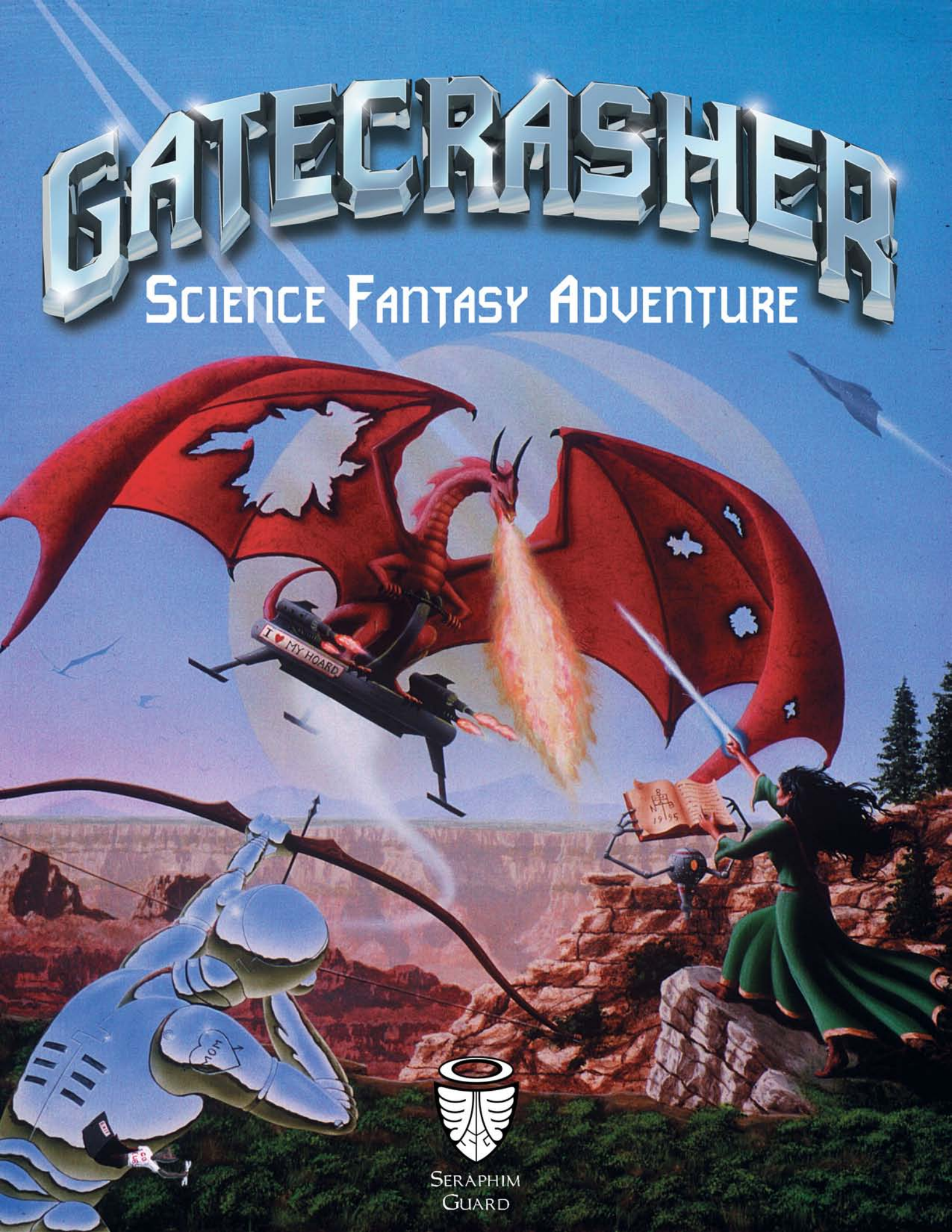
GATECRASHER

Science Fantasy Adventure



Second Edition

A Fudge Role-Playing Game

3,000,000,001 B.C.

Long ago, a warp in space allowed another universe's "physics" to enter our universe. Early humanity called the effects this produced "magic." The world was a quiet, enchanted place. Unicorns pranced gaily through moonlit fields. Brave dragons slew viciously marauding knights for the peace of mind of all concerned.

101 A.D.

The space warp closed, the reign of magic ended, and humanity settled down to the mundane business of developing technology.

All of humanity, that is, except one.

