skills, base saves and the like. He or she does not heal injuries from the change, though the power may mask open wounds if the user wishes. Clothing and similar accoutrements can be imitated by this power, but not weapons or other equipment. The user automatically reverts to his of her original form once the duration ends.

Using Shapeshift to create a disguise grants a +10 bonus to the Disguise check.

Cost: 5 control points per shift. Returning to the user's "natural" form costs nothing and takes a single action.

Telekinetic Manipulate

Mystic Only
Base Level: 9th
Difficulty: Demanding
Use Time: Full action
Range: 10 meters + 5 meters per level of user. Target must be within line of sight
Target: 1 per 5 levels of user
Duration: 5 rounds + 1 round per 3 levels of the user
Saving Throw: None
Telekinetic Manipulate allows the user to move an object with the power of his mind. He must be able to see the object being moved. He can manipulate it in any way he sees fit; this power can be used to open locked doors.

Cost: 6 control points for an object weighing up to 5 kilograms. For heavier objects, add the following control points to the cost:

Weight	Additional Control Cost
5-50 kg	+2
50-500 kg	+4
500-5,000 kg	+8

Weights above 5,000 kg are beyond the capacity of this power.

Telekinetic Push

Mystic Only
Base Level: 7th
Difficulty: Difficult
Use Time: Full action
Range: 10 meters + 5 meters per level of user. Target must be within line of sight.
Target: Up to four *(see below)*
Duration: Instantaneous
Saving Throw: None *(see below)*
A less refined form of telekinesis, Telekinetic Push allows the user to give a sharp mental shove to any object within range. It is usually used to knock over sentient creatures, though it can also be used to blow books off of desks, shove control levers off course, and so on. It cannot be used to knock out doors or other reinforced objects.

Targets struck by Telekinetic Push may make a Reflex saving throw to avoid taking damage. The DC is 10 + 1 for every level of the user. Each target receives a +4 bonus for every size category it is larger than medium-sized, or a -4 penalty for every size category smaller. In addition, a target receives a +4 bonus if it has more than two legs or is otherwise more stable than a normal humanoid. Scarrans receive a -2 penalty due to their top-heavy physiology.

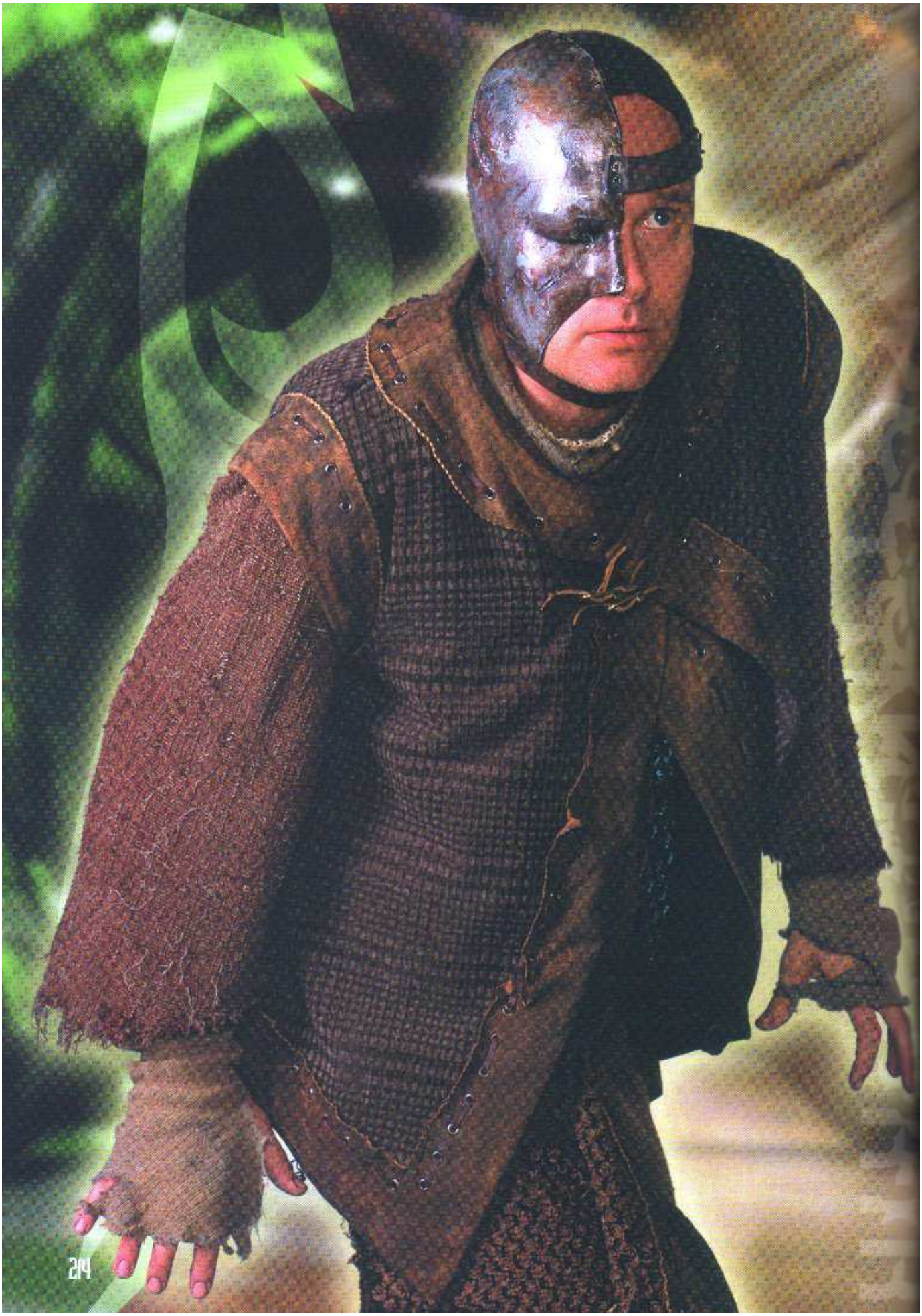
If the save fails, the target is knocked back two meters and falls to the ground, taking 1d6 damage for every 5 they failed the save by. If the target makes the save, he or she remains standing and takes only 1d4 subdual damage. Unless it is directed at a nonliving object, Telekinetic Push is considered an attack action. It may affect up to four targets, provided they are all adjacent to one another.

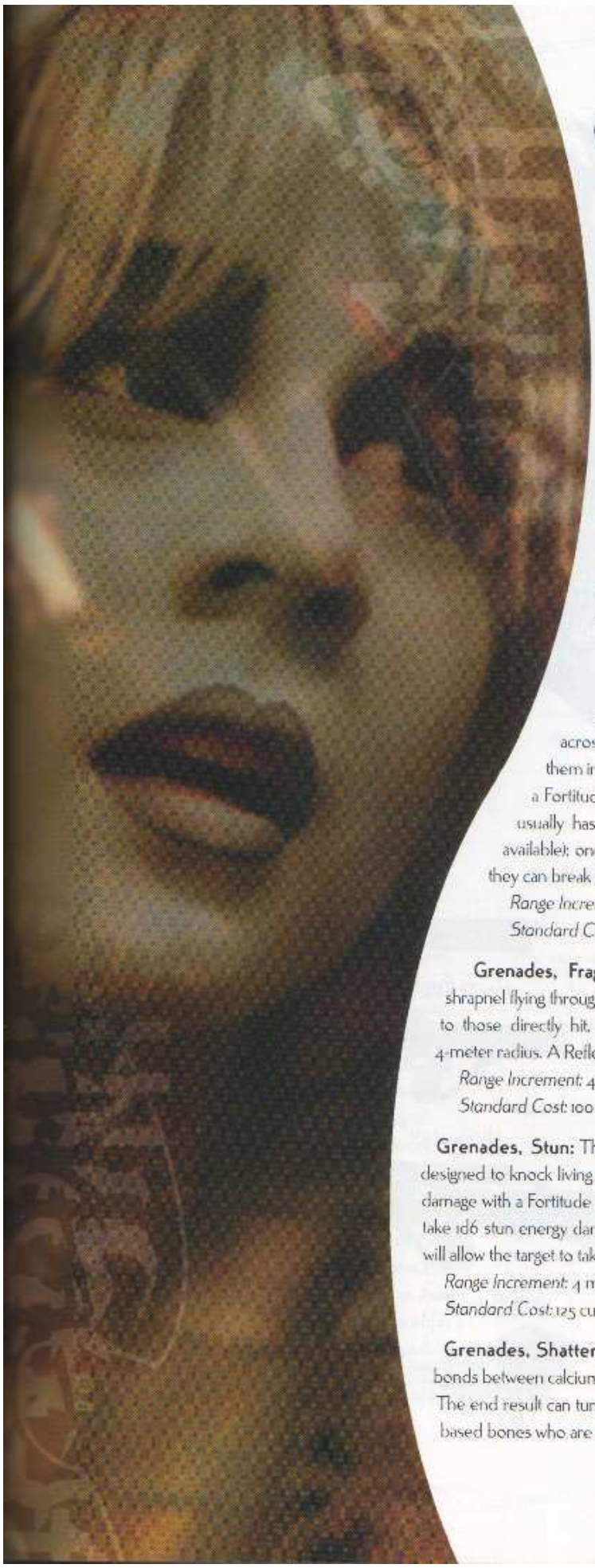
Cost: 5 control points per Push.

Telepathy

Base Level: 7th
Difficulty: Difficult
Use Time: Full action
Range: 50 meters + 5 meters per user level
Target: 1 per 3 levels of user
Duration: 5 rounds +1 per 3 levels of the user
Saving Throw: See below
With telepathy, the user can establish a mental link with a specific target. Through the link, he can convey feelings, emotions, and even brief conversations with perfect clarity. Willing subjects require no saving throw. Unwilling targets are allowed to make a Will saving throw. DC 10 +1 per level of the user. Success indicates that they resist the telepathic link. The user may attempt to make the link again, but it requires a contested Will check, with a +5 bonus applied to the target's Will.

Cost: 5 control points for every Telepathy attempt.


214



CHAPTER NINE
Equipment

WEAPONS

Clubs/Batons: These simple weapons are cheap and easy to purchase on virtually any world. Most law enforcement groups carry a baton in case their primary weapon fails them. Clubs deal 1d6 bludgeoning damage (1d4 for a small baton).

Range Increment: 2 meters.

Standard Cost: 10 currency pledges.

Disruptors: These small hand-held weapons fire a stun blast intended to incapacitate the target without dealing any real damage. They deal 1d6 stun energy damage, with a Fortitude DC of 14.

Range Increment: 10 meters.

Standard Cost: 500 currency pledges.

Energy Nets: These devices cast a field of energy across a given area, entangling opponents and stunning them in the process. They deal 1d4 stun energy damage, with a Fortitude DC of 14. The net's effective Strength is 15 and it usually has a radius of 3 meters (though larger versions are available); once entangled, the target is considered grappled until they can break free.

Range Increment: 4 meters.

Standard Cost: 200 currency pledges.

Grenades, Frag: These grenades explode when set off, sending shrapnel flying throughout the blast radius. They deal 4d6 slashing damage to those directly hit, and 2d6 slashing damage to everything else in a 4-meter radius. A Reflex save DC 15 will allow the target to take half damage.

Range Increment: 4 meters (4-meter radius).

Standard Cost: 100 currency pledges.

Grenades, Stun: These grenades send off a powerful charge of energy designed to knock living organisms unconscious. They deal 1d10 stun energy damage with a Fortitude DC of 15 to those directly hit; those within 4 meters take 1d6 stun energy damage with a Fortitude DC of 12. A Reflex save DC 15 will allow the target to take half damage.

Range Increment: 4 meters (4-meter radius).

Standard Cost: 125 currency pledges.

Grenades, Shatter: These horrific weapons are designed to disrupt the bonds between calcium and any other substance it is chemically bonded to. The end result can turn bones into powder. Living creatures with calcium-based bones who are directly hit will take 5d10 damage, while those within

TRANSLATOR MICROBES

Translator microbes are a strain of genetically engineered bacteria, designed to facilitate communication between sentient species. They are injected into most individuals at birth (much like inoculations), though they function just as well when introduced later in life. Once they enter a sentient being, they colonize at the base of the brain, affecting cognition and speech patterns. To the host, any language he or she is exposed to sounds just like his or her native tongue, making verbal communication instant and easy. The microbes have no effect on written languages, which must be studied and learned like any other discipline.

Translator microbes are widely available and easy to obtain. Unless the GM specifically states otherwise, all PCs are considered to have them when play begins.

4 meters will take 3d10 damage. Anything that is not calcium-based will be undamaged, however; Delvians and the like are immune to shatter grenades.

Range Increment: 4 meters (4-meter radius).

Standard Cost: 400 currency pledges, but they are very uncommon.

Knives: Most species use knives, from the Peacekeeper survival knife to the Luxan *Tokkar* to primitive species using sharpened pieces of flint. While appearances can differ, their use remains the same. They deal 1d4 piercing damage.

Range Increment: 2 meters.

Standard Cost: 20 currency pledges.

Mines, AP: These mines are designed as anti-personnel weapons. They deal 8d6 damage to those at point blank range, and 4d6 damage to those within 4 meters. A Reflex save DC 15 will allow the target to take half damage.

Range Increment: placed (4-meter radius).

Standard Cost: 1,200 currency pledges.

Mines, HE: These mines are designed to penetrate heavy armor or punch a hole in a structure. They deal 6d6 damage to everything at point blank range, and 2d6 damage to everything within 2 meters. Damage is doubled against buildings and other structures. A Reflex save DC 15 will allow the target to take half damage.

Range Increment: placed (4-meter radius).

Standard Cost: 1,500 currency pledges.

Power Packs: Power packs are energy chargers, used to fuel blaster weapons. Peacekeeper power packs are derived from an extract of chakan oil; other weapons use different forms of energy.

Standard Cost: 5 currency pledges.

Pulse Blasters, Heavy: These large weapons must usually be mounted to be effectively used. They are typically placed on a tripod and cannot be easily moved. They deal 3d10 energy damage, and are capable of burstfire and autofire. A heavy pulse blaster requires a power pack to operate. The pack is depleted after 50 shots and must be recharged or replaced.

Range Increments: 40 meters.

Standard Cost: 1,200 currency pledges.

Pulse Blasters, Palm: A particularly small variety of the pulse pistol, a palm pulse pistol is easily concealable, making it very popular with thieves and other criminals. It deals 3d4 energy damage, and requires a power pack to operate. The pack is depleted after 5 shots and must be recharged or replaced.

Range Increments: 4 meters

Standard Cost: 250 currency pledges.

Pulse Blasters, Pistol: These are among the most common weapons in the galaxy. There are numerous versions manufactured by hundreds of species, from the Peacekeepers to the Hynerians. Most have little real difference save style and appearance. They deal 3d6 energy damage and each requires a power pack to operate. The pack is depleted after 25 shots and must be recharged or replaced.

Range Increments: 10 meters.

Standard Cost: 400 currency pledges.

Pulse Blasters, Rifle: Like pulse pistols, pulse rifles are fairly common and manufactured by hundreds of species. They deal 3d8 energy damage, and are capable of burstfire and autofire. Each requires a power pack to operate. The pack is depleted after 50 shots and must be recharged or replaced.

Range Increments: 20 meters.

Standard Cost: 800 currency pledges.

Qualta Blades: The traditional weapon of the Luxan warriors, a Qualta blade has two forms: a heavy sword, which Luxans wield with terrible ferocity, or a powerful blaster rifle, hidden within the sword's blade. It takes one action to convert the rifle into a sword and vise versa. As a melee weapon it deals 1d8 slashing damage. The energy blasts of the rifle deal 3d8 energy damage and explode on target, dealing an additional 1d8 damage to everything within a 2 meter radius. This energy may also stun the target: the Fortitude DC to those directly hit is 12; those within the blast radius have a Fortitude DC of 10.

Range Increment: 4 meters as a sword; 10 meters as a rifle.

Standard Cost: 800 currency pledges. Luxans consider the weapons part of their culture and dislike other species wielding it: non-Luxans therefore may have to pay double or even triple the listed price.

Quarterstaves: Simple sticks approximately two meters long, quarterstaves can be made from wood, metal, or virtually any other substance. Many primitive people use staves as weapons, though some priests and mystics utilize them as well. They deal 1d6 bludgeoning damage.

Range Increment: 4 meters.

Standard Cost: 50 currency pledges.

Slug Pistols: Somewhat archaic weapons, these pistols fire solid bullets rather than energy bolts. While pulse weaponry is common throughout civilized space, many less advanced worlds still utilize slug-throwing weapons. A slug pistol deals 2d6 piercing damage and requires ammunition to fire. A standard ammo clip can carry anywhere between 10 and 20 bullets. Particularly primitive models don't have clips; bullets must be loaded one at a time in order to fire.

Range Increment: 10 meters.

Standard Cost: 200 currency pledges.

Slug Rifles: Scaled-up versions of slug pistols, slug rifles deal more damage, but are still less advanced than pulse weapons of equivalent size. They deal 2d8 piercing damage, and require ammunition to fire. A standard ammo clip can carry anywhere between 10 and 20 bullets before needing to be replaced. Particularly primitive models don't have clips; bullets must be loaded one at a time in order to fire.

Range Increment: 20 meters.

Standard Cost: 250 currency pledges.

Spears: These primitive weapons can be anything from sharpened sticks to polished shafts of metal. They inflict 1d8 piercing damage and may be set to repel charging attacks.

Range Increment: 10 meters.

Standard Cost: 30 currency pledges.



Stun Batons: Found among more advanced law enforcement groups, stun batons resemble normal batons, but each carries a charge designed to disrupt bio-energy, rendering the target helpless. They deal 1d6 bludgeoning stun damage, with a Fortitude DC of 12.

Range Increment: 2 meters.

Standard Cost: 400 currency pledges.

Swords: Straight, sharpened metal blades, swords are rarely used by sophisticated species, save for ceremonial purposes. They come in a wide variety of styles, but all inflict 1d8 slashing damage.

Range Increment: 4 meters.

Standard Cost: 40 currency pledges.

Tavlek Gauntlets: These devices are an incredible technological feat, and the cornerstone of Tavlek society (such as it is). Gauntlets allow the wearer to shoot energy blasts from the wrist, and also provide the wearer with an energy shield that protects against attacks. In addition, each Gauntlet injects a powerful stimulant into the wearer that heightens aggressive tendencies and releases extra adrenaline into the bloodstream. The wearer gains +4 to save vs. poisons, while the force field grants half cover (+4 Defense; +2 Reflex saves). The energy blasts deal 3d6 damage. Gauntlets can also be used as brawling weapons, dealing 1d6 bludgeoning stun damage with a Fortitude DC of 12. The wearer's speed is also boosted by 25%. A Tavlek wearing a Gauntlet deals 4d6 damage on an energy blast, and gains one-half cover (+7 Defense and +3 Reflex saves).

Gauntlets are powered by a drug that is injected into the wearer, which allows the Gauntlet to draw off the wearer's bioelectricity. Some variants of this drug are designed specifically for Tavlek physiology, and will kill other species (treat as Lethal Poison II). The drug is also addictive. Those who use it must make a Stamina roll, DC 5, to avoid addiction. Each consecutive use raises the DC by 5. When an addict is deprived of the drug for more than one arn (hour), the withdrawal symptoms begin. The target must make a Will save, DC 25, or suffer a -10 penalty to all rolls. This save must be made every solar day; the penalties are not cumulative. After one week, the DC is reduced by 5 every other solar day, until the character has successfully cleaned his or her system. For Tavleks, this process takes longer; the DC reduction takes place every three days instead of every other day.

Range Increment: 2 meters as a hand-to-hand weapon; 10 meters for the energy blasts.

Standard Cost: 500 for the Gauntlet, and 50 currency pledges per drug pack (75 credits for the enhanced drug pack). Non-Tavleks must often pay double or even triple these costs.



Armor and Other Equipment

Armor, Heavy Assault: This thick powered armor is used by Peacekeepers during heavy assaults. While cumbersome, it is among the most durable armor available. It provides a Defense bonus of +8, with a maximum Dex bonus of +1, and an armor check penalty of -6. It will also double as an environment suit, holding 1 arn of breathable oxygen. Hynerians have developed a similar version for their warriors.

Standard Cost: 900 currency pledges (700 for a Hynerian version).

Armor, Hide: While most civilized species no longer use hide armor, Vorcarians and other primitive races still wear it. Hide armor provides a Defense bonus of +3, has a maximum Dex bonus of +4, and has an armor check penalty of -3.

Standard Cost: 150 currency pledges.

Armor, Leather: Leather can be found across the galaxy as some of the most utilitarian light armor available. Pirates, merchants, Nebari and even Peacekeeper officers wear light leather armor. Most are made from the hide of Lavviks or similar species, which is fairly tough and durable. Most version are found in black or brown, though they can come in other colors as well. Leather armor provides a Defense bonus of +3, has a maximum Dex bonus of +6, and has an armor check penalty of 0.

Standard Cost: 300 currency pledges (200 for Hynerians and other small races).

Armor, Luxan: This armor is used by both Ilanic and Luxan warriors. It is made from a particularly tough plant root, cured and intricately woven into usable form. While the armor is typically found in red, it can be dyed to different colors. It provides a Defense bonus of +4, a maximum Dex bonus of +5, and an armor check penalty of -1.

Standard Cost: 350 currency pledges.



Armor, Peacekeeper Commando: This armor, also made of reinforced leather, is worn by Peacekeeper commandos when on a mission. It provides a Defense bonus of +5, a maximum Dex bonus of +3, and an armor check penalty of -2.

Standard Cost: 400 currency pledges.

Armor, Plate: This somewhat bulky armor, made of a tough ceramic material, is common among mercenaries and pirates. Tavleks and Sheyangs both utilize plate armor. It provides a Defense bonus of +5, a maximum Dex bonus of +3, and an armor check penalty of -3.

Standard Cost: 350 currency pledges.

Comms: These small devices allow the users to speak with each other across large distances. Personal comms can typically reach any other comm on the planet or even in orbit. They can be programmed to particular frequencies, so crew members can more easily contact each other. Each comm has a specific energy modulation, which the user may adjust if he or she wishes (allowing him or her to communicate with one specific comm, several comms, or a broad-reaching message).

Standard Cost: 50 currency pledges.

Control Collars: These devices, developed by the Nebari, are worn around the neck of the target. When they are activated, the victim feels intense pain and muscle spasms, rendering him or her incapable of action. They deal 2d4 energy damage per round when activated. Some varieties inject drugs instead of producing an energy attack; they have the same effects, only dealing chemical damage instead of energy damage. Most Nebari who use the collar install activation controls into their foreheads, allowing for easy use while preventing others from accessing them.

Standard Cost: 400 currency pledges on the black market, though authorized agents of the Nebari Establishment may receive them for free.

Environment Suits: These suits protect the wearer from extreme environments, from space to deep sea, and various temperature extremes. Intense heat (such as fire) will still inflict full damage, but deserts, frozen wastelands, mildly radioactive areas, and other such environments will not affect the wearer. They typically have 2 arns (hours) of life support supply, which must be replenished in a environmentally-friendly atmosphere.

Standard Cost: 300 currency pledges.

Flight Suits: This armor is made of reinforced leather, allowing it to absorb shocks more easily than most leather armor. It includes an airtight helmet, which can completely seal the wearer inside. Peacekeeper pilots usually wear flight suits, and other species provide variants to their fighter pilots. A flight suit provides a Defense bonus of +4, has a maximum Dex bonus of +4, and has an armor check penalty of 0. It can also double as an environment suit, holding 1 arn (hour) worth of breathable oxygen.

Standard Cost: 500 currency pledges.

Food Cubes: A universal food source, food cubes have all the nutritional value that most sapient species require. They also are universally bland, so as not offend the taste senses of any species, and come in many varieties, from fried to steamed to gelatinous. Food cubes do not spoil easily, which make them very convenient for space travelers. Peacekeepers and other species often use them as prison rations.

Standard Cost: 10 currency pledges worth will feed one medium-sized person for 30 solar days.

Fresh Food: For those who desire somewhat tastier meals, they can purchase fruit, meat and other foodstuffs at various worlds. Unfortunately, this food typically spoils faster and costs more.

Standard Cost: 25 to 50 currency pledges worth will feed a medium-sized person with moderate-quality food for 30 solar days, provided it does not spoil in that time.

Glowsticks: This are temporary light sources, using either phosphorescent chemicals or biological elements ignited by tapping or striking the stick. They provide light in a 3 meter radius for 2 arns (hours) before fading. Once a glowstick fades, it is useless.

Standard Cost: 5 currency pledges.

Hoversleds, Hynerian: While Hynerian royalty possess the most intricate of these devices (called ThroneSleds), hoversleds are found among middle-class Hynerians as well. These sleds float in midair and are operated by controls at the user's fingertips. Hoversleds can zip around quite rapidly, reaching speeds of up to 15 meters. They have no theoretical flight ceiling, but most Hynerians do not like taking them too high, in case they are knocked from their seat. They cannot carry much weight, however, and a single Sebacean's mass will cause most sleds to fall to the ground. (The more expensive models fare somewhat better; they can support up to 150 kilograms, in addition to the rider).

Standard Cost: 700-1,400 currency pledges, depending upon the model.



Lightrods: These hand-held light sources are tremendously useful when exploring a derelict vessel or other darkened areas. They can be set to either produce a beam of light, or to glow to produce light for an entire area. As a beam, they can send light as far as half a metra (km) away; when producing light for an area, a single lightrod can illuminate a room as large as 20 meters by 20 meters.

Standard Cost: 25 currency pledges.

Medical Kits: These small packs are filled with bandages, disinfectants, sedatives, and other useful first aid equipment. They add a +2 to a person's First Aid roll and can stabilize dying characters.

Standard Cost: 100 currency pledges. A new kit is only needed every few months.

Night Vision Goggles: These oculars amplify the existing ambient light in an area, allowing wearers to see at night without modifiers. They can also shield the wearer from particularly bright light. A small amount of light (moonlight or better) must be present for night vision goggles to operate properly.

Standard Cost: 400 currency pledges.

Oculars: These devices, worn over the eyes, will boost a wearer's vision, allowing him or her to clearly see distances up to 2 kilometers away.

Standard Cost: 200 currency pledges.

Portable Scientific Laboratories: Scientists of various sorts require specific types of equipment. Herbalists and chemists need apothecaries. Research scientists require altogether different sorts of equipment in their labs. Portable scientific laboratories – each about the size of a small suitcase – serve all of these duties and more. They add a bonus to the user's roll: the larger the lab, the larger the bonus.

Standard Cost: 300 currency pledges for every +1 bonus to any one of the following Knowledge skills: Biology, Medical Sciences, Natural Sciences, Physical Sciences or Theoretical Sciences. Anything beyond a bonus of +5 requires highly specialized equipment, and may not be available in a given system.

Restraints: There are a variety of restraints used throughout the galaxy. Some are meant to bind arms or hands together; others are built for legs to confine movement. They restrain the use of hands, preventing those wearing them from grasping or manipulating objects. Those wearing leg binders cannot move faster than a hobble and automatically fail any rolls requiring footwork. A bound character may attempt to use the Escape Artist skill to break free (DC 25-35, depending on the quality of the restraints). Breaking restraints with a Strength check is more difficult (DC 30-40, though the GM may lower the DC for a particularly flimsy set).

Standard Cost: 200 currency pledges for arm restraints; 150 credits for leg restraints; 50 credits for gags or blindfolds. Add 50% to the cost if they are meant for a larger species (such as Luxans, Sheyangs or Scarrans). Subtract 25% from the cost if for a smaller species, (such as Hynerians).

"Don't move! ...or I'll fill you full of little yellow bolts of light!"

-John Crichton

Scanners: These triangular devices are used by scientists and technicians across the galaxy. When activated, they feed the scanned information into the target's optical nerves, allowing him or her to perceive temperature gradients, chemical composition, and other forms of data. These scanners grant a bonus of +2 to related rolls of Engineering, Biology, Medical Sciences, Natural Sciences and Physical Sciences.

Standard Cost: 250 currency pledges.

Thermal Imagers: These hand-held devices allow a user to see people, animals, fires, and other sources of heat in total darkness. Images are presented on a screen with heat signatures appearing as either white-hot or black-hot, depending on the model. The viewer module can be detached from the imaging body to allow remote viewing.

Standard Cost: 700 currency pledges.

Tool Kits: Technicians find their jobs much easier with the appropriate tools: sprockets, replacement fuses, etc. Tool kits vary widely in use and appearance, but all of them provide a bonus in the use of mechanically-oriented skills. The larger the tool kit, the larger the bonus.

Standard Cost: 300 currency pledges for every +1 to either Computer, Craft, Demolitions, Disable Device, Engineering Knowledge, Repair or Security Systems. Anything past a bonus of +5 will require highly specialized equipment that may not be available in any given system.

Table 9.1: Melee Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Club/Baton	10 cps	1d6	20	2 meters	1.5 kg	Bludgeoning
Club/Baton, Small	10 cps	1d4	20	2 meters	1 kg	Bludgeoning
Knife	20 cps	1d4	20	2 meters	1 kg	Piercing
Qualta Blade	800 cps	1d8	18-20/x2	4 meters	3 kg	Slashing
Quarterstaff	50 cps	1d6	20	4 meters	1.8 kg	Bludgeoning
Spear	30 cps	1d8	20	4 meters	1.5 kg	Piercing
Stun Baton	400 cps	1d6	-	2 meters	2 kg	Bludgeoning/ Stun
Sword	40 cps	1d8	19-20/x2	4 meters	2 kg	Slashing
Tavlek Gauntlet	500 cps	1d6	x2	2 meters	1.5 kg	Bludgeoning/ Stun

Table 9.2: Ranged Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Disruptor	6 cps	1d6	-	10 meters	1 kg	Stun/Energy
Energy Net	200 cps	1d4	*	4 meters	2 kg	Stun/Energy
Pulse Blaster, Heavy	1,200 cps	3d10	19-20	40 meters	15 kg	Energy
Pulse Blaster, Palm	250 cps	3d4	20	4 meters	0.5 kg	Energy
Pulse Blaster, Pistol	400 cps	3d6	20	10 meters	1.5 kg	Energy
Pulse Blaster, Rifle	800 cps	3d8	19-20	20 meters	4.5 kg	Energy
Qualta Blade	800 cps	3d8 + 1d8	19-20	10 meters	3 kg	Energy
Slug Pistol	200 cps	2d6	20	10 meters	1.5 kg	Piercing
Slug Rifle	250 cps	2d8	20	20 meters	4 kg	Piercing
Tavlek Gauntlet	500 cps	3d6/4d6	19-20	10 meters	1.5 kg	Energy

Table 9.3: Explosives

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Grenade, Frag	100 cps	4d6/2d6	-	4 meters (4)	0.5 kg	Slashing
Grenade, Shatter	400 cps	5d10/3d10*	-	4 meters (4)	05. kg	*
Grenade, Stun	125 cps	1d10/1d6	-	4 meters (4)	0.5 kg	Stun/Energy
Mine, AP	1,200 cps	8d6/4d6	-	placed (4)	4 kg	Slashing
Mine, HE	1,500 cps	8d6/4d6*	-	placed (4)	5 kg	Bludgeoning

* Special; see appropriate description.

Explosive weapons deal both primary damage (the first number) and secondary damage (the second number). Primary damage is dealt to those within the first range increment, and secondary damage to those in the second range increment.



Table 7.3: Equipment

Item	Cost	Weight
Comm	50 cps	0.1 kg
Control Collar	400 cps	1 kg
Food Cubes	10 cps	5 kg
Fresh Food	25-50 cps	varies
Glowstick	5 cps	0.5 kg
Hoversled	700-1400 cps	25 kg
Light Rod	25 cps	1 kg
Medical Kit	100 cps	2 kg
Night Vision Goggles	400 cps	1 kg
Oculars	200 cps	1 kg
Portable Scientific Laboratory	300 cps•	10 kg
Power Pack	5 cps	0.2 kg
Restraints	50-200 cps•	0.5-2 kg
Scanner	250 cps	3 kg
Thermal Imager	700 cps	2 kg
Tool Kit	300 cps•	5 kg

• Special; see description for specifics.



Table 7.4: Armor and Clothing

Item	Cost	Weight	Defense Bonus	Dex Max	AC Penalty
Environment Suit	300 cps	5 kg	none	no effect	0
Flight Suit	500 cps	12 kg	+4	+4	0
Heavy Assault Armor	900 cps/700 cps*	45 kg/35 kg*	+8	+1	-6
Hide Armor	150 cps	10 kg	+3	+4	-3
Leather Armor	300 cps/200 cps*	8 kg	+3	+6	0
Luxan Armor	350 cps	15 kg	+4	+5	-1
Peacekeeper Commando Armor	400 cps	15 kg	+5	+3	-2
Plate Armor	350 cps	35 kg	+5	+3	-3

Cost: The armor's standard cost (may vary; GM's discretion).

Weight: The armor's weight in kilograms.

Defense Bonus: The protective value of the armor. When worn, the Defense bonus replaces the character's class-based Defense bonus.

Dex Max: The maximum Dexterity bonus which can be gained while wearing this armor.

AC Penalty: Armor Check Penalty. The number applied to skill checks involving Strength or Dexterity while wearing the armor. The appropriate Armor Proficiency feat will negate this bonus, but even then, the penalty still applies to the following skills: Climb, Craft, Disable Device, Escape Artist, Hide, Jump, Move Silently, Slight of Hand, Swim and Tumble.

* The second number is for Hynerian versions and those sized for other small races.



CHAPTER TEN

COMBAT AND OTHER MECHANICS

This chapter contains combat rules, as well as several related mechanics, such as movement during combat, experience and gaining levels, and noise and drawing attention.

Combat isn't the healthiest place to be and few things are actually achieved through fighting, but it sometimes serves as a means to an end. Does shooting it out with some guards automatically get you the top secret datafile that you need from a heavily defended military complex? No, but you may have to fight them in order to reach it.

ATTACK ROLL

When your character makes an attack, roll 1d20 and add his attack bonus plus all appropriate modifiers. Numerous factors can modify the attack roll. If the total of the roll, plus all modifiers, is greater than or equal to the target's Defense, then the attack hits and causes damage based on the weapon or type of attack used.

Attack Bonus

You character's attack bonus with a **melee weapon** is:

Base attack bonus + Strength modifier + applicable feats + target's size modifier

With a **ranged weapon,** his attack bonus is:

Base attack bonus + Dexterity modifier + applicable feats + range modifier + target's size modifier

Strength Modifier

A high Strength allows the character to wield a melee weapon with more speed and control, while a low strength makes him shaky and unstable when wielding such a weapon. In either case, apply the character's Strength modifier to his attack rolls when making melee attacks.

Dexterity Modifier

A high Dexterity gives the character better hand-eye coordination and aim, while a poor dexterity seriously affects his ability to hit the broadside of a Leviathan from ten meters. When making a ranged attack, always apply the character's Dexterity modifier to the attack roll.

Feats

Some feats may give the character bonuses or penalties to attack rolls. For instance, Weapon Focus provides a bonus to attack rolls with a specific weapon, while Two-Weapon Fighting reduces the penalties for fighting with weapons in both hands. In addition, the target of an attack may have feats that apply a penalty to your character's attack roll.

Size Modifier

Obviously, it's easier to hit a large target than a small one. Whether making a melee or ranged attack, include the size modifier for the target as a modifier to the attack roll.

Size	Defense Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium-size	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Range Modifier

All ranged weapons have a range increment, such as 10 meters for a pulse blaster pistol. This information can be found in the Equipment section, page 222. Any attack from a distance of less than one range increment has a range modifier of 0. Each full range increment gives a -2 penalty to an attack roll. Thus, when using a pulse blaster pistol to target an enemy 38 meters away, the attack roll would have a penalty of -6 (three full range increments, but not quite four).

Thrown weapons, such as grenades, have a maximum range of five range increments. Projectile weapons, such as bows or guns, have a maximum range of ten range increments. There is no limit to the number of range increments for energy weapons, but when fired beyond ten range increments, the damage of the energy weapon is reduced by 50% – roll damage normally, but apply only half of the damage, rounding down.

DAMAGE

When a character strikes an opponent (ranged or close combat), he inflicts damage according to the weapon used. Unarmed attacks receive all bonuses that apply to close combat weapon damage. Aside from damage reduction, penalties to damage cannot reduce your damage below 1.

Damage with a ranged or melee weapon is typically:
(Weapon damage + Strength modifier + other damage modifiers) x damage multiplier + bonus damage dice - damage reduction

Weapon Damage

Different weapons deal different amounts of damage to their targets *(see Tables 9.1, 9.2, and 9.3, page 222)*. Unarmed attacks normally inflict 1d3 damage, unless martial arts are used.

Strength Modifier

You add your character's Strength modifier to damage rolls when using a melee weapon, thrown weapon, bow, sling, or similar weapon that works as a result of physical strength. Off-hand attacks receive only half the character's normal Strength modifier, while two-handed attacks receive one and a half times the Strength modifier. Explosives such as grenades never have their damage modified by the Strength modifier, whether thrown or not.

Other Damage Modifiers

Equipment, feats and situations can also modify damage. As long as such modifiers don't take the form of additional damage dice (such as from a sneak attack), they are counted when multiplying damage.

Damage Multipher

On occasion, damage is multiplied, such as when a character scores a critical hit. In this case, roll the damage a number of times equal to the multiplier (i.e. two times in the case of a x2 multiplier) applying modifiers each time. Do not roll the damage and then multiply the result – actually roll the damage a number of times equal to the multiplier and add them all together. *Example: If your character's normal damage was 1d8+3, then a x3 multiplier would change it to 3d8x9 (roll 3d8 and add 9).*

If two or more multipliers are combined, add them together and subtract 1 for each multiplier beyond the first. *Example: If a damage roll was affected by three multipliers, x2, x3 and x2, the total multiplier would be x5 (-2 + -2 (x3 - 1) + -1 (x2 - 1) = -5).*



Bonus Damage Dice

Bonus damage dice, such as a +1d6 from a sneak attack, are added in after all multipliers have been applied. So if an attack that dealt 1d8+4 had both an additional +1d6 bonus die and a -2 multiplier applied to it, the final damage would be 2d8+8+1d6.

Damage Reduction

Certain equipment or abilities allow a target to absorb damage without harm or reduce the damage taken. Damage reduction is subtracted from damage after all other modifiers have been applied. Certain types of attacks can ignore damage reduction – these will be noted in their descriptions. Whenever damage reduction reduces damage to 0, it also negates special effects that accompany damage, such as poison. Touch attacks (such as a Stun Baton) are not negated, nor does damage reduction cancel effects delivered by inhalation, ingestion, or contact. Characters can tell when damage reduction has reduced their damage to 0.

DEFENSE

A character's Defense determines how hard it is for opponents to hit him. It is used as the DC for your opponents' attack rolls. The Defense for an average person is 10. A given character's Defense is:

10 + class bonus + Dexterity modifier + size modifier + other modifiers

Class Bonus

Based on your character's level, his class gives him an innate bonus to his Defense that always applies, even when he's flat-footed.

Dexterity Modifier

Dexterity affects your character's ability to dodge incoming blows. However, wearing armor can restrict your mobility, and limits your Dexterity bonus. Worse, if you can't react to an incoming attack, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens.) For instance, you couldn't use your Dexterity bonus while rock climbing, or when struck by a sneak attack.

Size Modifier

As noted under Attack Rolls, a larger target is easier to hit than a small one. The size modifier also applies to attack rolls, so two combatants of the same size effectively have no bonus or penalty to hit each other. *(See the Size Modifier Chart on the previous page.)*

Other Modifiers

The Dodge feat gives your character a +1 dodge bonus to his Defense against a single opponent. However, any situation that prevents him from using his Dexterity modifier also negates dodge bonuses. Note that dodge bonuses are not limited by armor (unlike the Dexterity modifier), and they stack with each other, unlike most bonuses.

Some creatures also have natural armor, such as scales or fur, which improves their Defense without replacing their class bonus or placing limitations on their Dexterity modifier.

Touch Attacks

Some attacks, such as a stun baton, ignore armor (both artificial and natural). In these cases, the attacker makes a touch attack roll – the attack roll is made as normal, but the target's Defense does not include any armor or natural armor bonus. The target's size modifier, Dexterity modifier, and class bonus all still apply, and the attacker must still worry about range modifiers if using a ranged attack.

INITIATIVE CHECK

When your character enters combat, make an initiative check to determine the point during the round in which he gets to act. Initiative checks work like attack rolls, with a d20 roll plus a bonus from the character's class level, Dexterity modifier, and any modifiers provided by race, class or feats, such as the +4 for Improved Initiative. Your final initiative is:

Initiative roll + Dexterity modifier + other modifiers

Characters act in order of highest initiative result to lowest initiative result. Once you have made your initiative check for a particular combat, you keep that result for the rest of the combat.



ROUNDS

Time in combat is divided into 6-second intervals referred to as "rounds." Anything a person could reasonably accomplish in six seconds can be attempted by your character during one round.

SAVING THROWS

When your character is subjected to an unusual attack, such as brainwashing or explosives, he usually gets a saving throw to reduce or avoid the effect. Saving throws work like attack rolls, with a d20 roll plus a bonus from your class level and an ability score. Your saving throw result is:

Saving Throw roll + Base save bonus + ability modifier + other modifiers

Base Save Bonus

Each class provides a save bonus to each type of saving throw, based on level. Add the appropriate save bonus to any saving throw that your character makes.

Other Modifiers

Sometimes abilities, powers, feats, or race give bonuses versus certain types of saving throws. Add the appropriate bonuses to saving throws made by your character.

There are three types of saving throw, each with a different use and applicable ability. They are:

Fortitude: Used when you suffer tremendous physical damage, or an attack against your health, such as poison, diseases, or paralysis. Your Constitution modifier is added to Fortitude saving throws.

Reflex: Used when you are trying to dodge massive attacks such as explosives, or to react quickly to a deadly situation, such as a swinging blade. Your Dexterity modifier is added to Reflex saving throws.

Will: Used to resist mental influencing or coercion such as seduction or brainwashing. Your Wisdom modifier is added to Will saving throws.

The DC for a save is determined by the attack itself. For instance, systemic poisoning might call for a Fortitude save against DC 15, while leaping out of the blast radius of an anti-personnel mine might call for a Reflex save against DC 25.

SPEED

Your character's speed tells you how far he can move in a single half action. Most characters have a speed of 10 meters, but a few have a speed of 6 meters. A character can take two standard move actions in order to move up to twice his speed in a round, or he can run, and move up to four times his speed in a round. Speed is reduced when wearing armor or carrying a lot of weight.

WOUNDS

Your wound points determine the amount of damage you can take before falling unconscious or dying.

Your starting wound points are:

Constitution ability score + your Wound Die Type (as determined by your race) + your Class Wound Modifier (as determined by your class)

As you gain additional levels, through experience, you also gain additional wounds, as follows:

Constitution Modifier + Wound Die Type + Class Wound Modifier

Your character's cumulative wound total, when uninjured, is considered his maximum wounds. No amount of rest or healing can cause his wounds to exceed his maximum wounds - he'd have to gain another level in order to increase his wounds.

When your character reaches 0 wounds, he falls unconscious. If they fall to -1, he's dying and starts to lose 1 wound every round. If his wounds ever reach -10, he's dead *(see Injury and Death, pages 245-246)*.

ACTIONS IN COMBAT

During combat, there are a myriad of actions available that your character can perform - the most common of which are different forms of attacking or moving. This section explains what, exactly, you are allowed to do during a round of combat. Later sections explain initiative, attacking, moving, and other specific actions.

Rounds and Duration

A round is defined as a span of time from one round to the same initiative number (initiative count) in the next round, unless otherwise stated. Effects that last multiple rounds continue until completing the appropriate number of full rounds, ending just before the initiative count that they



began on. For instance, a warrior lays down cover fire for a friend at initiative count 12. Cover fire lasts for one round, so the benefits of the cover fire would expire at the beginning of initiative count 12 during the next round.

Action Types

Over the course of a round (defined as roughly six seconds; *see above*) a character can only do so much. In order to help you determine just what he can and can't do in a single 6-second round, actions are grouped into three action types: full, half and free. When a character's turn comes up in the initiative order *(see Initiative, page 230)*, that character performs his entire round's worth of actions, as described below.

Full and Half Actions

Your character may take either one full action or two half actions during a round. Full actions are more involved, and use up all your time and attention for the round, while half actions are less time-consuming; a character is able to perform up to two half actions during a round. Half actions include most forms of attacks, allowing characters to combine an attack with other actions, such as movement.

Free Action

Free actions take up little or no time. You may perform as many free actions in a round as you like, in addition to your usual full or half actions. However, your GM may place limits on just how many free actions you can realistically accomplish during a given round. Yelling a warning to friends is a simple thing to do while defending yourself from multiple ambushers – performing a sleight of hand trick is not.

Bonus Step

In addition to all other actions you take during the round, you may take a free 2-meter step before or after one of your actions during the round. However, if you take (or plan to take) a movement action (such as run or charge) during the round, then you cannot use your bonus step.

Table 10-1: Combat Actions

Action	Type
Initiative Actions (pages 231-232)	
Delay	Free
Ready	Full
Regroup	Half
Attack Actions (pages 233-237)	
Autofire attack	Full
Burstfire attack	Half
Coup de grace	Full
Cover fire	Full
Feint (uses Bluff skill)	Half
Standard attack	Half
Strike an object	Half
Suppressing fire	Full
Taunt (uses Bluff skill)	Half
Substitute Attack Actions (page 237)	
Disarm	Half
Grapple	Half
Trip	Half
Movement Actions (pages 242-243)	
Charge	Full
Drop to the ground	Free
Run	Full
Stand up	Half
Standard move	Half
Total defense	Full
Withdraw	Full
Other Common Actions (pages 243-245)	
Activate an item	Free
Aim a ranged weapon	Half
Brace a firearm	Half
Draw or holster a weapon	Half
Drop an item	Free
Expend control	Free
Load a weapon	Half
Move a heavy object	Half
Move an extremely heavy or awkward object	Full
Open a door	Half
Pick up an item	Half
Retrieve a stored item	Half
Speak	Free
Stabilize a dying person	Half
Stand up from being prone	Half
Use a skill or feat	See skill or feat
Other actions	GM's discretion

INITIATIVE

Initiative determines who goes first during combat. A high initiative allows you to act early in the round, which can often be a tremendous advantage. A low initiative, however, allows you to see what your opponents are up to before you react, allowing you to foil their plans.

The Sequence of Combat

Combat is carried out in the following order. While it may seem confusing at first, it will become a lot clearer once you've read the entire section. Also, after working your way through one or two minor combats, it will start to flow more quickly. You may wish to refer back to this section at the beginning of each combat until you are familiar with it:

1. Each combatant starts the battle flat-footed. Once a combatant has the opportunity to act, he or she is no longer flat-footed.
2. Combatants make an initiative check.
3. If the GM decides that some, but not all of the combatants were aware of their opponents before combat started, then a surprise round occurs. During the surprise round, in initiative order (starting from the combatant with the highest initiative and ending with the combatant with the lowest initiative), any combatants aware of their opponents before combat started may make one half action. Unaware combatants receive no opportunity to act, and thus remain flat-footed.
4. The first normal round begins. In descending initiative order, all combatants may make a number of actions that do not total more than a full action (one full action, two half actions, a combination of free and full actions, etc.). In addition, any combatant who does not otherwise move during the round may take a single 2-meter step during their turn.
5. After all combatants have acted, a new round begins. Repeat steps 4 and 5 until the battle ends (combatants on one or both sides are no longer willing or able to continue combat).

Rules on Initiative

There are several rules that should be kept in mind when determining who goes first during combat.

Rolling for Initiative

At the start of combat, each combatant makes an initiative check as explained under Initiative Check *(see page 228)*.

The modified check give your character's initiative result. The GM then counts down from highest result to lowest, with each combatant acting in turn. Unless a character takes an action that changes it, his or her initiative result remains the same for the rest of the combat.

The GM may want to write down each character's name in initiative order so that combat goes faster. If two or more combatants are tied for initiative, the character with the highest Dexterity goes first. If their Dexterity is the same, flip a coin to determine who goes first.

Joining a Battle

If a character enters combat after it has already begun, he must immediately make an initiative check and act whenever his turn comes up in the existing order.

Opponent Initiative

The GM can either make a single initiative check for all GM-controlled opponents, or separate the opponents into several groups or individuals and make an initiative check for each. The first option makes combat go faster, but it is sometimes more appropriate for a notable villain to get his own initiative check rather than getting lumped in with his minions.

Flat-Footed

Until your character's turn to act has come up at least once in the initiative order during combat, he is flat-footed. This means that he cannot add his Dexterity or dodge bonuses to his Defense, and certain opponents may be able to perform a sneak attack on him, doing a great deal of damage.

Rules on Surprise

When combat starts, if your opponents are aware of you but you are unaware of them, you are surprised.

The Surprise Round

If some, but not all of the combatants involved in a combat are aware of each other, a surprise round takes place. In initiative order, combatants who are aware of their opponents may make one half action. If all or none of the participants in the battle are aware of their opponents, no surprise round takes place.

Determining Awareness

The GM determines who is aware of their opponents at the start of a combat. Skill checks are often appropriate to determine whether or not a character is surprised. Some skills and the situations in which they might apply are:

Listen: When a character is being stalked with Move Silently.

Sense Motive: When a trusted friend suddenly draws a weapon.

Spot: When a character is being ambushed by an opponent using Hide.

It's not practical to list all the possible situations in which a character can be surprised; in the end, the GM must be the final arbiter of who is surprised and who isn't.

Unaware Combatants

Unaware combatants do not act during the surprise round, and therefore remain flat-footed until their first action during the first normal round.

Initiative Actions

Initiative actions generally allow you to modify your initiative result in some manner in hopes of gaining a tactical advantage. These are advanced actions, and you may wish to wait until you've become familiar with combat before trying them out.

Delay (Free Action)

By delaying your character's action, you may voluntarily reduce his initiative result by up to 10 + his total initiative bonus (Dexterity modifier + other modifiers) until the end of the round. This allows you to see what your character's opponents are doing before committing him to a course of action. Once his initiative result has been reduced to its limit, he must act or lose his action for the turn. *Example: Your character's initiative result is 18 and his initiative bonus is 2; he may reduce his initiative to 6 (18 - 12 = 6) for the round. At 6, however, he must act or lose his turn.*

If more than one character delays their action, and they all decide that they want to go on the same initiative count, then the one whose initiative was originally the highest gets to choose whether to go first or last.

Regroup (Half Action)

Sometimes it is advantageous to take stock of your situation, calm your thoughts, and carefully decide on your next course of action. By taking this action, your character's initiative result is increased by 10 for the rest of the combat. This action can be taken as often as you like.

Ready (Full Action)

Readying allows your character to take an action later in the round in response to a predetermined trigger that is chosen when taking this action. This is sometimes referred to as going on "overwatch."

When taking this action, you must decide upon two things: a half action that you will take later in the round, and a trigger that will cause you to begin the action. *Example: Your character decides to fire his weapon (standard attack*

action) at the first person to come around a corner up ahead. Because he is watching and waiting for the right moment to act, his action may come either just before or just after the action that triggered it, at the player's discretion. He'd probably want to wait until after the person has come around the corner before shooting him.

Should you decide that you want to cancel your action when the trigger occurs (in the event that one of your character's teammates is the first person to come around the corner, for instance), you must make a Reflex Save (DC 15) in order to do so.

Finally, if the trigger you've decided upon doesn't actually occur during the round, you lose your action. Thus, if no one comes around the corner in the example above, your character will just sit there watching the corner all round.

Special Note: Certain piercing weapons, such as spears, may be set to receive an opponent's charge. Readied weapons of this sort deal double damage against charging opponents.

ATTACKING

Usually your character's primary goal in combat is to stop his opponents from hurting him, by any means necessary. Typically, this involves putting them out of commission before they can do the same to him.

Rules on Attacking

Before you can make an attack action, you should be aware of the requirements and special rules attached to attacks.

Melee and Unarmed Attacks

With a normal melee weapon, you can strike any opponent adjacent to you (i.e. within 2 meters of you). The same goes for unarmed attacks.

Ranged Attacks

With a ranged weapon, your character can attack any opponent who is within the weapon's maximum range (five range increments for thrown weapons, and ten range increments for projectile weapons) and in line of sight. A target is in line of sight if there are no obstacles completely obscuring the target from your view.

Attack Rolls

An attack roll can represent either a single attack, or multiple attacks within the same amount of time. Your character's attack roll is 1d20 + his attack bonuses with the weapon he's using. If the result is greater than or equal to his target's Defense, he hits and deals damage.

Damage Rolls

If an attack hits, roll your character's weapon's damage (see *Damage, pages 226-227*). The result is subtracted from his target's wounds. If the target's wounds drop to 0 or less, then he's out of the fight (see *Injury and Death, pages 245-246*).

Automatic Misses and Hits

A natural 1 (an actual roll of 1 on a d20) is always a miss, while a natural 20 (an actual roll of 20 on a d20) is always a hit. A natural 20 might also be a critical hit and inflict extra damage (see *Critical Hits, below*).

Critical Hits

Whenever your character gets a natural 20 (the d20 is actually showing a 20) on an attack roll, he automatically hits his opponent, and he's scored a threat - a potential critical hit. In order to turn a threat into a critical hit, make a critical roll: another attack roll using the same modifiers in the roll which resulted in the threat. If the critical roll would also be a hit against the target's Defense, then the attack is considered a critical hit.

When your character causes a critical hit, roll his damage more than once, using all normal bonuses, and apply the totals as damage. Unless otherwise specified for a weapon, the threat range for a critical hit is a natural 20 and the damage multiplier is x2.

Multiple Attacks

Multiple attacks are usually gained through level advancement or through gaining certain feats. The specific feat will tell you what you have to do in order to qualify for the extra attacks.

Unarmed Attacks

Typically, unarmed attacks from a medium-sized character inflict 1d3 points of damage (with Strength modifiers, as usual). This damage is subdual damage (see *Subdual Damage, page 241*), and cannot cause a critical hit. However, there are a variety of martial arts feats that can modify your character's unarmed attacks in a number of ways (see *Feats, pages 198-204*).

Unarmed attacks count as light weapons for purposes of off-hand penalties and the like.

Attacking With Two Weapons

If your character wields a second weapon in his off-hand then, once per round, he can gain an extra attack during one of his actions (using that weapon). This style of fighting is



difficult, however, and the character suffers a -6 penalty to all attack rolls with the weapon in his primary hand, and a -10 penalty to all attack rolls with the weapon in his off-hand. There are several ways to reduce these penalties, and your character may benefit from more than one of them at once. If the off-hand weapon is smaller by one or more size categories than that in the character's primary hand, it is considered a light weapon, and his primary and off-hand penalties are reduced by 2.

If your character has the Ambidexterity feat, his off-hand penalty is reduced by 4.

Finally, if he has the Two-Weapon Fighting feat, his primary and off-hand penalties are reduced by 2.

Attack Actions

Attack actions generally allow you to hurt your opponents in some way. Note that even 1st level characters can make two attacks in a round (both half actions) if they aren't moving or attempting other actions as well. Additional attacks can be gained through the use of feats or certain special types of equipment.

Standard Attack (Half Action)

When taking this action, your character makes a single attack on the target of his choice, following the guidelines under Rules on Attacking, on the previous pace. Certain feats or equipment may allow him to make more than one attack during a standard attack - their description will explain how the extra attacks work. If he is using a weapon with ammo or charges, a standard attack (or each attack, if feats allow more than one) uses up 1 shot or charge.

Burstfire Attack (Full Action)

You may only use the burstfire action if your character is firing a weapon with the burstfire option *(see Chapter Nine for descriptions)* and if he has the Burstfire feat. This action allows him to fire a short burst of ammo in a small pattern, allowing him to hit one target multiple times or to hit up to two targets in adjacent 2-meter squares with a single action, as long as neither of them is directly in front of the other and he has line of sight to each of them. A burstfire attack uses up 4 shots or charges.

Single Target: After selecting a target, make three attack rolls applying a -2 burstfire penalty to each (apply all normal modifiers as well). Each of these attack rolls is compared with the Defense of the target separately, hitting or missing as usual. If one or more hits are scored, a single damage roll is made normally, but each hit beyond the first adds +5 to the damage roll.

Example 1: Your character targets a guard with a burstfire attack from a Pulse Blaster Rifle. The guard has a Defense of 14 and 17 wounds. You make three attack rolls, each receiving a -2 penalty in addition to other modifiers, with results of 17, 14 and 8. That's two hits; you roll 3d8 damage and add +5 to the roll for the second hit.

Two Adjacent Targets: After selecting two targets in adjacent 2-meter squares, make a single attack roll against each of them, applying a -2 bursttire penalty (apply all normal modifiers as well). The attack rolls are compared with the Defense of each target, hitting or missing as usual. If one or more hits are scored, a damage roll is made against each target that was hit.

Example 2: Your character opts to target two guards standing next to each other with a burstfire attack from a Pulse Blaster Rifle. The guards each have a Defense of 14 and 19 wounds. After making sure that he has a clear line of sight to each of them, you make an attack roll against each guard, each roll receiving a -2 penalty in addition to other modifiers. The rolls result in a 15 and an 11, which means your character hit one of them. Since one attack hit, you roll 3d8 for damage, getting 17 points of damage. This reduces one guard to 0 wounds so he falls unconscious to the floor.



Autofire Attack (Full Action)

The autofire action may only be taken if your character is firing a weapon with the autofire option (see *Chapter Nine for descriptions*) and has the Autofire feat. This action allows him to fire a long burst of ammo, attempting to use a hail of fire to take down several opponents at once. An autofire attack can affect up to four adjacent 2-meter squares. Some of the squares may be behind others, and therefore not within line of sight, with the following rule: targets in the front square(s) must be targeted first; only if the target in the front square(s) goes down to the attack may the target(s) in the rear square(s) be attacked (see example, below). An autofire attack uses up 10 shots or charges.

After selecting up to four adjacent 2-meter squares, make attack rolls against targets in all squares that are within line of sight. It is difficult to control a weapon that is attacking using autofire; apply a cumulative -1 autofire penalty (applying all normal modifiers as well). The autofire penalty is cumulative per attack roll in the autofire attack sequence (-1 for the first roll, -2 for the second roll, -3 for the third roll and -4 for the fourth roll). These attack rolls are compared with the Defense of their respective targets, hitting or missing as usual. If one or more hits are scored, damage rolls are made against each target that was hit.

If some targets lay in squares that were behind the front target(s), and the front target goes down, thereby exposing the rear target, attack rolls may then be made against each additional target that was exposed, using the same method as described above.

Example: Four mercenaries are charging your character up a narrow hall. He decides to autofire at them with his heavy pulse blaster, targeting enemies in four adjacent squares down the hall. He makes an attack roll against the leading mercenary and hits. The resulting damage causes the mercenary to drop. He may then attack the target in the square immediately behind him. Another hit, and the damage causes the second mercenary to drop as well. He then attacks the mercenary in the square immediately behind the last target and hits. This time, however, the hit doesn't cause enough damage to knock him unconscious, so your character doesn't get to make an attack roll against the last mercenary because he doesn't have line of sight. He takes the last shot at the target he just fired at.

Concentrating Autofire: You may decide to target fewer than four squares with an autofire attack. In this case, the four attack rolls may be divided in any way the attacker wishes. A single damage roll is made against each target that was hit – if multiple hits were scored against that target, each hit beyond the first adds +5 to the damage roll for that target.

Final Note on Autofire: Autofire is noisy, no matter what kind of weapon you are using. Don't expect to surprise anyone in the ten minutes or so following an autofire attack.

Feint (Half Action)

Your character can use the Bluff skill to mislead an opponent into miscalculating his next attack, causing him to lose his Defense bonuses against the attack. A feint is opposed by the target's Sense Motive skill. If your character succeeds at his check, his target does not get to add his Dexterity or Dodge bonus to Defense the next time you attack him.

Circumstance	Feint Modifier
Opponent is a member of another species	-4
Opponent has a 1 or 2 Intelligence	-8
Opponent is non-intelligent	Impossible

Strike an Object (Half Action)

Sometimes you need to hit a button with a thrown knife, use a blaster to shoot a rope in half, or break a remote control in a villain's hand. The difficulty of hitting an object depends largely on its size, and whether or not it's moving.

Immobile objects have a Defense of 5 + their size modifier. If you are attacking an immobile object with a melee weapon, you get a +4 to your attack. If you take a full-round action to line up your shot, then you get an automatic hit if using a melee weapon, or a +5 to your attack roll if using a ranged weapon.

Moving objects have a Defense of 10 + their size modifier. If you take a full-round action to line up your shot, then you gain a +5 with a melee weapon or a +2 with a ranged weapon. Objects that are carried or worn by a character have a Defense of 10 + their size modifier + the character's Dexterity modifier and class bonus to Defense.

Held objects can be easily moved out of the way of an incoming attack. They have a Defense of 15 + their size modifier + the character's Dexterity modifier and class bonus to Defense.

Damaging Objects: Weapon damage is rolled normally against objects. They are immune to critical hits, however. An object typically has wound points and hardness. Wound points work similar to those of a character - an object with 0 wound points remaining is ruined. Hardness is similar to damage resistance - hardness is subtracted from each damage roll made against the object, so a hardness of 2 would reduce 12 points of damage to 10.

Your GM may determine that certain objects are immune or particularly vulnerable to certain types of damage. For instance, while it's very easy to shoot through asbestos, it's virtually impossible to burn it.

Saving Throws: Objects that are not being touched, held, or worn never receive saving throws - they are always considered to have failed their saving throws. Otherwise, the object gets the same saving throw as the character in contact with it.

Breaking Objects: If your character tries to break an object through a sudden use of force, make a Strength check to see if he succeeds. To calculate the DC to break an object, look up its construction quality on Table 10.2, on the following page. This table is only a general guideline, and your GM may impose modifiers for particularly large, tough, fragile, or awkward-to-grip objects. If the object has lost more than half its wound points, the DC to break it is reduced by 2.

Taunt (Half Action)

You can use the Bluff skill to goad an opponent into attacking you with his next action. A taunt is opposed by the target's Sense Motive skill. If you succeed at your check, your target must attack you with his very next action. Circumstances play an important role for a taunt. For instance, if the target of the Taunt is the lead figure of a diplomatic envoy and the taunt occurs in front of foreign diplomats, the GM may give the character up to a -20 penalty to the Bluff check.

Circumstance	Taunt Modifier
Opponent hates you	+6
You appear to be helpless	+4
Opponent is angry with you	+2
You appear to be unarmed	+2
Circumstantial modifier	+5 to -20
Opponent has another intended target	-2
Opponent is a member of another species	-4
Opponent is fleeing	-6
Opponent has a 1 or 2 Intelligence	-8
Opponent is nonintelligent	Impossible

Coup de Grace (Full Action)

By taking this action, you attempt to kill a helpless foe that is adjacent to you. You automatically score a critical hit (and characters with sneak attack bonuses get to use those as well). Even if the foe survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die from the shock of the blow. You cannot use this action against a target that is immune to critical hits.

Cover Fire (Full Action)

The cover fire action may only be taken if your character is firing a weapon with either the burstfire or autofire option *(see Chapter Nine for descriptions)*. He need not have the Burstfire or Autofire feats in order to lay down cover fire. By giving cover fire, your character can protect his cohorts when they are exposed to enemy fire. When you take this action, choose a single ally in your character's line of sight - that character receives a +4 dodge bonus to their Defense for 1 round against enemies who are also in your character's line of sight. (He must be able to shoot at them to force them to keep their heads down, or the cover fire doesn't work.)

A character cannot provide cover fire for an ally involved in a melee. Each character that lays down cover fire for an individual beyond the first only gives them an additional +1 dodge bonus, and then only against foes within their line of sight. Laying down cover fire uses up 5 shots or charges.

Table 10.2: Substance Hardness, Wound Points

Material	Hardness	Wound Points
Paper-like material	0	2/cm of thickness
Cloth	0	2/cm of thickness
Rope	0	2/cm of thickness
Ice	0	3/cm of thickness
Glass	1	1/cm of thickness
Pottery	1	1/cm of thickness
Leather	2	2/cm of thickness
Drywall (or the equivalent)	3	6/cm of thickness
Hard plastic	4	8/cm of thickness
Wood	5	10/cm of thickness
Bone or ivory	6	12/cm of thickness
Concrete	7	14/cm of thickness
Stone	8	15/cm of thickness
Reinforced concrete	9	20/cm of thickness
Metal (iron, etc.)	10	30/cm of thickness
Strong metal (steel, etc.)	15	35/cm of thickness
Super strong material	20	40/cm of thickness

Table 10.3: Base Break DC

Construction Quality	DC to Break
Shoddy	5
Standard	10
Good	15
Excellent	20
Formidable	25
Military grade	30
Super tech	35-40

Table 10.4: Example Objects

Object	Hardness	Wound Points	DC to Break
Drywall (1 in. thick)	3	6	10
Sandbags (12 in. thick)	5	120	13
Wooden door (1 in. thick)	5	10	13
Computer	5	15	14
High-impact plastic globe	6	36	21
Rope (1 in. diameter)	0	2	23
Chain	10	5	26
Restraints/handcuffs	10	10	26
Metal bars	10	15	30
Metal door (5 in. thick)	10	150	35
Concrete wall (24 in. thick)	7	336	40
Blast door (24 in. thick)	15	840	45

Suppressing Fire (Full Action)

The suppressing fire action may only be taken if your character is firing a weapon with either the burstfire or autofire option (see *Chapter Nine for descriptions*). He need not have the Burstfire or Autofire feats in order to lay down suppressing fire. Suppressing fire is used to pin down an opponent, forcing him to seek cover and making it dangerous for him to fire back.

When your character takes this action, choose a single opponent in his line of sight. That opponent receives a -4 penalty to all attack rolls and skill checks for 1 round, as long as he remains in your character's line of sight. While targeted with suppressing fire, the opponent must use his action(s) to either leave your line of sight or take at least one-quarter cover by the start of your next action (provided the opponent has had at least one action in the meantime) or you get a free standard attack against him.

You cannot lay down suppressive fire on an opponent who is involved in a melee. Each character that lays down suppressive fire on an individual beyond the first only causes an additional -1 penalty to their attack rolls and skill checks, and then only while the target remains in their line of sight. However, each suppressing character receives the free attack if the target doesn't take cover. Laying down suppressive fire uses up 5 shots or charges.

Substitute Attack Actions

These actions are specialized forms of attack that can be taken in place of one normal attack. As with initiative actions, they are advanced actions, and you may wish to become familiar with basic combat before trying them out.

Disarm (Half Action)

This action replaces a melee attack, and allows a character to make a disarm attempt. Your character and his target each make an attack roll with their respective weapons, with ties going to the character with the highest Strength. If you both are wielding different sized weapons, then the character with the largest weapon gets a +4 bonus per size category difference of the weapons when making his attack roll. In addition, if the target of the disarm is holding their weapon in two hands, the target gets a +4 bonus to the roll. If the attacker wins, the target is disarmed. If the attacker was unarmed when making the disarm attempt, then he now has the weapon; otherwise it's on the ground at the target's feet.

If the defender wins, he may immediately make a free attempt to disarm the attacker in return, using the same method. If the attacker was unarmed when making the disarm attempt and failed, the defender may make a free attack upon the attacker.

Grapple (Half Action)

This action replaces a melee attack, and lets your character attempt to wrestle with his target. It's useful when he wants to immobilize a foe instead of killing them. Grappling is more complicated than most actions and is completely described under Special Attacks and Damage (see *pages 239-241*).

Trip (Half Action)

This action replaces a melee attack, and lets your character attempt to trip an opponent who is up to one size category larger or smaller than he is. First, he must make a successful melee touch attack to begin the trip attempt. Then he must make a Strength check, which is opposed by either his opponent's Strength or Dexterity, whichever is higher. If the target is larger than your character then he receives a +4 bonus to his roll. If he is larger than his target, your character receives a +4 bonus to his roll. In addition, the target gets a +4 bonus to his roll if he has more than two legs, or is otherwise more stable than a normal human.

If your character wins, his target becomes prone. A prone character suffers a -4 penalty when making melee attacks, and melee attacks made against him gain a +4 bonus. Ranged attacks on a prone character, however, receive a -4 penalty. Rising from a prone position requires a half action.

If the target wins, he may immediately make a free attempt to trip your character, using the same method.

Attack Modifiers

Combat often occurs with little advance notice and certainly under less than optimal circumstances. The following are various modifiers that may apply during a combat.

Favorable and Unfavorable Conditions

Your GM may impose any or all of the following bonuses or penalties when you attack, depending on the circumstances.

Cover

When your character finds himself under fire, one of the best things he can do is take cover. Crouching behind a vehicle, wall, or doorframe provides a bonus to his Defense. The more complete his cover, the better the bonus he receives (see *Table 10.6: Cover and Concealment*).

Cover provides two types of bonuses. The first bonus (Cover Defense Bonus) is added to your character's Defense when he is attacked. Your GM may rule that this cover bonus doesn't stack with other bonuses, such as the bonus for kneeling (since this bonus is already factored into the degree of cover you have).

The second type of bonus (Cover Reflex Save Bonus) is added to your Reflex saving throws against any area effects that originate or spread from the other side of the cover.

Table 10-5: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	-4
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2*	+2*
Defender climbing (cannot use shield)	+2*	+2*
Defender surprised or flat-footed	+0*	+0*
Defender running	+0	-2
Defender grappling (attacker not)	+0*	+0**
Defender pinned	+4*	-4*
Defender has cover	See Cover	See Cover
Defender concealed or unseen	See Concealment	See Concealment
Defender helpless	See Helpless Defenders	See Helpless Defenders

* The Defender loses any Dexterity and Dodge bonuses to Defense.

** Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.

Table 10-6: Cover and Concealment

Degree of Cover	Cover Defense Bonus	Cover Reflex Bonus	Concealment Defense Bonus
One-quarter	+2	+1	+1
Standing behind a short wall; light fog or foliage; moderate darkness**			
One-half	+4	+2	+2
Fighting from around a corner; standing at an open window; behind a character of the same size; dense fog at 4 meters; precipitation**			
Three-quarters	+7	+3	+3
*Peering around a corner; dense foliage**			
Nine-tenths	+10	+4**	+4
*Standing at a narrow opening; behind a slightly open door, near darkness**			
Total	-	-	+6
Totally behind a solid wall; total darkness; attacker blind; dense fog at 8 meters**			

* Concealment examples.

** No damage if your save is successful, half damage if you fail.

If the Cover Defense Bonus is all that keeps an attack roll from hitting a target, the cover is hit instead. Roll damage and apply it to the cover *(see Strike an Object, page 235)*. If there is more than enough damage to destroy or break the cover, a hole is made in it and the excess damage is applied to the target hiding behind it.

Using Hostages as Cover: If a character uses a person as cover, then if the cover is hit (as above) and the attack roll equals or exceeds the hostage's Defense, then the hostage is hit and suffers the damage intended for your character. However, he should make sure to choose a hostage who isn't going anywhere. If the hostage can use his Dexterity or dodge bonuses, and this bonus is the only thing that causes the attack roll to miss, then the hostage has dodged out of the way of the attack, which hits your character after all.

Concealment

If your character can't take cover, then the next best thing he can do is hide himself from sight, possibly behind some bushes or within heavy smoke. When there is nothing physical to prevent an attack from hitting the character, but something interferes with the attacker's accuracy, it is referred to as concealment.

The effectiveness of cover depends upon the attacker. If the attacker can see your character's body heat, hiding in the darkness or behind some light foliage isn't going to help him.

Concealment provides a Concealment Defense Bonus, which is similar to the Cover Defense Bonus, above. This bonus can be used in combination with a Cover Defense Bonus, but if multiple concealment conditions apply to an attack, only apply the highest one. (i.e. if you are hiding behind light foliage in total darkness, only the bonus for total darkness applies).

Degree of Cover or Concealment: The situation influences how effective your cover or concealment will be – after all, standing behind a low wall is much more effective against a short or prone opponent than it is against a sniper on a nearby roof. Ultimately, the effectiveness of your cover and concealment is determined by your GM, using Table 10.6 *(see opposite page)* as a guideline.

Helpless Defenders

A melee attack made against a helpless opponent (one who is bound, sleeping, unconscious, etc.) receives a +4 bonus to the attack roll. Ranged attacks do not receive this bonus. Also, a helpless defender's Dexterity bonus is considered to be -5 (as though he had a Dexterity of 0), dropping his normal Defense by 5. A coup de grace action may be taken against a helpless defender.

Flanking

When your character and an ally are on either side of an opponent, they flank that opponent. Flanking characters gain a +2 flanking bonus on their attack rolls, and can perform sneak attacks if they have that ability.

Fighting Defensively

A character can choose to fight defensively just before taking an action, taking a -4 penalty to all of his attacks and skill checks during that round but gaining a +2 dodge bonus to Defense during that same time period.

Shooting or Throwing into a Melee

If a character shoots or throws a ranged weapon at an opponent who is adjacent to one of his allies, he suffers a -4 penalty on his attack roll. If the ally is unconscious or immobilized, he doesn't suffer this penalty unless the ally is being attacked. This penalty can also be avoided if the character firing into melee has the Precise Shot feat.

SPECIAL ATTACKS AND DAMAGE

This section describes several types of attacks and damage that are unusual enough to deserve special attention.

Face and Reach

Combatants who are larger or smaller than a normal Sebacean present special concerns in combat. Larger creatures, for instance, can be attacked by more opponents at once, but their reach enables them to attack opponents who are further away from them. As for smaller creatures, more of them can gang up on a single opponent, but they can only attack opponents in their own square. When fighting such creatures, you may attack into your own square.

A combatant's face *(see Table 10.7: Face and Reach)* determines how big it is when represented in the standard scale. Note that larger combatants have more squares that are adjacent to them, and therefore can be attacked by more opponents at once.

A combatant's reach *(see Table 10.7: Face and Reach)* determines how far away the combatant can perform a melee attack on an opponent.

Grappling Attacks

When wrestling with an enemy, your character is said to be grappling. This form of attack is most often used to take advantage of superior size or strength, and is a useful way to immobilize an opponent who has other, more deadly attacks (such as superior skills with firearms).

Table 10-7: Reach and Face

Opponent Size	Example of Size	Reach	Face
Fine	Fly	same square	100/square
Diminutive	Gecko	same square	25/square
Tiny	Monkey	same square	4/square
Small	Large dog	1 square	1 square
Medium	Sebacean	1 square	1 square
Large (tall)	Ape	2 squares	1 square
Large (long)	Polar bear	1 square	1-2 squares
Huge (tall)	Giraffe	3 squares	2-3 squares
Huge (long)	Elephant	2 squares	3-4 squares
Gargantuan (tall)	Office building	4 squares	4 squares
Gargantuan (long)	Humpback whale	2 squares	4-8 squares
Colossal (tall)	Skyscraper	5 squares	4-8 + squares
Colossal (long)	Leviathan	3 squares	8-16 + squares

While grappling, everyone involved in the grapple loses their Dexterity and dodge bonuses to Defense.

Multiple combatants can grapple a single opponent. Up to four combatants can grapple a target of their own size category, while as many as eight can grapple an opponent of a larger size category. Up to two combatants may grapple a target that is one size category smaller than they are, and only one combatant may grapple a target two size categories smaller or more.

Grapple Check

A grapple check is much like a touch attack (see *Touch Attacks, page 228*), but instead of the usual size modifier, however, the character making the check gains a +4 bonus for every size category he is above medium, or a -4 penalty for each size category below medium.

Starting a Grapple

Creating a grappling situation requires a number of steps, which must occur in the following order:

1. *Grab your opponent:* When beginning an attempt at grappling, the attacker must make a grapple check. If his grapple check misses, he fails to make the grab so the attempt ends immediately. If successful, go to the next step.

2. *Hold your opponent:* After having successfully grabbed his opponent, the attacker must make another grapple check – this one an opposed check (see *page 182*) – in order to begin the grapple. If he loses the opposed check, or if the target is at least two size categories larger than he is, the attacker fails to start the grapple. If he wins, continue to the next step.

3. *Enter the opponent's square:* The attacker then moves into his target's square and the grapple has begun.

Once these steps have been successfully completed, the attacker and his target are involved in a grapple. If the target is already involved in a grapple with someone else, then another character's grab (the first step) automatically succeeds.

When already involved in a grapple, a character can attempt an opposed grapple check as one of his attacks to perform any of the following grappling moves.

Inflict Damage (Half Action): Inflict damage as though making an unarmed attack.

Pin (Half Action): The character holds his opponent immobile for one round. While he has someone pinned, a character's allies receive +4 to their attack rolls against the pinned victim. While pinning someone, a character can still use his actions to perform additional grappling moves. While pinned, a character is held immobile (but not helpless) for 1 round. The only grappling move he can take while pinned is attempt to break the pin (see below).

Break a Pin (Half Action): The character breaks out of an opponent's pin, or helps an ally break out of a pin. In addition to an opposed grapple check, a character can make an Escape Artist check, opposed by the opponents' grapple check, to perform this move. If successful, the pin is broken, otherwise it continues.

Escape (Half Action): If a character's opposed grapple check beats all his grappling opponents' check results, he can leave the grapple and take a standard move action. Alternately, a character may make an Escape Artist check, opposed by his enemies' grapple checks, when attempting this maneuver.

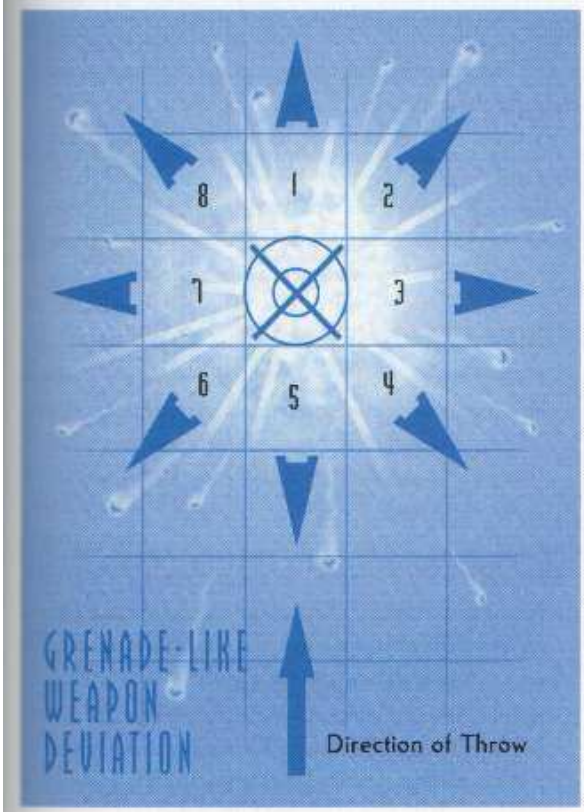
Attack With a Small Weapon (Half Action): A character may make an attack using a light weapon, such as a knife, against a grappled opponent. The attack first requires an opposed grapple check, then a normal attack roll ignoring the target's Dexterity and dodge bonuses to Defense.

Grenade-like Weapon Attacks

Weapons that affect an area (like grenades, explosives, vials of acid, etc.) are referred to as grenade-like weapons. These weapons don't have to hit their target directly to do damage. Attacks with grenade-like weapons are made with ranged touch attack rolls. Direct hits deal direct damage, and anyone struck (either directly, or caught in the blast) can make a Reflex save to take half damage.

Such an attack may target a 2-meter square instead of an opponent, even if the square is occupied. The square's Defense is 5 (plus any range penalties). If the attack succeeds, the weapon lands in the targeted square.

If the attack misses, the weapon deviates from its intended target. Roll 1d3 and add +1 to the total for every range increment the weapon has traveled to see how far from the intended square the weapon lands. To determine in which direction the weapon deviates, roll 1d8 and consult the diagram below.



Once the weapon has landed, it deals burst damage to everyone within its burst radius; those affected may make a Reflex save to take half damage. Note that when a square is the target, everyone in the blast area – even someone in the target square – suffers blast area damage rather than direct hit damage.

Subdual Damage

Subdual damage is similar to normal damage, except that it cannot take its target below 0 wounds and it cannot inflict a critical hit. It's used to incapacitate enemies without killing them. Your character can take a -4 penalty to his attack roll to deal subdual damage with melee weapons instead of normal damage. Ranged weapons may not cause subdual damage unless it is noted in their description.

It is important to note that damage reduction is twice as effective against subdual damage as it is against normal damage (i.e. 2 points of damage reduction will prevent 4 points of subdual damage).

Other Types of Damage

Most weapons specify a particular type of damage, such as piercing or bludgeoning. These terms make no difference as to the amount of damage inflicted. However, some creatures my be partially immune to certain forms of attack: for instance, an amoeba-like creature with no bones or other solid structures in its body might be immune to bludgeoning damage. Such immunities are listed in the creatures' description. If a weapon is of two types, a creature must be immune to both kinds of damage in order to ignore the weapon.

Unarmed Attacks

Kicks, punches, bites, and martial arts moves are all unarmed attacks. Normally, unarmed attacks from a Medium-sized character deal 1d3 points of subdual damage. However, a character can take a voluntary -4 penalty to his attack roll in order to deal normal damage instead of subdual damage.

In addition, there are several feats that will increase the effectiveness of a character's unarmed attacks. Such feats may increase the attacks' damage, provide extra attacks, or even deliver a chance of knocking the target unconscious. Specifics are listed in the Feats section *(see pages 198-204)*.



MOVING

Much of your time in combat will be spent moving – getting into a better position, moving into melee, taking cover from opponents' fire or just running away. This section explains when and how far you can move.

Rules on Moving

In combat, cover, position, and movement are key to success. In order to accurately represent movement and position, it's easiest to use miniature figures to represent the characters and their opponents. By placing them on a grid of 1-inch squares, you can easily eliminate arguments about cover and range. The standard scale used in this book is two meters for every 1-inch square. Distances of less than two meters should be ignored.

Most Medium-sized characters have a speed of 10 meters, when not loaded down with armor or heavy equipment. Wearing armor often reduces a character's speed, as does carrying a medium or heavy load *(see Carrying Capacity, pages 248-249)*.

Passing Through

A character can move through an occupied square if any of these conditions apply:

- The square is occupied by an ally.
- The square is occupied by a character who is dead or helpless.
- The character successfully used the Tumble skill to pass through the square.
- The square is occupied by a character who is three or more size categories larger or smaller than you.

Movement Actions

Movement actions generally allow you to move about during combat, often in an effort to find cover, close with the enemy, or flee. If your character takes a movement action during the round, then he cannot make use of the 2-meter bonus step.

Standard Move (Half Action)

This action normally allows your character to move his speed in meters. Non-standard forms of movement also fall under this action, such as climbing or swimming, most of which allow a character to move up to one-fourth his speed with the proper skill check. Also, some forms of transportation are usually a standard move (the movement rate for such devices is detailed in their description).

If adjacent to an opponent, your character can't move more than a 2-meter step unless he's taking a withdraw action, has the Evasion feat, or the enemy is prone, helpless or unconscious.

Charge [Full Action]

Charging allows your character to move up to twice his speed in a straight line, and make a standard attack action against an adjacent opponent at the end of the move. His charge ends as soon as he moves adjacent to an opponent – he cannot charge past one opponent to attack another. His standard attack receives a +2 bonus on the attack roll, but he suffers a -2 penalty to his Defense for 1 round (until his next action) because of the reckless behavior involved.

Special Note: Certain piercing weapons, such as spears, will inflict double damage to you if they are readied and used against you when you are charging.

Run [Full Action]

When a character runs, he moves up to four times his speed in meters, but only in a straight line (three times his speed if he's wearing heavy armor). He loses his Dexterity bonus to Defense, since he can't evade attacks when moving in a straight line.

A character may run for a number of rounds equal to his Constitution score without a roll, but after that he must succeed at a Constitution check (DC 10) to continue. Thereafter, he must check again each round that he continues to run, and the DC increases by 1 with each round of running. Once a check fails, the character must stop running and rest for 1 minute (10 rounds) before he is able to start running again. While resting, the character may make only one standard move per round and it is considered a full action.