Kelorinthol the Incredible, magician extraordinaire, refused to surrender the power he had labored so long to develop. With magical energy he had saved through the years, he teleported himself deep into space and inscribed an interdimensional Gate of truly ridiculous proportions in an attempt to restore the warp. He completed the Gate, but lacked the energy to activate it before he died.

The Gate waited, accumulating energy through the centuries…

2194 A.D.

Bristol Addams, explorer and prospector for the China-dominated world government, discovered a colossal iridium deposit on Jupiter's moon Ganymede. Closer inspection uncovered a twenty-one-centuries dead mummy and cabalistic engravings on the surface of the ore deposit.

The Gate bristled with energy, requiring only a touch, a word, or a gesture to open — all three of which Addams kindly provided when he climbed onto the icy surface to investigate.

Oops.

2371 A.D.

Physics is under martial law.

Mother Nature's operating license has been revoked.

Reality is suspended for the duration.

Welcome to Gatecrasher!

Seraphim Guard

http://www.seraphim-guard.com

Credits and Blame

Game design: Michael W. Lucas
Editing: James Burr, Jasan Eckert, Susan Gross-Gavula, Debra Haberland, Mark Moellering, Scott Rutter, Josh Saulnier, and Alex "Flex" Williams. Oh, and Ann Dupuis, too!
Electrical Design: Josh Saulnier
Front Cover Illustration: N. Taylor Blanchard
Back Cover Illustration: Bradley K. McDevitt
Interior Illustrations: Heather Bruton, Bradley K. McDevitt, HJ McKinney, SHANE, Christina Wald, Tonia Walden. Photo montages of the Jupiter and Saturn systems and the photograph of Asteroid Ida courtesy NASA public image files.

Special thanks to (in no particular order): Wendy Allers, Ken Barber, Eric Berns, Dave Bowden, Dave Bradshaw, Conrad Chu, Steve Diem, Gregory Donner, Dora Heitsch, Catt Giordano, Ian Goodhall, Bill Grant (the latest incarnation of the Eternal Victim), Lawrence Kapture, Christian Klaver, Colin "Sacrificial" Lamb, Russ Lucas, Tricia Mader, the Kevoth (consisting of Kevin McCormick and Kevin Petit), Eric McGlohon, the Order of Leibowitz, Liz Peabody, Mia Tokalot (er, *Tokatlian*) Richard Tucholka and Tri Tac Systems, Al Veith, and Scott and Amy Baker-Young.

For Liz Peabody, for putting up with me.

Primary sources:
Philip K. Dick: anything except *Deus Irae,* which was a really bad book.
Neil Gaiman & Terry Pratchett: *Good Omens*
Larry Niven: *The Magic Goes Away*
Roger Zelazny: the first *Chronicles of Amber*
Gary Larson: the *Far Side*
Michael Moorcock: *The Dancers at the End of Time*
Robert Shea & Robert Anton Wilson: *Illuminatus!*
Piers Anthony: *On a Pale Horse* (skip the rest)
Brothers Grimm: *Grimm's Fairy Tales*
Frank Baum: *The Wizard of Oz*
John Ostrander: *Grimjack*
Steve Stapleton: *Thunder Perfect Mind*
Poul Anderson: *Operation Chaos*

Original Playtest Team: Doug Bickford, Ann and Paul Dupuis, Scott Gray, Walter Milliken, Mark Klein, Steffan O'Sullivan, Ann Marie Riley, Steve Riley, Andy Skinner, Sharon Tripp, Liz and Kevin Weishaar.
Assistance Above and Beyond the Call of Duty: Sharon Tripp, Scott Gray.

About FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so; merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA, 02368.

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Gatecrasher Note

Gatecrasher includes all the FUDGE rules necessary to play. It does not include FUDGE's methods for customizing the rules themselves, however. The main FUDGE book is highly recommended for GMs who want to "tweak" *Gatecrasher* to their tastes.

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So what the heck is this all about, anyway?

Gatecrasher is a science fantasy role-playing game. This rule book assumes you already know what a role-playing game is, what players do in a role-playing game, and what a "Game Master" does.

If you don't know any of the above, ask the person you got this book from to explain it to you. If they don't know, either, or can't explain, contact the publisher (our addresses are on p. 206) and we'll do our best to help you.

Chapter One: Welcome to *Gatecrasher!*

What Is *Gatecrasher*?