If adjacent to an opponent, your character can't move more than a 2-meter step unless he's making a withdraw action, he has the Evasion feat, or the enemy is prone, helpless or unconscious.

Total Defense [Full Action]

In taking this action, your character focuses his attention exclusively on defending himself from harm for the round. He gains a +4 dodge bonus to his Defense for 1 round, and may move up to his speed in meters.

If adjacent to an opponent, your character can't move more than a 2-meter step unless he's making a withdraw action, he has the Evasion feat, or the enemy is prone, helpless or unconscious.

Withdraw [Full Action]

Your character can use this movement action to break away from adjacent opponents. Provided that he is not adjacent to any opponents following the first 2-meter movement, he may move up to twice his speed but must move away from all enemies – you cannot use a withdrawal maneuver to leave one enemy and move adjacent to another. If the first 2-meter movement cannot remove the character from being adjacent with all enemies, his movement ends immediately. If the character has the Evasion feat, he can ignore adjacent enemies and continue movement when performing a withdrawal.

OTHER COMMON ACTIONS

Other types of actions, including guidelines for categorizing unlisted actions, are described in this section.

Rules on Categorizing Actions

If your character attempts to do something during combat that isn't mentioned in this chapter, then your GM will determine what sort of action it's classified as.

Free actions typically require little or no time or attention to accomplish. If a character can do it in an instant, such as dropping an item, then it's a free action.

Only the most demanding actions are full actions. A character securing himself into the pilot's seat of a Prowler, tipping over a heavy table to use it as a form of cover, or freeing a friend that has been bound and gagged are all examples of full round actions.

Finally, if an action doesn't fit any of the above descriptions, then it should either be classified as a half action, require multiple rounds to accomplish, or be impossible to perform during combat.

Miscellaneous Actions

Actions that weren't listed previously are described below.

Free Miscellaneous Actions

Simple, nearly instant actions are free actions. This includes things like activating an item, dropping an item, dropping prone, or saying something quickly. Your GM may rule that certain lengthy actions, such as reciting the elements on the Periodic Table (alphabetically or by molecular weight), are not actually free actions.

Aim a Weapon (Half Action)

By aiming, your character sacrifices speed for accuracy. As long as the target doesn't move before his next attack,

and your character doesn't do anything to disturb the weapon's aim, he receives a +1 circumstance bonus to you next attack roll against that target. This action has no effect when followed with a burstfire or autofire attack.

Brace a Weapon (Half Action)

In order to take this action, the character must have a stable surface to level his weapon against, such as the edge of a foxhole, a table or a vehicle. He must also choose a target at which his weapon is aimed. As long as the target doesn't move before his next attack, and your character does nothing to disturb the weapon's aim, he receives a +2 circumstance bonus to your next attack roll against that target. This action will provide the +2 circumstance bonus when followed with a burstfire or autofire attack.

Draw or Holster a Weapon (Half Action)

Your character may draw or holster a one-handed weapon by taking this action. He can draw or holster up to two weapons at once if they are both light weapons or if he has the Ambidextrous feat.

Expend Control (Free Action)

Every character has a number of control points. To some degree, control points represent a character's heroic spirit - his ability to reach within and pull forth a feat of incredible proportions. Once a character has reduced his control to the point that it will no longer pay the cost for such an effect, he may not produce control effects until after he's recovered enough control to pay the cost for an effect. *See page 205 for rules on recovering control.*

Most effects are instantaneous. In addition, modifiers to rolls must be paid for before the roll is made. For instance, if a character is making a saving throw, he may choose to expend control for a bonus to the saving throw. He must decide before making the saving throw, and must pay for any bonus that he chooses to use (3 control for +1, 6 control for +2, etc.). The effect only applies to the one roll for which it was generated - a save bonus cannot be applied to more than one saving throw.

A control effect can never provide more than a +5 bonus to any roll, nor can it provide more than a +5 to Defense. control effects are not cumulative (paying for a +5 attack bonus twice is not a +10 attack bonus).

Table 10.8: Control Effects, provides a list of possible uses for control. Additional uses are possible, as determined by the GM.

Load or Reload a Weapon (Half Action)

This action allows a character to change out an ammo or energy pack in his weapon. It allows a character to remove and replace one pack, clip or cylinder, or up to three shells. This can also be used to change the belt of a belt-fed weapon.

Manipulate an Object (Half Action)

Moving a heavy object, opening a door, picking up an item, retrieving an object from a pocket or pack... all are examples of this type of action. Particularly ambitious pursuits may be deemed as a full action by the GM, depending on the situation and the character's goal in performing the action.

Stabilize a Dying Character (Half Action)

A character must be adjacent to the target of the action and make a successful First Aid check (DC 15), to stabilize a dying character. The target of the action regains no wounds, but they stop losing additional wounds to bleeding and trauma.

Stand Up (Half Action)

A character uses this action to rise from a prone, kneeling, or squatting position. It can also be used to switch between any two of these positions (change from kneeling to squatting, prone to kneeling, etc.).

Table 10.8: Control Effects

Effect	Control Cost
Attack bonus	3 control per +1 bonus (+5 max)
Damage bonus	3 control per +1 bonus (+5 max)
Saving throw bonus	3 control per +1 bonus (+5 max)
Bonus to skill check	2 control per +1 bonus (+5 max)
Bonus to Defense	3 control per +1 bonus (+5 max)
Gain a skill, at rank 1, for a single check	8 control
Immediately take an extra half action*	15 control
Reroll a check†	15 control

* A character can generate this effect no more than once per round and twice in a day.

† This effect is generated after the die is rolled. Note that the re-roll replaces the original roll, so apply all modifiers as if it were the original roll, including control effect bonuses.

Use a Skill or Feat (See Skill or Feat)

Using a skill or feat is usually either a half or full action, though a few might be free. Please see the description of the specific skill or feat you are using for more information.

INJURY AND DEATH

This section describes the various ways to gain and lose wounds. Because easy healing isn't always available, and natural healing takes time, PCs should take care to avoid getting hurt in the first place.

What are Wounds?

Wound points (or wounds) are the way the game quantifies your character's limits for absorbing physical damage and dealing with trauma. When your wounds are reduced, some of that character's capacity to deal with pain and physical damage has been used.

When a character takes damage from a knife, pulse blaster, or any other form of attack, he loses wounds. When this occurs, subtract the damage amount from the character's current wounds to arrive at his new current wounds. *Example: A warrior character with 35 wounds (maximum) gets slashed with a knife in a brawl, taking 4 damage. His current wounds becomes 31. A few minutes later, he is shot with a blaster pistol for 12 damage, reducing his current wounds to 19.*

Serious Wounds

When your character has taken damage which reduces him to half (50%) or less of his maximum wounds, he is considered *seriously wounded*. While seriously wounded, he suffers a -2 modifier to all initiative rolls, attack rolls, damage rolls and skill checks, plus his speed is reduced by 2. In addition, a seriously wounded character cannot expend more than 10 control when invoking a power, preventing seriously wounded priests and mystics from using powers that require high levels of concentration or are taxing on the character's resources. *Example: A character with a maximum of 27 wounds takes damage which reduces his wounds to 13 or less. He is considered seriously wounded and suffers the appropriate penalties.*

Critical Wounds

If your character has suffered damage which reduces him to one-tenth (10%) or less of his maximum wounds, he is considered *critically wounded*. While critically wounded, he suffers a -5 modifier to all initiative rolls, attack rolls, damage rolls and skill checks, plus his speed is reduced by 4. In addition, a critically wounded character cannot expend more than 5 control when invoking a power, preventing critically wounded priests and mystics from attempting powers which require more than casual concentration or minor resources. *Example: A warrior character with 54 wounds, maximum, suffers damage which reduces his wounds to 5 or less. He is considered critically wounded and suffers the appropriate penalties.*



Note that the penalties for seriously wounded and critically wounded are not cumulative - once a character becomes critically wounded, only the penalties for critically wounded are applied.

Traumatic Wound

If a character receives damage which equals or exceeds 50% of his maximum wounds as a result of one attack, he must make an immediate Fortitude saving throw. If the save succeeds, there is no effect. If the save fails, the character immediately becomes unconscious. No additional wounds are lost immediately as a result of the character failing the save and becoming unconscious, but the character begins to lose 1 wound per round, as if he were dying (see below).

If the character is stabilized, or receives healing, and he still has positive wounds, he recovers and may begin to act normally. The GM may use this rule for creature opponents and villains, or not, as he sees fit.

Unconscious

If your character's wounds drop to 0, he falls unconscious. He is helpless and cannot take any actions until his wounds rise above 0, at which point he become conscious again and can act normally.

Dying

When his wounds drop to between -1 and -9 inclusive, your character falls unconscious (if he wasn't already) and can take no actions. At the end of the round in which he dropped

below 0 wounds, and every round thereafter until he becomes stabilized, roll percentile dice. If the roll is less than or equal to his Constitution score, he becomes stabile, otherwise he losses 1 wound due to blood loss and shock.

Another character can use a First Aid skill check (DC 15) to stabilize your character; a successful check immediately stops the bleeding. Also, if healed even 1 wound, your character will become stabilized. If his wounds are raised above 0, he returns to normal.

Dead

Once your character has reached -10 wounds, he's dead. Except in certain highly unusual circumstances, death is a permanent condition. Undoing it requires a great deal of power and the GM's approval at the very least.

Stabilizing Injuries

Dying characters sometimes stabilize on their own (see Dying, above), but usually another character must get involved to help stabilize him, either through a First Aid check (DC 15) or some other means, such as healing or special equipment.

Once stabilized, the unconscious character no longer needs to make percentile rolls to avoid losing wounds (as above), and he begins regaining them at the rate of 1 wound per day of rest. Should a stabilized character suffer additional damage, he is no longer stable and must begin rolling to avoid losing wounds once more.

Healing

There are several ways to regain lost wounds - natural healing, care in a medical facility, healing through a power, and special equipment. No form of healing can raise your wounds above their normal maximum.

Natural Healing

A character regains 1 wound per day, as long as he isn't involved in any strenuous activity or physical conflict. The character can participate in his normal daily routine as long as it doesn't include physical training or physically demanding activity.

Medically Assisted Healing

If a character is under the care of someone who is medically proficient (First Aid skill, Knowledge: Medicine skill, etc.), then his natural healing rate increases to 3 wounds per day. Actually being in a medical facility and under professional care increases the rate to 5 wounds per day.

Special Equipment

There are some pieces of equipment meant to provide a fast, temporary solution for sustaining damage. Certain equipment can instantly stabilize a dying character, provide a temporary boost to wounds, or restart a stopped heart, giving medical personnel a chance to work on a dying character. *See Equipment on page 221 for more information.*

Powers

Many of those gifted with metaphysical powers have the ability to heal wounds. Unless otherwise noted, wounds regained through powers are instantly regained. If a character was at death's door (-9 wounds) and is healed to the point that he has at least 1 wound, he immediately regains consciousness and can begin taking actions.

OUTSIDE OF COMBAT

Characters are only in combat a very small amount of the time... unless they have a death wish. Most of their lives occur in the relative safety provided outside of combat situations. The following rules provide a guideline for overseeing the details that make up day to day existence for explorers and adventurers.

Light and Vision

Not all environments are as brightly lit as Moya's command center. Consequently, characters may need alternate sources of light or equipment that alleviate their dependence on light. As an evolutionary compensation, some races have extraordinary vision, in the form of low-light vision or darkvision.

Light Sources

Various sources of light are listed in the Equipment section, on pages 220 and 221. The effects of such equipment, such as radius of light and duration of effect, appears below in Table 10-9: Light Sources.

Table 10-9: Light Sources

Object	Radius	Duration
Candle	2 m	½ arn (hour)
Glowstick	3 m	2 arns (hours)
Lantern	10 m	4 arns (hours)
Torch	8 m	¼ arn (hour)
Lightrod	10 m	3 arns (hours)

Low-Light Vision

Characters with this vision are able to see in situations where there is very little light, but not in total darkness. This vision is treated as normal vision in every way - characters can see colors, details, and anything else that they could see in normal lighting. The range on low-light vision is not as far as normal vision, however. A character using low-light vision can only see clearly out to a distance of 40 meters and can only make out rough shapes and sizes for an additional 20 meters beyond that.

Note that certain forms of equipment provide a limited form of low-light vision while being used.

Darkvision

This type of special vision allows characters to see in complete darkness, but use of the vision eliminates the character's ability to distinguish any colors. The visual range of darkvision is 30 meters with clarity. A character can make out basic shapes and sizes for an additional 30 meters beyond that. Aside from the color and range limitations, darkvision reveals all of the detail and has all of the sharpness of normal vision. Note that certain forms of equipment can provide a limited form of darkvision to those who use them.

Noise and Hearing

Generally, hearing is taken for granted. Little thought is given to how much it impacts day-to-day life. Most of the time that will be true for your character as well, but sometimes hearing becomes critical to a given situation. If your warrior is guarding a hallway while his companions raid a high security room, he would probably like to hear a squad of Peacekeeper commandos barreling down on his position *before* they open fire on him.

Below is a table that summarizes some common sounds, circumstances for the check, and the DC to hear the sound using the Listen skill. Increase the DC by 5 for someone who does not have the Listen skill. If a noise occurs during play that is not on the list, choose a comparable noise or use the examples as guidelines to determine an appropriate DC to hear the sound.

Table 10.13: Hearing Noises

Noise	Listen DC
Train whistle less than a kilometer away	automatic
Speeding ground vehicle	5
Barking animal	5
People running	10
Normal conversation	10
Person walking	15
Whispered conversation	20

Conditions	Modifiers to DC
Each 2 meters of distance from listener	+1
Listening through door	+5
Noisy area (like in a bar)	+5
Listening through a wall	+10

Movement

This section deals with foot movement in the different scales that will occur during normal play. It usually takes place in uncivilized wilderness, during a trek across a planet's surface or similar situation.

Tactical Movement

When characters are in combat, a strict set of rules apply to any action they may perform, including movement. That is the tactical scale of movement, which measures movement in meters per round and is described in great detail under movement actions in combat (see *pages 242-243*).

Standard Movement

Using this scale lifts the strict, regimented rules of movement within combat, but keeps a similar ratio for distance moved during a set amount of time. In general, this scale of movement is used when characters are running through a bazaar, trying to get to the dock before a ship leaves... any non-combat situation in which characters find themselves on the move. Its scale is usually measured in meters per 60 seconds (60 microts in *Farscape* terms), but that may change based on the situation.

Overland Movement

This scale is used when characters are traveling longer distances. Overland movement is measured in two ways: kilometers per arn (approximately one human hour) and kilometers per solar day. Normally, a day of travel represents 8 arns (hours), but this can vary depending on terrain, environment and physical condition. When traveling on foot, a character who hustles 2 or more consecutive arns in a day suffers 4 points of subdual damage for each additional consecutive hour of hustling. There is no penalty for alternating walking and hustling arns. Characters cannot run over such long periods of time.

Terrain and Other Factors

Terrain is a powerful factor in overland movement, and affects not only people traveling on foot, but also those traveling in vehicles. Different terrain types affect your travel distance according to Table 10.14: Terrain and Overland Movement, below.

Table 10-11: Tactical Scale Movement by Speed

	Speed			
One Round (Tactical)	**6 meters**	**10 meters**	**13 meters**	**16 meters**
Walk	6 m	10 m	13 m	16 m
Hustle	12 m	20 m	26 m	32 m
Run (x3)	18 m	30 m	39 m	48 m
Run (x4)	24 m	40 m	52 m	64 m

Table 10-12: Tactical Scale Movement by Speed

	Speed			
60 Microts (One Minute)	**6 meters**	**10 meters**	**13 meters**	**16 meters**
Walk	60 m	100 m	130 m	160 m
Hustle	120 m	200 m	260 m	320 m
Run (x3)	180 m	300 m	390 m	480 m
Run (x4)	240 m	400 m	520 m	640 m

Table 10-13: Tactical Scale Movement by Speed

	Speed			
One Arn (Hour)	**6 meters**	**10 meters**	**13 meters**	**16 meters**
Walk	3 km	4 km	6 km	8 km
Hustle	6 km	8 km	12 km	16 km
One Solar Day				
Walk	24 km	32 km	48 km	64 km
Walk/Hustle	36 km	48 km	64 km	96 km
Hustle	48 km	64 km	96 km	128 km

Forced March

Characters can push themselves to travel longer than 8 arns per day by performing a forced march. For each arn beyond 8 traveled in a day, each character must make a Fortitude save (DC 10 + 1 per extra arn traveled) or suffer 1d6 points of subdual damage. This damage cannot be recovered normally until after the character has rested for at least 4 arns.

Falling Damage

A character takes 1d6 bludgeoning damage for every 5 meters he falls, up to 20d6. This damage is unaffected by damage reduction. If a character deliberately jumps down and makes a successful Jump check, the falling damage is reduced by 1d6. In addition, if the character falls onto a soft, yielding surface, the damage is reduced by 1d6 (cumulative with the reduction from the Jump check).

If a character falls into water, he takes no damage from a fall of 10 meters or less as long as the water is at least 10 meters deep. The next 10 meters do subdual damage (1d4 points per 5 meters), and after that, falling damage is normal. If a character dives into water, as long as it's at least 4 meters deep for every 12 meters he falls, he can make a Swim or Tumble check (DC 15 + 5 for every 30 meters of the dive) to suffer no damage.

Spikes

Spikes or other sharp objects at the bottom of a fall may impale anyone who falls on them. Such spikes deal damage as knives with a +10 attack bonus and a +1 damage bonus for every 4 meters of the fall (up to +5). If there are multiple spikes, the character is "attacked" by 1d4 of them. This damage comes in addition to any normal falling damage the character may suffer.

CARRYING CAPACITY

Everyone has limits as to what and how much they can carry, though the perspective changes a great deal between the time when a character puts all of the "necessary" equipment into a backpack and when he has to carry it for 50 kilometers. Again, these rules are guidelines and shouldn't be allowed to slow down play - they are provided to encourage realistic

Table 10.14: Terrain and Movement

Terrain	Paved Road	Dirt Road / Trail	Wilderness
Plains	x1	x1	x1
Scrub, rough	x1	x1	x3/4
Forest	x1	x1	x3/4*
Jungle	x1	x3/4	x1/4*
Swamp	x1	x3/4	x1/2*
Hills	x1	x3/4	x1/2
Mountains	x3/4	x1/2	x1/4*
Desert	x1	-	x1/2
Tundra	x1	x1/2	x1/2

* Vehicles cannot pass through this terrain without a road or highway to travel upon.

In addition to terrain, the distance a character can travel is also impacted by certain weather conditions, obstacles and other circumstances. *See Table 10.15: Movement Factors, below.*

Table 10.15: Movement Factors

Condition	Example	Movement Penalty
Obstruction		
Moderate	Undergrowth	x3/4
Heavy	Thick undergrowth	x1/2
Surface		
Bad	Steep slope or mud	x1/2
Very bad	Deep snow	x1/4
Poor visibility	Darkness or fog	x1/2

treatment of the environment (no, you can't even pick up the Prowler, let alone fit it in your pocket). Heavy armor and equipment also tend to slow a character, so the encumbrance rules help determine those effects.

Lifting and Dragging

A character is able to lift up to his maximum heavy load over his head (see *Table 10.16: Carrying Capacity, page 250*). He can lift twice that amount to his waist but can only move two meters, as a full action, and loses his Dexterity bonus to Defense while doing so. Finally, a character can push or drag up to five times his maximum heavy load, moving up to three meters as a full action. The distance that the load can be moved is halved for poor conditions (e.g., pushing uphill or across a rough surface).

Size Modifiers

Carrying capacity, as noted in Table 10.16, provides specific limitations on weight loads based on Medium-size creatures. The relative mass of larger or smaller creatures will modify their capacity, based on their size category: Fine (x1/8), Diminutive (x1/4), Small (x1/2), Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16).

ENCUMBRANCE

If subject to both armor and gear encumbrance, your character only suffers the worst penalty from each category (Maximum Dexterity Bonus, Check Penalty, Speed, and Run). Do not stack the penalties.

Armor Encumbrance

Armor has two qualities that can affect a character's speed and movement: weight and bulk. The weight of a character's armor is included in calculations to determine his current load. Bulk is handled differently – the speed modifier and maximum Dexterity bonus limits imposed by armor (see *Equipment, page 223*) are a result of its bulk, not its weight.

Other Encumbrance

When a character is lugging a huge assortment of weapons and gear, or even one really heavy object, it may slow him down. Total the weight for all of your character's equipment (gear, armor, and weapons). Compare the total to his Strength on Table 10.16: Carrying Capacity to determine the effects of the load he's carrying.

POISON AND DISEASE

Few tactics are as heinous as the use of poison, and few situations hit as close to home as becoming infected with a virulent disease.

Note: Any of the poisons and diseases on Tables 10.18 or 10.19 can be used as a contact toxin, a gas, or a liquid with no changes to their effects.

Poison

A character who consumes a poison, suffers wound point damage from a poisoned weapon, or inhales a poisonous gas must make a Fortitude save against the poison's DC or suffer the poison's initial damage. If this save fails, the character must then make a second save at some later point (usually 60 microts later) or suffer the poison's secondary damage. All ability damage from poisons is temporary and heals as usual unless otherwise stated. Other effects last for 3 arns. Lost ability scores are regained at a rate of 1 point per solar day.

Lost Ability Scores

Poisons and certain other factors can reduce one or more ability scores below 0. The effects vary, depending on the ability. A character with Strength or Dexterity of 0 is incapable of movement. A character with a Constitution of 0 immediately falls unconscious, and will die unless he

Table 10.18: Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	16.5 kg	25 kg
6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg
23	100 kg	200 kg	300 kg
24	116.5 kg	233 kg	350 kg
25	133 kg	266.5 kg	400 kg

Note: Load classes apply for any weight up to the number shown.

Table 10.17: Effects of Encumbrance

			Speed				
Load	Max Dex	Check Penalty	(6 m)	(10 m)	(13 m)	(16 m)	(Run)
Medium	+3	-3	5 m	8 m	11 m	13m	x4
Heavy	+1	-6	4 m	6 m	8 m	10 m	x3

receives an antidote or other emergency medical care (GM's discretion) within 5 rounds. A character with an Intelligence, Wisdom, or Charisma of 0 falls unconscious and will not awaken until all of the pertinent abilities are raised to at least 1.

The Perils of Using Poison: A character applying poison to a weapon has a 5% chance of poisoning himself in the process, and suffering the effects thereof.

The following information is found on Table 10.18: Poisons:

Type: Method of delivery and the poison's DC.

Initial Damage: Damage suffered upon failing the first saving throw for the poison.

Secondary Damage: Damage suffered upon failing the second saving throw for the poison.

Antidotes: Most of the poisons listed have an antidote of one kind or another (though finding it may take some doing, depending on the characters' location). An antidote administered to an affected character immediately negates the poison's secondary damage, and heals the primary damage at a rate of 1 point per arm (hour).

Diseases

A character who consumes tainted food or drink, comes in contact with an infectious carrier, touches an item smeared with diseased matter, or suffers wound damage from a disease attack must make an immediate Fortitude save against the disease's DC. If successful, his immune system has fought off the disease. If he fails, then after the disease's incubation time has elapsed, he suffers the initial damage listed on the table below. Once per solar day afterwards, he must make another saving throw to avoid the disease's secondary damage. Two successful saving throws in a row means the character has fought off the disease for good.

Table 10.19: Diseases has the following info:

Type: Method of delivery and the disease's DC.

Incubation: The amount of time before the initial damage of a disease is inflicted.

Initial Damage: Damage suffered upon failing the first saving throw for a disease. Ability damage is temporary unless marked with an asterisk (*), in which case it's permanent.

Secondary Damage: Damage suffered upon failing the second and successive saving throws for a disease.

Table 10.18: Poisons

Poison Type	DC	Initial Damage	Secondary Damage
Contact poison	Injury DC 18	1d4 Con	2d4 Con
Knockout drops	Ingested DC 12	1d6 Dex	Unconscious (stable)
Sleep mist	Inhaled DC 18	1d6 Dex	Unconscious (stable)
Lethal poison I	Ingested DC 15	1d6 Con	2d6 Con
Lethal poison II	Ingested DC 18	2d6 Con	2d6 Con
Scarran Cloud*	Inhaled DC 18	Paralyzation	1d4 Con
Paralytic poison	Injury DC 15	1d6 Dex	Paralyzation
Truth serum	Inhaled DC 12	1d6 Wis	2d6 Wis
Weakening poison gas	Inhaled DC 12	1d6 Str	2d6 Str

* Scarran Cloud has no known antidote.

Table 10.19: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Flesh-eating virus	Ingested DC 15	1d6 days	1 Con	1d2 Con/1d2 Str*
Animal-based diseases	Injury DC 15	1d4 days	1 Con/1 Str	1d4 Con/1d4 Str
Caritonga Plague	All DC 14	2d4 days	1 Con/1 Dex	1d2 Con*/1d2 Dex*
Bleeding Lungs	Inhaled DC 13	1d8 days	1 Str	1d2 Con*/1d4 Str
The Hynerian Shakes	All DC 12	1d6 days	1 Con	1d3 Con+

+ The Shakes are very persistent. Even after recovering from the disease, the next time the victim suffers 1 or more points of Con damage (temporary or permanent) there is a 50% chance he will contract the Shakes again while weakened. Only after avoiding reinfection three times in a row does the victim finally fully recover.



Ability damage is temporary unless marked with an asterisk (*), in which case it's permanent.

Healing Diseases: Use of the First Aid skill can halt a disease's advance for up to 10 days, but after that, only emergency care and bedrest can aid in the patient's recovery. The Knowledge (Medical Sciences) skill provides a bonus to the patient's saving throws at +1 per level of the skill. The GM may allow a further +1 to +3 bonus if the character is taken to a well-stocked hospital. Characters recover lost ability points at a rate of 1 point per ability per day, which applies even while the disease is in progress.

OTHER HAZARDS

Space and Vacuum

Most characters exposed to the vacuum of space must make a drowning check *(page 256)* each half action (twice per round) and take 1d6 damage per round from skin blistering. Hynerians, Sheyangs, and Ilanics make a check once per round and take 1d6 damage once every two rounds). Luxans and Scarrans make a check once every 5 rounds and take 1d6 damage every 6 rounds.

Suffocation

A character with no air (buried in sand, etc.) uses the drowning rules *(page 256)*. An enclosed space contains enough air for 1 Medium-sized character to breathe for 6 hours for every 64 cubic meters (i.e. 4 meters x 4 meters x 4 meters cube) of space. This is reduced proportionally for multiple characters. A character takes twice as much air for each size category it is larger than Medium and half as much air for each size category it is smaller than Medium. A sleeping or unconscious character consumes air at half this rate. A torch or similar-sized fire is counted as a Medium-sized character, with larger or smaller fires counting as larger or smaller characters accordingly.

After the space's air runs low, each character takes 1d6 damage every 15 minutes until dead or given fresh air.

Acid

A character exposed to corrosive acid suffers 1d6 damage per round of exposure, unless the character is fully immersed, in which case the damage is 10d6 points per round of exposure.

In addition, acidic fumes are poisonous, and those who breathe them must make a Fortitude save every minute (DC 10 +1 for each previous check) or take 1d4 points of temporary Constitution damage.

Falling Objects

For each 100 kg. that a falling object weighs, it deals 1d6 damage if it has fallen at least 4 meters. The object deals a further 1d6 damage for every additional 4 meters it has fallen, up to 20d6.

Objects smaller than 100 kg. must fall further to deal damage. The objects deal 1d6 damage for every falling increment (see *Table 10.20: Damage from Falling Objects, below*) they have fallen, provided they have fallen at least one increment.

Table 10.20: Damage from Falling Objects

Object Weight	Falling Increment
100-50 kg.	8 meters
50-26 kg.	12 meters
50-21 kg.	16 meters
20-11 kg.	20 meters
10-6 kg.	24 meters
5-1 kg.	28 meters
Less than 1 kg.	1d4 normal damage*

* No matter how far the object falls

THE ENVIRONMENT

Adventures can take characters to the most exotic – and inhospitable – places in the universe. These rules cover the dangers of the natural world... wherever that world happens to be. In some cases, these rules mention statistics for dangerous thresholds the human body can withstand. These thresholds should not be consulted for any activity in the real world. In such cases, you should always consult a reputable resource for accurate real-world information.

Cold Dangers

Hypothermia and frostbite are constant dangers to those who find themselves in frigid climates.

Extreme Cold: Characters in very cold weather (50° F or less) without the proper protective gear must make a Fortitude save every arn (hour; DC 15 + 1 for each previous check) or take 1d6 damage from hypothermia. Once unconscious, a character automatically fails his save every arn. Heavy clothing grants a +4 bonus to these saves, and a character with Survival can make a skill check to gain a further bonus (see page 197).

At 0° F or less, a character must makes a save every 600 microts (10 minutes) instead of every arn. At -40° F or less, a character automatically suffers 1d6 damage every 60 microts (1 minute) if breathing the freezing air, and he must make a save every 300 microts (5 minutes) as above.

A character who has taken damage from extreme cold is considered fatigued: he cannot run or charge, and has an effective -2 penalty to both his Strength and Dexterity. Neither this fatigue nor the damage suffered can be healed until the character is warmed up, and has a full day of rest to recuperate. Some species have particular protection or vulnerability to the cold; details can be found in their respective write-ups.

Cold or Freezing Liquids: A character takes 1d6 points of damage per 60 microts (1 minute) from hypothermia when swimming or standing in very cold water or the like. Immersion in extremely cold liquids (such as liquid oxygen) cause 1d6 points of damage per round from freezing unless the character is fully immersed, in which case the damage is 10d6 points per round of exposure.

Ice: A character walking on ice must make a Balance check each minute (DC 15) to avoid slipping and falling. Characters in contact with ice for prolonged periods must also check for extreme cold damage, as above.

Heat Dangers

Heat and fire are not only natural hazards, but the basis of many weapons as well.

Extreme Heat: A character who is active (i.e. hard labor or combat) in very hot weather (90° F or above) must make a Fortitude save every arn (hour; DC 15 + 1 for each previous check) or take 1d4 damage from heat exhaustion. Once unconscious, a character automatically fails his save every arn. Heavy clothing or armor of any sort imposes a -4 penalty to these saves, but a character with Survival can make a skill check to gain a bonus to them.

In extreme heat (110° F or above), a character makes a save every 600 microts (10 minutes) instead.

In incredible heat (140° F or higher), a character automatically suffers 1d6 damage every 60 microts (1 minute) if breathing the scalding air, and he must make a save every 300 microts (5 minutes) as above. A character who has taken damage from extreme heat is fatigued. He cannot run or charge, and he suffers a -2 penalty to both his Strength and Dexterity scores. Neither this fatigue nor the damage suffered by extreme heat can be healed until the character is cooled down, and has a day of rest to recuperate.

Boiling Liquids: Boiling water or other boiling liquid causes 1d6 points of damage from scalding unless the character is fully immersed, in which case the damage is 10d6 points per round of exposure.

Fire: A character at risk of catching on fire (exposed to burning oil or fuel, a bonfire, etc.) must make a Reflex save (DC 15) or catch fire, suffering 1d6 damage. Each round thereafter, the character makes another Reflex save (still DC 15), with failure meaning the fire continues to burn, doing another 1d6 damage. Once the character succeeds at a save, the fire is out and he takes no further damage. A character may automatically put himself out by jumping into a large enough body of water. Failing that, rolling on the ground or smothering the fire with blankets or the like gives the character another save with a +4 bonus.

A character carrying flammable items on his person when he catches fire must make an additional Reflex save (DC 15) for each item; failure means that the item catches fire as well. A character immersed in fire (in the middle of a bonfire, etc.) automatically fails his Reflex save each round.

Smoke Inhalation: A hazard commonly associated with fire is smoke inhalation. A character breathing heavy smoke must make a Fortitude save each round (DC 15 +1 for each previous check) or spend the round coughing and choking. A character who coughs for two consecutive rounds suffers 1d6 damage.

Heavy smoke also gives one-half concealment to those obscured by it.

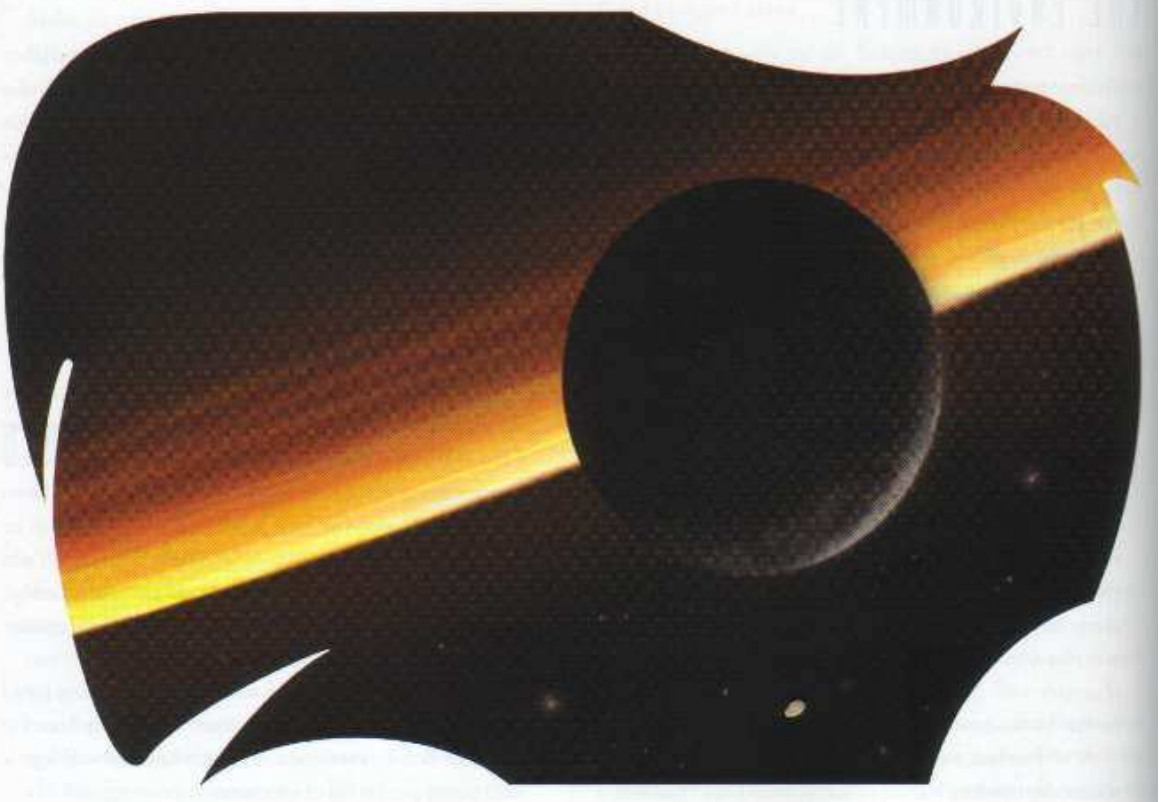
Lava: Lava causes 2d6 points of damage from scalding unless the character is fully immersed, in which case the damage is 20d6 points per round of exposure. Damage from lava persists for 1d4 rounds after exposure, but only inflicts half damage (1d6 or 10d6 damage, as appropriate).

Landslides and Avalanches

Landslides and avalanches offer two danger zones: the bury zone (directly in the path of the falling debris), and the slide zone (the area the debris spreads out across).

Characters in the bury zone take 8d6 damage (half that if they make a successful Reflex save at DC 15). They are also pinned *(see below)*.

Characters in the slide zone take 3d6 damage (or no damage if they make a successful Reflex save at DC 15). If they fail the saving throw, they're pinned and take the damage. Pinned characters suffer 1d6 points of subdual damage every minute. If a pinned character falls unconscious, he must make a Fortitude save at DC 15 every minute, with failure inflicting 1d6 points of normal damage. This continues until the character is either freed or dies.



Starvation and Thirst

Most Medium-sized characters need at least a gallon of fluids and about half a kilogram of decent food each day to avoid starvation. In very hot climates, the liquid requirement is increased to two gallons of fluids. After a character has been without food for three days, he must begin making Fortitude saves every day (DC 10 + 1 for each previous check), suffering 1d6 damage from starvation for each failed save.

After a character has been without fluids for one solar day plus a number of arns (hours) equal to his Constitution, he must begin making Fortitude saves every hour (DC 10 + 1 for each previous check), suffering 1d6 damage from dehydration for each failed save.

A character who has taken damage from dehydration or starvation is fatigued. He cannot run or charge, and he has an effective -2 penalty to both his Strength and Dexterity. Neither this fatigue nor the damage suffered can be healed until the character gets food or water as needed, and has a solar day of rest to recuperate.

WEATHER

While weather has little influence in the depths of space, it could play a huge role on a planet's surface. Below are some quick guidelines for weather-related effects. Most weather in *Farscape* roughly matches Terran meteorology. GMs wishing to add exotic effects (acid rain, for example, or explosive firestorms) should adjust these rules accordingly.

General Effects

Fog: Fog obscures all sight, except infrared, beyond two meters. Those within two meters get one-half concealment.

Flash Floods: Characters in the path of a flash flood must make a Fortitude save against DC 15. Large-sized or smaller characters who fail the save are swept away, suffering 1d6 damage per round (1d3 on a successful Swim check). Huge-sized items and vehicles are knocked down and may be submerged. Gargantuan and Colossal items and vehicles are checked (and suffer damage as appropriate), but remain in place as the water washes over them.

Powerful Storms

Storms can greatly impair the actions of characters in their wake. Visibility is reduced to zero. Ranged attacks and Spot, Search, and Listen checks are all impossible. Protected flames have a 75% chance of being extinguished (unprotected flames are automatically doused).

- **Blizzard:** Blizzards consist of a combination of strong (75% chance) or severe (25% chance) winds, heavy snow (1d4 meters), and temperatures under 30° F.
- **Hurricane:** Hurricanes consist of hurricane winds and heavy rain, and may (25% chance) be accompanied by flash floods. See also Wind *(page 256)*.

Precipitation

Usually, this is rain, but it can be snow, sleet, or hail. Precipitation that is followed by freezing temperatures can produce ice *(see Cold Dangers, page 253)*.

- **Rain:** Rain acts like severe wind *(see page 256)*. It also reduces visibility by half and imposes a -4 penalty to Spot and Search checks.
- **Snow:** Snow acts like moderate wind *(see page 256)*. It also reduces visibility and penalizes Spot and Search checks like rain while falling. Once on the ground, it reduces movement by one-half.
- **Sleet:** Sleet has the same effect as rain when falling (except that it has a 75% chance to extinguish flames instead of a 50% chance), and as snow once it's on the ground.
- **Hail:** Hail imposes a -4 penalty to Listen checks and there is a 5% chance that it is big enough to inflict 1d4 points of damage (per storm) to anything in the open. Once on the ground, it acts like snow.

Storms

Storms reduce visibility by 75%, and impose a -8 penalty to Spot, Search, and Listen checks. Non-gun ranged attacks are impossible, and guns have a -4 penalty to attacks. Protected flames have a 50% chance of being extinguished (unprotected flames are automatically doused).

- **Dust storm:** A lesser dust storm (90% chance) consists of severe winds and leaves behind 1d6 centimeters of sand. A greater dust storm (10% chance) consists of a windstorm, inflicts 1d3 damage per minute on anyone caught out in the open, and presents a choking hazard. (Use the drowning rules, but anyone with a scarf or similar facial protection may "hold their breath" for a number of rounds equal to ten times their Constitution.) Greater dust storms leave 2d6-1 centimeters of sand.
- **Snowstorm:** A snowstorm consists of severe winds and leaves 1d6 centimeters of snow on the ground.

- **Thunderstorm:** Once per arn (hour), roll percentile dice three times. If you get "00" all three times, lightning strikes someone out in the open, inflicting damage equal to 1d10 8-sided dice. One in ten thunderstorms is accompanied by a tornado.

Wind

Winds cause damage according to their power and confer a number of effects, as described below.

- **Light (0-10 mph):** No game effect.
- **Moderate (11-20 mph):** 50% chance of extinguishing small open flames, like candles.
- **Strong (21-30 mph):** Automatically extinguishes small open flames. Imposes a -2 penalty to hurled attacks and Listen checks.
- **Severe (31-50 mph):** As strong, with 50% chance of extinguishing protected flames. Penalty to hurled attacks and Listen checks increases to -4.
- **Windstorm (51-74 mph):** As severe, with 75% chance of extinguishing protected flames. Hurled attacks are impossible; all other ranged attacks are made at -4. Listen checks are made at -8.
- **Hurricane (75-174 mph):** All flames are put out. All non-hurled ranged attacks at -8, and Listen checks are impossible. Trees may be felled by the wind. See also Powerful Storms *(page 255)*.
- **Tornado (175-300 mph):** As hurricane, but all ranged attacks are impossible. Characters in close proximity to a tornado must make a Fortitude save (DC 30) or get sucked towards the tornado, where they are picked up and whirled around for 1d6 rounds, suffering 1d10 damage each round, until expelled (falling damage may also apply). Tornadoes uproot trees, destroy buildings, etc., and the GM may wish to assign penalties as above even if the characters seek shelter.

High Altitude / Low Oxygen

Characters exerting themselves in low oxygen conditions (such as on a planet with thin atmosphere) must make a Fortitude save every hour (DC 15 + 1 for each previous check) or take 1d4 subdual damage from exhaustion. Once unconscious, a character automatically succeeds at his save every hour, and eventually recovers due to natural healing. Low oxygen cannot kill a character.

A character that has taken damage from low oxygen is fatigued. He cannot run or charge, and he has an effective -2 penalty to both his Strength and Dexterity. Neither this fatigue nor the damage suffered can be healed until the character receives normal levels of oxygen and has an hour of rest to recuperate.

SWIMMING

Swimming is partially covered in the Swim skill, on page 197. Any character may wade in calm water that isn't over his head without a skill check. Swimming in calm water requires Swim checks against DC 10, and although trained swimmers can take 10, armor or heavy gear can make swimming difficult (a -1 penalty is applied to the check for every 10 kg. of equipment the character is carrying).

Rough or fast water is very dangerous, requiring Swim checks against DC 15, and even if the character succeeds, he still suffers 1d4 points of damage (1d6 if the character is going through rocky rapids). On a failed check, the character suffers damage as before, but must succeed at a second Swim check (DC 15) or begin to drown.

Drowning: A character can hold his breath for a number of rounds equal to twice his Constitution. After that, he must make a Constitution check every round (DC 10 + 1 for every previous consecutive check) in order to keep holding his breath. Failure indicates that the character has begun to drown. Two rounds later, his wound points drop to 0. Thereafter, he suffers 1 point of damage every round until reaching -10, at which point he is dead. A character can be stabilized as normal if pulled out of the water before reaching -10 wound points.

Hynerians are aquatic creatures, and therefore immune to drowning in water. They are vulnerable to other circumstances which invoke the drowning rules (such as dust storms), or if the water is sufficiently muddy or polluted (GM's discretion).

Pressure Damage: When 20 or more meters underwater, a character must make a Fortitude check every minute (DC 15 + 1 for each previous check) or suffer 1d6 points of subdual damage, plus another 1d6 for every full 10 meters he is below the 20-meter threshold. Hynerians and other naturally aquatic species are immune to this damage, though the GM may wish to invoke it for depths to which they are not accustomed.

Underwater Combat

Anyone without 5 ranks in the Swim skill suffers a -4 penalty to all Reflex saves, initiative and attack rolls made while more than 50% submerged. Combatants native to water are immune to this modifier. Characters without masks or other

eye protection suffer an additional -1 penalty to all attack rolls, as well as skill checks requiring visual cues. Additionally, poor visibility is commonplace underwater, and the GM is encouraged to apply appropriate concealment penalties at his discretion.

All weapons except melee arms and explosives, are useless underwater. Further, the damage of melee weapons that add the character's Strength modifier is reduced by half (rounding down). Weapons that are designed for underwater use ignore these penalties.

REWARDS AND EXPERIENCE

At the end of each adventure, the GM delivers rewards in the form of experience points and other, more tangible benefits. Not only does experience keep the players interested in the game, a well-chosen reward can greatly enhance their enjoyment and level of participation. Normally, experience points (XP) are handed out at the end of a session, but the GM might decide to give out other rewards as well.

Experience Points

Experience points measure a character's learning process: the things he has improved upon and developed in the course of his adventures. The GM usually awards XP at the end of each adventure, though occasionally he may wish to award a few points at the end of a single session to reward a particularly clever or ingenious action.

The amount of XP awarded depends on the length of the adventure and the average level of the PCs who participated. In each case, multiply the base XP award by the average PC level, then divide it evenly between all the PCs (and pertinent NPCs) who participated.

Table 13-1: Base Experience

Adventure Length	Base XP Award
Short	500 XP
Medium	1,000 XP
Long	2,000 XP

Example: A group of four 2nd-level characters who completed a short adventure would gain 250 XP apiece (base 500 times 2 for the characters' average level, then divided by the four participants). If the same group completed a long adventure, they would each receive 1,000 XP (2,000 times 2, divided by four).



In addition, the GM may wish to award XP based upon particularly heroic or cunning acts which the characters performed.

On average, four short adventures, two medium adventures, or a single long adventure should be enough to advance a group of four characters one level.

Other Rewards

Besides XP, you may wish to hand out other kinds of rewards.

Money: Legal tender is somewhat spotty in the Uncharted Territories – there is no single universal currency – but some materials have value no matter where you go (Borinium and gold, for example). Other materials have less value, but can still be bartered in the right area.

Equipment: Depending on the adventure, the party might acquire new goodies – such as weapons, medical equipment, or improved devices for their ship – that they may keep after the adventure is over. Take care, however, to keep such equipment in proper context (see *Chapter Twelve*).

Ranks, Titles, or Honors: Politicians, rulers and military officials might acknowledge the party for services rendered in their name. Sometimes, the rewards can be tangible – an official title, for example, or induction into

a prestigious league of soldiers. Others are more subtle: a leader who owes the characters a favor or a military commander who might arrange for some weapons to come their way at a future date. A few are purely symbolic – a medal or similar item – which have no practical value, but might mean a great deal to the character who receives it.

Encounters

Note: Encounters are generally scenes of an adventure, though it is possible that a single scene can contain more than one encounter (e.g. a scene in which there is a combat followed by a chase). An encounter could be anything from a battle with Peacekeepers to a harrowing space flight through a field of comets. The relative difficulty of an encounter is gauged by its encounter level (EL), which is determined by the combined challenge ratings (CRs) of all threats facing the party (NPCs they are fighting, security systems they are facing, etc.), as shown on the tables below. Most of the time, you want to pit a party of four characters against an encounter with a level equal to their own average level. These are intended as guidelines only, and may need to be adjusted according to the particular encounter.

Example: Your players have a party of four characters whose average level is 3. You should generally throw encounters of level 3 at them. Referencing Table 10.24: Encounter Levels, we see that this means you can safely design encounters with one threat of CR 3 or 4, two threats of CR 1 or 2, three threats of CR 1, four threats of CR 1/2 or 1, five or six threats of CR 1/2, seven to nine threats of CR 1/3, ten to twelve threats of CR 1/4, or a mixed pair of CRs 2 and 1.

Parties larger than four characters can usually handle encounters of slightly higher level. As a general rule, increase the ELs a party may face by 1 for every two characters they have beyond the standard size of 4.

Example: If the party mentioned in the example above were composed of six characters with an average level of 3, they could generally face the threats described for EL 4. Four such scenes is about all such a party can handle; a fifth would overwhelm them.

A party can roughly face twice as many scenes with an encounter level two lower than their own average level, twice that many again if the encounter levels drop by two more, and so on. Discrepancies like this drastically affect the amount of XP such scenes are worth. You should normally design adventures to include a variety of ELs, both to vary the challenge and spice up the game. Table 10.23: Basic Adventure Design should serve as a rule of thumb when composing encounters in your adventures.

Table 10.22: Award Actions

Action	Award
Pulled a clever ruse	100 XP times average character level
Did something unexpected but awesome	100 XP times average character level
Used their wits to avoid a fight	50 XP times average character level
Formulated ingenious plan to overcome obstacle	50 XP times average character level
Did something unexpected but impressive	50 XP times average character level
Sabotaged enemy vehicles before fleeing	25 XP times average character level
Took careful precautions against detection	25 XP times average character level
Did something else clever	25 XP times average character level
Encounter (CR >2 levels lower than the party's avg. level)	75 XP times average character level
Encounter (CR 1-2 levels lower than the party's avg. level)	150 XP times average character level
Encounter (CR equal to the party's avg. level)	300 XP times average character level
Encounter (CR 1-2 levels higher than the party's avg. level)	450 XP times average character level
Encounter (CR >2 levels higher than the party's avg. level)	600 XP times average character level

Table 10.23: Basic Adventure Design

Percentage of Adventure	Encounter	Description
10%	Easy	Lower than party level
20%	Easy if handled properly	Lower than party level, with difficult elements
50%	Challenging	EL equal to party level
15%	Very difficult	EL 1-4 higher than party level
0-5%	Overpowering	EL 5+ higher than party level

You should not include overpowering encounters unless the characters have gotten in over their heads or you are using the encounter as a dramatic device (such as foreshadowing things to come).

Example: If you were designing a ten-encounter adventure for a party of characters with an average level of 3, you should consider having five challenging encounters (EL 3), two encounters which are easy if handled properly (EL below 3 with challenging elements), two very difficult encounters (EL 4-8), and one easy encounter (EL below 3).

You should also be mindful of factors which can affect an encounter level – bad terrain or weather, enemy tactics, and abilities, security considerations, fixed chase obstacles, and the like – and adjust scenes to ensure that the circumstances do not make them too powerful for the characters to face.

Finally, you should watch the development of your party, both the progression of the characters and the players' ability with designing characters and using (and abusing) the system. If it becomes clear that the players have refined their characters and play styles to a point where they can easily overcome encounters equal to their level, you may want to consider designing future encounters as if the characters were a level or two higher. If you do this, make sure to award XP as if they were a higher level as well (i.e. the characters shouldn't be gaining more XP for defeating the more challenging encounters that you are forced to pitch at them).

Advice on Gamemastering and running strong campaigns can be found in Chapter Twelve.

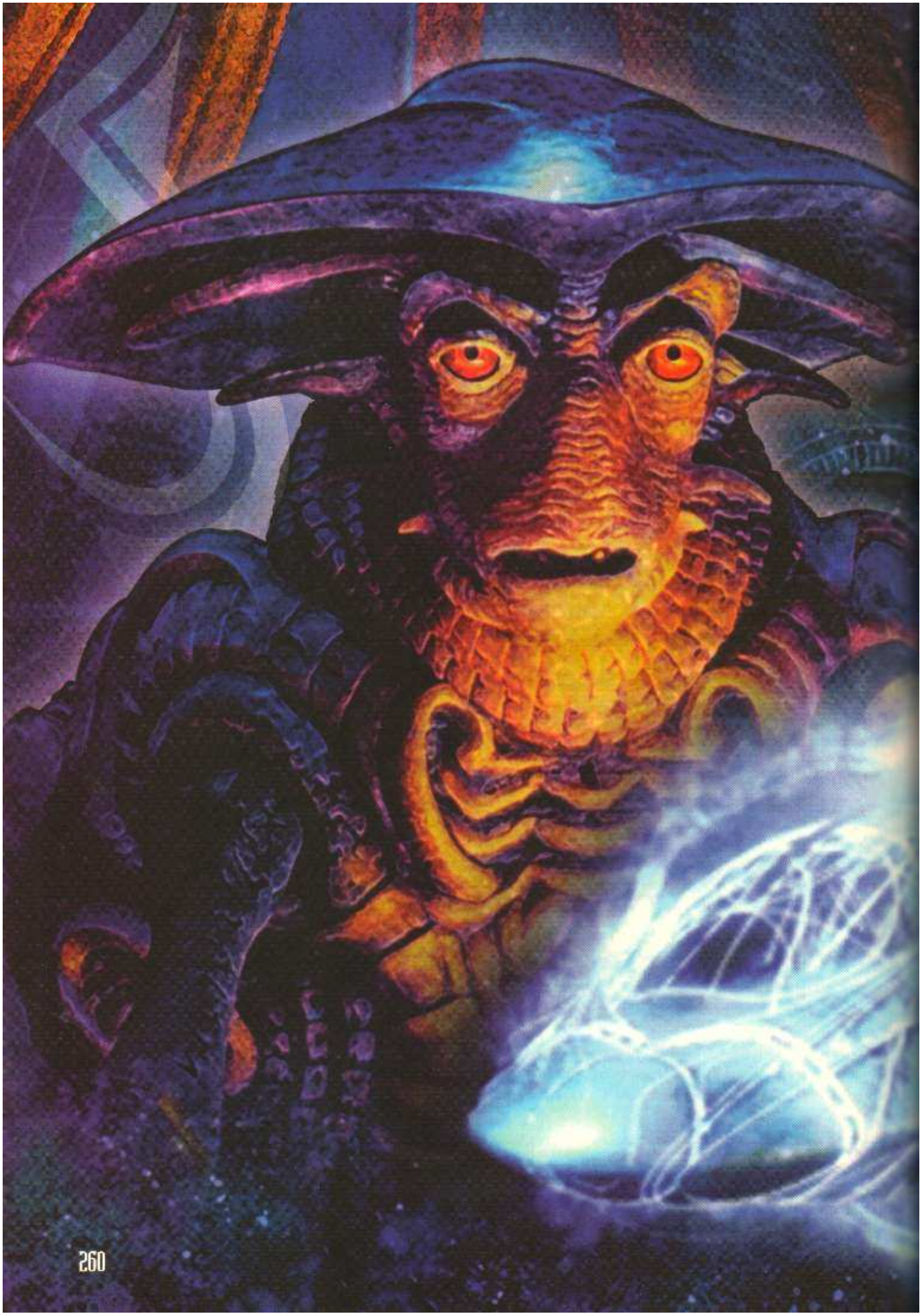
Table 13.2: Encounter Levels

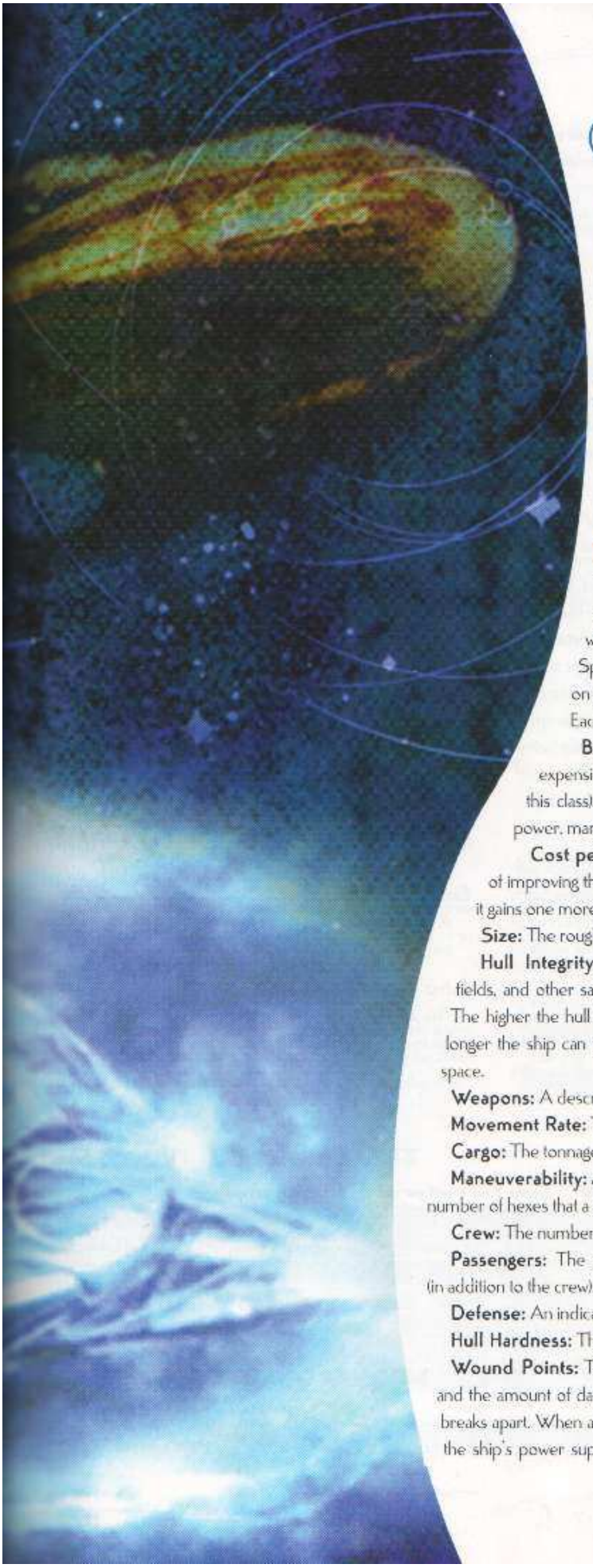
	Number of Threats								
EL	One	Two	Three	Four	Five or Six	Seven to Nine	Ten to Twelve	Same Pair	Mixed Pair
1	1 or 2	1/2	1/3	1/4	1/6	1/8	1/8	1/2	1/3 + 1/3
2	2 or 3	1	1/2 or 1	1/2	1/3	1/4	1/6	1	1 + 1/2
3	3 or 4	1 or 2	1	1/2 or 1	1/2	1/3	1/4	1	2 + 1
4	5, 4, 5	2	1 or 2	1	1/2 or 1	1/2	1/3	2	3 + 1
5	4, 5, 6	3	2	1 or 2	1	1/2	1/2	3	4 + 2
6	5, 6, 7	4	3	2	1 or 2	1	1/2	4	5 + 3
7	6, 7, 8	5	4	3	2	1	1/2	5	6 + 4
8	7, 8, 9	6	5	4	3	2	1	6	7 + 5
9	8, 9, 10	7	6	5	4	3	2	7	8 + 6
10	9, 10, 11	8	7	6	5	4	3	8	9 + 7
11	10, 11, 12	9	8	7	6	5	4	9	10 +
12	11, 12, 13	10	9	8	7	6	5	10	11 + 9
13	12, 13, 14	11	10	9	8	7	6	11	12 + 10
14	13, 14, 15	12	11	10	9	8	7	12	13 + 11
15	14, 15, 16	13	12	11	10	9	8	13	14 + 12
16	15, 16, 17	14	13	12	11	10	9	14	15 + 13
17	16, 17, 18	15	14	13	12	11	10	15	16 + 14
18	17, 18, 19	16	15	14	13	12	11	16	17 + 15
19	18, 19, 20	17	16	15	14	13	12	17	18 + 16
20	19*	18	17	16	15	14	13	18	19 + 17

Same pair: Generally, two threats of the same CR constitute an encounter level 2 points higher. For instance, two Peacekeepers with CRs of 4 actually have an EL of 6. Every time you double the number of same-pair threats, the EL of the combined threat rises by 2. For example, four Peacekeepers with CRs of 4 have a combined EL of 8, eight such characters have a combined EL of 10, and so on.

Mixed pair: This column shows which combinations of CRs constitute higher ELs. For instance, combining a threat with a CR of 6 and a threat with a CR of 4 garners a combined EL of 7.

Challenge Ratings for Monsters and NPCs are listed in their appropriate sections.





CHAPTER ELEVEN
SHIPS

This chapter covers ships and ship-to-ship combat.

SHIP CONSTRUCTION RULES

For rules purposes, a ship is considered a special kind of character, which buys its stats out of its building costs rather than by experience.

Class

The first step in creating a ship is to determine its class. There are numerous classes of ship available, with basic descriptions detailed on the next few pages. Specific ships of a given class may vary slightly, based on upgrades, battle damage, and the like.

Each ship class will be presented in the following format:

Base Cost: The cost in currency pledges of the least expensive vessel of this class (in other words, a level 1 ship of this class). Such a ship has the bare minimum of armament, power, maneuverability and so on, and does not have a crew.

Cost per Additional Level: The cost in currency pledges of improving the quality of the ship. Each time the ship gains a level, it gains one more ship's feat from the list available.

Size: The rough size of the ship, from Colossal to Fine.

Hull Integrity: An indication of how many sealed doors, force fields, and other safety measures exist to contain breaches in the hull. The higher the hull integrity number, the more stopgaps exist, and the longer the ship can function as sections are exposed to the vacuum of space.

Weapons: A description of the weaponry on the vessel.

Movement Rate: The number of hexes a ship may move in one turn.

Cargo: The tonnage that the ship can carry.

Maneuverability: An indication of the ship's maneuverability. This is the number of hexes that a ship must move between turns.

Crew: The number of people typically required to run the ship.

Passengers: The number of passengers which the ship can carry (in addition to the crew).

Defense: An indication of how difficult a target a ship is.

Hull Hardness: The hull's resistance to damage.

Wound Points: The number of wound points that the ship will have, and the amount of damage that the hull may absorb before it completely breaks apart. When a ship's wound points are reduced to or below zero, the ship's power supply shuts down, and it is essentially dead in space.

If a ship is dealt twice as much damage in a single hit as it has remaining hull points, it explodes, dealing 20d6 damage to everyone onboard. Those not in environment suits or similarly protected will suffer the effects of vacuum as detailed on page 252.

Starting Feats: The feats that the ship begins with. New feats may be added as the ship increases in level (see above).

Ship Size

A ship's size is its most important characteristic, affecting its Defense, attack rolls, initiative, and Pilot checks. The following table lists the different sizes, along with the appropriate modifiers. The modifier affects a ship's Defense, attack rolls, initiative and Pilot checks.

Ship's Weapons

Ship's weapons fall into two categories – energy and projectile. Pulse cannons are energy-based blasters, essentially larger, more powerful versions of hand-held blasters. They form the staple of most ship's weaponry. Frag cannons, torpedoes, and rail guns are projectile weapons, using ammunition to blast their opponents. Stats for each weapon can be found on Table 11.2. New weapons may be added onto a ship as per the appropriate feat below.

Ship's Feats

Boarding Hatch

The ship has a pressurized hatch, allowing it to dock with (and board) other vessels. Ships without a boarding hatch cannot normally dock with other ships; crew members must use space suits if they wish to pass from one to the other.

Concealed Gunports

This ship's gunports blend into its hull nearly seamlessly, allowing it to surprise other vessels with a sneak attack akin to a rogue's sneak attack (see *pages 170-171*). This will do extra damage based on the level of the ship.

Defense Screen

A defense screen deploys a magnetic shield, which can repel most forms of attack. In effect, the defense screen adds to the hull points of the vessel. This feat may be taken up to three times, each time increasing the amount of protection it provides.

1. 50 additional hull points (total)
2. 100 additional hull points (total)
3. 200 additional hull points (total)

Docking Web

The ship has a docking web, which it can use to assist smaller ships into its hangar. In combat situations, the web can be used as a tractor beam, pulling other vessels into it. It can be deployed against willing vessels automatically, or deployed against hostile vessels with a Weapons Systems check. If successful, the target ship takes no damage, but must move one hex closer to the "attacking" vessel. The pilot may successfully escape with a successful Pilot Check; the base DC is 15 + 2 for every size differential between the target vessel and the vessel deploying the docking web. He may make one escape attempt per round. When the target ship reaches the same hex as the attacking ship, it has been pulled into the larger ship's hangar.

A ship must have a hangar in order to use a docking web. Docking webs only work against vessels small enough to fit into the hangar.

Extra Cargo Space

A careful redesign of the hold allows the ship to increase its cargo rating by 10%.

Extra Crew Quarters

This ship's quarters have been expanded, allowing it to hold 10% more personnel than normal.

Table 11.1: Ship Sizes

Size (Category)	Modifier	Size (in meters)	Example
Colossal (8)	-8	1000+	Leviathan
Gargantuan (7)	-4	501-1,000	Peacekeeper Command Carrier
Huge (6)	-2	251-500	Luxan Assault Piercer
Large (5)	-1	101-250	Sheyang Raider
Medium-Sized (4)	0	51-100	Leviathan Shuttle
Small (3)	+1	21-50	Scarran Predator
Tiny (2)	+2	11-20	Peacekeeper Prowler
Diminutive (1)	+4	6-10	*Farscape 1*
Fine (0)	+8	1-5	Escape Pod

Extra Power

The ship has a hidden power plant, second engine, or some other extra form of locomotion. Adding extra power improves the movement by 25% (round fractions up).

Extra Weapons

This ship has additional weaponry, above and beyond those listed in the base description. When this feat is selected, the player may add two small pulse cannons, one medium pulse cannon, or one rail gun, placed in any firing arc he wishes. By spending two feats, you may place one extra torpedo launcher, frag cannon, or large pulse cannon on the vessel. This feat may be taken a number of times equal to the ship's size category (so a Medium-sized vehicle may take it four times). Leviathans cannot take this feat.

Hangar

The ship has a hangar, which allows it to dock smaller ships. A ship must be at least Huge-sized to dock another ship. This feat may be taken multiple times; the more times it is taken, the larger the hangar will be. Hangar size is limited by the size of the ship (see *table*). Each hangar can hold one Medium-sized ship, or two Small ships, or four Tiny ships, or eight Diminutive ships, and so on.

Size	Times This Feat May be Taken
Huge	1
Gargantuan	4
Colossal	8

Internal Hatches

The ship has numerous internal hatches, allowing it to more readily survive a hull breach. This ship gets a bonus of +2 to all saving throws against hull breach (see *below*).

Masterful Construction

The ship is extremely well-made, and can absorb more damage than most vessels of its class. This feat may be taken up to ten times. Each time it is taken, it increases the ship's wound points by one-tenth of the ship's original wound points, rounding fractions up.

Ram

The ship's prow can absorb the impact of a collision. In many cases, it is deliberately designed to smash into another ship. When this ship makes a ramming attack on another ship, this ship suffers only 75% of the damage it normally would (after hardness) and inflicts an extra 25% of its normal damage (before hardness).

Reinforced Hull

The hull of this ship has been specially reinforced. It's Hull Hardness is increased by 1. This feat may be taken up to four times.

Smuggling Compartments

Some of the ship's areas that seem to be solid are really hollow, and are used to smuggle contraband. Up to one ton of cargo may be kept in these compartments.

Streamlined

The ship has a very streamlined framework, allowing it to turn more quickly than other members of its class. Reduce the ship's Maneuverability rating by 1.

Generic Crew Quality

This table can be used to facilitate generic crewmen in large-scale space battles. Assume that the parties involved have all the stats necessary to perform their duties (Pilot, Weapons systems, etc.) Depending upon their skill, they may have a modifier to any checks they make. The chart below details them. For smaller or more unique ships, you should rely instead on the pertinent character stats.

Crew Quality	Check Modifier
Untrained	-1
Normal	+2
Skilled	+4
Expert	+8

Table 11.2: Ship Weapons

		Range (In Hexes)			
Weapon	Damage	PB	S	M	L
Small pulse cannon	4d10 x 2	1	2	3	4
Medium pulse cannon	4d10 x 4	1	2	4	8
Large pulse cannon	5d10 x 5	1	3	6	12
Rail Guns*	4d10 x 3	1	2	4	8
Frag Cannon**	4d10 x 6	1	3	6	12
Torpedoes	8d10 x 2	1	2	4	8

* Rail guns inflict a critical hit on a natural roll of 19-20, instead of just 20.

** Frag Cannons inflict a critical hit on a natural roll of 18-20, instead of just 20.

SHIP-TO-SHIP COMBAT RULES

Ideally, ship-to-ship combat takes place on a board, using hexagonal spaces to equate movement and models or markers to represent the ships. Hexagonal maps and graph paper are available at most hobby stores. If you do not wish to use a map, you can still facilitate combat on a simple table top: one half-inch equals one hex, and the GM should keep track of which "hex" the ship is facing.

Moving

A ship may move its movement rate in hexes per round. It may also double-move, giving any attacks it makes a -4 penalty, except for ramming attacks, which get a +2 bonus.

Maneuvering (turns)

Some ships can turn more quickly than others. A Prowler, for example, can maneuver much more efficiently than a Leviathan. A ship must move its Maneuverability score in hexes in between each change of a hex side that they turn. Turning in this way does not use a hex of the ship's movement rate. Keep in mind which direction the ship is facing.

For example, if a ship is moving 6 hexes and it has a Maneuverability of 2, it may move 1 hex, turn 1 side to its right, move 2 more hexes, turn right by 1 side, and move another 2 hexes, then turn 1 more hex side to the right and move 1 more hex. This allows it to effectively reverse its course.

Saving Throws vs. Hull Breach

When a weapon causes damage greater than 10% of the ship's total hull points, the pilot of a ship will need to make a Wisdom check. The DC of this roll is determined by the Hull Integrity of the vehicle:

Hull Integrity	DC
0	30
1	25
2	20
3	15
4 or more	10

If a hull breach occurs, a significant portion of the ship is rendered inoperable. Roll a d20. The result is the percentage of the ship's cargo space, weapons, and crew who are caught in the affected area, or rendered inoperable (or dead). The GM may wish to make exceptions for peculiar circumstances: if, for example there were only a skeleton crew aboard. If more than 60% of a ship is rendered inoperable in this manner, the ship is considered open to vacuum, and will cease to function.

Weapon Attacks

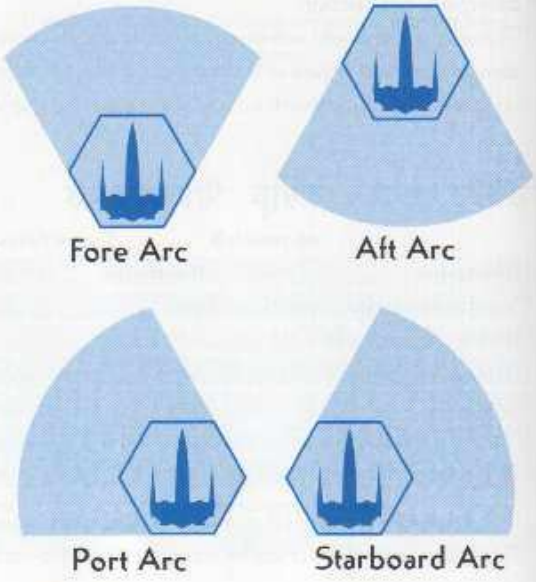
Ships make weapons attacks against each other just as if their crews were firing upon them. Each gunner rolls his Weapons Systems skill for every weapon being fired. Success indicates a hit, inflicting the appropriate amount of damage.

On a natural roll of a 20, an individual cannon can score a critical hit, allowing it to hit a portion of a ship other than the hull. In such a case, roll on the table below to determine what has been hit:

1d6 roll	Item Hit
1	**Cargo.** Cargo takes damage as per a normal weapon hit.
2	**Crew.** Members of the crew take damage as per a normal weapon hit.*
3-4	**Hull.** The hull takes double damage from the shot.
5-6	**Engine.** The engines of the ship are reduced in power by 1/3; all pertinent movement and maneuvering statistics are cut in half. A second critical hit on the engine cuts power completely; the ship is adrift and cannot move until repairs are conducted.

* Roll again if the vessel in question is a Leviathan.

Special consideration must be given to the vessel's firing arcs. The weapons may be placed into whichever arcs the ship's owner sees fit. There are four firing arcs: fore, aft, port, and starboard. Weapons may only be fired along the hexes indicated by their arcs. Weapons with a "top" or "bottom" configuration may fire in any direction.



Repairing Damage

It takes one am (hour), plus a Repair check to repair a ship's damage. The result of the Repair check equals the number of hull points repaired.

Ramming

A ship may attempt to hit another ship of the same basic size with its bow. Make a piloting skill check with a DC equal to the target's Defense. In order to ram properly, you must hit the side of the vessel and you cannot approach it from more than a sixty degree angle from the perpendicular.

When a ramming attack does hit, the ramming ship inflicts 1d10 damage times its size category, and takes an amount of damage equal to 1d10 per size category of the target vessel. A natural "20" roll on a ramming attack does double damage to the target.

Boarding

Treat a boarding attack between two ships as a combat between the two crews of the vessels. In order to begin a boarding, it is necessary for one ship to come alongside another and attempt to grapple it. This requires that the attacking ship have a boarding hatch. The pilot makes a roll, with a DC equal to the Defense of the other ship, to bring the two vessels close enough to touch each other (and grapple).

FLEETS

Peacekeepers

The Peacekeepers have a large fleet of vessels of varying sizes. Perhaps their most feared vessel is the Command Carrier, a massive ship that wields tremendous firepower. The fleet's commander usually operates from here, directing the battle from the bridge. Among their many warships, Peacekeepers also utilize Marauders, small ten-man transports that are often used for commando raids, and Prowlers, one-man fighters used to supplement attacks from Command Carriers or other vessels.

Command Carrier

Base Cost: 100,000,000 cps
Cost per Additional Level: 10,000 cps
Size: Colossal (1,700 meters x 600 meters x 600 meters)
Hull Integrity: 5
Weapons: 3 frag cannons; 5 medium pulse cannons (1 on top; 1 on either side; 1 on the bottom; 1 fore); 20 small pulse cannons (4 fore; 4 aft; 5 port; 5 starboard; 1 top; 1 bottom); 2 torpedo launchers (1 fore; 1 aft)
Movement Rate: 9
Cargo: 700 tons
Maneuverability: 6
Crew: 20,000
Passengers: 30,000 (including shock troops and other personnel)
Defense: 17
Hull Hardness: 20
Wound Points: 18,000
Starting Feats: Internal Hatches, Boarding Hatch, Hangar, Docking Web, Defense Screen (2 screens)

TALYN

The result of a Peacekeeper genetic experiment, Talyn is a hybrid vessel: part Leviathan and part Peacekeeper gunship. Born after his mother, Moya, escaped Peacekeeper captivity, Talyn left Moya under the command of the ex-Peacekeeper Bialar Crais. Like a Leviathan, Talyn is capable of StarBurst, but unlike his mother's peaceful species, he bristles with weapons and has few compunctions about using them. A confused and angry youth, Talyn has a tendency towards rash and aggressive action, which Crais cannot always keep in check. He does care for his mother, however, and will come to her aid if needed. He also has high regard for Aeryn Sun, and trusts her more than almost anyone. The Peacekeepers are interested in recovering Talyn, and have sent at least one retrieval squad to recapture him and his errant commander.

Note: Talyn is still growing, and his stats may change drastically as he matures. These stats reflect his abilities at the end of Season Two.

Size: Huge (150 meters x 50 meters x 20 meters)
Hull Integrity: 5
Weapons: 1 turreted pulse cannon (top); 1 torpedo tube (fore); 2 small pulse cannons (top)
Movement Rate: 8
Cargo: 50 tons
Maneuverability: 2
Crew: 1
Passengers: 75
Defense: 18
Hull Hardness: 12
Wound Points: 5,000
Starting Feats: Internal Hatches, Boarding Hatch, Hangar

Marauder

Base Cost: 1,000,000 cps
Cost per Additional Level: 1,000 cps
Size: Small (10 meters x 10 meters x 8 meters)
Hull Integrity: 1
Weapons: 4 medium pulse cannons (2 fore; 2 aft)
Movement Rate: 6
Cargo: 3 tons
Maneuverability: 3
Crew: 3
Passengers: 20
Defense: 11
Hull Hardness: 2
Wound Points: 500
Starting Feats: Boarding Hatch



Prowler

Base Cost: 100,000 cps
Cost per Additional Level: 700 cps
Size: Tiny (5 meters x 3 meters x 2 meters)
Hull Integrity: 0
Weapons: 4 small pulse cannons (fore)
Movement Rate: 10
Cargo: 0.5 tons
Maneuverability: 1
Crew: 1
Passengers: 1
Defense: 15
Hull Hardness: 1
Wound Points: 100
Starting Feats: None

Nebari

The Nebari do not have a large fleet, but it is very deadly. Their standard Host Vessels are not considered warships, but they are powerful enough to destroy Command Carriers or even Dreadnaughts with little difficulty. They refer to these ships as "merchant" vessels, though their firepower is overwhelming. Nebari also have a fair number of shuttles used for transport and retrieval of criminals.

Nebari Host Vessel

Base Cost: 500,000,000 cps
Cost per Additional Level: 50,000 cps
Size: Colossal (2,500 meters x 800 meters x 700 meters)
Hull Integrity: 8
Weapons: 4 large pulse cannons (1 fore; 1 aft; 1 top; 1 bottom), 15 medium pulse cannons (4 fore; 2 aft; 3 starboard; 3 port; 2 top; 1 bottom), and 35 small pulse cannons (5 fore; 5 aft; 10 port; 10 starboard; 3 top; 1 bottom)
Movement Rate: 4
Cargo: 1,000 tons
Maneuverability: 8
Crew: 30,000
Passengers: 10,000
Defense: 19
Hull Hardness: 24
Wound Points: 30,000
Starting Feats: Internal Hatches, Boarding Hatch, Hangar, Docking Web

Nebari Transport Shuttle

Base Cost: 900,000 cps
Cost per Additional Level: 1,000 cps
Size: Medium-sized (20 meters x 8 meters x 8 meters)
Hull Integrity: 2
Weapons: 3 medium pulse cannons (fore)
Movement Rate: 4
Cargo: 8 tons
Maneuverability: 4
Crew: 5
Passengers: 30
Defense: 12
Hull Hardness: 3
Wound Points: 800
Starting Feats: Boarding Hatch

Scarrans

The only known race with a fleet that rivals (and may even outnumber) the Peacekeepers, the Scarrans maintain a powerful and deadly armada. Their best known vessel is the Dreadnaught, a massive ship twice the size of a PK Command Carrier, with equivalent firepower. Scarrans also utilize small one-man fighters they call Predators. They do not appear to possess intermediate-sized ships, though unarmed transport vessels can be found on most Scarran-held planets.

Scarran Dreadnaught

Base Cost: 150,000,000 cps
Cost per Additional Level: 15,000 cps
Size: Colossal (3,400 meters x 1,000 meters x 1,000 meters)
Hull Integrity: 7
Weapons: 3 large pulse cannons (fore); 5 turreted medium pulse cannons (1 fore; 2 aft; 1 port; 1 starboard); 50 turreted small pulse cannons (5 fore; 5 aft; 10 port; 10 starboard; 10 top; 10 bottom)
Movement Rate: 7
Cargo: 1,200 tons
Maneuverability: 8
Crew: 20,000
Passengers: 500
Defense: 18
Hull Hardness: 22
Wound Points: 25,000
Starting Feats: Internal Hatches, Boarding Hatch, Hangar, Docking Web

Scarran Predator

Base Cost: 120,000 cps
Cost per Additional Level: 900 cps
Size: Small (8 meters x 4 meters x 5 meters)
Hull Integrity: 0
Weapons: 4 small pulse cannons (fore)
Movement Rate: 8
Cargo: 1 ton
Maneuverability: 1
Crew: 1
Passengers: 0
Defense: 13
Hull Hardness: 1
Wound Points: 150
Starting Feats: None

Hynerians

While Hynerians are not known for their armada, they do possess a powerful fleet that is more than capable of defending their territory. Their best-known ship is the Hynerian Battlearc, a mid-sized warship bristling with weaponry. The Battlearcs are well-suited for repulsing attacks, though the Hynerians also utilize them for blockades, where they are equally effective.

Hynerian Battlearc

Base Cost: 9,500,000 cps
Cost per Additional Level: 4,000 cps
Size: Gargantuan (600 meters x 500 meters x 500 meters)
Hull Integrity: 4
Weapons: 2 large pulse cannons (1 top; 1 bottom); 6 medium pulse cannons (1 fore; 1 aft; 1 port; 1 starboard; 1 top; 1 bottom); 20 small pulse cannons (5 fore; 5 aft; 5 port; 5 starboard; 2 top; 2 bottom)
Movement Rate: 5
Cargo: 100 tons
Maneuverability: 7
Crew: 1,000
Passengers: 200
Defense: 16
Hull Hardness: 13
Wound Points: 5,000
Starting Feats: Internal Hatches, Boarding Hatch

THE FLAX

The Flax is an energy web, a giant invisible "magna drift-net mesh" stretching across millions of zacrons of empty space. It is used exclusively by the Zenetan pirates, who ensnare vessels within it before plundering them. The Flax absorbs light, making it nearly invisible to scanners. For combat purposes, it is considered one hex wide, and stretches in a line across an entire field of combat. Ships entering a hex containing the Flax must make a Piloting check (DC 30). Success means the pilot has spotted the weapon in time, and can veer free. Failure indicates that the ship is caught in the Flax, and cannot move or change direction until freed. Its Defense is immediately reduced to 5 for combat purposes; it may return fire against any vessels within the appropriate arc.

Pulling free of the Flax is nearly impossible, though it can be weakened with certain chemicals, and the Zenetan pirates can deactivate it if they choose. It takes a Knowledge (Zenetan Technology) check at DC 20 to know the type and combination of chemicals required.

The Flax is fairly rare; only a few pirates have the energy resources necessary to activate it. The Zenetans guard its secrets jealously and take careful steps to keep it from falling into outside hands. Normally, it can only be deployed from a Zenetan ship. If word ever spreads that any non-Zenetan has possession of one, the pirates will go to any lengths to reclaim their "stolen" weapon. The Flax is not recommended for use in standard combat scenarios, and PCs should not normally have access to it. It is designed more as a plot device (like a storm or stellar phenomenon), rather than a weapon. The GM should take careful steps to govern its use in his campaign.

FARSCAPE 1

The small vessel owned by John Crichton is a primitive ship, ill-suited for combat. It has been modified by Leviathan technology, granting it limited interstellar travel, but at first glance, it appears frighteningly outdated. It is, however, well-suited for wormhole travel, though Crichton does not fully understand why.

Size: Diminutive (3.5 meters x 2.5 meters x 1.7 meters)
Hull Integrity: 0
Weapons: None
Movement Rate: 8
Cargo: 0.5 tons
Maneuverability: 3
Crew: 1
Passengers: 1
Defense: 9
Hull Hardness: 1
Wound Points: 75
Starting Feats: None

Luxans

Luxan warships are powerful vessels, as befits a race of warriors. Among the most dangerous are the Assault Piercers. While not as large as Command Carriers, Assault Piercers can be a match for vessels twice their size. Luxans also use a variety of smaller craft, including potent one-man fighters called T'kast, which roughly translates to "small-but-deadly-knife."

Luxan Assault Piercer

Base Cost: 6,000,000 cps
Cost per Additional Level: 2,000 cps
Size: Huge (450 meters x 50 meters x 100 meters)
Hull Integrity: 3
Weapons: 2 large pulse cannons (fore); 2 medium pulse cannons (fore); 10 small pulse cannons (2 fore; 2 aft; 3 port; 3 starboard)
Movement Rate: 7
Cargo: 70 tons
Maneuverability: 4
Crew: 550
Passengers: 100
Defense: 15
Hull Hardness: 12
Wound Points: 4,500
Starting Feats: Internal Hatches, Boarding Hatch, Hangar, Ram

T'kast

Base Cost: 100,000 cps
Cost per Additional Level: 800 cps
Size: Small (7 meters x 3 meters x 4 meters)
Hull Integrity: 0
Weapons: 4 small pulse cannons (fore)
Movement Rate: 9
Cargo: 1 ton
Maneuverability: 0
Crew: 1
Passengers: 0
Defense: 14
Hull Hardness: 1
Wound Points: 125
Starting Feats: None

Ilanics

Due to their ongoing war with the Scorvians, the Ilanics have developed many warships. The staple of their navy is the Ilanic Cruiser, a massive warship based on the Luxan Assault Piercer that possesses a tough outer hull and a strong set of defenses.

Ilanic Cruiser

Base Cost: 4,500,000 cps
Cost per Additional Level: 1,500 cps
Size: Huge (450 meters x 50 meters x 100 meters)
Hull Integrity: 3
Weapons: 1 large pulse cannon (fore); 1 medium pulse cannon (fore)
Movement Rate: 7
Cargo: 40 tons
Maneuverability: 4
Crew: 75
Passengers: 50
Defense: 17
Hull Hardness: 12
Wound Points: 4,000
Starting Feats: Internal Hatches, Boarding Hatch, Hangar

Sheyangs

Sheyangs do not possess a fleet, though numerous raiding ships can be found throughout space. Their vessels are often heavily modified, due to the amount of technology they scavenge from other ships.