Gatecrasher is a lighthearted, high-tech, high-fantasy role-playing game set in a damaged universe.

To help new players orient themselves, here's a brief history of the *Gatecrasher* universe.

Long ago, two black holes began orbiting one another. The resulting breach in the space-time continuum allowed energies from a parallel universe to seep into ours. This energy, unfettered by anything so puny as relativity, swept from one end of the cosmos to the other. Humans labeled the alien energy "magic." Some learned to harness it, never guessing that magic was alien to the very fabric of their world.

Then the black holes swallowed each other. The warp closed. The magical stars faded like disrupted dreams. Creatures that relied on magic died out.

One human wizard refused to surrender his magic. Kelorinthol the Incredible, a magician of considerable power, designed an interdimensional Gate to the magical universe. His design excluded magical energies that would affect the material used to carve the Gate — raw magic would eventually destroy the Gate otherwise. Kelorinthol decided to use a substance rare on Earth, so magic-proof objects would be difficult to craft.

The wizard went into space in search of a suitable material, and found a large iridium deposit under Ganymede's ice sheets. Kelorinthol's power was running too low to look much farther. The mage engraved his Gate in the deposit with a magical flame, the last magic that would ever affect a piece of iridium.

Kelorinthol's life-support spell faded seconds before he finished casting his *Create Really Big Interdimensional Gate* spell. Air cascaded from his nose and mouth and frost coated his skin as he made the final gesture. He stumbled into the Gate, mouthing the command to open the portal. With the Gate's power he could restore his vacuum-ruined body, and take his place as the most powerful wizard in the universe.

But the wizard's frantic mouthings produced not even a faint whisper. Sound cannot travel in a vacuum.

Kelorinthol died, a failure.

The Gate waited, ready to open at the right word.

It waited a long time.

Magic faded into history and became a childhood myth. Humanity settled down to the mundane business of developing technology and a world government. Eventually, the World Federation colonized the Solar System, fueling its growing civilization on the resources of other planets.

One resource was iridium, highly prized for drugs and computer equipment. In 2194 a prospector's scanners sensed an exceptionally large and pure iridium deposit beneath Ganymede's surface. The prospector — Bristol Addams of Callisto — went to claim the lode, and discovered a vacuum-frozen corpse crumpled on the largest iridium lode he'd ever seen. The symbols scrawled across the lode gleamed with impossible colors, a circle of light that irresistibly drew Addams' eyes.

Addams' gloved hands brushed the runes as he said "What the hell is this?" His suit provided enough conduction for his voice to reach the runes, activating the Gate.

"What the hell is this?"

Words spoken by Bristol Addams — one of which activated the Gate

The prospector's last words drifted with the magical shock wave as it oozed out of Ganymede. Alien energy poured out of the Gate, traveling at ten percent light speed. Its impact felt feather-light and brick-heavy.

The initial blast of magic ravaged Ganymede, destroying its civilization and most of its inhabitants. Secondary effects shifted the orbits of Jupiter's other moons. Tertiary effects turned the sun momentarily mauve, Earth's skies yellow, and the District Advisory Council of the World Federation into splendid specimens of *Equus asinus*.

Then things started getting weird.

Children came home from school with horns and hooves, or wings and halos. A spate of lycanthropy in the Ceres region of the Asteroid Belt left entire asteroid colonies bloody ruins.

The magical energy had unpredictable effects on machinery. Whole provinces reverted to savagery. The World Federation that had ruled most of the Solar System crumbled under the onslaught, spawning dozens of minor nations. It didn't help that the WF administrators remained asses.

Once the initial shock wave passed, most worlds responded in the time-honored human fashion. They went to war, fighting as their technology failed.

Spontaneous transformations continued everywhere. People awakened to discover halos hanging over their heads, or learned to fly and start fires at a whim. A fat man and a legion of elves set up shop at Earth's North Pole, building toys and jet-powered reindeer.

Welcome to *Gatecrasher*!

Within a few years, the World Federation government ceased to exist. Humanity, or what it was becoming, was left to face the chaos as best it could.

Current Year: 2371 A.D.

Near the end of the 24th century, when the *Gatecrasher* campaign is set, the random mutations have largely stopped. Humanity has diverged into several different species, each with its own features and talents. While magic lies quiescent and controlled in many places, it runs rampant in others. Wars, conspiracies, and subterfuge abound as everyone tries to get what they think they want. In many ways, nothing has changed.