Sheyang Raider

Base Cost: 1,000,000 cps
Cost per Additional Level: 1,000 cps
Size: Large (200 meters x 150 meters x 50 meters)
Hull Integrity: 2
Weapons: 1 large pulse cannon (fore)
Movement Rate: 7
Cargo: 50 tons
Maneuverability: 5
Crew: 25
Passengers: 75
Defense: 12
Hull Hardness: 5
Wound Points: 950
Starting Feats: Any 4 feats

Zenetans

Zenetan Frigates can be found throughout the Uncharted Territories. The pirates also sell some of their vessels to other parties, so these ships can be found under the command of dozens of species.

Zenetan Frigate

Base Cost: 4,000,000 cps
Cost per Additional Level: 5,000 cps
Size: Large (200 meters x 30 meters)
Hull Integrity: 2
Weapons: 12 medium pulse cannons (2 fore; 2 aft; 4 starboard; 4 port)
Movement Rate: 6
Cargo: 10 tons
Maneuverability: 2
Crew: 60
Passengers: 200
Defense: 13
Hull Hardness: 6
Wound Points: 1,050
Starting Feats: Prow Ram

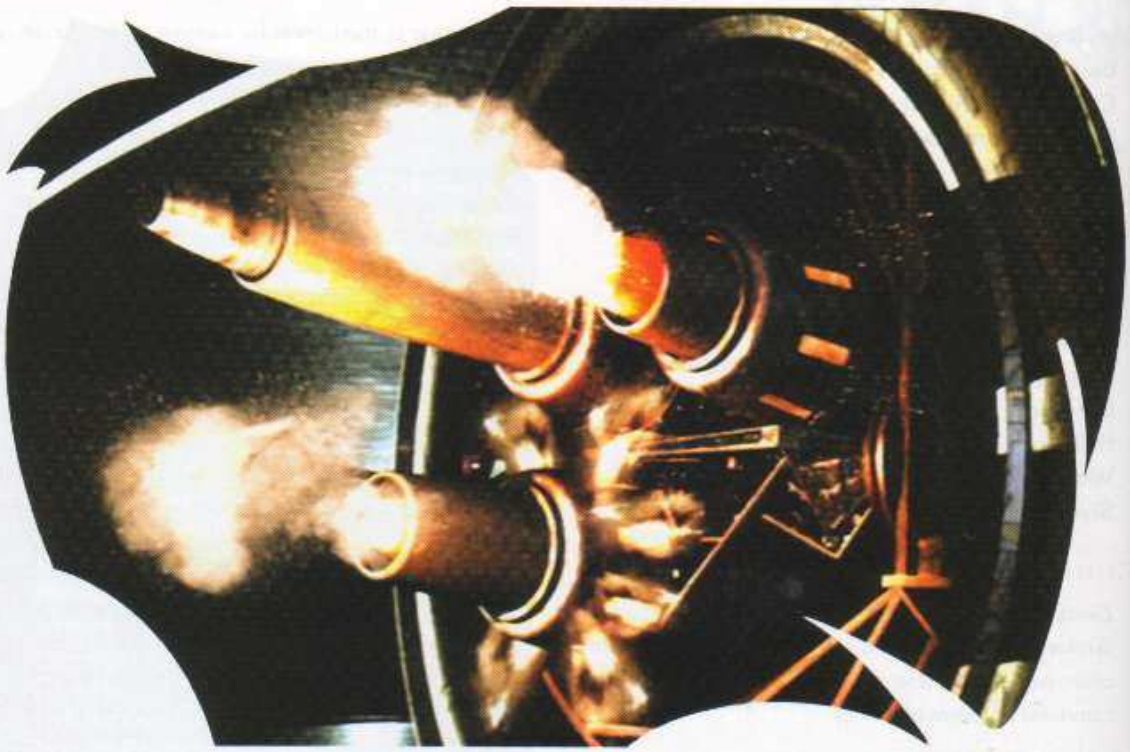
Delvians

Delvian Arcs are large science vessels, often filled with numerous forms of plant and animal life. Most of the outer hull is transparent, allowing the residents to look out into space and the planets below from the artificial environments within the Arc. Arcs have minimal armament, more to dissuade attackers than anything else. They are primarily utilized as science vessels.

Delvian Arc

Base Cost: 6,000,000 cps
Cost per Additional Level: 2,000 cps
Size: Gargantuan (800 meters x 75 meters x 70 meters)
Hull Integrity: 2
Weapons: 2 medium pulse cannons (fore)





Movement Rate: 4
Cargo: 2,000 tons
Maneuverability: 7
Crew: 60
Passengers: 1,000
Defense: 8
Hull Hardness: 8
Wound Points: 1,000
Starting Feats: Boarding Hatch, Hangar, Docking Web

Transport Pods

Dozens of races manufacture simple transport pods, which can be found across the known galaxy. They can comfortably carry several people, but they are not designed for long trips. They are also unarmed (though some can be modified), which makes them easy prey for pirates. As such, they are usually used as short-range shuttles.

Sample Transport Pod

Base Cost: 800,000 cps
Cost per Additional Level: 900 cps
Size: Medium-sized (15 meters x 5 meters x 5 meters)
Hull Integrity: 2
Weapons: None
Movement Rate: 7
Cargo: 4 tons
Maneuverability: 2
Crew: 5
Passengers: 50
Defense: 11
Hull Hardness: 3
Wound Points: 500
Starting Feats: Boarding Hatch

Yachts

Numerous races have designed luxurious vessels for the wealthy and powerful to travel through space. Yachts are typically unarmed or lightly armed, and are a favorite target of pirates and scavengers.

Sample Space Yacht

Base Cost: 1,000,000 cps
Cost per Additional Level: 800 cps
Size: Medium-sized (25 meters x 8 meters x 8 meters)
Hull Integrity: 1
Weapons: None
Movement Rate: 9
Cargo: 5 tons
Maneuverability: 3
Crew: 5
Passengers: 300
Defense: 12
Hull Hardness: 2
Wound Points: 450
Starting Feats: Boarding Hatch

Cargo Freighters

Numerous races build freighters to hold and carry cargo. They can typically support a small crew for extended trips, though slavers often modify their freighters to better carry living cargo.

Sample Freighter

Base Cost: 850,000 cps
Cost per Additional Level: 900 cps
Size: Large (50 meters x 40 meters x 10 meters)
Hull Integrity: 3
Weapons: None
Movement Rate: 8
Cargo: 150 tons
Maneuverability: 4
Crew: 2
Passengers: 100
Defense: 9
Hull Hardness: 4
Wound Points: 900
Starting Feats: Boarding Hatch

LEVIATHANS

Leviathans are among the galaxy's most unique and wondrous creatures: biomechanoid ships which move freely between the stars. Though living creatures, they share many properties with artificial space ships, including a self-contained internal atmosphere, specialized areas such as command centers and flight hangars, and even living quarters for dozens of crewmen or passengers. They appear as a huge ovoid shape with the end tapering back into three curved tails. They are primarily a coppery gold color, with the windows providing speckles of light and darkness. Leviathans work as space-worthy beasts of burden for friendly races. They feed primarily on solar energy, but this can be supplemented by waste from their residents.

In order to maintain internal atmosphere for passengers, each Leviathan requires a Pilot, a species of symbionts who bond into a special chamber within the Leviathan where they help maintain the large creature's systems. Once bonded, they merge into the Leviathan's systems, and become completely immobile. They operate using a combination of bonded telepathy and external controls, using one of six chitinous limbs, which can easily grasp and manipulate delicate objects.

For Pilots, Leviathans came as an incalculable blessing. Though socially, philosophically, and technologically advanced, Pilots could not accomplish the one goal they strongly desired: to explore space. Their anatomy and

USING PILOTS

Pilots are unfortunately limited as player characters. Once bonded, they cannot leave their chamber, making personal interaction difficult, especially when adventures take the characters off of the ship. On the other hand, Pilots make very useful GM tools. A Pilot is a font of information, able to give PCs valuable clues and hints. Pilots are usually aware of the environment surrounding their Leviathans, allowing them to explain particular circumstances or identify threats. They allow the GM to have an active, regular character in the game without stealing the spotlight from the players.

SAMPLE PILOT

Size: Large (up to 2.5 meters tall from top to base)
Wound Dice: 1d12 *3 per level
Initiative: +1 (Improved Initiative)
Speed: 0 (Pilots are immobile once they bond with a Leviathan)
Defense: 13 (-3 Dexterity; -1 size; +7 natural)
Attacks: Punch +0
Damage: Punch 1d6
Face/Reach: 2 meters x 2 meters / 2 meters.
Special Qualities: Multi-tasking (no penalties for multiple mental-based skill rolls occurring simultaneously); multiple limbs (Pilots have six arms, with no arm considered an "off-hand"); Regeneration (Pilots can regenerate lost limbs, though they heal no faster than normal)
Saves: Fortitude +3, Reflex -3, Will +1
Abilities: Str 14, Dex 4, Con 16, Int 14, Wis 12, Cha 10
Skills: Computer +3, Knowledge (physical sciences) +5, Knowledge (theoretical sciences) +3, Pilot (Leviathans only) +15 (+2 Born Pilot), Security Systems +3
Feats: Born Pilot; Improved Initiative
Challenge Rating: -

physiology did not facilitate survival off of their native planet; they would sicken and die within several days of leaving the atmosphere. Leviathans, however, could support the Pilots away from their homeworld, allowing the gentle creatures to journey into the stars. A bonded Leviathan could also interact with a wider variety of races through the Pilots, creating an elegant symbiosis between the two species. The match was nearly perfect, and today the majority of Leviathans carry Pilots within them.

When bonded, a Pilot and Leviathan touch minds, allowing them to communicate with each other as few other creatures can. The bonding process takes roughly a cycle to complete; though the Pilots can maintain life support fairly easily during this time, they have a harder time controlling some of the less vital systems.

Leviathans cannot communicate directly with their passengers. They must rely on their Pilot to act as an intermediary. Pilots have a very advanced brain, able to multitask dozens of functions at the same time. As a result of their intellect, they must remember to speak in very basic words when communicating to most species; translator microbes have difficulty with much of their language. All Pilots go by the same name ("Pilot"); their own names are far too complex for outsiders to fathom.

Leviathans have two unique advantages. The first is that of StarBurst. When in danger, Leviathans have little alternative but to flee. They lack offensive weaponry, and their maneuverability cannot protect them from concentrated attacks. StarBurst creates a field around the Leviathan that enables it to jump between dimensional walls, traveling great distances in the blink of an eye. StarBurst is a somewhat draining activity, and the Leviathan must replenish its supplies of energy for several arns before attempting another. (In game terms, a Leviathan may use StarBurst to immediately flee combat at any time, without fear of pursuit; they may only do this once per solar day.)

Leviathans possess one other advantage. The DRDs, or Diagnostic Repair Drones, are small drones that act as extensions of the ship's mind. These small devices can repair damage, work on systems, clean areas, and even defend against intruders or vermin. They have a very basic intelligence, but only as an extension of the Leviathan. A Leviathan builds DRDs as it grows, replenishing those that are lost or damaged. An adult Leviathan may have hundreds of DRDs spread throughout its interior. However, as DRDs have many required functions, only a few can work in any given capacity at a time. In game terms, the DRDs can heal 2d10 points of damage to their Leviathan per arn, unless otherwise distracted.



Leviathans and Pilots have become known throughout much of the galaxy. They have developed especially positive relationships with several species, such as the Relgarians, a race of friendly explorers. However, the most noteworthy relationship they possess is with the Peacekeepers... who have enslaved thousands of these graceful creatures. They can attach a large control collar to the Leviathan's hull which makes it a prisoner. Leviathans serve as troop transports, prison vessels, and freighters. Recently, reports have surfaced of some Leviathans being utilized as subjects of genetic experiments, though Peacekeeper Command vehemently denies such rumors.

Leviathans do not have experience levels the way other ships do, and are not "built." Therefore, they may not be upgraded the same way other ships are. Leviathans grow to accommodate their passengers, developing whatever facilities are needed. When creating a new Leviathan, the GM can add any additional feats and abilities he feels are appropriate. Characters wishing to "upgrade" their Leviathans (as Moya's crew did in the episode *PK Tech Girl*) may do so at the GM's discretion.

Sample Leviathan

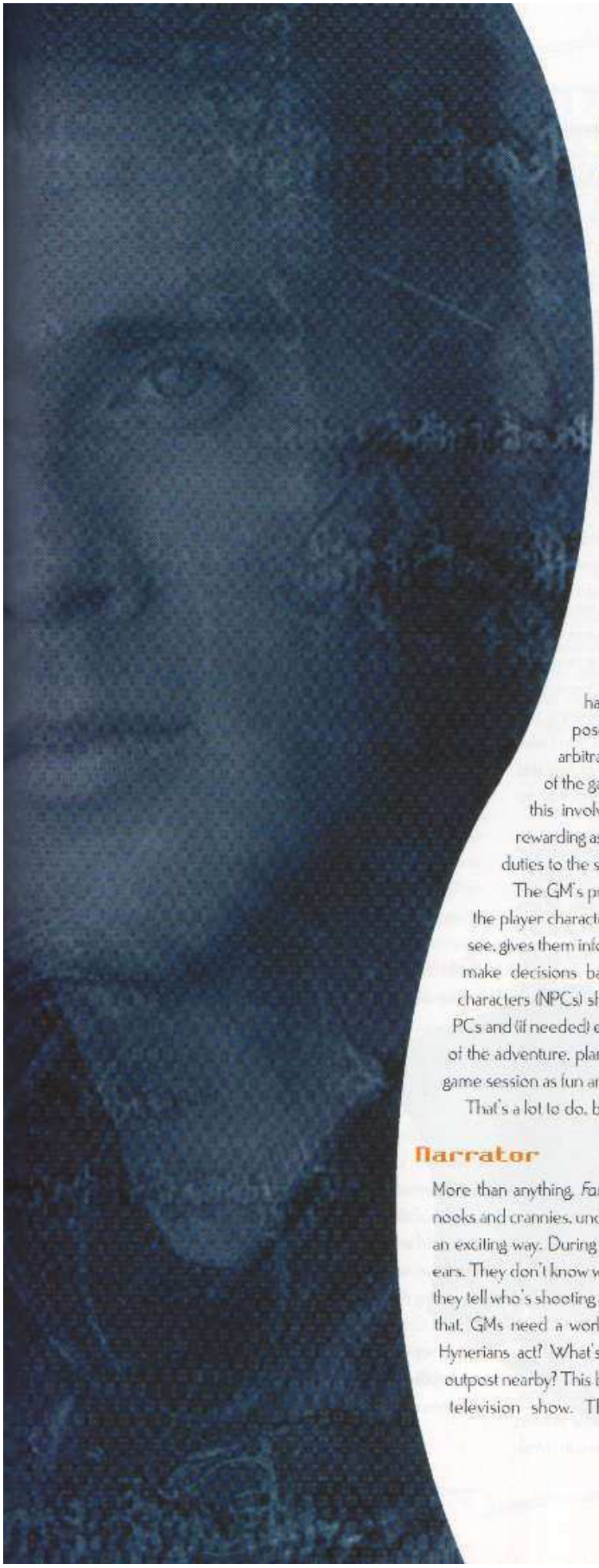
Size: Colossal (1,000 meters x 250 meters x 200 meters)
Hull Integrity: 4
Weapons: None
Movement Rate: 7
Cargo: 2,000 tons
Maneuverability: 4
Crew: 1 (Pilot); 10 (without a Pilot)
Passengers: 250
Defense: 12
Hull Hardness: 13
Wound Points: 2,000
Starting Feats: Boarding Hatch, Hangar, Docking Web
Special Note – Moya: In addition to these stats, Moya possesses the following feats: Defensive Screen, Extra Crew Quarters



DRDs

Size: Tiny (0.3 meters long)
Wound Dice: 1d6
Initiative: 0
Speed: 30
Defense: 13 (+2 size; +1 natural)
Attacks: Small pulse blaster +1 ranged; grappling claw +1 melee
Damage: Small pulse blaster 2d4; grappling claw 1d4
Face/Reach: 2 meters × 2 meters / .25 meters
Special Qualities: Adhesion (DRDs can move across the walls and ceiling of a Leviathan as easily as the floor.)
Saves: Fortitude N/A, Reflex +0, Will +0
Abilities: Str 6, Dex 11, Con N/A, Int 3, Wis 10, Cha 8
Skills: Computer +9 (+2 Tech Mind), Disable Device +9, Hide +9, Listen +5, Repair +15 (+2 Tech Mind), Search +13, Security Systems +7, Spot +5
Feats: Tech Mind
Challenge Rating: 1/4





CHAPTER TWELVE
Game Master

"The crew awakens to the sound of claxons blaring throughout the ship. They stumble out of their quarters toward the bridge, strapping on weapons and rubbing the sleep from their eyes. On the viewscreen, a huge spatial rift dominates the sector of space in front of them. A multi-colored discharge plays along its edges, sending out a thrum of distortions that causes the ship to shudder uncontrollably. As the crew watches in disbelief, something begins coming through the rift..."

Now what do you do?

While the players and their characters ultimately have the answer, it's the Game Master's job to properly pose the question. Narrator, stage manager, and rules arbitrator all rolled into one, the GM handles every aspect of the game besides the player characters themselves. While this involves a lot of work, it can also be one of the most rewarding aspects of role-playing. Many GMs find they prefer their duties to the simpler tasks of the players.

The GM's primary job is to prepare adventures and scenarios for the player characters to participate in. He describes what the characters see, gives them information about their surroundings, and allows them to make decisions based on the particular situation. When non-player characters (NPCs) show up, he portrays them as well, interacting with the PCs and (if needed) engaging in combat. He handles the pace and direction of the adventure, plans out the overall campaign, and generally makes the game session as fun and exciting as it can be.

That's a lot to do, but it's not nearly as difficult as it seems.

Narrator

More than anything, *Farscape* is the Game Master's universe. He knows its nooks and crannies, understands its denizens, and presents it to the players in an exciting way. During the adventure, the GM serves as the PCs' eyes and ears. They don't know what's in that room until the GM informs them, nor can they tell who's shooting at them unless the GM describes it first. In order to do that, GMs need a working familiarity with the *Farscape* universe. How do Hynerians act? What's on that planet up ahead? Is there a Peacekeeper outpost nearby? This book provides most of the details for that, as does the television show. The rest you can easily develop on your own.

That includes the scenarios you intend to run: knowing the situations the PCs will encounter, planning conflicts and obstacles for them to overcome, and developing an achievable goal to strive for.

Supporting Cast

The PCs are usually the most important characters in the game: like Crichton and his friends, they form the crux of a *Farscape* story. But every other character is the purview of the GM – everyone from major recurring villains to one-time allies to random Peacekeeper troops. NPCs all have their own goals and motivations, which dictates their action. You'll quickly learn which ones are important and which ones can be glossed over. They go a long way towards fleshing out your universe. More information can be found in the "NPCs" section on pages 307-314.

Referee

Finally, the GM serves as the interpreter of the rules and the arbiter of any disputes. In any role-playing session, the Game Master has the final authority. Obviously, he needs to be familiar with the rules, but refereeing means more than just knowing charts and tables. It means maintaining the proper balance of play, ensuring that the players don't take advantage of their status, and keeping a sense of fun and excitement alive. The rules are merely tools to help you do that.

Every gaming group has its own sensibilities. Some enjoy combat while others like talking their way out of trouble. Some want to adhere strictly to the die rolls, while others take a free-form approach. A good GM will ascertain which rules fit his party best, and adjust them accordingly. That might mean ignoring certain rules, or changing those that don't quite match. It might mean making the PCs more or less powerful or rolling more or fewer dice in certain situations. Feel free to make any adjustments you wish. If the rules don't fit your style of play, change them.

The important thing is to remain fair at all times. *Fair* doesn't mean *arbitrary*. A GM who throws his weight around and restricts the characters to what he thinks they should do will quickly find himself without a group. Being fair means adhering to common sense, and adjudicating the rules with logic and consistency. That might mean sticking to a rule that a player doesn't like, or doing something that sets the party back. It might also mean secretly giving the PCs a boost when they really need it. But as long as it follows a reasonable sense of fair play, it should go over with few difficulties. Above all, the players need to trust your decisions. If they consider you a just and fair Game Master, they'll be willing to go along with whatever you have in mind.

THE FLAVOR OF FARSCAPE

Science-fiction... social drama... black comedy... all of these things and more can be used to describe *Farscape*. It presents an often grim universe, yet it does so with humor and wit. Its characters are self-serving yet display immense heroism. While it bears similarities to other space operas, the *Farscape* universe has a distinct flavor all its own. Any session of the *Farscape* RPG should reflect that unique style, and you as GM need to establish it properly.

Below are some of the themes and motifs most often used in *Farscape*. Together, they give some idea of the wide array of stories which you can tell in a *Farscape* game.

Adventure

More than anything, *Farscape* is full of excitement and adventure. Every week, Moya's crew faces new obstacles placing their lives in jeopardy. Or they come across a new discovery. In order to persevere, they need to take risks, to venture into great peril, and to show courage in the face of danger. Through tenacity, intelligence, and occasional blind luck, they emerge out the other side intact. And they do so knowing that they have seen or done something that precious few have ever experienced before.

The PCs in the *Farscape* role-playing game should feel that same kind of energy. Every new planet is a source of wonder, every nebula or asteroid a potential mystery. When threats arise, they require bravery and skill to defeat. The timid don't last long in *Farscape*. Only the brave – or the reckless – stand any chance of success.

Fantasy

Farscape contains the trappings of science fiction and space opera, featuring hi-tech equipment, spaceships, interplanetary travel, and aliens from countless different worlds. Yet at it core, it derives its themes not from the future, but from the past. In many ways, *Farscape* is like a fairy tale, with Crichton as a lost knight wandering through far-off kingdom. Many races refer to spirits and other supernatural entities – things science cannot account for. The abilities of the Baniks suggest a strong link to the mystic world and some beings like Maldis actually use (for lack of a better word) magic. Creatures such as the Budong bear a strong resemblance to dragons and other mythic creatures, and Crichton's quest to return home has all the elements of an epic journey. Though set on distant planets and populated with alien species, *Farscape* has as much in common with King Arthur as Arthur C. Clarke.

Science

This isn't to say that "harder" science is abandoned: it simply has to make concessions. The fantasy elements mix liberally with the hi-tech flash of science fiction – pulse blasters, alien races, and battles between space-faring armadas. Technology and scientific principles exist side-by-side with the monsters and magic, playing an equal role in the proceedings. Crichton and his friends demonstrate a strong knowledge of technology, and the devices they use all have scientific – not mystical – origins.

When push comes to shove, however, *Farscape* science steps aside in favor of fantasy... or at least whimsy. The rules of science apply in *Farscape*, but they differ in some ways from the science of Earth... and they can sometimes be broken. When would that be? Usually, if it makes for good storytelling: if the excitement increases, or it provides a unique solution to a given problem. It shouldn't be tossed aside on a whim, but neither should it limit the game. It should serve as a dramatic tool, not an unbending barrier.

Darkness

In many ways, the *Farscape* universe is quite grim. Most of the major powers (Peacekeepers, Scarrans, Nebari) are oppressive empires who subjugate entire worlds. Corruption runs rampant, and the universe holds some truly terrifying creatures. *Farscape* never shrinks from the bleaker side of things, and the heroes often come face to face with the worst that civilization has to offer. During those moments, the show takes on aspects of an Orwellian nightmare or even gothic horror. Sooner or later, your party will probably confront that fact, whether it's a trip to the heart of Scarran space, or a parasitic alien who dissects sentient beings for sustenance. And while it's possible to vanquish some of these nightmares, the darkness itself can never truly fade. The Peacekeepers aren't going anywhere, and some monsters are too powerful to really die...

Heroism

As pervasive as *Farscape*'s gloom can appear, it never becomes all-encompassing, and brave individuals can successfully defy it if they wish. Such a path is not without risk, of course, and may require great sacrifice. But the notion that one person can make a difference runs very strong in *Farscape*, and the PCs should never forget that their efforts have merit.

Intrigue

Even a place as wild as the Uncharted Territories isn't free of politics. Many beings came there fleeing persecution, and many others have built empires of their own within its space. Though the great powers – the Peacekeepers, Scarrans, etc. – have a limited presence there, they still use the Territories for any number of political games. In this atmosphere, it becomes very easy to get entangled in any number of Machiavellian plots.

Political stories have little room for direct action. The PCs can't simply blast their way to their goals. Instead, they must use cunning and guile to get what they want, engaging in oblique conversations and using their assets to influence other people. They must often make concessions to others' desires, and take circuitous routes before achieving their objectives. Such stories are often some of the best means of role-playing, giving the players a chance to act out their characters in social situations. It's also a good way to introduce important NPCs, and to establish prominent personalities in the players' minds. Fighting with a warlord only makes him a target, but trying to outmaneuver him in his efforts to marry a local ruler... that shows what kind of a character he is.

Humor

One of the unique things about *Farscape* is its sense of humor. As intense as the show can get, it never forgets to add a little levity at the appropriate moments. Much of it is self-effacing, showing Moya's crew in a ridiculous or clownish light. At times, the characters themselves are



aware of the humorous side of things, cracking jokes or otherwise acknowledging their absurdities. Much of the humor tends towards the black - things are usually pretty grim, after all - but it remains a regular part of the show.

This is one of the easiest elements to place in a *Farscape* campaign. Many gamers spout witticisms quite easily during play, which smoothly integrates *Farscape*'s humorous aspects. Take care not to overdo it, however. While humor can be used to lighten the mood, it should never trivialize the dangers or detract from the game's other elements. Make sure the jokes add to the campaign, rather than becoming a burden. If the players wish to be funny, let them do it in character - i.e., the Nebari pilot making a joke about the ship they're approaching, rather than Jane the Player rifling on the latest episode of *Friends*. Humor within the *Farscape* universe is welcome; humor at the expense of the *Farscape* universe ultimately detracts from your campaign.

"Have we sent the 'don't shoot us, we're pathetic' transmission yet?"

-John Crichton

As with other aspects of GMing, it's important to match the mood of your game with the sensibilities of your players. *Farscape* can encompass any number of adventure styles; the trick is to balance these elements until they strike just the right tone for your group. Some players enjoy lots of action, while others might like a politically-based story. You might enjoy focusing on different themes for different adventures, changing the theme to fit the style of play for that particular evening. When you've figured out what kinds of themes your players will enjoy the most, you've gone a long way toward becoming a good GM.

PUTTING IT ALL TOGETHER

You've read the rules, you've watched the show, and you're ready to Game Master your own *Farscape* campaign. What must you keep in mind in order to ensure the game comes off successfully? Below are a few tips and guidelines.

Creating Parties

Every campaign begins with the creation of player characters, and the GM needs to ensure that all of the PCs fit within his plan. While the players have a lot of leeway in creating the characters they want, they must all serve some purpose in the upcoming story. Since the players don't know what the campaign will entail, it's up to you to guide them in the right direction. They may need skills that they wouldn't normally think to acquire or come from a particular background necessary for the story. As GM, you should clarify what the campaign will require, and make suggestions as to the sorts of characters the players need. While you should never limit their creativity, they'll appreciate a little heads up before creating a character who does nothing but sit around when the action starts.

A good PC party has a strong sense of balance: a group that consists solely of warriors and soldiers will have big problems when their ship breaks down, or when a ruler wants them to handle a delicate negotiation. While some campaigns are conducive to a particular type of character, too much of the same type can become one-dimensional. As the GM, you know what kind of challenges the PCs will face. Make sure that the players create different types of characters to deal with those situations.

The players also need to function as a team. In a role-playing game, the PCs ultimately owe their loyalties to each other. Characters with unreasonable hatreds or prejudices might not work well with others and cause undue conflict within the group. Similarly, characters who focus too much on their particular needs won't function well with a larger group. A PC who hates Hynerians, for example, is going to have a hard time operating in a party that has three of them. As the players flesh out their characters, keep an eye on them, and make sure they can all function as a team.

"Function" doesn't mean "get along perfectly." Many of the *Farscape* characters bicker and fight with each other on a regular basis. Some view their circumstances as a temporary alliance, and some may even dislike the other PCs. A certain degree of inter-party strife is an integral part of the setting, and can make for great fun if played properly. Using the above example, the Hynerian-hater might engage in endless arguments with his diminutive colleagues, or even plot against them if it makes for an interesting game.

However, everyone needs to understand where the line is drawn. A character who routinely harms other PCs has no place at the table. Neither does a character who instigates permanent or irreconcilable conflicts. The Hynerian-hater can argue all he likes and that's fine, but if he kills a Hynerian diplomat that one of the other PCs promised to protect,

he's created an inter-party schism that cannot be healed. The GM needs to be cognizant of that line from the very beginning, and make sure that the players never cross it.

Along those lines, all of the players need to be treated more or less equally. Most of that involves ensuring that they all play a part in the adventure (discussed further below), but it also means that they all remain on more or less the same footing. No one PC should be demonstrably more powerful than another. Nor should he or she take undue advantage of other PCs if the situation arises. Don't let anyone feel subjugated by another PC, subordinate to another PC, or superior to another PC. Again, this doesn't mean that there can't be disparities within the context of the game. Some characters may work better in certain situations, or possess advantages that other characters lack. But such diversity should never become a serious difference in power.

CREATING ADVENTURES

The Game Master's principal role is presenting adventures to the other players. Novice GMs may be intimidated by their first few sessions, especially if they're running an adventure or campaign which they created. It's perfectly all right to borrow inspiration from other sources, especially early on. A favorite episode of the *Farscape* TV show, slightly rearranged with new characters and settings, can make a fine introductory adventure. You can also borrow from other TV shows, as well as movies, books, or comics. As time goes on, you'll be able to branch out from these root sources, telling stories that are uniquely your own.

Adventure Formatting

Obviously, the first step to a good adventure is defining the narrative. It's easiest to look at each adventure as an episode of the *Farscape* TV show. It presents a danger or task which the party will have to negotiate to get what they desire. In the show, it often involves a threat to life and limb – if the heroes don't succeed, they'll be killed – but it needn't always be that dramatic. It could be a treasure which one of the PCs has been searching for all his life, or an escaped criminal they want to recapture for the reward money. With the goal in mind, you can then define the structure of the adventure: what the PCs need to do, which steps they must take to get there, and who will help or hinder them on their way. Some adventures can be accomplished in a single evening, while others take many nights to finish.

Essentially, each adventure consists of a string of encounters – some simple, some very challenging – which lead the characters closer to their goal. Short adventures involve a small number of encounters, while longer ones may require dozens. They build slowly towards a climax of some sort – a showdown with the villain, the discovery of the prize, etc. – wherein the PCs either succeed or fail, and reap the appropriate rewards.

TRANSPORTATION

Space travel is an integral part of Farscape. Parties should have the ability to move from one planet to another with relative ease. Granted, it might not be as easy as they'd like, but without reliable transport, the game's going to get very boring very quick. If you wish to experience the full range of the Farscape universe, the party will need access to a ship.

As GM, you may wish to simply assign them their own vessel before the game begins. That way, they always have a ready form of transport. Keep in mind, however, that a very powerful ship will needlessly unbalance the proceedings. A Peacekeeper Command Carrier bristling with weaponry could make short work of any threat they encounter, and will quickly lead a boring campaign. Lightly armed frigates, with just enough room for the party and their friends, or patchwork vessels from the likes of the Sheyang are much more appropriate choices. Leviathans make ideal ships; they lack overpowered weaponry, yet still possess speed and the ability to get the PCs anywhere; in addition, Leviathan Pilots can be used as convenient plot expositionists. Whatever the vessel, however, it should always remain in context. A reliable form of travel should never overpower the rest of the campaign or give the players a too-easy solution to their problems.

If you don't wish the characters to own their own ship, you'll have to make other transportation available. They might book passage on a broken-down transport, or stow away on a Peacekeeper Command Carrier. Finding transport could conceivably form the basis of an entire adventure, as the PCs search for a willing ship with any number of enemies hot on their trail.

The encounters themselves form the crux of the adventure, and should be designed with the overall narrative in mind: they should each serve a purpose in the story. People don't just come out of the shadows and attack the party without some motive, and if you want to get the PCs onto an old derelict spaceship, they're going to need a reason to go there. When designing your encounter, ask yourself how it will progress the story. Does the bartender in that seedy dive hold the information the party needs? Or is he a spy working to throw them off the trail? The answer to those questions should lead the party to the next encounter, which leads to the next, and the next, and so on. Occasionally, it's fun to throw a totally random engagement at them – for example, an attack by pirates who have nothing to do with the rest of the story – but in general, encounters should keep the narrative moving forward.

The GM should also be prepared for the players to follow a path he may not have anticipated. One of the joys of role-playing is the ability to take the road less traveled: to find a new way to reach the conclusion. Often, you can adjust your encounters with relative ease – maybe the villain's henchmen attack the PCs on the planet's surface, instead of on their ship in orbit like you planned. Make sure you have enough flexibility built into the adventure to accommodate unexpected shifts.

Descriptiveness

The GM is responsible for conveying the story to the players. He needs to describe what their characters see and hear, and tell them anything that might be happening around them. The players know nothing about their surroundings until the GM explains it to them; make sure they receive all of the facts they need to know.

At the same time, don't limit yourself to dry, methodical details. Try to convey the emotional intent of the scene: a boisterous party, a spooky corridor, a thrilling space battle, etc. Tone plays a vital part in your descriptions. The way you describe events will go a long way towards establishing the theme. If you want to convey a sense of horror, mention dark surroundings or far-off noises. If you want them to feel excited, talk about the laser blasts shrieking just past their ship, or the pounding feet of the Peacekeeper guards pursuing them. Mysteries may present a particular challenge: hiding important details amid a clutter of incidental facts. The better you can describe a location or event, the more into the game the players will be.

Sometimes, the players may need to make a skill check to notice certain details: for example, a weapons expert might notice that the bad guy's blaster is broken. In those instances, try not to emphasize the mechanics too much.



Skill checks and other rolls should flow seamlessly with the rest of the game; don't just say "you roll and spot a hidden catch behind the bulkhead." Say "This part of the cargo bay doesn't look right: the rivets on one panel seem misaligned, and stick out a little farther than they should," and let the player pick up on the cue. Integrating the mechanics – and keeping overt rules checks to a minimum – will allow you to concentrate on painting a good scene for your players.

Pacing

Some encounters dictate a fast pacing, while others can be drawn out to savor the details. As a general rule, you should keep things flowing as much as possible. Don't dwell on particular elements for too long; while it's nice to include a vivid description of a Peacekeeper Command Carrier, you don't need to describe every single hull divot. Of course, some things merit extra descriptiveness, and you may want to spend a little more time lingering on those details. The story should take precedence in all matters. If an encounter drags on too long, or you're spending too much time on irrelevant die rolls, wrap it up and move on to the next pertinent bit. The exact sort of pacing depends on the players; as you gain experience, you'll learn the style that work best for yours.

Participation

No one likes being ignored, and every PC needs a chance to shine. When creating adventures, keep the PC's strengths and weaknesses in mind, and then tailor the challenges so that everyone can contribute. If a villain is planting a bomb, don't just depend on the warrior to kill him before it's done. Give the tech a chance to defuse it, let the diplomat convince nearby residents to flee, and make sure the pilot can swoop in and get them all out at the last minute. Major threats and obstacles should require group cooperation to overcome, making every player feel like they contributed.

Alternately, you can tailor particular adventures to focus on one or two characters, giving them a chance to play the heroes while the others serve as support. Then switch gears for the next adventure, and give a new PC a chance on center stage. This allows all the players to have their moment, but take care not to miss anyone. If possible, a strong mix of group-based adventures and well-balanced individual attention makes for the best kind of story.

SHIPBOARD ADVENTURES

While alien planets and external dangers present their share of thrills, numerous Farscape episodes have taken place solely within the confines of Moya. Such stories can make an engaging addition to your *Farscape* campaign. On-ship adventures differ little in structure from other adventures; only the locale and nature of the challenge change. They usually require that the party has their own vessel, though they can certainly take place on another ship as long as the PCs have a reason to be there. Generally speaking, the bigger the ship, the more engaging the on-ship adventure, since larger spacecraft have more space (and different areas) to run around in.

A threat or complication must be introduced into the ship, either through some internal malfunction, or an external source which enters the ship for reasons of its own. The danger must center on the vessel or someone on it; otherwise, the ship becomes incidental and you have a more standard adventure. Finally, the characters onboard should be prevented from leaving, either because they can't (e.g., the lifepods have been deactivated and there's no other ships in the vicinity) or because some compelling reason keeps them aboard (e.g., the villain wants to blow the ship up and they'd rather he not).

Once the threat is established, develop encounters based along it. If the PCs need to repair damage, necessitate several steps before they can do so. If an adversary is afoot, make sure he can't just get right to his goal. Try to vary the encounters as much as you can, using the different areas of the ship to the best advantage. For example, one encounter could involve crawling through the maintenance tubes, searching for a particular piece of machinery, while another could be a wild firefight on the bridge. If possible, make elements of the vessel an integral part of the encounter, emphasizing the importance of the surroundings as the story proceeds. Above all, make sure the tasks involved differ significantly from the party's standard routine. Nothing should be solved by a simple Repair roll or Piloting check.

CREATING CAMPAIGNS

Campaigns are longer, more complex, and more detailed than simple adventures. They consist of a series of adventures, assembled together to form a larger ongoing story. If an adventure is a single episode of *Farscape*, then a campaign is the whole season – full of story arcs, recurring characters, and plot complications that take more than a few episodes to resolve themselves. While the purpose of an adventure might be fairly straightforward (saving a prisoner from Scorpius's clutches), the purpose of a campaign is much more complex and often incorporates multiple plot threads and objectives (getting Crichton home, or stopping Scorpius from acquiring wormhole technology).

Some campaigns are very episodic, consisting of little more than a series of adventures strung together. The PCs and perhaps their friends and sidekicks form the only real link between one "episode" and the next. Most beginning GMs prefer this sort of campaign because it requires little scripting and can shift on a moment's notice. It also works well for "freeform" players, who enjoy rushing off in unexpected directions on a moment's notice.

Most campaigns have more structure than that, either incorporating several linked adventures in a loose format or following a single great storyline which takes the length of the campaign to complete. They usually involve numerous plot threads, multiple NPCs, and an overarching goal which takes a number of adventures to reach. Campaigns such as these usually benefit from being planned and mapped out. The GM should know where he wants the characters to go, what dangers they will find, and what their final goal is. Within that framework, he can incorporate smaller adventures, which have incidental effects on the overall story and subplots which become important later on. He should mark out important moments in the campaign, and decide what role they play in the overall story. If the campaign involves smaller story arcs (see below), he should decide roughly when and where they will be inserted, and how much impact they will have on each other. He needn't determine everything at once (playing things by ear can be helpful at times), but a general idea of the campaign's themes and key events will help immeasurably as things move forward.

Beginnings and Endings

A good story has a strong beginning and a solid ending. In order to develop it properly, you should first know where the characters come from and what they hope to achieve. The context in which they start helps define the story's direction. They could be Peacekeeper commandos on a long range mission, or maybe a band of privateers seeking a lost ship full of money. The party's background should establish their position in the *Farscape* universe, giving you a good idea where to begin the campaign, as well as a sense of where it's going. It needn't be apparent when things begin, but can be invaluable when deciding what kind of adventures to include.

Similarly, when the time comes to bring the story to a conclusion, have a good idea of how to end it. Here, the players' plans bear fruit, the final battle is fought, the planet is saved or destroyed, and so on. Developing a proper ending early on can help you keep the campaign on track, and allow the players to proceed as they wish without worrying about resolution. The climax should be as exciting and dramatic as you can make it, and should also tie up any lingering loose ends. If something still needs to be done, or a plot thread has not been followed to its conclusion, make sure it's either handled here, or left visibly hanging for future campaigns.

At the same time, "the end" need not always be the final word. In some cases, the end to one story can mean the beginning of another, and a short series of adventures could easily springboard into something much larger. In a loosely-organized campaign, there may be many "mini" climaxes, as one story arc concludes and another starts. But as above, having some idea of the details involved will help you deliver them with the appropriate dramatic punch.

Story Arcs

A story arc forms the middle ground between an adventure and a campaign: a multi-part plot which runs through two or more adventures and which constitutes a unified narrative on its own. *Farscape* episodes such as "A Not So Simple Plan" and "Look at the Princess," which involve multiple episodes strung together, are good examples of story arcs, as is the recurring story of Moya's child Talyn. Some story arcs can work through an entire campaign, but need not appear in every adventure, or even most of them.

The only organizing principle of a story arc is that it encapsulates a defined narrative, with a clear beginning, middle, and end. It could play a central role in several adventures (finding the cure for a plague devastating a nearby planet, for example), or form an interesting background for a more pressing story thread (a recurring romance with a beautiful pirate queen). Not every part of a story arc need occur one after the other. They may interweave through unrelated adventures, or lay dormant while new threads take the forefront. In some campaigns, there might only be one central story arc, dictating the PCs' actions in every adventure. Such arcs usually involve a huge, epic theme – such as driving the Peacekeepers out of the

Uncharted Territories – which may take years to finally achieve, if at all. Whatever their flavor, story arcs are the meat and potatoes of any *Farscape* campaign, forming links between various adventures, and giving the characters the best chances to grow and develop.

Internal Consistency

Regardless of the style of campaign, take care to maintain internal consistency from one adventure to the next. If the characters run into a arms smuggler operating out of a commerce planet, they'll probably run into him again when they return to that planet. Such details go a long way towards fleshing out your universe, and can also provide an instant adventure hook if you need one. For example, if the party encounters the same street merchant every time they visit a particular city, they might eventually form a friendship with him. He could later provide them with a vital piece of equipment they need, or be kidnapped by the party's adversary and held for ransom. Similarly, an abandoned spaceship might make a great hiding place, and the party could find themselves returning there multiple times, eventually turning it into a secret base.