Gatecrasher Magic

Magic is a form of energy not bound by the laws of physics. It allows people to circumvent the universe's pesky natural laws — mages can ignore the speed-of-light limitation and forget the Guideline of Inertia and the Suggestion of Conservation of Mass.

But manipulating magic requires a way of thinking that doesn't work well with technological engineering. Controlled magic and high technology, both constructs of the humanoid mind, do not coexist if at all possible. Magic avoids space stations and other artificial habitats while congealing around planets.

As a side effect of this, an individual's magic works reliably only on objects up to a certain Tech level (see p. 16). The more powerful a person's magic, the further from technology that mage's thought processes run, and the harder it is for that mage's spells to affect technology. Weaker magicians can affect objects of higher Tech levels, but anyone who tries to use magic on high-tech items has a good chance of failing.

Magic frequently unbalances nature. Although the most severe imbalances have leveled out, occasional variations occur as the energy flowing through the Gate shifts intensity and form. When this happens, even the impossible becomes likely.

How to Use This Book

This *Gatecrasher* book is a complete role-playing game, with all the rules and campaign information needed to play. The Game Master should read the entire book. Players should read the *Welcome to Gatecrasher* section. They may also read the chapters covering *Characters, Supernormal Powers, Actions and Combat, Magic,* and *Technology,* as well as *A Tourist's Guide to the Solar System.*

GM-only sections include the "Game Master's Guide," "Secrets of the Universe," and "*Gatecrasher* Creatures."

Pronoun Usage

"He, him," etc. are used to refer to a player, and "she, her," etc. are used to refer to a GM. Pronouns used for characters depend on the character's presumed sex.

Measurement

Gatecrasher uses the metric system. Since many players are uncomfortable with the metric system, here are rough conversions to the English measurement system:

1 meter (m) = 1 yard
30 centimeters (cm) = 1 foot
1 kilogram (kg) = 2 pounds
For more precise conversions, see p. 206.

Gatecrasher characters would most likely use the metric system. As the solar system was colonized by the China-dominated World Federation, hardbound traditionalists might use the ancient Chinese system of measurement, which we do not reference here.

Customizing the Rules

Gatecrasher includes many optional rules, allowing variable levels of realism and flexibility. The players and Game Master should decide which optional rules to use before play begins.

The FUDGE game system provides more optional rules, different methods of resolving situations, and other goodies. Game Masters wishing to customize the *Gatecrasher* rules for their own campaigns will find the FUDGE book helpful.

Required Materials

Rulebooks: Every player should have easy access to the *Gatecrasher* rulebook. The GM may also wish to consult the main FUDGE rule book.

Dice: *Gatecrasher* uses six-sided dice and percentile dice (two ten-sided dice). Most hobby stores carry these dice in a bountiful array of sizes, colors, and material. Special FUDGE dice are also available, for use with the 4d3 method of dice rolling (see p. 55).

Paper & Pencils: Written records of characters are a must, and note-taking helps a lot. Recording changeable character information in pen is not recommended.

High-tech players can use computers instead of paper and pencil.

Lexicon

Android: A robot with a synthetic living brain. Unlike robots, androids have true feelings (p. 35).

Angel: A mortal, intelligent creature who exists to ensure justice. Angels are elementals, and can detect lies (p. 21).

Antentropic: The energy radiated by the Prime Gate, capable of obscene gestures at the Law of Entropy. Used by high-tech people who consider magic inherently evil and don't want to admit that's what it is.

Anti-Tech Zone: An area where technology works poorly, if at all. High-tech devices are more vulnerable than low-tech devices (p. 192, GM's eyes only).

Bound Contract: An agreement bonded by a demon or devil. Someone who breaks or violates a bound contract suffers severe consequences (p. 25).

Breath Weapon: Wyvern and dragons breathe flame, poison gas, or even high-speed shrapnel (p. 29). Ogres have dangerous halitosis (p. 28).

Cherub: The minor elemental form of angel. While cherubs also pursue justice, they're not necessarily as aggressive about it as angels. Cherubs have a limited empathic ability (p. 22).

Cold Metal: Any material difficult or impossible to affect with magic (p. 192, GM's eyes only).

Cyborg: A living creature with mechanical parts. Most cyborgs are humanoids who accidentally lost one or more body parts. (Some mentally warped individuals chop off parts of themselves in favor of cybernetic replacement, but that's their problem.) (p. 35).

Deflector Shield: A damage-absorbing energy field used around spacecraft (p. 140).

Demihuman: A creature closely related to humans. Common demihumans include elves, gnomes, ogres, orcs, and dwarves. Human beings are lumped into this category (p. 21).

Demon: Selfish elemental who exists only to further his own comfort and interests. Demons can bind contracts (p. 23).

Devil: The minor elemental form of demon. Devils can bind written contracts, and are immune to fire damage (p. 24).

Doppelganger: A shapeshifting humanoid. Devotees of pure chaos, doppelgangers take great joy in spreading confusion and mayhem (p. 25).

Dwarf: A stocky demihuman. Dwarves prefer hard knowledge to magic and mysticism. Dwarves of both sexes have beards (p. 25).

Elemental: A character whose biochemistry and physiology has been greatly affected by magic. Common elementals include angels, demons, ko'Sherkin, and wyvern. Despite the names, all of these elementals have human ancestors (p. 21).

Elf: Elves are lithe demihumans noted for gentleness and artistic talent (p. 26).

Enhancements: Extra abilities built into the body of an android, cyborg, or robot (p. 37).

Extended Senses: Any sense possessed by normal humanoids, but with a range beyond normal. Includes the ability to see in the infrared and ultraviolet spectra, hearing ultrasonics and subsonics, and so on.

Fleshies: Term used in high-tech cultures to describe fully living and organic (non-cyborg, non-robot, and non-android) creatures (p. 35).

Force Field: A barrier of energy that keeps material objects and intense radiation out. Usually refers to a small energy field used around a person (p. 63).

Gate: An artificial, permanent warp in space. Summoners can create Gates for personal transportation. Don't confuse minor gates (p. 93) with the Prime Gate.

Gee (G): Unit of gravity originally equal to Earth's gravity at sea level. This is now defined as approximately 10 meters (32') per second squared, since Earth's gravity and sea level now vary (p. 11).

Gnome: Notorious practical jokers, gnomes are short humans (about 110 centimeters (3.5') tall). (p. 26).

Gods: Gods are formed by magical power and the belief of their followers. Most gods are careful to not

offend their followers, as followers refuse to believe in gods who don't meet their expectations (p. 194, GM's eyes only).

High Elemental: Powerful creatures, high elementals are minor gods formed by humanoid belief and magical energy (p. 193, GM's eyes only).

Human: The pre-Gate intelligent race of Earth. Presumably all players have some basic familiarity with humans (p. 27).

Humanoid: Any creature descended from humanity, or deliberately created in basically human shape. Humanoids include elementals, minor elementals, demihumans, robots, androids, cyborgs, and fleshies, but exclude major elementals, high elementals, and gods.

It: Slang word for the Gate's opening, as in "when It happened."

Ko'Sherkin: Chaos elementals, Ko'Sherkin can change their shape to resemble almost anything. A Ko'Sherkin in its natural form looks like a mannequin with most of the color bleached out (p. 27).

Lycanthrope: Minor elementals who are linked to an animal spirit. They can change their form from that of the animal to their normal demihuman shapes. Lycanthropes are also known as "weres" (p. 28).

Major Elemental: A creature of great power, composed of equal parts magical energy and belief. Major elementals are biologically unrelated to humanity. Mortals can summon major elementals for various tasks. Unfortunately for mortals, major elementals can also summon them (p. 193, GM's eyes only).

Minor Elemental: Someone whose biochemistry and physiology has been changed by magic, but not to the extent of a full elemental. Minor elementals include devils, cherubs, doppelgangers, and lycanthropes (p. 21).

Ogre: A large, hulking, brutish demihuman incapable of using any words over two syllables. Many ogres are not as stupid as they behave, however. Ogre breath can knock people out at close range (p. 28).

Orc: A crass, piglike demihuman with a snouty nose and tusks (p. 29).

Plan B: Term used by mercenaries about to engage in a full frontal assault. Foreshadows a short lifespan, as in "Intelligent planning failed. Go to Plan B."

Prime Gate: Kelorinthol's Gate, on Ganymede. The source of all magical energy (p. 4).

Random Icky Thing: Any of a group of unintelligent creatures that often appear at inconvenient times. Many are dangerous, all are unpleasant (p. 195, GM's eyes only).

Robot: A mechanical, non-biological intelligent creature in humanoid form (p. 35).