Also remember that recurring elements should never remain static throughout the campaign. Just as the PCs grow and change through their adventure, so too do the worlds and people surrounding them. Governments change hands, businesses move, and wars or other disasters engulf entire systems. As the characters learn more about a given location or NPC, allow them to discover new things, to see a side of it they hadn't noticed before, or to note changes where time and life have left their mark. They may catch a normally friendly contact in a bad mood, or confront a hated enemy only to learn that he's had a change of heart. Crais's development from relentless villain to wary ally in the *Farscape* show is the perfect example of this sort of change.

NPCs

Villains, sidekicks, cannon fodder, helpful walk-ons... all of these and more comprise the ranks of non-player characters. By definition, any character not directly controlled by the players become the purview of the GM. It's his job to fill the *Farscape* universe with interesting (and sometimes dangerous) people for the party to meet. Like PCs, NPCs require a certain amount of attention to work properly – and there's a lot more of them than there are PCs. Luckily, it doesn't take an excessive amount of work to make a solid supporting cast.

Believability is the most important aspect to putting together a good NPC: they shouldn't feel like flat, cardboard cut-outs. While less developed than the PCs, they still need personality, motivation, and a certain spark to bring them to life. That doesn't mean you need to provide complete details for every single incidental character, but a little attention goes a long way.

The first thing to ask is what role the NPC will play. The most important NPCs require a great deal of fleshing out, while minor or "walk-on" characters need considerably less. Most NPCs have their own goals and motivations, and have little interest in the heroes; they don't require much attention. Others, however, will play much larger roles, and need to be developed according. NPCs break down into one of three basic categories, which can help dictate how much fleshing out they need.



Major NPCs

Major NPCs are the most important people the player characters will meet. They form the backbone of a given adventure, serving as the primary adversaries, key allies, or vital neutrals. Some may show up multiple times over the course of a campaign (recurring villains, for example, or a shady politician who routinely aids the party). Others only show up once, but play a pivotal role in the adventure in which they appear. As a rule of thumb, if an adventure cannot be run without a particular NPC, then he or she qualifies for "Major" status.

The GM should invest as much detail as possible into such characters: a thorough background, history, personality, and abilities. Be cognizant of the role they play in the adventure (helpful friend, villain, etc.) but don't let yourself be limited by it. No one thinks of himself as a bad guy, after all, and even the blackest cad needs a reason to do what he does. It's not enough to simply say "he wants to destroy the universe." You have to ask yourself why. The sharper and more realistic you can make major NPCs, the better the adventure will play.

Supporting NPCs

Supporting NPCs occupy the middle ground between fully-detailed personalities and anonymous extras. They represent sidekicks, henchmen, helpful contacts, and other incidental characters who make pertinent appearances, but occupy incidental status in the game. Like major NPCs, they require a certain amount of fleshing out, but not to the same degree. A bartender at the party's favorite hang-out should probably have a solid personality, but she doesn't require a detailed background. Sometimes, supporting NPCs take on more important status, in which case it's easy to add those last bits of detail to their profile.

Spear Carriers

Spear carriers are the extras, the background, the nameless masses who fill out the scene. They're the guards at the Peacekeeper base, the patrons of a seedy bar, or the passengers on a hijacked transport ship. The vast majority of characters in the game are spear carriers: they don't interact much with the PCs and generally come and go in the space of a few minutes. Since they play so small a role, they require very little fleshing out: pertinent stats and some basic motivation at the most. For particular groups of NPCs, it might be wise to draw up a template personality, which can be applied to any given member. If one of them suddenly needs to be more important, you'll have something detailed right at hand.

Remember that the PCs are the most important characters in the game: the spotlight should always be on them. NPCs, however powerful or prominent, do not exist to solve the players' problems, or to do all of the interesting things in an adventure. At the end of the day, it's the PCs' show; they play second fiddle to no one.

BE PROACTIVE

A good way to get around Steel Rail Syndrome – and a lot of other problems – is to give the players a hand in creating the plot. Don't let them sit around and wait for you to provide all the action. Let them go out and get it themselves. Ask yourself what the PCs want, then design adventures that allow them to actively pursue their goals. John Crichton, for instance is constantly seeking wormhole technology in an effort to get home. Let the PCs create similar motivations, based on their own desires and experiences, then make judicious use of them in your campaign. Maybe a Sheyang technician wants to find the lost ship his brother was on, or a Peacekeeper agent wishes to stop the Scarrans from conquering any new worlds. Not only do they provide strong campaign fodder, but they help keep the PCs in the forefront. Without them, the players will begin depending on the GM for motivation: waiting for the next crisis, then dutifully going through the motions of solving it. The more you allow your players to come up with their own raison d'être and to pursue such goals with regularity, the more exciting the game will be.

PROBLEMS

Even in the best campaign, difficulties sometimes arise. Below are some of the more prevalent problems, as well as ways to avoid them:

Clichés

Put-upon GMs may find themselves falling back on familiar plots and characters to get them through. It can be fun to play such clichés from time to time, but eventually, their tired, worn-out nature becomes a drag. As a rule of thumb,

stay away from easy stereotypes. Try to create characters and situations that defy standard convention – a Hynerian who's a fierce warrior, for example, or a commerce planet full of benevolent cults instead of criminal figures. They should still fit the realm of plausibility, of course (try to avoid ridiculous extremes), but diverse little quirks make an otherwise trite campaign come to life. Play off of the players' preconceptions; if they expect one thing, give them something entirely different. Not only will it enhance their interest in the game, but it keeps the adventure from becoming dull or predictable.

One-Upsmanship

If a GM has delivered an exciting, well-paced adventure, there's a natural urge to follow it up with an even more exciting one: a bigger threat, a more powerful villain, a larger reward, etc. Such escalation spells doom for any campaign; eventually, you'll have nothing left to top yourself with. Balance the noise and explosions with more subtle encounters, and don't try to outdo yourself every time you go out. A nice mixture of the large and the small will keep your campaign on an even keel, and your players' expectations reasonable.

Powermongering

One-upsmanship naturally lends itself to another danger: overly-powerful PCs, godlike or immortal heroes striding through the universe like unstoppable machines. Characters measured by the amount of wealth they've accumulated or the number of ways they can kill someone are among the most boring clichés of all. Good storytelling cannot exist in such an environment, and PCs looking to conquer the universe have no place in *Farscape*.

Shining Steel Rails

While good GMs always prepare for their campaigns, it's quite possible to plan too much. If you develop the story to the point where every detail is meticulously mapped out, then the party won't have anything to do. They simply follow the predetermined path to the end. This is referred to as "Steel Rail Syndrome," where the players are dragged through an unbending adventure, incapable of changing the outcome of events. Every good GM should have the flexibility to get the players to the finale without restricting their freedom of choice. Let them make their own decisions whenever possible, and always have a back-up plan in case they make an unexpected move.

Death and Introducing New PCs

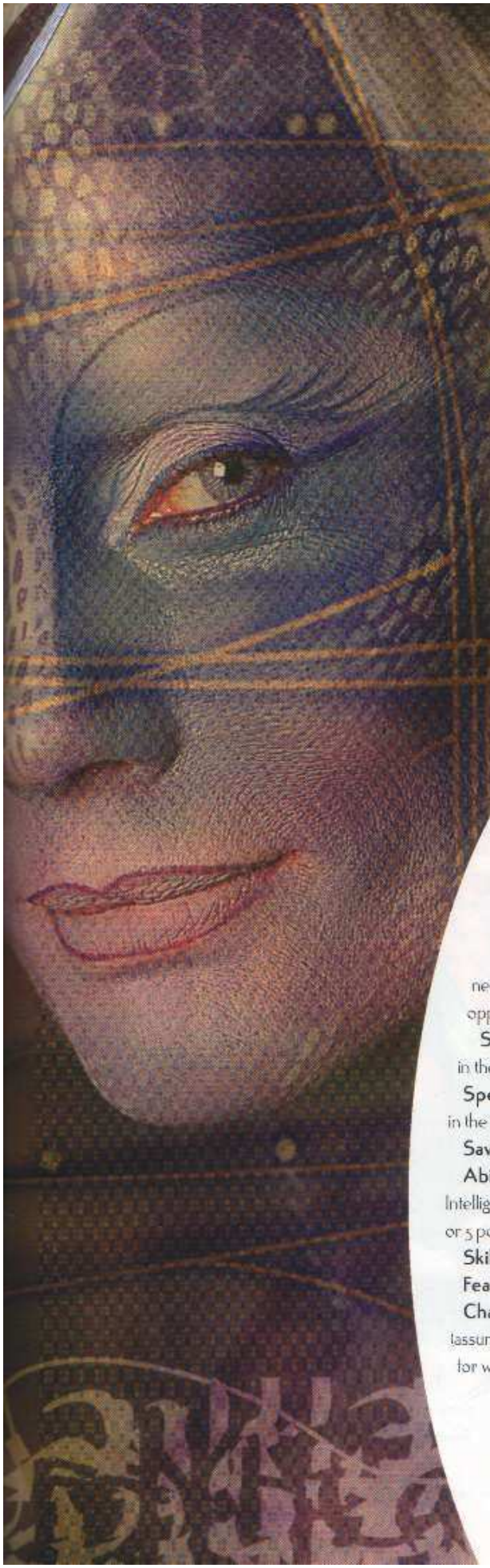
Sometimes, in the course of an adventure, a PC will be killed, either through dramatic necessity, a bad die roll, or even just the player growing weary of his character. PC deaths are uncommon, but they do happen, and they need to be treated differently than NPC deaths. If possible, the PC should go out with an appropriate amount of drama and gravity: grappling with a villain, or making a last sacrifice that saves the rest of the party. If that's not possible – if a lucky shot from a thug or some other trivial event dispatches the character – then the GM should allow an appropriate moment before proceeding with the adventure. Give the PC a chance to deliver a final speech, to exhort his comrades onward, or the like. When the adventure is over, let the characters reflect on their friend, or have a moment of remembrance. Such small gestures keep the PC's place as an important part of the campaign.

Once the old PC is gone, the player will need to create a new one, who will be inserted into the game at an appropriate point. The GM may wish to allow extra points for the new character's creation (a novice trooping around with a band of old veterans is going to spend too much time catching up). The GM should also take steps to make sure the new PC's introduction is as smooth and seamless as possible. You may want to work with the player to fit his or her concept into an upcoming adventure, making their appearance a part of the plot. Chiana's introduction in *Durka's Return*, is a good example. A smooth integration keeps the *deus ex machina* from rearing its head, and ensures that the player can keep up with the action without missing a beat.

CONCLUSION

Role-playing isn't an exact science, and there are no hard and fast rules. What works for one group may not work for another. The above examples are intended as helpful guidelines, not the final word on GMing. You and your players will eventually learn which style of play works best for you. As always, the purpose of the exercise is to have fun. If someone in your group isn't enjoying himself, change things to make sure he does. In the end, if everyone feels included and an integral part of the game, your *Farscape* campaign will be a success.





CHAPTER THIRTEEN
lifeforms

The *Farscape* universe contains countless alien lifeforms scattered across thousands of different worlds. This chapter contains some of the most fascinating and/or dangerous specimens. They are intended as allies and adversaries for your player characters. Each of their stats is presented in the following format.

Size: This is a description of the creature's size, which dictates its Defense rating, as well as possible attack bonuses and modifiers to certain skills. It also determines how far it can reach in combat and how much space it occupies in a fight.

Wound Dice: The number and type of wound dice the creature has (rolled to determine wounds).

Initiative: The creature's modification to initiative rolls.

Speed: The maximum distance the creature can cover on land in a single move. If the creature has other forms of movement (swimming or flying, for example), they are listed after the main entry.

Defense: The creature's Defense for normal combat, including modifications for armor, Dexterity, and the like.

Attacks: All of the creature's physical attacks, whether with artificial weapons or otherwise.

Damage: The damage each of the creature's attacks inflict.

Face/Reach: "Face" describes the amount of space the creature needs to fight effectively. "Reach" describes how close it must be to an opponent to threaten it.

Special Attacks: Any unique attacks the creature possesses, in the order they are most likely to be used.

Special Qualities: Any unique abilities the creature possesses, in the order they are most likely to be used.

Saves: Modifiers to the creature's Fortitude, Willpower, or Reflex saves.

Abilities: The creature's six ability scores. Note that creatures with an Intelligence of less than 3 are not sentient, and those with an Intelligence of 4 or 5 possess only limited understanding, similar to dogs or dolphins on Earth.

Skills: Any skills the creature possesses, along with each skill's score.

Feats: All of the creature's feats by name.

Challenge Rating: The average level of a group of player characters (assume four characters with full wound points and appropriate equipment) for which one creature would make a moderately difficult encounter.

Arrat

Size: Medium (up to 2.5 meters tall)
Wound Dice: 1d8 +1
Initiative: 0
Speed: 30m
Defense: 10
Attacks: Spear +1 melee
Damage: Spear 1d6
Face/Reach: 2m x 2m/2m
Special Qualities: Empathy
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 11, Dex 11, Con 12, Int 8, Wis 10, Cha 8
Skills: Wilderness Lore +5, Sense Motive +12 (+8 is from Empathy), Listen +2, Spot +2, Move Silently +2
Feats: Tracking
Challenge Rating: 2

Arrat are pack hunters from Mysaa II, a world of wide plains. They are sentient, though primitive, and never developed technology beyond the spear and rudimentary clothing. When a group of Tavlek mercenaries came to Mysaa II fifty cycles ago, the Arrat were fascinated. The two species quickly came to an understanding, and today some Tavlek mercenary groups have aid and backup in the form of Arrat.

Arrat possess a very strong pack mentality, made stronger by an empathic bond that all members of their species share. With it, the pack can transmit basic concepts and work as a fluid unit. They use it both to help them weed out prey, and to communicate silently during pack maneuvers. While individuals exist within the pack, everyone is considered part of the whole, and selfish considerations rarely arise. The pack is not just a hunting party; it is a family, a tribe, and the center of all social interaction within their culture. An Arrat is never alone as long as he has his pack.

Though known primarily for their hunting skills, Arrat have a rich and beautiful culture, including a healthy sense of spiritualism. They are a simple folk with simple needs and desires. They enjoy hunting, eating, mating, and dancing, and do their best to see that their friends enjoy life as much as they do. They are suspicious of outsiders, but should one succeed in warming up to a pack, he will find an ally for life. Those who anger a pack, on the other hand, will find a relentless foe who neither forgets nor forgives a slight.

Empathy: Arrat can sense a target's emotional state within a range of 30 meters. A victim actively wishing to resist may make a Will save, DC 16 to avoid it.



Arrat

Ba'Kar

Size: Large (1.5-2 meters at the shoulder; 3-4 meters long)
Wound Dice: 10d8 + 50
Initiative: +1 (Dex)
Speed: 60m
Defense: 15 (-1 size, +1 Dex, +5 natural)
Attacks: 2 claws +17 melee, plus 1 bite +12 melee
Damage: Claw 1d6 + 7, bite: 2d6 + 7
Face/Reach: 2m x 4 m/2m
Special Attacks: Trample 1d8 +7
Special Qualities: Scent
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 25, Dex 13, Con 20, Int 2, Wis 13, Cha 7
Skills: Listen +7, Spot +7, Climb +2, Swim +4
Challenge Rating: 6

Ba'Kar are large omnivorous creatures from the Luxan homeworld. The Luxans domesticated them ages ago for use as mounts during war campaigns. As they became more technologically adept, they gradually abandoned use of Ba'Kar, though a few still appear on modern battlefields. Solitary Luxan warriors and bounty hunters occasionally keep Ba'Kar to use in their campaigns and hunts. Bred and trained for war, Ba'Kar are ferocious fighters and loyal to their trainer. They can travel nearly any terrain, from thick jungles to vast plains to deep swamps.

Wild Ba'Kar still exist on the Luxan homeworld, and, though they usually shun contact with humanoids, a hungry specimen can be very dangerous. Ba'Kar can be trained as guard animals, though their size and often expensive price make such

duties impractical. They sometimes appear on the black market, where they are often trained as savage gladiatorial creatures. In combat, they usually pounce on their prey, pinning it with their clawed front paws then devouring the victim.

Most Luxans who ride Ba'Kars raise them. Feeding the creature when it is young establishes a strong bond, and the Ba'Kar forms a deep and very personal loyalty with its master. Once grown, it will follow its owner everywhere it can, and protect him or her with its life. Most Ba'Kar owners feel the same way about their mounts and grow personally attached to the beast. Those few who mistreat Ba'Kars, however, often find that their loyalty is not blind. They are very intelligent animals, and isolated cases exist of abused Ba'Kar turning on their owners.



Ba'Kar

Trample: As a standard action during a combat round, a Ba'Kar can run over a creature of at least one size category smaller than itself. The trample deals bludgeoning damage. A target can make a Reflex save at DC 20 for half damage.

Scent: A Ba'Kar can detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters. If downwind, it drops to 5 meters. Particularly strong scents can be detected at twice or even three times the normal range (GM's discretion). The Ba'Kar cannot sense the opponent's exact location, only its presence. The Ba'Kar can also track creatures using this ability, making a Wisdom check to follow the trail. The typical DC is 10, though that may increase or decrease depending on the circumstances (GM's discretion). This form of tracking ignores the effects of surface conditions and poor visibility.



Bastick Spitter

Bastick Spitter

Size: Small
Wound Dice: 1d8 +12 (16 wounds)
Initiative: +6
Speed: 10m
Defense: 15 (+2 Dex, +2 natural armor, +1 size)
Attacks: Bite +4 melee
Damage: Bite 1d6
Face/Reach: 1m x 2m/1m
Special Attacks: Acid spittle
Saves: Fort +1, Ref +2, Will +0
Abilities: Str 10, Dex 14, Con 12, Int 2, Wis 10, Cha 6
Skills: Hide +6, Move Silently +4, Climb +4
Feats: Improved Initiative
Challenge Rating: 2

Originally from the Sheyang homeworld of Yanglin, the bastick spitter is a common predator in the equatorial regions of that planet. It hides in the lower branches of trees and waits until suitable prey passes beneath, then douses the unfortunate creature with highly acidic spittle. The bastick spitter normally does not attack other creatures openly unless cornered, relying on ambushes to secure food. They are complete carnivores and cannot digest plant matter. Basticks secrete their acid from a gland right below their tongue to break down their food before they swallow it.

Several centuries ago Sheyangs began domesticating bastick spitters. They usually serve only as attack animals because they do not suppress their hunter instincts very well. Even domesticated bastick spitters will attack if frightened or surprised. They tend to get hungry very often and will hunt down their own meals if not fed regularly. Still Sheyangs find these traits valuable and the richest often keep packs of spitters for their amusement. Some Sheyang crime lords feed their victims to pits full of the creatures.

Numerous Sheyangs have taken bastick spitters off world, and it comes as no surprise that many have escaped their masters and made homes in the cracks of civilization. In spaceports frequented by Sheyangs, the rodent population has shrunk dramatically as packs of wild spitters move into the sewers and air ducts. In some areas these packs will attack lone humanoids, but this is very rare.

Acid Spittle: Once every other round the bastick spitter may spit a glob of acidic spittle at an opponent. Their attack roll receives a +4 bonus and a range increment of 4m. If they succeed the acid does 3d6 damage. They can only spit acid a number of times per day equal to their Constitution.

THE BUDONG

Across the whole of civilized space, few creatures are as feared as the legendary Budong. They are the largest creatures in existence - tens of thousands of metras across and big enough to hold an entire city within their jaws. These serpentine predators travel through deep space, searching for anything to fill their enormous gullet. Stories persist of entire fleets being swallowed whole, and entire civilizations collapsing once a Budong travels through their system. Thankfully, they are extremely rare.

Budong corpses provide a lucrative resource in the form of nogelti crystals, which miners can dig out of their bones and sell for a substantial fee. Several Budong carcasses support large mining operations, despite the dangers inherent in such activities. Budong meat is highly toxic, and the acidic pustules riddling the creature can dissolve flesh in a matter of seconds... to say nothing of the parasitic creatures roaming the tunnels.

Budongs appeared in the Season Two episode *Home on the Remains*, and the Season Three episode *Green-eyed Monster*. No stats have been provided for the beasts. They can crush small planets beneath their bulk and even the largest warships are barely a mouthful for them. The notion of balanced mechanics for Budongs would be ludicrous, and GMs should not use them as foes; rather, they can serve as an overarching plot device – like a hurricane or a nuclear war.

C'Aranka

Size: Huge (5-6 meters tall)
Wound Dice: 18d10 + 76
Initiative: +1 (Dex)
Speed: 40m
Defense: 14 (-2 size, +1 Dex, +5 natural)
Attacks: Bite +20 melee
Damage: Bite 5d8 + 13
Face/Reach: 4m x 4m/6m
Special Attacks: Improved unarmed strike; swallow whole; scent
Saves: Fort +15, Ref +12, Will +8
Abilities: Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10
Skills: Listen +11, Spot +11
Feats: Improved Unarmed Strike
Challenge Rating: 8

These massive, dangerous beasts roam the deserts, jungles and forests of the Luxan homeworld, consuming everything they can. The top predator of a dangerous and competitive planet, C'Arankas are among the most feared creatures in the galaxy, large enough to swallow a Luxan whole. Their sense of taste is very poor, and they do not seem to mind the tang of a Luxan's blood... or anything else that may fall into their gullet.

C'Arankas rarely appear off of the Luxan homeworld and transporting them violates numerous interplanetary laws. Capturing such a creature is very difficult and dangerous. Nonetheless, a rare few have been smuggled offworld for display in zoos, both public and private. Several crime lords own C'Arankas, which they utilize for gladiatorial combat and other sadistic forms of entertainment. Several lords record their pets' feedings and sell these recordings on the black market. At least one kingpin takes regular bets as to which limb a victim will first lose to his C'Aranka.

Fortunately, C'Arankas are very solitary creatures, only gathering in pairs to mate. After mating, the female will lay five to ten eggs, which she guards until they hatch. The eggs are considered a delicacy among many species, and many people risk life and limb to harvest them. Since transporting the eggs is significantly easier and more legal than transporting an adult, most offworld C'Arankas left the Luxan homeworld while still in their embryonic stages. Once the eggs hatch, the mother ignores the young and may even eat them if they should cross her path again.



C'Aranka

Swallow Whole: Anytime the C'Aranka succeeds on a bite attack against an opponent at least one size smaller by more than 10 points, it swallows the target whole. The target then takes 1d10 points of damage per round automatically until they die or are freed from the creature's maw. With a successful Strength check against a DC of 17 the victim may attack the C'Aranka from within. A victim must inflict 50 points of internal damage to successfully cut his or her way out.

Scent: A C'Aranka can detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters. If downwind, it drops to 5 meters. Particularly strong scents can be detected at twice or even three times the normal range (GM's discretion). The C'Aranka cannot sense the opponent's exact location, only its presence. The C'Aranka can also track creatures using this ability, making a Wisdom check to follow the trail. The typical DC is 10, though that may increase or decrease depending on the circumstances (GM's discretion). This form of tracking ignores the effects of surface conditions and poor visibility.

Crouack



Crouack

Size: Large
Wound Dice: 2d8+23 (32 wounds)
Initiative: +0
Speed: 12m
Defense: 15 (+6 natural armor, -1 size)
Attacks: 2 Claws +6/+6 melee or large spear +6 melee
Damage: Claw 1d6+3, spear 1d8+3
Face/Reach: 2m x 4m/2m claws, 4m spear
Special Attacks: Adhesive spittle
Saves: Fort +4
Abilities: Str 16, Dex 10, Con 16, Int 9, Wis 10, Cha 8
Skills: Climb +4, Hide +2, Jump +6, Move Silently +2, Survival +4, Listen +2, Spot +2
Feats: Power Attack, Cleave, Weapon Proficiency Group (Melee)
Challenge Rating: 3

Found on the planet Orilis, the Crouack are a sentient species that has just begun to rise above stone tools. They live in loosely-organized tribes, ranging between twenty to one hundred members each. These tribes are normally led by the eldest Crouack, except in war when the most able warrior of the tribe takes command. The Crouack believe in a large pantheon of nature spirits, and some have begun to manifest metaphysical powers. Unfortunately, their "spirits" are impulsive and uncaring, only occasionally showing any kind of benevolence. Often the priests receive visions of prophecy, which the Crouack follow fanatically. Though they rarely war amongst themselves, such conflicts normally occur at the behest of the priests.

Rarely violent without reason, the Crouack tend to be more curious about visitors than afraid. If off-worlders happen to land on holy ground or in the middle of a war, however, they will be attacked without mercy. The Crouack have no starships of their own but a few have left the planet with offworld visitors. For the most part they do not understand the concept of space travel; most believe that off-worlders come from clouds or high mountains. Few Crouack possess translator microbes, making communication with them difficult at best.

Adhesive Spittle: The Crouack can spit a glob of adhesive material from their mouths once per day per point of Constitution bonus. The attack roll carries a +2 bonus to hit, and the spittle has a range increment of 2m. Anyone struck with the spittle suffers a -4 penalty to all actions and Defense until they remove it, which requires a Strength check against a DC of 15 or someone else with a cutting tool. Attached spittle has a Hardness of 1 and 20 wounds.

Daegan Fireclaw

Size: Huge
Wound Dice: 16d12+88 (192)
Initiative: -1
Speed: 24m
Defense: 22 (+12 natural, +1 Dex -1 size)
Attacks: Bite +22 melee, 2 claws +20 melee
Damage: Bite 2d8+6, claws 2d6+6
Face/Reach: 4m x 8m/4m
Special Attacks: Heat radius, damage reduction 5
Saves: Fort +14, Ref +9, Will +5
Abilities: Str 22, Dex 12, Con 18, Int 2, Wis 9, Cha 11
Skills: Climb +16, Survival +6, Move Silently +4, Search +4, Spot +8, Listen +8
Feats: Track, Power Attack, Cleave, Great Cleave, Blindfighting
Challenge Rating: 16

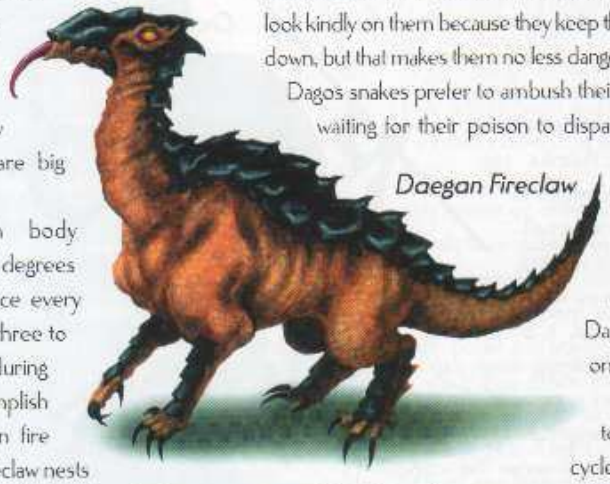
Found in caves beneath the surface of the swamp planet Daegis, fireclaws are a rare species. Only a few have been removed from the planet, mostly by very wealthy collectors. In their home environment, the fireclaw sits at the top of the food chain. It is by far the largest creature in the Daegis ecosystem, and would be unable to survive without an amazingly efficient metabolism that allows it to gain nutrients by licking mineral deposits. The fireclaw prefers meat, but few other creatures within the caves are big enough to constitute a real meal.

Fireclaws have a very high body temperature, averaging around 60 degrees Celsius. Fireclaws normally mate once every four or five cycles, creating a nest of three to six eggs which must remain heated during their entire incubation. They accomplish this by lining their nest with Daegan fire rubies, which give off intense heat. Fireclaw nests are a favorite target of ruby miners, despite the obvious hazards involved. Once the eggs hatch, the fireclaws grow to maturity in three cycles and most live about twenty cycles.

Occasionally a fireclaw will make it to the surface of Daegis. The low temperature and high humidity of the surface often confuses such specimens, driving them into violent rages. These attacks are rare but very dangerous.

Heat Radius: Any creature within 2 meters of a fireclaw must make a Fortitude Check against a DC of 15 each round they are near the creature or suffer 1d6 wounds of heat damage.

Damage Reduction: The fireclaw ignores the first 5 points of any wound inflicted upon it. Energy weapons, mystic powers and similar abilities are not affected by this ability.



Daegan Fireclaw

The dagos snake is a multi-headed nightmare thought to be the product of some ancient genetic engineering project. No one remembers where the beast came from, or who made it, but it can be found on a number of worlds throughout the Uncharted Territories. It is a deadly predator, known to attack creatures twice its size without concern. Farmers often look kindly on them because they keep the vermin population down, but that makes them no less dangerous.

Dagos snakes prefer to ambush their prey and then flee, waiting for their poison to dispatch the victim. They are not well suited for stand up fights, and will often flee if faced with a foe that actually fights back. Dagos snakes normally only socialize to mate, producing litters of ten to twenty every cycle. Because of this, the population in a given area can often explode. If food becomes scarce, dagos snakes begin feeding on each other. Rumors say that the Scarrans have begun training the creatures to serve as guards, but no confirmation exists.

Poison: Once a target is bitten by the dagos snake they are injected with poison. The victim must make a Fortitude check against a DC of 15 to resist. If they succeed, they take no further effect from the poison. If they fail they take 1d6 wounds. Another save must be made each round until the victim succeeds or dies.



Dagos Snake

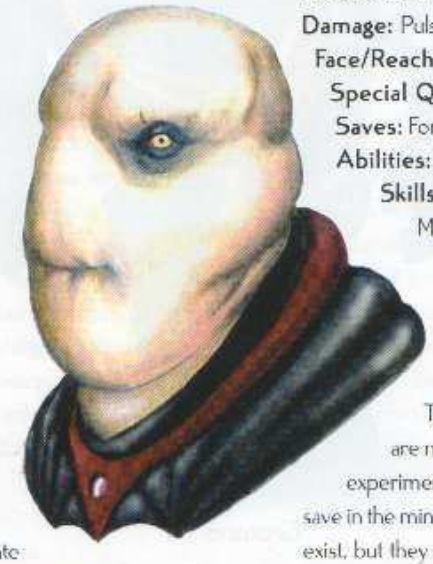
Dagos Snake

Size: Medium
Wound Dice: 1d8+10 (14)
Initiative: +8
Speed: 6m
Defense: 16 (+2 natural, +4 Dex)
Attacks: 4 Bites +6 melee
Damage: Bite 1d6 + poison
Face/Reach: 2m x 2m/1m
Saves: Ref +6
Abilities: Str 10, Dex 18, Con 10, Int 2, Wis 10, Cha 6
Skills: Climb +4, Hide +8, Sneak +8, Spot +2, Listen +2
Feats: Improved Initiative
Challenge Rating: 2

Delvian Spore Hound

Size: Medium
Wound Dice: 2d10+16 (27 wounds)
Initiative: +2
Speed: 16m
Defense: 14 (+2 Dex, +2 natural)
Attacks: Bite +5 melee,
2 claws +3/+3 melee
Damage: Bite 1d8+3, claw 1d6+3
Face/Reach: 2m x 2m/1m
Special Attacks: Stun spores
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 16, Dex 14, Con 14, Int 3, Wis 10, Cha 14
Skills: Listen +4, Spot +4, Search +6, Swim +2, Survival +4
Feats: Tracking
Challenge Rating: 3

Donari



The Delvian spore hound is a large predator native to Delvia. Like most higher life forms on that world, the "hound" is an animate plant life form. Numerous subspecies exist, most traveling in packs of twenty to thirty. Wild spore hounds rarely attack humanoids unless provoked or very hungry. Recently, however, a disease called the *malaj* has become common amongst them, making them far more violent than normal.

The Delvians domesticated spore hounds long ago, and they make excellent pets. They often serve as guard dogs at Delvian military bases and similar institutions. They are often brought to dangerous colonies to help protect the Delvians there. Many stories circulate of spore hounds protecting their owners to the death.

Stun Spores: Spore hounds can make a ranged attack by launching a cloud of stun spores. Such an attack has a +2 attack bonus and a range increment of 2m. If they strike the target the target must make a Fortitude check against a DC of 15 or suffer a -4 penalty to all actions for five rounds. The hound can launch these spores a number of times per day equal to its Constitution bonus.



Delvian Spore Hound

Donari

Size: Medium (varies)
Wound Dice: 4d8 + 4
Initiative: +1 (Dex)
Speed: 30m
Defense: 15 (+1 Dex, +4 natural)
Attacks: 1 Pulse rifle +1 ranged
Damage: Pulse rifle 3d8
Face/Reach: 2m x 2m/2m
Special Qualities: Alter self
Saves: Fort +5, Ref +5, Will +6
Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills: Bluff +12, Disguise +15, Listen +8, Sense Motive +6, Spot +8
Feats: Alertness
Challenge Rating: 5

Donari are a race of strange creatures from an unknown planet in the Uncharted Territories. Some stories speculate that they are not natural creations, but the results of genetic experiments. Others claim that Donari do not exist save in the minds of the space-mad. The Donari do, indeed, exist, but they do not speak of their origins. They are very quiet, observant beings who value their anonymity and rarely reveal themselves to outsiders.

Donari possess an unusual ability to reshape their bodies, mimicking the appearance of virtually any humanoid life form. They have a feared reputation, leading to wild stories about body-snatching, identity switching and the like. In truth, they are not particularly bloodthirsty or eager to steal another person's identity. They prefer to make their own identity, living quietly in secret among unsuspecting members of numerous races. They tend to avoid Vorcarians, Luxans, and other races with sharp senses of smell, since their visual transformations cannot fool them.

While most prefer a peaceful life, some Donari take on more active roles as assassins, spies, and espionage agents. Needless to say, they excel in such capacities, and demand for their services is very high. Such miscreants are much more aggressive than a typical Donari, and, when cornered, they make fierce fighters. These few "rotten apples" have probably helped foster the race's nasty reputation.

Alter Self: A Donari can assume the shape of any Small or Medium-sized humanoid as a standard action. With a successful Disguise check, they can also disguise themselves as any individual humanoid they have seen. It is easier for them to impersonate a target when they are looking at it, but they can create the image from memory as well.

Gratandi

Size: Medium (2 meters tall)
Wound Dice: 1d12
Initiative: -1 (Dex)
Speed: 20m
Defense: 18 (-1 Dex, +9 natural)
Attacks: 1 Slam +3 melee
Damage: Slam 1d8 +2
Face/Reach: 2m x 2m/2m
Saves: Fort +2, Ref -1, Will +0
Abilities: Str 14, Dex 8, Con 10, Int 6, Wis 10, Cha 8
Skills: Listen +5, Spot +2, Hide +2
Feats: Power Attack, Improved Unarmed Strike
Challenge Rating: 2



Gratandi

These large silicone-based life forms come from Zarilli Prime, a barren world with a thin, harsh atmosphere. Though sentient, Gratandi are not known for their high intelligence. They are, however, very strong and durable; they do not need to breathe and can survive with little difficulty in the vacuum of space. Gratandi have no spacefaring technology of their own, but numerous specimens exist offworld. Slavers discovered their primitive culture a thousand cycles ago, capturing large numbers of Gratandi and putting them to work.

They are normally a very passive race. They have no predators, and survive by eating the lichen from rocks on their homeworld. They also eat their dead when food gets scarce. As a slow-witted, primitive, strong, and relatively docile race, the Gratandi make an excellent slave race. Their strength and endurance also made them well suited for gladiatorial combat, though their normal passivity somewhat hindered this. However, hundreds of cycles of breeding for combat have caused some Gratandi to become vicious and violent, attacking anything that came within reach. Today, there seems to be little in between; most Gratandi are either quite passive, or very violent. Even the calm ones will fight to defend themselves or those they care about.

Some Gratandi have escaped slavery, and try to find jobs where they can use their strength and endurance without resorting to combat. Many free Gratandi work as miners or heavy laborers, and take particular pride in handling high-risk jobs such as deep-space salvage. Whether mining an asteroid or working in an orbiting shipyard, Gratandi are most satisfied when they feel useful. As slaves, they seem fairly content with their lot in life, but they may just be covering their true feelings under their stony faces.

Kagaan

Size: Small (1-1.5 meters tall)
Wound Dice: 1d6
Initiative: +2 (Dex)
Speed: 40m
Defense: 13 (+1 size, +2 Dex)
Attacks: Pulse pistol (palm), +1 ranged; or knife, -1 melee
Damage: Pulse pistol 3d6, or knife 1d4
Face/Reach: 2m x 2m/2m
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 8, Dex 14, Con 10, Int 8, Wis 12, Cha 8
Skills: Hide +6, Move Silently +4, Search +2
Feats: Nimble
Challenge Rating: 1/4



Kagaan

Kagaans are not a particularly welcome species on any world, though only a handful of planets specifically bans them. Opportunistic predators and scavengers, Kagaans are known to abduct children, Hynerians, and pets or livestock as prey. Most lack

all but the most basic social skills, and they see nothing wrong with theft, kidnapping, or murder, as long as they can benefit from it. They are very social, and often live in small groups of five to ten. Larger groups are often chased off-planet, since they grow too unruly and violent for local law enforcement to tolerate.

Kagaans originated on the planet Kagar in the Uncharted Territories. When a merchant vessel landed on the planet several hundred cycles ago, they overran the ship, and soon figured out how to use it. Once they reached other worlds, they began to steal and scavenge new vessels, which they used to great efficiency. While the Kagaans are not particularly accomplished pilots (and have little technology of their own), they know enough to make themselves a considerable nuisance.

Kagaans rarely attack a target unless they know they can defeat it. They try to outnumber their victims by at least four to one, and become more bold when they attack Hynerians or other, smaller races. Sheyangs in particular despise the Kagaans, and can often send the little creatures into fits of fear. Even the appearance of Sheyangs near a tribe of Kagaans may incite a panic.

K'kcarak

Size: Large (2.5-3 meters tall)
Wound Dice: 1d12 +1
Initiative: -1 (Dex)
Speed: 30m
Defense: 18 (-1 size, -1 Dex, +10 natural)
Attacks: 1 Bite +1 melee
Damage: Bite 2d6 +1
Face/Reach: 2m x 2m/2m
Saves: Fort +3, Ref -1, Will +0
Abilities: Str 12, Dex 8, Con 12, Int 8, Wis 10, Cha 8
Skills: Wilderness Lore +3, Intimidate +9
Feats: Improved Unarmed Strike
Challenge Rating: 1

K'kcarak are large, sentient crustaceans from the planet K'kcar. Their homeworld is filled with shallow seas and small islands, and K'kcarak live at the top of the foodchain. They feed mostly on small shellfish and other aquatic life forms, and, thankfully, find the notion of eating other sentient species repugnant. This comes more from their specialized taste than any moral implications, however.

K'kcarak have achieved space travel, but their ships are slow and primitive. They are upgrading their technology rapidly through trade, but they still lag significantly behind their neighbors. K'kcar is a beautiful planet, and tourism exists, though it hardly flourishes. K'kcarak neither encourage nor discourage off-worlders, though many get the impression that the large crustaceans do not appreciate visitors. The perspective is not true – the K'kcarak do not care one way or the other – but their stony faces and unemotional natures typically put off other species. K'kcar has a single trading city, and travelers come to buy and sell most anything there. Most of the merchants are off-worlders, though some K'kcarak sell native technology and food. They have no real artwork or crafts, since they are an eminently practical people, and the use of art eludes them.

K'kcarak are beginning to move further out into the Uncharted Territories, where they find professions that suit their stolid demeanors. Businessmen hire them for security, and less reputable characters have found they make invaluable bodyguards or enforcers. Their unusual appearance is very intimidating, and their size and strength add to the illusion of a violent, poor-tempered race. But the K'kcarak are not nearly as angry as their reputations indicate. To them, almost everything is simple, emotionless business.



K'kcarak

Kurav Wind Whale

Size: Gargantuan
Wound Dice: 15d10+90 (172)
Initiative: -1
Speed: 150m (space only)
Defense: 17 (+12 natural, -1 Dex, -4 size)
Attacks: 2 Fin buffets +15/+15 melee
Damage: Fin buffet 2d10+8
Face/Reach: 4m x 15m/4m
Special Attacks: Ram, damage reduction 5
Saves: Fort +16, Ref +2, Will +6
Abilities: Str 26, Dex 9, Con 20, Int 4, Wis 15, Cha 14
Skills: Spot +6, Search +4, Survival +8, Sense Motive +6
Feats: Zero-G Combat, Endurance, Dodge
Challenge Rating: 15



Kurav Wind Whale

Commonly found around the gas giant Kurav (see pages 126-127), wind whales live on a number of similar stellar bodies across the Uncharted Territories, leading to much speculation on the location of their true homeworld. They normally ride the thermal currents in the upper layers of gas giants, but in very rare instances they have been spotted traversing deep space. Sightings are also common near asteroid belts, leading some to think that multiple subspecies exist.

Wind whales do not ingest food, at least in the normal sense: they gain energy by exposure to heat. Using internal gravity bladders, wind whales can regulate their altitude within a planet's atmosphere, allowing them to hover or fly despite their lack of lift.

Most wind whales live in pods of ten to thirty members. They tend to avoid most observers by diving deep into the atmosphere of the nearest gas giant. Because of this, little is known of their habits or intelligence. Those seen in deep space have showed an amazing ability to disappear despite a lack of objects to hide behind. It is not clear how wind whales reproduce, but infants do appear amongst some of the larger pods.

The miners of Kurav usually leave the wind whales alone because they can cause significant damage if angered. Some groups visiting Kurav hunt the whales for their meat, but few survive long enough to profit from such efforts.

Ram: Once per round a wind whale may ram an opponent, giving up all other attacks during the round. They gain a +18 attack bonus when ramming and do 5d10 damage to the target. Since this is likely to occur in zero gravity, the target will also begin flying in the same direction as the ram at a rate of 50 meters per round.

Damage Reduction: The wind whale ignores the first 5 points of any wound inflicted upon it. Energy weapons, mystic powers and similar abilities are not affected by this ability.