Shapeshifter: Any humanoid capable of changing shape (p. 51).

Skyfall War: Belter and Martian revolutions of 2042. The war ended with the Skyfall Treaty, where the World Federation agreed to Belter and Martian independence and the Belters agreed to stop dropping very large rocks on the Earth (p. 172, GM's eyes only).

Special-Interest Group: Any of a number of organizations that work across the System. Many are crackpot, others only seem to be (p. 189, GM's eyes only).

Spell: A ritual that releases magical energy in a controlled manner for a desired effect. Only magicians can perform spells (p. 74).

Supernatural Talent: A magical ability inherent in a magically-untrained person or creature (p. 46).

Tech Level: A description of a culture's or person's technological advancement. In game terms Tech Level ranges from –10 to +10, with the higher numbers being more advanced (p. 12).

Wizardry: A culture's or person's magical knowledge and development. In game terms Wizardry is measured on a scale of –10 to +10, with higher numbers indicating greater advancement (p. 12).

World Federation (WF): The Chinese-dominated organization that ruled the Earth and most of space from 2011 until 2194 (p. 171, GM's eyes only).

Wyvern: A dragon-like elemental. Wyvern hate technology (p. 29).


BEN SPADE
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DETECTIVE
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OUR MOTTO:
"IF I KAN'T DO
I DON'T."

Chapter Two: *Gatecrasher* Characters

A magazine ad changed Adam Reynolds' life forever.

The magazine was Supernatural Entity Monthly. Few people noticed that particular ad; the few who noticed generally laughed it off. Being a young and impressionable devil, Reynolds did neither. The ad read:

ARE YOU EXPENDABLE? Or would you like to be expendable? Do you possess basic motor functions and a heartbeat? If so, we have the job for you! Supernatural Entity Monthly is seeking investigative reporters in a wide variety of areas. Adventure! Full Hospitalization! See the Solar System!

Call 874-22-898-650, Luna City.

A typical Lunar youth, Reynolds had been inundated with Lunar propaganda, programmed with Lunar beliefs, and wholeheartedly believed that the people of Luna were the toughest creatures in the solar system. The idea of a life of adventure, intrigue, and excitement sparked his imagination. "I could handle this!" he told himself as he dialed the phone.

He quickly learned better.

Character Creation

In a FUDGE role-playing game, characters are defined using "Character Traits." Traits are categorized as Attributes, Skills, Gifts, Faults, and Supernormal Powers. Attributes and Skills are assigned "levels" on a 7-step scale ranging from "Terrible" to "Superb." Gifts, Faults, and Supernormal Powers are defined with simple descriptions of their effects in game terms. *Gatecrasher*-specific character traits are described more fully, beginning on page 13.

Before players begin creating characters, the GM should decide whether to use the Subjective (more "free-form," less restrictive) or Objective (level-based, more balanced) method of assigning traits and trait levels (see pp. 12-13).

The FUDGE rulebook, while not necessary to play *Gatecrasher,* provides more information on ways to create characters, and advice on minimizing abuse of FUDGE's extremely flexible system.

Steps in Character Creation

Here are the steps to follow in creating a character for the *Gatecrasher* game.

1) *Begin with a character concept.* The player should have an idea as to what type of character he wishes to play. Read this chapter all the way through to find out what types of characters are possible.

2) *Pick a Homeworld for the character.* This will affect the character's Tech and Wizardry levels, and his "native gravity." These, in turn, will affect the skills, equipment, and magical abilities the character may have.

3) *Assign Traits (Attributes, Gifts, Faults, and Skills) and trait levels.* This process differs for the Subjective Character Creation system (where player simply assigns traits and levels within certain limits chosen by the Game Master) and for the Objective Character Creation System (where players spend "levels" granted by the Game Master on Attributes and other character traits). Both means of character creation are detailed below.

Next, assign the character's Secondary Attributes. These include Magic Points, Magical Effect, Move, and Damage Capacity. The character's Primary Attributes determine what his Secondary Attributes will be.

4) *Choose the character's Race.* Players may choose from fourteen races: Angel, Cherub, Demon, Devil, Doppelganger, Dwarf, Elf, Gnome, Human, Ko'Sherkin, Lycanthrope, Ogre, Orc, and Wyvern. Some racial choices affect Attributes — adjust as necessary.