Kyattar

Size: Medium (up to 2 meters tall)
Wound Dice: 6d8 - 18
Initiative: +2 (Dex)
Speed: 40m
Defense: 17 (+2 Dex, +5 natural)
Attacks: Pulse blaster +8/+3 or knife +12/+7 melee
Damage: Pulse blaster 3d6; knife 1d4 +6
Face/Reach: 2m x 2m/2m
Special Attacks: Tongue attack
Special Qualities: Scent
Saves: Fort +10, Ref +7, Will +4
Abilities: Str 22, Dex 15, Con 17, Int 10, Wis 10, Cha 10
Skills: Hide +5, Move Silently +9, Listen +10, Search +8, Spot +10
Feats: Blind Fight, Improved Unarmed Strike, Track
Challenge Rating: 5

Kyattar are known and feared throughout the galaxy. Mothers tell their children to behave, or the Kyattar will get them. Works of fiction speak of Kyattar who track and kill victim after victim, destroying entire villages in their bloodlust. They feed on brain matter, and only sentient brains will sate them. Thankfully, everyone knows the Kyattar don't exist. They're only a work of fiction, an invention to scare the gullible.

So they say.



Kyattar

Unfortunately, Kyattar are very much alive. They hail from Syarin – a world with 30 arms of darkness and 2 arms of light every local day. The bright side of the world is covered in ocean, and no intelligent life lives there. A good many Kyattar

hunt victims solely for the pleasure of tasting their mental flesh. Once the victim dies, the Kyattar can inject its cone-shaped tongue into the victim's skull and suck the fluid out through the hole. This takes some time, and becomes more difficult if the victim struggles. As such, the Kyattar usually kill their prey before feeding.

Most reputable scholars dismiss the species as legends, and the Kyattar prefer to keep it that way. Variable stories about their appearance allow them to blend in on other planets, and even those repulsed by the sight of them never connect their visage to the old wives' tales. Some take jobs as bounty hunters, assassins, or enforcers, always remaining quietly on the fringe of society – and always keeping their true nature hidden.

Nurliss



Tongue Attack: If the Kyattar is at point blank range, it can attempt to stick its tongue through the victim's skull. The victim may make an Agility check, DC 5, to avoid the attack. Failure means the Kyattar has bored a hole in the victim's skull, killing him or her instantly.

Nurliss

Size: Medium
Wound Dice: 2d8+19 (28)
Initiative: +0
Speed: 12m, burrow 3m
Defense: 14 (+4 natural)
Attacks: Maul +3 melee
Damage: Maul 1d10+2
Face/Reach: 2m x 2m/1m
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 14, Dex 10, Con 16, Int 2, Wis 10, Cha 13
Skills: Climb +6, Survival +3
Feats: Blind-Fighting
Challenge Rating: 2

The nurliss are a species of burrowing pack creatures found on the planet Yuras. They normally live in packs of several thousand, but it is not uncommon to find smaller groups when the food supply grows short. They spend most of their time living in complex underground tunnel systems that can stretch for metras. In this regard, the nurliss are much like ants, constantly expanding their underground dwellings to hold a steadily increasing population. An average nurliss female has a litter of ten to fifteen offspring every year, meaning the nurliss increase in population very quickly.

To handle this staggering growth, the nurliss go through what Yuras natives call the Thinning Season. During the winter all the adult nurliss leave their subterranean homes *en masse* and travel toward the next closest nurliss den. During this trip they ravage the countryside, tearing up anything they can and consuming everything even remotely edible. Once the two packs meet, they begin a massive melee which can last for days. Combat ends only when enough of the nurliss have died to allow them to survive the next year without overtaxing their resources. No one is sure how the nurliss know when to end the battle, but they do – all of them simultaneously stop fighting and simply go home. During the Thinning Season most inhabitants of Yuras avoid the nurliss at all costs.

Considering their destructive nature, few nurliss have been removed from Yuras, but some can be found in the possession of collectors – Scarrans and others. No one is sure what the Scarrans want with the nurliss; most are afraid to ask.



Nyasta

Nyasta

Size: Medium (2 meters long)
Wound Dice: 1d8 +1
Initiative: +0
Speed: 20m
Defense: 14 (+1 Dex, +5 natural)
Attacks: Butt +1 melee
Damage: Butt 1d6 +1
Face/Reach: 2m x 2m/2m
Special Attacks: Corrosion, smother 1d6+1 and 1d6 acid
Special Qualities: Confusion
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 12, Dex 8, Con 12, Int 11, Wis 11, Cha 13
Skills: Listen +4, Spot +4, Perform +8
Feats: Alertness
Challenge Rating: 1

Nyasta are an unpleasant race of spacefaring invertebrates, slug-like creatures who rarely associate with outsiders. Their home system of Gasso remains open to off-worlders, but the Nyasta hardly go out of their way to welcome visitors. Their curt and condescending attitudes ensure that few

travel to their hot, humid homeworld. Nonetheless, travelers in need of repairs or supplies will find Nyasta the only civilized planet within at least five solar days travel in any direction.

The Nyasta are convinced of their own superiority, and while they do not actively hate off-worlders, they regard all other races as lesser beings. The problems and issues of others do not concern them. This often leads to difficulties in diplomatic situations, but the Nyasta could care less. Other races find their attitude insulting, their countenance grotesque, and their feeding methods repugnant, all of which does little to improve their standing.



Paerin Glider

Nyasta only need to eat once every five solar days, but they must consume a large amount of organic material at that time. They are omnivorous, but they tend to prefer meat. When a Nyasta is ready to feed, it releases a powerful pheromone into the air that confuses and stuns its prey. The Nyasta then smothers it, and releases a corrosive acid, digesting the prey and absorbing the nutrients through its skin. To make matters worse, Nyasta prefer their food live, and have no moral issues about consuming a sentient life form.

Nyasta punishment for crimes is simple: banishment from Gasso for a variable duration of time, depending upon the severity of the charge. As a result, most offworld Nyastas are criminals, which only worsens their reputation. It never occurred to the Nyasta to consider off-worlders' feelings on the matter.

Confusion: The Nyastas' pheromones cause disorientation and confusion to anyone who inhales them. Those within 10 meters of the Nyasta must make a Will save (DC 15), or suffer a -4 to all attacks, Defense, and Dexterity-based skills until the effect wears off. The pheromones last for ten minutes.

Corrosion: Nyastas deal automatic slam and acid damage with a successful grapple check. The opponent's clothing, armor, and other carried equipment suffer a -4 penalty to Reflex saves against the acid.

Smother: The Nyasta can crush an opponent beneath its bulk, dealing bludgeoning damage as indicated after making a successful grapple check.

Paerin Glider

Size: Large
Wound Dice: 4d8+10 (28)
Initiative: +3
Speed: Flying 20m
Defense: 14 (+3 Dex, +2 natural, -1 size)
Attacks: Bite +7 melee, spikes +4 missile
Damage: Bite 1d10+1, spike 2d6
Face/Reach: 4m x 2m/1m
Saves: Fort +2, Ref +6, Will +2
Abilities: Str 12, Dex 16, Con 10, Int 2, Wis 13, Cha 5
Skills: Hide +2, Move Silently +6, Listen +2, Spot +4, Survival +4
Feats: Alertness
Challenge Rating: 3

The paerin glider is one of the smallest known creatures with gravity bladders. It is native to an otherwise unremarkable world called Calin in the Uncharted Territories. Gliders cannot survive in dry or cold environments, but thrive in any environment with heat and humidity.

An omnivore, the paerin glider uses its gravity bladders both to hunt and to eat the leaves from the high trees of its homeworld. It will attack just about any creature it hungry, relying on its ability to fly to escape if the chosen prey is too powerful. The paerin glider normally hunts using small spikes which it can launch from its tail. The average paerin glider has six spikes on its tail, and it takes several days to regrow one, so most tend to dive bomb their targets before launching an attack at point blank range. Their nearly silent flight aids in this tactic tremendously.

Paerin gliders can glide continually for days without rest, though they normally sleep as much as any other animals. They are extremely maneuverable and high gravity planets don't bother them in the slightest. Some collectors have successfully trained paerin gliders to act as hunting animals, attacking on command and then bringing the kill back. They have become all the rage amongst the court of Dominar Bishan I, and a trained paerin glider sells for thousands of currency pledges on Hyneria.

Phelat Fish

Size: Large
Wound Dice: 5d10 +24 (51)
Initiative: +0
Speed: Swimming 18m
Defense: 17 (+6 natural, +2 Dex, -1 size)
Attacks: Bite +8
Damage: Bite 3d10+4 melee
Face/Reach: 2m x 4m/2m
Special Attacks: Swallow whole
Saves: Fort +6, Ref +6, Will -1
Abilities: Str 18, Dex 14, Con 16, Int 2, Wis 9, Cha 6
Skills: Swim +12, Hide +4, Spot +4
Feats: Improved Initiative
Challenge Rating: 5

Little more than a giant pair of jaws with a body, the phelat fish is native to the world of Hyneria Reborn *(see page 119)*. It has become a common prey amongst the local fishing fleets; upper class Hynerians everywhere favor its tasty flesh. Unfortunately, catching the fish presents numerous hazards: not only can the phelat's jaws bite through steel, but the fish possess a predatory cunning that can confound the most skilled fisherman. It is easily capable of swallowing smaller creatures whole.



Phelat Fish

The phelat fish eats whatever it can find, often swimming with its mouth open, and swallowing anything that happens to fall in. It is especially fond of other large fish and Hynerians. Some of the more daring fishermen pay Hynerians to donate blood for use as lures. Considering that the creatures' meat often sells for one hundred cps per kilogram (and each fish produces up to one thousand kilograms of meat) most consider the risk worthwhile.

Swallow Whole: Anytime the phelat fish succeeds on a bite attack against a Small-sized opponent by more than ten points, it swallows the target whole. The target then takes 1d10 points of damage per round until they die or are freed from the fish's jaws. With a successful Strength check against a DC of 15 the victim may attack the phelat fish from within, (the creature's gullet has an Defense of 8). A victim must inflict 30 points of internal damage to successfully cut his or her way out.

Recycler

Size: Medium (1.5 m long)
Wound Dice: 1d8 + 3
Initiative: -2
Speed: 10m
Defense: 16 (-2 Dex, +8 natural)
Attacks: 1 bite
Damage: Bite 2d6
Face/Reach: 2m x 2m/2m
Special Quality: Immune to poison
Saves: Fort +5, Will +1, Ref -2
Abilities: Str 14, Dex 6, Con 16, Int -, Wis 12, Cha 6
Skills: Search +12, Spot +2, Listen +2, Climb +12, Swim +2
Feats: None
Challenge Rating: 1

Recyclers are small bio-mechanoid creatures that consume material and excrete it in an unrefined form. They have found a place on large ships, breaking carbon dioxide into carbon and oxygen and recirculating it for the crew to breathe. Other specimens can be found in manufacturing plants, breaking waste into usable building material, and mining operations, aiding in the digging of tunnels. Though they lack sentience, they have a high level of animal intelligence, and can recognize their keepers as well as strangers. Recyclers do not tolerate abuse, and pain or torture do not work well. It is also difficult to hold a recycler against its will, since it can consume any material it comes into contact with. Pirates and thieves sometimes keep the creatures penned, then release them to dispose of bodies or break into safes.

As a primitive bio-mechanoid creature, recyclers can be programmed to seek out specific forms of material and transform them into something specific. They can excrete any non-organic material, developing it from the broken-down compounds of its food. Thus, they can create aluminum from ferrous iron, or high-quality steel from rusting metal. The excreted material is usually raw and shapeless, however, and must be forged or reshaped into something useful. Only elements and simple compounds can be created with a recycler; they cannot create computers or other complex equipment.

Recyclers require only light or stellar radiation for energy. Who or what created these strange, but highly useful, creatures remains a mystery. Most have safeguards that prevent them from eating living or organic material, though pirate crews often remove such safeguards. They are usually found in groups of 10 to 20, and have strong social instincts; should one be removed from other recyclers, it will grow listless unless its owner fosters a friendship with it.

Recyclers are immune to all poisons, toxins, and acidic damage.



Recycler

Scrapper Rat

Size: Tiny
Wound Dice: 1d4+14 (16)
Initiative: +2
Speed: 8m
Defense: 16 (+2 Dex, +2 size, +2 natural)
Attacks: Bite +2
Damage: Bite 1d4-1 melee
Face/Reach: 1m x 1m
Special Attacks: Acid
Saves: Fort +12, Ref +3, Will -1
Abilities: Str 8, Dex 14, Con 14, Int 3, Wis 9, Cha 6
Skills: Hide +6, Climb +6, Search +2, Listen +2, Survival +2
Feats: Great Fortitude
Challenge Rating: 1

The bane of spacefarers everywhere, scrapper rats can be found in almost every spaceport and most ships with a less than perfect maintenance history. Thought to have originated in Peacekeeper space, the scrapper rats have spread to every corner of the known galaxy thanks to their amazing adaptability. Considering their less-than-benevolent behavior, their ubiquitous nature is not considered a good thing.

In addition to their horrific appearance, scrapper rats have an unfortunate appetite for metal, specifically bio-mechanoid alloys. A gland in their throats makes their saliva very acidic, allowing them to chew through metal with little difficulty. Their metabolism is very high, so they eat nearly constantly and a nest of scrapper rats can render a spacecraft inoperable in a matter of days. Because of this, most captains regularly check their ships for the pests. Countless ships have found themselves stuck in deep space because scrapper rats chewed through a vital system.

In addition to their acidic saliva, scrapper rats are nearly immune to poisons and disease, allowing them to avoid most traps and adapt to a great number of different environments. Many spaceports place bounties on scrapper rat pelts, and some Sheyangs consider their meat rather tasty.

Acid: The acidic saliva of the scrapper rat allows them to ignore the Hardness of a metal object when attacking it with their bite.

Shaeloss

Size: As original race (usually medium)
Wound Dice: As before the transformation
Initiative: As before the transformation +2
Speed: As before the transformation
Defense: As before the transformation +2
Attacks: As before the transformation
Damage: As before the transformation
Face/Reach: As before the transformation
Special Attacks: Microbe control
Saves: As before the transformation Fort +4, Ref +0, Will -2
Abilities: As before the transformation Str +1, Dex +0, Con +2, Wis -2, Cha -2
Skills: As before the transformation
Feats: As before the transformation
Challenge Rating: Equal to the level of the victim of the transformation +2

Born from a botched experiment by a group of Ilanic and Luxan scientists two hundred cycles ago, the Shaeloss are victims of badly overactive translator microbes. Their name comes from Luxan mythology and refers to a race of zombie-like monsters who threatened entire kingdoms. The experiment sought to use the translator microbes to affect more of the body, increasing the subjects strength, endurance, etc. But something went horribly wrong. Instead



Scrapper Rat

of helping their hosts, the microbes began reproducing at an exponential rate, quickly flooding the mind and body. Within a few hours the microbes would completely control the host.

The scientists kept the subjects for further study, but the microbes soon achieved sentience, and escaped confinement in their host bodies. Over the next few days they mutated into new, horrid, forms and hunted down their creators. When outsiders finally made it to the research facility, the scientists, the experimental hosts, and their ships had all vanished without a trace. Only the records were left to help reconstruct what happened.

Since their disappearance, the Shaeloss have surfaced only a few times. They always appear as the agent behind some massive subterfuge, like assassinating a government official or purchasing large quantities of black market weapons. Their home base and objectives are completely unknown. Those who have met them consider them cold-hearted machines bent on some inscrutable plan to transform more people to their kind. The last substantiated contact with the Shaeloss occurred in the Uncharted Territories when a group of Luxan miners found an underground base on an asteroid. Half of the miners were killed in the ensuing fight before they could escape.

Microbe Control: Shaeloss can use their advanced microbes to communicate with the translator microbes in other beings, causing intense pain. They can affect one target per round as a free action with a range of 10 meters. The target must make a Will save against a DC of 15 or suffer1d10 wounds of damage and a -6 penalty to all their actions for 10 rounds.



Shaeloss

Shar Wing

Size: Small
Wound Dice: 3d8 + 10 (23)
Initiative: +4
Speed: 3m, flying 16m
Defense: 18 (+4 Dex, +3 natural, +1 size)
Attacks: Bite +5 melee
Damage: 1d6
Face/Reach: 2m x 1m/1m
Special Attacks: Metaphysical powers
Special Qualities: Ultraviolet allergy
Saves: Fort +0, Ref +5, Will +6
Abilities: Str 9, Dex 18, Con 10, Int 5, Wis 14, Cha 6
Skills: Hide +8, Move Silently +6, Spot +2, Listen +10, Survival +4
Feats: Alertness
Challenge Rating: 3

Found on the Scarran world of Korusin, the shar wing has the rare ability to manifest metaphysical powers. creatures are remarkably intelligent for a non-sentient lifeform and easy to train, but this does not adequately explain how they have gained their abilities. Despite the frightening visage of the creatures and their misunderstood abilities, the Scarrans are very fond of them; ownership of a shar wing is fast becoming a sign of wealth amongst the Scarrans.

On Korusin, the shar wing is a nocturnal hunter that prefers to eat small reptilian creatures. The creature is violently allergic to direct ultraviolet radiation, which can cause its skin to blister and peel with only a few moments of exposure. Because of this, they usually spend their days asleep in deep caves. They often use their metaphysical powers to confuse their prey, allowing them to swoop in and easily catch their target. Some believe the metaphysical abilities are an evolutionary adaptation to make up for the shar wing's relatively weak bite and aversion to sunlight, but this is not a commonly held belief.

The shar wing can now be found on almost any world occupied by the Scarrans. They prefer worlds that have particularly bright stars or multiple moons because even indirect ultraviolet light can annoy them.

Metaphysical Powers: Shar wings are considered third level mystics. They have 3d8+6 control and the powers of Affect Mind, Detection, and Enhance Senses. A shar wing's limited intellect hampers its Affect Mind somewhat; Most of the time it merely uses its powers to distract or stun an opponent while it swoops in to attack.

Ultraviolet Allergy: Each round the shar wing is exposed to direct sunlight it suffers 1d4 wounds of damage.



Shar Wing

Shasan "Shadow Hunter"

Size: Medium (2 meters tall)
Wound Dice: 1d10
Initiative: +5 (+1 Dex, +4 improved initiative)
Speed: 30m
Defense: 10
Attacks: 1 Pulse pistol +1 ranged
Damage: Pulse pistol 3d6
Face/Reach: 2 m x 2m/2 m
Special Attacks: Backstab
Special Qualities: Shadow meld
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 10, Dex 13, Con 10, Int 8, Wis 10, Cha 9
Skills: Hide +15, Move Silently +10
Feats: Stealth, Improved Initiative, Tracking
Challenge Rating: 1



Shasan

The Shasan are a race of carnivorous bipeds from Shasa Four. Known widely for their stealth skills, shasans are also known as "Shadow Hunters," and people claim the hunters can even turn invisible. While this is not completely true, the Shadow Hunters do possess an ability to alter their appearance, becoming a living shadow. Combined with their already formidable stealth skills, their reputation has some very credible roots.

While nowhere near as skilled as Vorcarians, Shasan make decent trackers. Many find their calling in the field of bounty hunting, which helped give them their common name. Shasan track primarily by scent, though they have very sharp eyes as well. They are also quick; once a Shasan finds its prey, it can usually take him down before he even sees it.

Shasan developed space travel over nine hundred cycles ago, but they no longer build their own spacecraft, now importing vessels from other systems. Males and females are equally respected hunters, and most have little difficulty finding work if they leave their homeworld.

A very solitary race, most prefer to remain on Shasa Four, but those who leave the planet find work very quickly. Thirty cycles ago, the Scarrans launched a half-hearted attempt to enslave the race, but they found it difficult to catch the stealthy people. After ten cycles of war with little to show for it, they left the planet. A few Shasan are still bound in slavery, but this is uncommon, since their stealth helps many escape their servitude. They despise the Scarrans, however, and refuse to work for any. Peacekeepers in particular enjoy hiring them as mercenaries.

Shadow Meld: During any conditions other than daylight, a Shasan can blend into the shadows, giving it the equivalent of nine-tenths concealment (*see pages 238-239*). Artificial illumination does not negate this ability, unless it is of sufficient power to effectively serve as full daylight (GM's discretion).

Shiskatni

Size: Medium (about 1.5 meters tall)
Wound Dice: 2d8 + 2
Initiative: +2 (Dex)
Speed: 30m, climb 20m
Defense: 13 (+2 Dex, +1 natural)
Attacks: 2 claws +2 melee, 1 bite +2 melee
Damage: Claw 1d6, bite 1d4 and poison
Face/Reach: 2m x 2m/2m
Special Attacks: Poison; blood drain
Special Qualities: Blind sight (60 meters), climbing
Saves: Fort +4, Ref +2, Will +1
Abilities: Strength 11, Dex 13, Con 12, Int 8, Wis 12, Cha 6
Skills: Climb +8, Hide +8, Spot +7, Move Silently +3
Feats: Stealth
Challenge Rating: 1

Shiskatni are a vile race of parasites from the Uncharted Territories. They have found a niche as assassins, spies, and thieves, but even those who hire them find the race discomforting. They consume blood for sustenance; their toxic bite paralyzes their prey, and, once the victim weakens, feeding can begin.

These creatures are experts at silence and stealth, and can climb virtually any surface due to tiny sticky hairs on their body. With the addition of their night vision, Shiskatni make formidable thieves and assassins. Though sentient, their general intelligence is not particularly high. They make up for it with a cunning, predatory instinct and a strong visual acuity. As a race, they are very cold and dispassionate. They rarely show emotions, though there is one notable exception: they love the hunt and enjoying killing their prey.

Poison: The victim must make a Fortitude check (DC 14) or be paralyzed for five rounds. Once the victim is paralyzed, the Shiskatni may feed freely.

Blind Sight: Using their acute hearing and sense of smell, Shiskatni ignore all combat penalties incurred through vision. Invisibility, darkness, and other factors simply don't exist for them. Unless special circumstances are involved, they do not need to make Spot or Listen rolls to notice creatures within range of its blind sight ability.

Blood Drain: The victim must make a Fortitude check (DC 19) or suffer 2d6 damage from blood loss. The victim must be paralyzed or otherwise unable to resist during this attack, which takes one full round. The blood of some races, such as Luxans, Ilanics, and Delvians (who lack "blood" as we understand it), is not edible to the Shiskatni.

Climbing: The Shiskatni can climb any surface due to small sticky hairs on their body. This grants +3 to their Climb checks.



Shiskatni

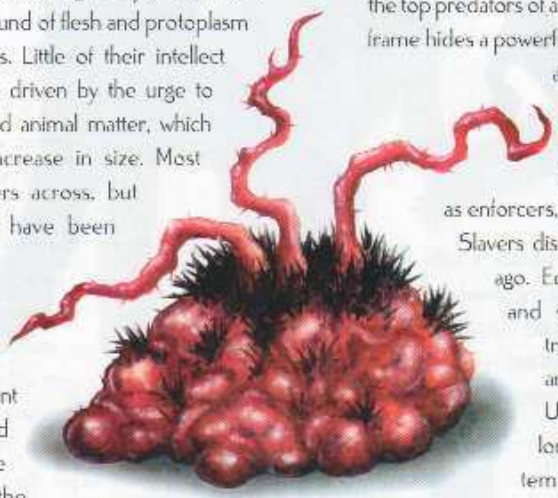
Smogger

Size: Large
Wound Dice: 8d10+28 (72)
Initiative: -2 (Dex)
Speed: 2m
Defense: 14 (Dex -2, natural +6)
Attacks: 2 Slams +12/+7 melee or a toxic splash +6 missile
Damage: Slam 2d8+4, toxic splash 2d6
Face/Reach: 4m x 4m/4m
Special Attacks: Engulf
Saves: Fort +6, Ref -4, Will -4
Abilities: Str 18, Dex 7, Con 14, Int 1, Wis 5, Cha 4
Skills: Climb +2, Hide +2, Move Silently +2, Survival +6
Feats: Great Fortitude
Challenge Rating: 4

Smoggers were first spotted on the world of Pulkar's Mistake, but over the last few cycles they have appeared on a number of worlds under a Peacekeeper influence. On some worlds, the presence of the Peacekeepers wasn't even known until smoggers were found. They are formed when a certain kind of toxic waste called R-236 – produced by Peacekeeper industrial plants – is dumped into a wilderness area and then accidentally consumed by the local animal life. Most quickly become addicted to the substance, despite the horrible transformation that begins to take hold. Within a few months the poor animal will no longer be recognizable as its original species, instead becoming a disgusting mound of flesh and protoplasm with a few bony tentacles. Little of their intellect remains; instead they are driven by the urge to consume more R-236 and animal matter, which allow the smogger to increase in size. Most smoggers are two meters across, but much larger specimens have been reported.

Unfortunately, smoggers are rather tough. On Pulkar's Mistake, they are a constant threat to scavengers and others who leave the colonized regions of the planet. While they are slow enough for most agile creatures to avoid, the smoggers can be surprisingly quiet and more than one scavenger has awakened to find himself engulfed by the horrible thing.

Since the appearance of the smoggers, the Peacekeepers have tried to remove R-236 from their industrial processes, but it has not been completely eliminated yet.



Smogger

Engulf: If the smogger hits its target with both its slam attacks it may engulf the target. This requires a third attack roll with a +4 attack bonus. If it succeeds the target is engulfed and takes 1d10 damage per round until freed. With a successful Strength check against DC 15 the victim may attack the smogger from within. It takes 40 points of damage, from external or internal sources, to carve a large enough hole for the victim to escape.

So'oti

Size: Small (1 - 1.5 meters tall)
Wound Dice: 1d8
Initiative: +1 (dex)
Speed: 30m, climb 40m
Defense: 12 (+1 size, +1 dex)
Attacks: Punch +0 melee, bite +0 melee
Damage: Punch 1d8, bite 1d4
Face/Reach: 2m x 2m / 2m
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 11, Dex 12, Con 10, Int 8, Wis 10, Cha 10
Skills: Climb +9, Intimidation +5, Listen +3, Spot +3, Wilderness Skills +4
Feats: Improved Unarmed Strike
Challenge Rating: 1

These small arboreal predators are native to the moon of Dysar, a world of vast, deep oceans, and thick, tall forests. The So'oti are the apex of the food chain in the forest world, the top predators of a fairly sedate environment. Their small frame hides a powerful strength; pound for pound, they are among the strongest races in the Uncharted Territories. They are not a spacefaring race, but they can be found on numerous worlds, working as enforcers, bodyguards, and mercenaries.

Slavers discovered the So'oti about 300 cycles ago. Ecstatic to find a primitive, compact, and strong species, the slavers began transporting them off their homeworld and selling them throughout the Uncharted Territories. They did not last long in slavery, however; their terrible temper and surprising strength made them poor candidates for forced labor. Most escaped their servitude, and they managed to find a niche in their new home. Though they are powerful fighters, their attitude makes it difficult for them to work with others. While they will tolerate functioning with others, they do not work well with group tactics, preferring to operate on their own as much as possible.

So'oti tempers are renowned. With a fuse as short as their diminutive stature, and a particularly poor sense of humor, they are perhaps the crankiest creatures in the Uncharted Territories. They are often drawn into positions as business security, or underworld enforcers, where they can vent their sizable aggressive tendencies. They are not entirely tame, and in the heat of battle, they are known to bite into their opponent and even devour chunks of flesh. On their homeworld, they take down their prey by throwing the target from the treetops and beating it into submission, and they continue to use such tactics offworld. They are not adverse to using improvised weaponry, however, and will grab rocks, furniture, or even amputated limbs to swing like clubs. An enraged So'oti can give even a Luxan pause.



So'oti

Tisan

Size: Large
Wound Dice: 3d8+18 (31)
Initiative: +1
Speed: 18m
Defense: 14 (+Dex, +4 natural, -1 size)
Attacks: Bite +6 melee
Damage: 1d8+4
Face/Reach: 2m x 4m/1m
Saves: Fort +4, Ref +2, Will +1
Abilities: Str 18, Dex 12, Con 14, Int 3, Wis 10, Cha 12
Skills: Climb +8, Hide +2, Move Silently +6, Survival +6
Feats: Dodge
Challenge Rating: 2

Originally from the planet Masitun, the tisan evolved as a desert-dwelling reptile that relied on speed to escape its many predators. Early explorers found it rather docile if treated well and easily domesticated once befriended. The creature quickly became valued across the Uncharted Territories as a riding animal and beast of burden, and it is now common on many worlds.

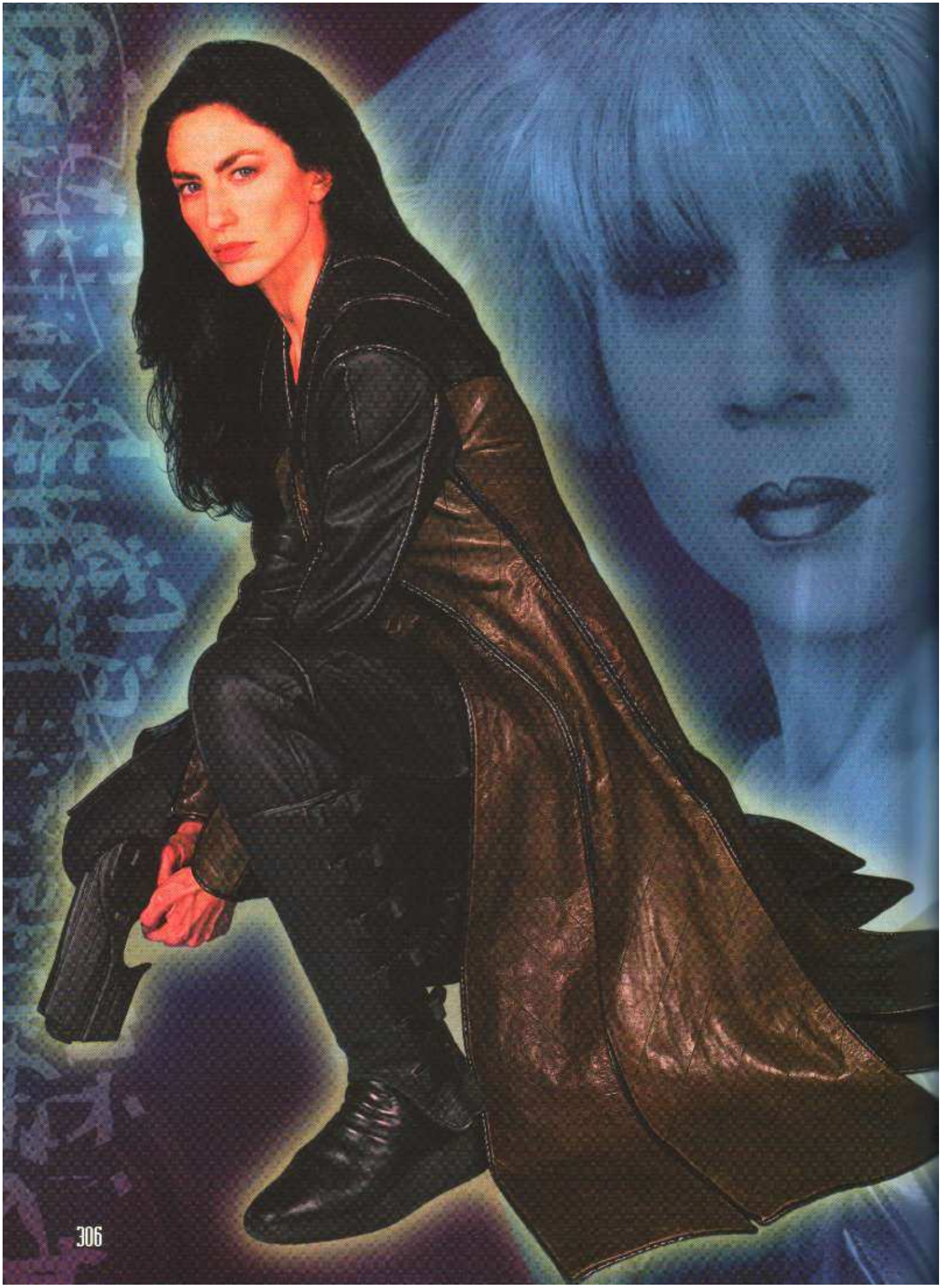
Unfortunately, the tisan has one drawback, at least according to most owners: pride. Tisans will not abide poor treatment, striking out violently at those that abuse it, and the creature is stubborn until death. As long as they are appreciated and treated well they are hard workers, making them favored animals amongst farmers. Tisan are also very loyal to owners that treat them well, defending them from attack if need be. Mistreat the creature once, though, and it will never behave with the same willingness to please.

Tisan can also be trained as war mounts, although such training is difficult, considering their reaction to punishment. Once trained, they are not frightened by combat and will strike out with their teeth at any opponent indicated by the rider. Luxans value the tisan for use in cavalry and owning a trained tisan is considered the mark of a skilled and compassionate warrior.

Because of their development in a desert environment, tisan require little water to survive – less than a liter per week. They do not handle humid environments well though, often growing sick from mold forming in their lungs. The tisan prefer eating meat and will often catch their own meals if allowed to.



Tisan





APPENDIX

Example NPCs

The following templates are designed for easy use as supporting NPCs in a *Farscape* campaign. If you wish to make them more powerful, simply raise their level, adjusting their stats and abilities according to the rules in Chapter 7. All of these templates represent Sebacean or Sebacean offshoot characters. You may easily shift them if you wish to change their species, using the rules in Chapter Six.

Init: Initiative modifier.
D: Defense.
Spd: Speed.
WP: Wound points.
Atk: Attack modifiers.
SQ: Special Qualities, such as backgrounds, racial abilities, and the like.
SV: The character's saving throws: Fortitude, Reflex, and Will.
SZ: Size.
CP: Control points.

Assassin (Commando 1)

Init +2 (Dex); D 14 (+2 class, +2 Dex); Spd 10 m; WP 14; Atk +0 melee, +2 ranged; SQ Streetwise, +2 attack/skill modifier (6 control points); SV Fort +2, Ref +4, Will +0; SZ M; CP 5; Str 12, Dex 14, Con 13, Int 10, Wis 11, Cha 9.

Equipment: Pulse blaster pistol, pulse blaster rifle, knife, other weapon as appropriate, thermal imager.

Skills: Climb +3, Demolitions +2, Disable Device +2, Hide +2, Jump +1, Listen +1, Move Silently +4, Security Systems +3, Spot +1, Tumble +1.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Improved Unarmed Strike, Track, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged).

Con Artist (Rogue 2)

Init +2 (Dex); D 17 (+5 class, +2 Dex); Spd 10 m; WP 17; Atk +1 melee, +2 ranged; SQ Crook, Evasion, Sneak Attack +1d6, Streetwise, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +3, Will +0; SZ M; CP 7; Str 10, Dex 15, Con 11, Int 11, Wis 10, Cha 14.

Equipment: Pulse blaster pistol, palm pulse blaster, forged papers.

Skills: Appraise +3, Bluff +5, Climb +1, Disable Device +3, Disguise +4, Escape Artist +1, Forgery +2, Gather Information +4, Listen +1, Move Silently +2, Negotiate +2, Search +2, Sense Motive +4, Sleight of Hand +2.

Feats: Armor Proficiency (light), Quick Witted, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Crime Boss (Rogue 3/ Aristocrat 1)

Init +1 (Dex); D 19 (+8 class, +1 Dex); Spd 10 m; WP 27; Atk +2 melee, +3 ranged; SQ Crook, Evasion, Sneak Attack +2d6, Streetwise, +2 attack/skill modifier (6 control points); SV Fort 0, Ref +4, Will +4; SZ M; CP 12; Str 10, Dex 13, Con 9, Int 13, Wis 12, Cha 14.

Equipment: Palm pulse blaster, fortified hideout, numerous cringing minions.

Skills: Appraise +5, Bluff +3, Climb +3, Diplomacy +4, Disguise +2, Forgery +3, Gather Information +4, Hide +3, Intimidate +5, Knowledge (underworld) +6, Listen +5, Move Silently +2, Negotiate +4, Search +2, Sense Motive +6, Spot +5.

Feats: Armor Proficiency (light), Dodge, Persuasive, Toughness, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Doctor (Scientist 1)

Init +0; D 14 (+4 class); Spd 10 m; WP 10; Atk +0 melee, +0 ranged; SQ Intuitive Operator, Noble Born, +2 attack/skill modifier (6 control points); SV Fort +1, Ref +1, Will +2; SZ M; CP 7; Str 10, Dex 10, Con 12, Int 14, Wis 13, Cha 11.

Equipment: Medical kit, portable scientific laboratory, scanner.

Skills: Computer +2, Concentration +2, First Aid +2, Intimidate +2, Knowledge (medical sciences) +4, Knowledge (any five areas) +4, Read/Write (any two languages) +4, Spot +2, Survival +2.

Feats: Quick Witted, Weapon Group Proficiency (one-handed ranged).

Mercenary (Warrior 1/ Pirate 1)

Init +2 (Dex); D 19 (+4 class, +3 armor +2 Dex); Spd 10 m; WP 13; Atk +3 melee, +4 ranged; SQ Streetwise, +2 attack/skill modifier (6 control points); SV Fort +4, Ref +4, Will +0; SZ M; CP 7; Str 12, Dex 14, Con 11, Int 12, Wis 10, Cha 10.

Equipment: Leather armor, pulse blaster pistol.

Skills: Climb +1, Computer +1, Demolitions +1, Gather Information +2, Intimidate +2, Jump +1, Pilot (space vehicle) +3, Pilot (surface/subsurface vehicles) +2, Security Systems +2, Survival +2, Swim +2.



Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Track, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons).

Military Officer (Warrior 2/ Aristocrat 2)

Init +0; D 19 (+6 class +3 armor); Spd 10 m; WP 30; Atk +4 melee, +3 ranged; SQ Noble Born, Soldier, Stipend, +2 attack/skill modifier (6 control points); SV Fort +3, Ref +4, Will +3; SZ M; CP 19; Str 12, Dex 11, Con 11, Int 13, Wis 11, Cha 13.

Equipment: Uniform, leather armor, pulse blaster pistol.

Skills: Bluff +3, Climb +1, Diplomacy +4, Gather Information +4, Intimidate +3, Jump +1, Knowledge (military history) +3, Negotiate +3, Security Systems +2, Sense Motive +2, Survival +2, Swim +1.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Persuasive, Point Blank Shot, Quick Witted, Skill Emphasis (knowledge (military history)), Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons).

Noble (Aristocrat 1)

Init +0; D 13 (+3 class); Spd 10 m; WP 9; Atk +0 melee, +0 ranged; SQ Noble Born, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +1, Will +3; SZ M; CP 7; Str 10, Dex 11, Con 10, Int 13, Wis 12, Cha 12.

Equipment: Comm, computer pad, fine clothes, access passes.

Skills: Bluff +3, Computer +1, Concentration +2, Diplomacy +2, Disguise +1, Gather Information +4, Intimidate +1, Knowledge (culture and etiquette) +1, Knowledge (politics) +3 Negotiate +3, Read/Write (any one language) +2, Sense Motive +2.

Feats: Persuasive, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Peacekeeper Trooper (Warrior 3)

Init +1 (Dex); D 19 (+3 class, +5 armor, +1 Dex); Spd 10 m; WP 26; Atk +4 melee, +4 ranged; SQ Peacekeeper, +2 attack/skill modifier (6 control points); SV Fort +4, Ref +3, Will +1; SZ M; CP 12; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Equipment: Peacekeeper armor, pulse blaster rifle, medical kit, knife, comm.

Skills: Climb +3, Demolitions +2, Intimidate +3, Jump +3, Knowledge (Peacekeeper protocols) +3, Pilot (surface/subsurface vehicles) +2, Security Systems +1, Spot +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic, Combat Instincts, Improved Unarmed Strike, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons).

Peddler (Scavenger 1)

Init +1 (Dex); D 13 (+2 class, +1 Dex); Spd 10 m; WP 13; Atk +0 melee, +1 ranged; SQ Gadgeteer, Technology Familiarity, +2 attack/skill modifier (6 control points); SV Fort +4, Ref +3, Will +1; SZ M; CP 5; Str 11, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Equipment: Cobbled-together pulse blaster pistol, tool kit, cart full of junk.

Skills: Appraise +3, Bluff +1, Computer +2, Disable Device +2, Gather Information +2, Listen +2, Negotiate +2, Pilot (surface/subsurface vehicles) +1, Repair +4, Search +3, Spot +2, Survival +1.

Feats: Armor Proficiency (light), The Touch, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Politician (Diplomat 1)

Init +0; D 14 (+4 class); Spd 10 m; WP 9; Atk +0 melee, +0 ranged; SQ Politician, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +1, Will +3; SZ M; CP 7; Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 14.

Equipment: Computer pad, comm, palm pulse blaster.

Skills: Bluff +4, Computer +2, Concentration +2, Diplomacy +4, Gather Information +2, Knowledge (history) +3, Knowledge (politics) +3, Listen +2 Negotiate +3, Read/Write (any one language) +2, Sense Motive +3.

Feats: Persuasive, Weapon Group Proficiency (one-handed ranged).

Psychic (Mystic 1)

Init +0; D 13 (+3 class); Spd 10 m; WP 8; Atk +0 melee, +0 ranged; SQ +2 attack/skill modifier (6 control points); SV Fort +1, Ref +1, Will +5; SZ M; CP 11; Str 10, Dex 10, Con 8, Int 15, Wis 11, Cha 12.

Equipment: Incense burner, robes, palm pulse blaster.

Skills: Bluff +2, Concentration +4, Disguise +2.

First Aid +2, Forgery +2, Gather Information +2, Knowledge (history) +3, Knowledge (mysticism) +4, Listen +2, Read/Write (any two languages) +2, Sense Motive +4, Sleight of Hand +1, Spot +1.

Feats: Iron Will, Weapon Group Proficiency (one-handed ranged).

Powers: Non-Detection, Sense Danger.

Raider [Pirate 1]

Init +1 (Dex); D 16 (+2 class, +3 armor, +1 Dex); Spd 10 m; WP 13; Atk +3 melee, +2 ranged; SQ +2 attack/skill modifier (6 control points); SV Fort +2, Ref +2, Will +0; SZ M; CP 5; Str 14, Dex 13, Con 11, Int 10, Wis 10, Cha 13.

Equipment: 2 pulse blaster pistols, energy net, knife, leather armor, environment suit.

Skills: Appraise +2, Bluff +3, Demolitions +1, Gather Information +1, Intimidate +2, Listen +1, Pilot (space craft) +4, Security Systems +2, Survival +1.

Feats: Armor Proficiency (light), Quick Draw, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged).

Repair Technician [Tech 1]

Init +0; D 13 (+3 class); Spd 10 m; WP 12; Atk +1 melee, +1 ranged; SQ With My Eyes Closed, +2 attack/skill modifier (6 control points); SV Fort +2, Ref +2, Will +1; SZ M; CP 7; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 10.

Equipment: Tool kit, lightrod, pulse blaster pistol

Skills: Bluff +1, Computer +4, Concentrate +2, Craft (computer technician) +2, Craft (electronics)+2, Craft (mechanic) +3 Disable Device +2, Knowledge (engineering) +3, Pilot (surface/subsurface vehicles) +2, Repair +4, Security Systems +2.

Feats: Tech Mind, Weapon Group Proficiency (one-handed ranged).

Special: Peacekeeper Techs (those with the Peacekeeper background) lose the Gadgeteer background and 6 points of skills. In exchange, they gain the Toughness Feat and have access to Peacekeeper funds and facilities.

Scientist [Scientist 1]

Init +0; D 14 (+4 class); Spd 10 m; WP 9; Atk +0 melee, +0 ranged; SQ Technically Gifted, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +1, Will +1; SZ M; CP 7; Str 10, Dex 10, Con 10, Int 15, Wis 11, Cha 10.

Equipment: Portable scientific laboratory, scanner, copious notes.

Skills: Computer +4, Concentration +1, Craft (electronics) +4, Disable Device +2, Knowledge (any five areas) +4, Read/Write (any two languages) +4, Repair +2, Search +2, Security Systems +2.

Feats: Alertness, Weapon Group Proficiency (one-handed ranged).

Shaman [Priest 1]

Init +0; D 13 (+3 class); Spd 10 m; WP 11; Atk +0 melee, +0 ranged; SQ Noble Born, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +0, Will +1; SZ M; CP 11; Str 10, Dex 11, Con 10, Int 12, Wis 14, Cha 13.

Equipment: Ceremonial staff, writing parchment.

Skills: Concentration +4, Craft (painting) +2, Diplomacy +2, First Aid +1, Knowledge (cultures and customs) +2, Knowledge (politics) +2, Negotiate +2, Read/Write (any two languages) +2, Sense Motive +3, Survival +1, Swim +1.

Feats: Quick Witted, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Powers: Deaden Pain, Heal Self.

Smuggler [Rogue 1]

Init +1 (Dex); D 15 (+4 class, +1 Dex); Spd 10 m; WP 11; Atk +0 melee, +1 ranged; SQ Sneak Attack +1d6, Streetwise, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +2, Will +0; SZ M; CP 5; Str 11, Dex 13, Con 10, Int 14, Wis 12, Cha 9.

Equipment: Pulse blaster rifle, haphazard star charts, scanner, boxes with false bottoms.

Skills: Appraise +2, Bluff +2, Climb +1, Disable Device +3, Escape Artist +2, Forgery +3, Gather Information +2, Hide +4, Move Silently +1, Pilot (spacecraft) +2, Search +3, Security Systems +3, Sense Motive +3, Sleight of Hand +2, Spot +4.

Feats: Armor Proficiency (light), Born Pilot, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Soldier / Police Force [Warrior 1]

Init +1 (Dex); D 16 (+2 class, +3 armor, +1 Dex); Spd 10 m; WP 18; Atk +2 melee, +2 ranged; SQ Soldier, +2 attack/skill modifier (6 control points); SV Fort +4, Ref +2, Will +0; SZ M; CP 5; Str 13, Dex 12, Con 14, Int 11, Wis 11, Cha 10.

Equipment: Leather armor, stun baton, pulse blaster rifle, restraints.

Skills: Climb +1, Demolitions +1, First Aid +1, Intimidate +1, Jump +1, Pilot +2, Survival +1, Swim +1.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic.

Toughness, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons).

Note: If character belongs to a police force, instead of a more formal military unit, he loses the "Soldier" background and the Athletic feat, and gains the "Law Enforcement" background and 4 additional skill points (at least 2 of which must be spent on the Knowledge (local laws) skill.

Spy (Rogue 2/Aristocrat 2)

Init +1 (Dex); D 20 (+9 class, +1 Dex); Spd 10 m; WP 23; Atk +2 melee, +3 ranged; SQ Evasion, Sneak Attack +1d6, Stipend, Streetwise, +2 attack/skill modifier (6 control points); SV Fort +0, Ref +5, Will +5; SZ M; CP 12; Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 13.

Equipment: Scanner, darkvision goggles, falsified ID, palm pulse blaster.

Skills: Bluff +1, Climb +2, Disable Device +5, Disguise +5, Escape Artist +4, Forgery +4, Gather Information +4, Hide +4, Intimidate +1, Knowledge (current events) +2, Listen +5, Move Silently +4, Search +3, Sense Motive +4, Sleight of Hand +2, Spot +3.

Feats: Armor Proficiency (light), Athletic, Quick Witted, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged).

Street Thug (Warrior 1)

Init +1 (Dex); D 13 (+2 class, +1 Dex); Spd 10 m; WP 15; Atk +2 melee, +2 ranged; SQ Crook, Skill Feat, +2 attack/skill modifier (6 control points); SV Fort +4, Ref +2, Will -1; SZ M; CP 5; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 7.

Equipment: 1 ranged weapon, 1 melee weapon.

Skills: Climb +1, Demolitions +1, Intimidate +3, Jump +1, Pilot (surface/subsurface vehicle) +2, Spot +2, Survival +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons).



KEY CHARACTERS

The following are stats for the principle figures on *Farscape*. They reflect the characters' status as of the end of Season Two.

John Crichton

Human (Sebacean Offshoot) Scientist 5/Warrior 3
Init: +1 (Dex)
Defense: 20 (+9 class, +1 Dex)
Speed: 10 m
WP: 65
Atk: +6 melee, +6 ranged
SQ: Educated, expanded skill, feat sacrifice, intuitive operator
SV: Fort +5, Ref +6, Will +8
SZ: M
CP: 25
Abilities: Str 13, Dex 13, Con 12, Int 13, Wis 15, Cha 13
Skills: Bluff +6, Computer +5, Craft (electronics) +4, Craft (starship construction) +4, Demolitions +2, Disguise +4, First Aid +2, Hide +5, Intimidate +3, Jump +4, Knowledge (aeronautics) +6, Knowledge (astronomy) +6, Knowledge (dimensional applications) +4, Knowledge (engineering) +4, Knowledge (energy theory) +4, Knowledge (gravitational forces) +4, Knowledge (mathematics) +6, Knowledge (physical sciences) +8, Knowledge (streetwise) +4, Knowledge (time/space theory) +4, Knowledge (wormhole theory) +4, Negotiate +2, Pilot (space craft) +4, Repair +4, Search +4, Security Systems +4, Sense Motive +4, Survival +3, Swim +5, Tumble +2
Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Improved Initiative, Iron Will, Quick Draw, Quick-Witted, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons)
Equipment: Pulse blaster pistol (2), shuttlecraft (*Farscape I*), comm

Officer Aeryn Sun

Sebacean Commando 7
Init: +3 (Dex)
Defense: 17 (+4 class, +3 Dex)
Speed: 10 m
WP: 62
Attack: +7 melee, +8 ranged
SQ: Peacekeeper, +2 attack/skill modifier (6 control points)

SV: Fort +6, Ref +8, Will +2
SZ: M
CP: 15
Abilities: Str 14, Dex 16, Con 15, Int 14, Wis 11, Cha 14
Skills: Bluff +2, Climb +4, Computer +3, Concentration +4, Demolitions +3, Disable Device +6, First Aid +3, Gather Information +3, Hide +3, Intimidate +2, Jump +4, Knowledge (Peacekeepers) +4, Knowledge (physical sciences) +1, Listen +2, Move Silently +2, Pilot (space craft) +5, Repair +5, Security Systems +4, Spot +3, Survival +4, Swim +4, Tumble +4
Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy) Armor Proficiency (powered), Athletic, Born Pilot, Combat Instincts, Improved Unarmed Strike, Martial Artist, Point Blank Shot, Rapid Shot, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged)
Equipment: Pulse blaster rifle, pulse blaster pistol, environment suit, PK commando armor, PK Prowler, comm

Ka D'Argo

Luxan Warrior 8
Init: +2 (Dex)
Defense: 16 (+4 class, +2 Dex)
Speed: 10 m
WP: 74
Attack: +12/+7 melee, +10/+5 ranged
SQ: Attack focus, skill focus, soldier
SV: Fort +10, Ref +6, Will +1
SZ: M
CP: 22
Abilities: Str 18, Dex 15, Con 16, Int 11, Wis 8, Cha 7
Skills: Bluff +1, Climb +2, Computer +2, Disable Device +2, First Aid +1, Gather Information +1, Intimidate +8, Jump +2, Knowledge (Luxan culture) +2, Pilot (space craft) +2, Pilot (surface/subsurface vehicles) +1, Repair +3, Search +2, Security Systems +2, Spot +2, Survival +3, Swim +2
Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic, Berserk, Cleave, Dodge, Endurance, Improved Unarmed Strike, Power Attack, Tongue Sting, Weapon Focus (Qualta blade), Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons)
Equipment: Qualta blade, comm

Pa'u Zotoh Zhaan

Delvian Priestho
Init: +0
Defense: 17 (+7 class)
Speed: 10 m
WP: 65
Attack: +7/+2 melee, +7/+2 ranged
SQ: Discipline, poison immunity, power aptitude (empathy) +3 on concentration checks, +1 on first aid, biology, and medical-related Knowledge checks,-1 control cost for powers
SV: Fort +3, Ref +3, Will +11
SZ: M
CP: 96
Abilities: Str 10, Dex 11, Con 10, Int 12, Wis 18, Cha 14
Skills: Bluff +3, Computer +3, Concentration +9, Demolitions +3, Diplomacy +4, First Aid, +8, Gather Information +3, Knowledge (alien biology) +7, Knowledge (botany) +10, Knowledge (medical sciences) +7, Knowledge (mysticism) +12, Knowledge (natural sciences) +8, Knowledge (politics) +4, Search +3, Sense Motive +5, Survival +2
Feats: Heroic Effort, Iron Will, Quick Witted, Skill Emphasis (knowledge: botany), Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged)
Powers: Deflect Energies, Detection, Empathy, Enhance Senses, Physical Ability Boost, Telepathy
Equipment: Apothecary (medical kit), incense burners, scanner, meditation tools, comm

Chiana

Nebari Rogue 6
Init: +4 (Dex)
Defense: 21 (+7 class, +4 Dex)
Speed: 10 m
WP: 36
Attack: +4 melee, +8 ranged
SQ: Crook, evasion, exceptional dodge, low-light vision, sneak attack +3d6, streetwise, +2 on science checks, +1 on Dex.-related skill checks
SV: Fort +3, Ref +8, Will +0
SZ: M
CP: 24
Abilities: Str 10, Dex 18, Con 12, Int 13, Wis 7, Cha 15
Skills: Appraise +2, Bluff +3, Climb +4, Computer +2, Diplomacy +2, Disable Device +3, Disguise +2, Escape Artist +6, Gather Information +6, Hide +9,



Intimidate +2, Jump +6, Listen +6, Move Silently +7, Pilot (surface/subsurface vehicles) +1, Repair +1, Search +2, Security Systems +3, Sense Motive +2, Sleight of Hand +3, Spot +3, Survival +2, Swim +3, Tumble +6
Feats: Armor Proficiency (light), Dodge, Evasion, Nimble, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged)
Equipment: Palm pulse blaster, comm

Rygel XVI

Hynerian Aristocrat 10
Init: +3(+2 Dex, +1 size)
Defense: 20 (+7 class, +2 Dex, +1 Size)
Speed: 6 m
WP: 30
Attack: +5/+0 melee, +9/+4 ranged
SQ: Low-light vision, noble born, politician, presence +5, small, turn on the charm, +2 on Appraise, Bluff, Diplomacy, and Negotiate checks
SV: Fort +5 (+7 vs. poison), Ref +7, Will +9
SZ: S
CP: 24
Abilities: Str 6, Dex 15, Con 10, Int 15, Wis 14, Cha 17
Skills: Appraise +6, Bluff +7, Computer +3, Demolitions +4, Diplomacy +7, Disable Device +5, Gather Information +5, Hide +4, Intimidate +3, Knowledge (a wide variety of subjects, mostly related to species culture and etiquette; scores range from 3-7), Listen +3, Move Silently +2, Negotiate +9, Pilot (space craft) +3, Read/Write (Delvian) +3, Read/Write (Scarran) +3, Read/Write (Sebacean) +5, Search +3, Security Systems +5, Sense Motive +6, Sleight of Hand +3
Feats: Alertness, Armor Proficiency (light), Dodge, Persuasive, Quick-Witted, Stealth, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged)
Equipment: ThroneSled (hoversled), scepter, stun baton, various small pilfered items

Bialar Crais

Sebacean Warrior 10
Init: +2 (Dex)
Defense: 17 (+5 class, +2 Dex)
Speed: 10 m
WP: 85
Attack: +12/+7 melee, +12/+7 ranged
SQ: Attack focus, Peacekeeper, politician
SV: Fort +9, Ref +7, Will +4
SZ: M
CP: 23
Abilities: Str 15, Dex 14, Con 16, Int 14, Wis 10, Cha 13
Skills: Bluff +1, Climb +4, Computer +3, Demolitions +3,

Diplomacy +2, Disable Device +2, First Aid +3, Gather Information +2, Intimidate +3, Jump +1, Knowledge (bureaucracy) +4, Knowledge (Peacekeepers) +5, Knowledge (politics) +3, Negotiate +4, Pilot (space craft) +4, Repair +3, Search +2, Security Systems +7, Spot +2, Survival +2, Swim +3, Tumble +1

Feats: Armor Proficiency (light), Armor Proficiency (Medium), Armor Proficiency (powered), Autofire, Berserk, Burstfire, Concentration, Point Blank Shot, Rapid Shot, Sense Weakness, Track, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons), Zero-G Combat

Equipment: Pulse blaster pistol, pulse blaster rifle, comm

Scorpius

Half Sebacean, Half Scarran, Scientist 13

Init: +0

Defense: 20 (+10 class)

Speed: 10 m

WP: 68

Attack: +5/0 melee, +6/+1 ranged

SQ: Educated, expanded skills, knowledge mastery, Peacekeeper, technically gifted, more *(see below)*

SV: Fort +3, Ref +6, Will +11

SZ: M

CP: 76

Abilities: Str 9, Dex 10, Con 8, Int 18, Wis 17, Cha 16

Skills: Appraise +4, Bluff +4 Computer +10, Concentration +8, Craft (computer) +10, Craft (technician) +12, Craft (electronics) +8, Craft (engineering) +8, Craft (starship construction) +8, Diplomacy +4, Disable Device, +5, First Aid +2, Gather Information +6, Intimidate +8, Knowledge (aeronautics) +10, Knowledge (astronomy) +12, Knowledge (biology), +10, Knowledge (dimensional applications) +8, Knowledge (engineering) +10, Knowledge (energy theory) +8, Knowledge (gravitational forces) +11, Knowledge (mathematics) +12, Knowledge (medical sciences) +12, Knowledge (Peacekeepers) +5, Knowledge (physical sciences) +10, Knowledge (time/space theory) +12, Knowledge (wormhole theory) +14, Negotiate +3, Repair +3, Search +4, Security Systems +4, Sense Motive +8, Spot +7

Feats: Iron Will, Persuasive, Quick Witted, Stealth, Tech Mind, Weapon Group Proficiency (one-handed ranged)

Equipment: Protective suit (see below) toolkit, spare cooling rods, pulse blaster pistol, comm

Note: Scorpius has access to Peacekeeper funds and can procure nearly any piece of equipment, given time.

Special: Scorpius is a unique hybrid, perhaps the only one of his kind in the universe. As such, he gains benefits and penalties reflecting his mixed heritage. He rolls d10 for wound points and gains a +2 racial control modifier. He gains the Sebacean bonus for skill points as well as their control point benefit on skill checks. Because of his unique physiology, he must wear a specially designed cooling suit at all times. Special rods, inserted into his brain, ensure that his naturally-heated Scarran side does not destroy his heat-intolerant Sebacean side. These rods must be refreshed once every six arns (hours), or else he will suffer the effects of overheating as described in the Sebacean racial description *(pages 156-157)*. External temperatures have no bearing on this; Scorpius will take damage regardless of how cool it is, and warm temperatures do not increase his need for the rods. He suffers no ill effects from the cold, however, and his suit provides protection equivalent to light leather armor.



CHARACTER NAME | PLAYER | AGE | GENDER

RACE | HT | SPEED | HEIGHT | WEIGHT

CLASS | VIPE | EYES | HAIR

FARSCAPE

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	CURRENT	DIE TYPE / MODIFIER
CONTROL			
WOUNDS			SUBDUAL DAMAGE
DEFENSE	= 10 +	+	+ + +
	TOTAL	ARMOR BONUS	DEX SIZE MISC
INITIATIVE	TOTAL =	DEX +	MISC

CHARACTER SKETCH

SAVES

	TOTAL BONUS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE CONSTITUTION		=	+	+
REFLEX DEXTERITY		=	+	+
WILL WISDOM		=	+	+

ATTACKS

	TOTAL BONUS	BASE ATTACK	ABILITY MODIFIER	MISC MODIFIER
MELEE		=	+	+
RANGED		=	+	+
OTHER		=	+	+

WEAPON	ATK BONUS	DAMAGE

RANGE	WEIGHT	TYPE	SIZE	CRITICAL

SPECIAL PROPERTIES	AMMO COUNT

WEAPON	ATK BONUS	DAMAGE

RANGE	WEIGHT	TYPE	SIZE	CRITICAL

SPECIAL PROPERTIES	AMMO COUNT

ARMOR	DEFENSE BONUS	ARMOR CHECK PENALTY

TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR	DEFENSE BONUS	ARMOR CHECK PENALTY

TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	=	RANKS	+	ABILITY MODIFIER	+	MISC MODIFIER
☐	APPRAISE ■	INT		=		+		+	
☐	BLUFF ■	CHA		=		+		+	
☐	CLIMB ■	STR*		=		+		+	
☐	COMPUTERS ■	INT		=		+		+	
☐	CONCENTRATION ■	WIS		=		+		+	
☐	CRAFT ( )	INT		=		+		+	
☐	CRAFT ( )	INT		=		+		+	
☐	CRAFT ( )	INT		=		+		+	
☐	DEMOLITIONS	INT		=		+		+	
☐	DIPLOMACY ■	CHA		=		+		+	
☐	DISABLE DEVICE ■	CHA		=		+		+	
☐	DISGUISE ■	CHA		=		+		+	
☐	ESCAPE ARTIST ■	DEX*		=		+		+	
☐	FIRST AID ■	WIS		=		+		+	
☐	FORGERY ■	INT		=		+		+	
☐	GATHER INFORMATION ■	CHA		=		+		+	
☐	HIDE ■	DEX*		=		+		+	
☐	INTIMIDATE ■	STR/CHA		=		+		+	
☐	JUMP ■	STR*		=		+		+	
☐	KNOWLEDGE ( )	INT		=		+		+	
☐	KNOWLEDGE ( )	INT		=		+		+	
☐	KNOWLEDGE ( )	INT		=		+		+	
☐	KNOWLEDGE ( )	INT		=		+		+	
☐	KNOWLEDGE ( )	INT		=		+		+	
☐	LISTEN ■	WIS		=		+		+	
☐	MOVE SILENTLY ■	DEX*		=		+		+	
☐	NEGOTIATE ■	CHA		=		+		+	
☐	PILOT	DEX		=		+		+	
☐	READ/WRITE ( )	-		=		+		+	
☐	READ/WRITE ( )	-		=		+		+	
☐	READ/WRITE ( )	-		=		+		+	
☐	READ/WRITE ( )	-		=		+		+	
☐	READ/WRITE ( )	-		=		+		+	
☐	REPAIR	INT		=		+		+	
☐	RIDE ■	DEX		=		+		+	
☐	SEARCH ■	INT		=		+		+	
☐	SECURITY SYSTEMS ■	INT		=		+		+	
☐	SENSE MOTIVE ■	WIS		=		+		+	
☐	SLEIGHT OF HAND	DEX*		=		+		+	
☐	SPOT ■	WIS		=		+		+	
☐	SURVIVAL ■	WIS		=		+		+	
☐	SWIM ■	STR		=		+		+	
☐	TUMBLE	DEX*		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

Skills marked with ■ can be used normally even if the character has zero ranks in the skill.
Many class skills with ☒ * armor check penalty. If any, update.

©2002 Alderac Entertainment Group, Inc. Permission granted to photocopy for personal use only.

AEG

FARSCAPE

CHARACTER RECORD SHEET

CHARACTER

EXPERIENCE POINTS

EQUIPMENT

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

LIFT OVER HEAD	LIFT OF GROUND	PUSH OR DRAG

WEALTH

CURRENCY PLEDGES

OTHER CURRENCY

TRADE GOODS

FEATS, POWERS AND SPECIAL ABILITIES

FEAT / POWER / ABILITY	EFFECT

APPEARANCE AND PERSONALITY

©2002 Artisan Entertainment Group, Inc. Permission granted to photocopy for personal use only.

INDEX

Abilities ... 147-148
acid damage ... 252
Acquarans ... 29-30
action in combat ... 229-230
Aeryn Sun ... (see "Sun, Aeryn")
Affect Mind power ... 205-206
Alertness feat ... 198
aliens ... (see "lifeforms" or specific species)
Ambidexterity feat ... 198
Ancients, the ... 52, 57
Appendix ... 307-314
Appraise skill ... 183-184
Arc, Delvian ... 269-270
aristocrat class ... 162-164
armor ... 219, 223
Armor Proficiency feat ... 198
Arrat ... 288
Assassin NPC ... 307
Assault Piercer, Luxan ... 268
Athletic feat ... 198
attack actions ... 253-257
attack roll ... 225-226
attack rolls ... 232
attacks, special ... 259-261
Aura of Peace power ... 206
autofire attack ... 254
Autofire feat ... 199
avalanches ... 254
Ba'Kar ... 288-289
backgrounds ... 177-179
Back and Back and Back to the Future ... 21
Banks ... 56, 59-60, 62-65, 85-87, 115, 132, 135, 152
bastick spitter ... 289
batons ... 215, 222
Battleare, Hynerian ... 267
Bekhesh ... 20, 65, 64, 65, 107
Berserk feat ... 199
Beware of Dog ... 56-57
Blind-Fighting feat ... 199
Blood Trackers ... (see "Vorcanans")
Bluff skill ... 184
Boarding Hatch ship's feat ... 262
Bolt of Fury power ... 206-207
bonus step ... 229
Bone to be Wild ... 37-38
Born Pilot feat ... 199
Br'Nee ... 57-58
Braca, Lt. ... 51
B'Sogg ... 47-48
Budong ... 47-48, 124-125, 290
Bug's Life, A ... 31
burstfire attack ... 253-254
Burstfire feat ... 199
C'Aranka ... 290-291
Cargn ... 53-56
cargo freighters ... 271
carrying capacity ... 248-249
Chameleon power ... 207
changing ability scores ... 148
character creation ... 144-149
charge ... 243
Charisma ... 140
Chiana ... 30-65, 76, 170, 312-313
classes, character ... 161-179
Clavor, Prince ... 55-56
Cleave feat ... 199
Climb skill ... 184-185
Clockwork Nebari, A ... 60-62
clubs ... 215, 222
cold dangers ... 253
Combat Enhancement power ... 207
Combat Instincts feat ... 199
combat, sequence of ... 250
Command Carrier, Peacekeeper ... 265
commando class ... 164-165
comms ... 219, 223
Computer skill ... 185-186
Con Artist NPC ... 307-308
Concealed Gunports ship's feat ... 262
concealment ... 238, 239
Concentration skill ... 186
Constitution ... 147
control collars ... 219, 223
control points ... 149, 204-205
coup de grace ... 255
cover ... 237-239
cover fire ... 255
Crackers Don't Matter ... 43-44
Craft skill ... 186-187
Crais, Captain Bialar ... 7-11, 16-17, 24, 35-37, 39-41, 46-47, 51, 57, 60, 64, 65, 80-81, 265, 313-314
Crichton, John ... 5-11, 15-65, 68-69, 93, 94, 105, 177, 221, 268, 311
Crime Boss NPC ... 308
critical hits ... 232
crook background ... 178
Crouack ... 291
Cruiser, Ilanic ... 268
Daegan fireclaw ... 114, 291-292
Daegs ... 113-114
dagos snake ... 292
damage ... 226-227
damage multiplier ... 226
damage rolls ... 232
Dam-Ba-Da (Depot) ... 26, 115
D'Argo, Ka ... 5-11, 15-65, 72-73, 90, 175, 312
Deaden Pain power ... 207-208
Death and dying ... 245-246
Defense ... 227-228
Defense Screen ship's feat ... 262
Deflect Energies power ... 208
Delvian ships ... 269-270
Delvian spore hound ... (see "spore hound, Delvian")
Delvians ... 27, 87-88, 118 119, 158, 152-153
Demolitions skill ... 187-188
Detection power ... 208
Dexterity ... 147
Diagnosan ... (see "Tocot, Diagnosan")
Die Me, Dichotomy ... 65
Diekan ... 116
Diplomacy skill ... 188
diplomat class ... 165-166
Disable Device skill ... 188
disarm ... 237
diseases ... 250-252
Disguise skill ... 189
disruptors ... 215, 222
DNA Mad Scientist ... 24-25
Docking Web ship's feat ... 262
Doctor NPC ... 308
Dodge feat ... 199
Donan ... 293-294
dragging ... 249
Drain Lifeforce power ... 209
Draks ... 19-20
DRDs (Diagnostic Repair Drones) ... 16, 78, 272-273
Dreadnaught, Scarran ... 267
Dream a Little Dream ... 48-50
Dregon ... 55
drowning ... 256
Duranga ... (see "Lesser Duranga Satellite Cluster")
Durka Returns ... 30-31
Durka, Captain Selto ... 25, 30-31, 64, 76, 77
Empathy power ... 209
Empress Novia ... (see "Novia, Empress")
encounters ... 258-259
encumbrance ... 249
Endurance feat ... 199
energy nets ... 215, 222
Enhance Senses power ... 209
environment suits ... 220, 223
Equipment ... 215-223
Escape Artist skill ... 189-190
Evasion feat ... 199
Evasive Maneuvers feat ... 200
Evedor ... 117
Exodus From Genesis ... 18-20
experience points ... 257
Expertise feat ... 200
Extra Cargo Space ship's feat ... 262
Extra Crew Quarters ship's feat ... 262
Extra Power ship's feat ... 263
Extra Weapons ship's feat ... 263
face ... 239
falling ... 248
falling objects ... 253
Family Ties ... 39-40
Far Shot feat ... 200
Farscape I ... 15-16, 26, 29, 68, 262, 268
Fazia ... 118
feats ... 198-204
feats, ship's ... 262-265
feint ... 234
First Aid skill ... 190
Flax, The ... 28-29
Flax, the ... 28, 64, 111, 267
fleets ... 265-270
flight suits ... 220, 223
food cubes ... 220, 223
Forgery skill ... 190
free action ... 229
freighters ... (see "cargo freighters")
fresh food ... 220, 223
Frigate, Zenetan ... 269
full actions ... 229
Furlow ... 26-27
gadgeteer background ... 178
Game Master ... 12, 13, 274-285
Gather Information skill ... 190-191
Gilina Renaez ... (see "Renaez, Gilina")
glowsticks ... 220, 223
GM ... (see "Game Master")
grapple (grappling attacks) ... 237
Gratandi ... 294

INDEX

Great Cleave feat 200
Great Fortitude feat 200
grenades, frag 215, 222
grenades, shatter 215, 222
grenades, stun 216, 222
Grunchilk 65
Gauntlets ..... (see "Tavlek Guantlets")
half actions 229
Halosians 50-51
Hangar ship's feat 263
Heal Other power 210
Heal Self power 210
healing 246
hearing 247
heat dangers 253-254
Heroic Effort feat 200
Herut 119
Hidden Memory, The 35-37
Hide skill 191
high altitude 256
Home on the Remains 47-48
Hoist Vessel, Nebari 266
hoversleds, Hynerian 220, 223
Human Reaction, A 31-32
Hyneria Reborn 119-120, 299
Hynerian ships 267
Hynerians 88-90, 120, 150-151, 153-154, 256
I Do, I Think ..... (see "Look at the Princess")
I.E.T. 18
Igzia 120-122
Ilanic ships 268
Ilanics 21, 90-92, 154
Improved Disarm feat 200
Improved Initiative feat 200
Improved Two-Weapon Fighting feat 200
Improved Unarmed Strike Feat 200
Increase Speed power 210
Inflict Pain power 210-211
initiative 228
initiative check 250-252
Intelligence 148
Infernal Hatches ship's feat 263
Intimidate skill 191
intuitive operator background 178
Iron Will feat 200
Jena 53-55
Jeremiah Crichton 29-30
Jothee 60, 62-65, 72-73
Jump skill 191-192
Kagaan 204-205
Kalsynu 54-55
Katralla, Princess 53-56
Kelia 122-123
key characters 51-314
Kilsi 123-124
Kiss is But a Kiss, A ..... (see "Look at the Princess")
K'kcarak 295
knives 216, 222
Knowledge skill 192-193
Kopad Belt, The 124-125
Kornata 25
Kreywen 125-126
Kurav 126-127, 296
Kurav wind whale 127, 296
Kyattar 296-297
Kyr 20
Labyrinth 127-128
landslides 254
Larraq, Captain 34
law enforcement background 178
Lesser Duranga Satellite Cluster 128-129,
Leviathans 30, 42, 54, 59, 60, 271-273
Liantar 129-130
Liars, Guns and Money 62-65
lifeforms 287-305
lifting 249
light 246-247
lightrods 221, 223
Like 23-24
line of sight 252-257
Listen skill 193
Locket, The 59-60
Lo'Laan 72
Look at the Princess 52-56
Lorana 28
Luxan ships 268
Luxans 92-94, 154-155
Maldis 24, 45-46
Maltese Crichton, The ..... (see "Look at the Princess")
Marauder, Peacekeeper 266
Marital Artist feat 201
Martial Master feat 201
Masterful Construction ship's feat 263
Matala 21
medical kits 221, 223
Melak 61-62
Mellian 130-131
Mercenary NPC 308-309
Milar 131-132
Military Officer NPC 309
Mind the Baby 40-41
mines, AP 216, 222
mines, HE 216, 222
M'Lee 37-38
Molnon 41-45
monsters ..... (see "lifeforms")
Move Silently skill 193
movement 242-243, 247-248
Moya 5-6, 11, 13-65, 78-79, 273
multi-classing 176-177
Munaris 132
My Three Crichtons 51-52
Myth's Hope 133
mystic class 166-167
Namfar 24-25
Natira 62-64
Nebari 30-31, 60-62, 94-97, 155-156
Nebari Prime 61, 76, 94-96, 133-134
Nebari ships 266
Negotiate skill 193
Nerri 42, 47, 61, 76, 96
Nerve 35
Nevin's Hold 134-136
night vision goggles 221, 223
Nilaam 41-42
Nimble feat 201
noble born background 178
Noble NPC 309
noise 247
Non-Detection power 211
Not So Simple Plan A ..... (see "Liars, Guns and Money")
Novia, Empress 53-56
NPCs 307-314
nurliss 297
nyasta 297-298
objects, striking ..... (see "strike an object")
oculars 221
Orilis 136-137, 291
Out of Their Minds 50-51
oxygen, lack of 256
Pa'u (order) 88, 169
paerin glider 298
Panthac Master feat 201
Paradise 137-138
PCs ..... (see "player characters")
Peacekeeper background 178
Peacekeeper Ranks (chart) 105
Peacekeeper ships 265-266
Peacekeeper Trooper NPC 309
Peacekeepers 16-17, 22, 26, 27, 34-38, 40-41, 51, 53, 58-59, 78-79, 80-81, 82-85, 100-105
Peddler NPC 309
Pelial 138-139
Persuasive feat 201
Phase power 211
phelal fish 120, 299
Physical Ability Boost Power 211-212
Picture If You Will 45-46
Pilot (character) 6, 15-65, 78-79
Pilot skill 194
Pilots (species) 27
pirate class 168-169
pistols ..... (see "pulse pistols," "slug pistols")
PK ..... (see "Peacekeepers")
PK Tech Girl 23
Plan B ..... (see "Liars, Guns and Money")
player characters 13, 145-149
Plokavians 60
Point Blank Shot feat 201
poison 250-251
politician background 179
Politician NPC 309
portable scientific laboratories 221
Power Attack feat 201
power packs 216, 223
powers 204-213
precipitation 255
Precise Shot feat 201
Predator, Scarran 267
Premiere 15-17
Pressure damage 256
priest class 169-170
Prowler, Peacekeeper 266
Psychic NPC 309-310
Pulsar's Mistake 139-140, 304
pulse blasters, heavy 216, 217, 222
pulse blasters, palm 216, 217, 222
pulse blasters, pistol 216, 217, 222
pulse blasters, rifle 216, 217, 222
Quelte blades 217, 222
quarterstaves 217, 222
Quick Draw feat 201
Quick Witted feat 201
Raider NPC 310

INDEX

Raider, Sheyang 269
Ram ship's feat 263
Rapid Shot feat 202
Ravorc ..... (see "Vorc")
reach 239
Read/Write skill 194
recycler 299-300
Reinforced Hull ship's feat 263
Renaez, Gilina 23, 35-37
Repair skill 194
Repair Technician NPC 310
restraints 221, 225
Rhapsody in Blue 27-28
Ride skill 195
Rifles ..... (see "pulse rifles," "slug rifles")
rogue class 170-171
ro-NA 54
Rorl 26, 63-64
Rorg 26, 63, 108
rounds 228, 229
run 229, 243, 247
Run feat 202
Rygel XVI 6, 15-65, 77, 162, 313
Salis 30-31
Sample NPCs 307-311
saving throws 228
scanners 221, 223
Scarran ships 266-267
Scarrans 9, 53-56, 58, 97-99, 118, 118 119, 124, 125, 151, 155, 159, 156
scavenger class 171-172
scientist class 173-174
Scientist NPC 310
Scorpius 35-37, 37-39, 40-41, 53-56, 57-58, 62-64, 65, 82-83, 173, 314
scrapper rat 300
Search skill 195
Sebaceans 19, 100-104, 122-123, 124, 128, 131, 135, 141-142, 156-157
Security Systems skill 195-196
Sense Danger power 212
Sense Motive skill 196
Sense Weakness feat 202
Shadow Hunter ..... (see "Shasan")
Shaeloss 300-301
Shaman NPC 310
Shapeshift power 212-213
shar wing 301-302
Shasan "Shadow Hunter" 302
Sheyang ships 268-269
Sheyangs 23, 104-106, 143, 157-158
ship construction rules 261-265
ship's feats ..... (see "feats, ship's")
ship-to-ship combat rules 264-265
ships, types of 265-275
Shiskatni 303
Shoot on the Run feat 202
size modifiers 249
skill checks 181-183
Skill Emphasis feat 202
skills 181-197
Sleight of Hand skill 196
slug pistols 217, 222
slug rifles 217, 222
smuggler 303
Smuggler NPC 310
Smuggling Compartments ship's feat 263
soldier background 179
Soldier/Police Force NPC 310-311
So'oli 304-305
space yachts 270
spears 217, 222
special attacks ..... (see "attacks, special")
speed 229
spore hound, Delvian 295
Spot skill 196-197
Spy NPC 311
Staanz 28-29, 111
standard attack 233
StarBurst 16, 78, 79, 272
Stark 35-37, 59, 60, 62, 64, 65
starvation 255
Stealth feat 202
storms 255-256
Streamlined ship's feat 263
Street Thug NPC 311
streetwise background 179
Strength 147
strike an object 235
stun batons 218, 222
subdual damage 241
substitute attack actions 237
suffocation 252
Sun, Aeryn 15-65, 70-71, 98, 101, 164, 265, 311-312
superior student 179
suppressing fire 237
surprise 239
Survival skill 197
Swift Strike feat 202
Swim skill 197
swimming 256-257
swords 218, 222
Sykar 22, 140
Tahleen 27-28
taking 10 182
taking 20 182
Taking the Stone 42-43
Talyn 35-36, 37-38, 39-41, 50, 60, 64-65, 71, 78, 79, 81, 265
taunt 235
Tavlek Gauntlets 20, 107-108, 218, 222
Tavleks 20, 63, 106-108, 158
tech class 174-175
Tech Mind feat 202
technically gifted background 170
technology classes, planet (chart) 114
Teeg, Lt. 24
Telekinetic Manipulate power 213
Telekinetic Push power 213
Telepathy power 213
Tellin Prime 141
"Ten Little Aliens" 5-11
Teurac 23, 63-64
Thank God It's Friday... Again 22
That Old Black Magic 23-24
The Touch feat 203
thermal imagers 221, 223
They've Got a Secret 25-26
thirst 255
Throne For a Loss 20
ThroneSleds ..... (see "hoversleds, Hynerian")
Through the Looking Glass 32-33
Til the Blood Runs Clear 26-27
tisan 305
T'kast, Luxan 268
Tocot, Diagnosan 65
Tongue Sting feat 202
tool kits 221, 223
total defense 243
touch attacks 228
Toughness feat 203
Track feat 203
T'raltixx 43-44
translator microbes 216
transport pods 270
transport shuttle, Nebari 266
trip (tripping attacks) 237
Tumble skill 197
Tuzak 27
Two-Weapon Fighting feat 203
Tyak Station 142-143
Tyno, Counselor Elkar 52-54, 56
Ugly Truth, The 60
unarmed attacks 232
underwater combat 256-257
vacuum 252
Varla 61-62
Velorek, Lt. 46-47
Verell 21
vision 240-247
Vitas Mortis 41-42
Volmae 22
Vorc(s) 56-57
Vorcarians 26-27, 63, 108-110, 158-159
warrior class 175-176
Way We Weren't, The 46-47
Weapon Finesse feat 203
Weapon Focus feat 204
Weapon Group Proficiency feat 204
weapons 215-218, 222
weather 255-256
What is Forscape? 12
What is Role-playing? 12-13
Whirlwind Attack feat 204
wind 256
wind whale, Kurav ..... (see "Kurav wind whale")
Wisdom 148
With Friends Like These... ..... (see "Liars, Guns and Money")
withdraw 243
Won't Get Fooled Again 57-58
wound points (wounds) 140, 245
yachts ..... (see "space yachts")
Yinaran Moon Chain 143
Zelbinion, The 23, 77, 78
Zenetan ships 269
Zenetans 28, 29, 63, 64, 110-111, 131-132, 133, 138, 140, 150
Zero-G Combat feat 204
Zhaan, P'au Zotoh 15-65, 74-75, 100, 312



The Open Game License

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 in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such 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. Fiesque Roleplaying Game, Copyright 2002, Adamo Entertainment Group. Authors Ken Carpenter, Keith R. A. DeCandido, Gwen Downing, Lee Hammock, Kelly Hill, Christina Kamrider, and Rob Vaux, based on original material by Rodney S. O'Bannon and ©2002 The Jim Henson Company. All Rights Reserved.

The Open Game Content

This printing of the Fiesque Roleplaying Game is done under version 1.0 of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent printings of this book will incorporate final versions of the license, guide and document.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0: Any and all Fiesque logos and identifying marks and trade dress, including all Fiesque product and product line names; any elements of the Fiesque setting, including but not limited to capitalized names, planet names, alien species names, ship names, code names, organization names, characters, equipment, historic events, and organizations; any and all stories, storylines, locations, plots, plot synopses, themes, elements, documents within the Fiesque world, quotes from characters or documents, and dialogue; all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols, or graphic designs; any other unspecified incarnations of the Fiesque creative property, including elements either derived or inferred from the Fiesque setting and website support materials (including, but not limited to, "Run For The Money" and all future incarnations), online community donations, and all free game support items (except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there). The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, the following portions of the Fiesque Roleplaying Game are designated as Open Game Content: Chapter Two: all character statistics and creation rules; Chapter Seven: all new character classes and abilities; Chapter Eight: all new feats, powers and skills; Chapter Ten: all rules systems and mechanics; Chapter Thirteen: all statistics blocks and paragraphs specifically explaining special qualities (i.e., paragraphs beginning with a bold term denoting a specific special quality). Appendix 2: all statistics blocks. The use of Product Identity elements in these circumstances is limited solely to mechanical effects and systems, not to the items previously stipulated as falling under the PI. For instance, the mechanics appearing in the feat named "Panther Master" may be used as part of Open Game Content, even though "Panther" is PI of The Jim Henson Company, as stipulated above, and is used with permission by Adamo Entertainment Group. The name "Panther" and all other elements of the Fiesque setting as stipulated above, cannot be used in any other way, except as directed by the specific instructions of The Jim Henson Company and Adamo Entertainment Group.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

"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 1.0. A copy of this License can be found at www.wizards.com.

Fiesque and all associated elements are ©2002 The Jim Henson Company, and are used with permission.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with permission.

All contents of this book, regardless of designation, are copyrighted year 2002 by Adamo Entertainment Group. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review or use consistent with the limited license above.

"Can anyone hear me? I'm trapped in some distant part of the galaxy, aboard a ship - a LIVING ship - full of escaped prisoners..."

- John Crichton

From the vast reaches of the Uncharted Territories, the *Farscape* role-playing game is here! Follow in the footsteps of astronaut John Crichton and explore the most dangerous region of populated space. Play a fierce Luxan, a cunning Nebari, or a scheming Hynerian. Travel aboard a Leviathan - a living starship captained by a symbiont Pilot - and do battle with sinister Peacekeepers. Match wits with the ruthless Scorpius or outrun the renegade gunship Talyn. Everything you need for hours of fun is waiting between these covers!

Requires the use of the DUNGEONS AND DRAGONS® PLAYER'S HANDBOOK, published by Wizards of the Coast.®



ISBN 1-587953-57-1

53995

9 781887 953573

US MSRP $29.95
Printed in Canada AEG 8200

d20 system

AEG