5) *Choose the character's Supernormal Powers.* These may be cybernetics and cybernetic Enhancements, Supernatural Talents, or the ability to cast spells. If using the Objective Character Creation System, players may give their characters three Supernormal Powers. SPs may be "traded" for normal Gifts on a one for two basis (one Supernormal Power = two Gifts) or vice versa.

Write everything down on a character sheet (you may photocopy the one in the back of the book), or at least semi-legibly on a scrap of paper you don't intend to throw away. Check to make sure the character is the way you want him, and that the GM likes him, too! Feel free to change things around — add or remove some Skills, give him another Fault, change the Supernormal Powers you chose. Just remember to keep the "levels" balanced (if using the Objective Character Creation System) and the Game Master happy.

The above steps don't need to be followed in precise order, as long as each one is carried out at least once.

The following sections take you step by step through the character creation process.

Character Concept

How much does a character know about a particular subject? How well can he shoot a weapon, run a sewing machine, or cook? While this might seem like a lot of information, the character creation process conveniently defines all this and more.

First, the player should have an idea for the charac-

ter. Will he be strong or weak? Clumsy or dexterous? Intelligent or dull? Friendly or hostile? The player should make choices that he finds interesting.

Crafting a finely detailed character is one of the joys of good role-playing. Players may want to consider the questions below to help give their character flavor.

What does he do for a living? Does he like his work?

What makes the character emotionally react?

What's the character's family like?

What does he do in his free time?

What motivates him? What does he want out of life?

What conflicts are in his personality?

What are his personality flaws?

If he could be anyone else, anywhen else, who would he be?

How does he feel about magic? Technology? Violence? Pacifism?

Who were his best friends in childhood? Does he still know them?

Does he have cybernetic replacements? How did he lose his original body parts? How did he react to gaining prostheses and losing his living body parts?

What personality quirks does he have? What are his favorite foods, drinks, and entertainments?

Players can develop their characters' personalities, quirks, and flaws as the game progresses. Basic personalities usually appear in the first few game sessions, and other traits emerge as a campaign progresses.

Feel free to develop previously-unexplored aspects of a character. Add details that don't conflict with the character's previous behavior whenever possible.

Option:
Character Background

The GM can request that each player write a short history for his character before play begins. This background can include answers to any of the questions above, or anything else the player believes is relevant.

The GM can award each character up to 5 experience points (EPs) for a background, depending on the background's length and quality. (See p. 31 for an explanation of EPs and how they're used.)

Example: Wilma, Sample Character

Wilma's player has a basic concept for his character. He's decided he wants to play a self-reliant Belter (see p. 147). She's the technical sort, and doesn't care much for magic.

Homeworlds

A person's homeworld affects his lifestyle. Characters from a high-tech culture have different opportunities than characters from a high-magic culture, and characters from primitive cultures differ from either.

The GM can either specify the homeworld for each character in a campaign, or each player can select a homeworld. (See Chapter Seven: *Tourist's Guide to the Solar System.*)

The player should keep his character's homeworld in mind during character creation. For example, Lunar society rejects magicians. How would this affect a Lunar mage's upbringing and history?

The planetary descriptions are only cultural norms. Characters may be misfits, rejects, and outcasts.

Gatecrasher Terms

The various terms used to describe *Gatecrasher* characters include:

Attributes: Any trait that *every* character has. The *Gatecrasher* attributes are: Awareness, Constitution, Dexterity, Id, Reason, and Strength.

Awareness: A character's alertness.

Constitution: A character's hardiness and health.

Damage Capacity: A character's ability to absorb damage.

Dexterity: A character's coordination.

Enhancement: An unusual ability built into a cybernetic character.

Fault: A weakness the character has.

Gift: A special ability or talent the character has.

Id: A character's self-awareness, force of personality.

Magic Points: The amount of magical energy a character has.

Magical Effect: The highest Tech level the character's magic usually affects.

Move: A character's maximum movement speed.

Native Gravity: The level of gravity on the character's homeworld.

Reason: A character's intelligence.

Shield: A robot's or android's or cyborg's resistance to radiation.

Skill: Something that a character has learned to do.

Strength: A character's muscle power.

Supernatural Talent: An innate magical ability.

Tech: The character's familiarity with technology.

Trait: Any term used to describe a character's abilities (Attribute, Gift, Fault, Skill, etc.).

Wizardry: The character's familiarity with magic.

Homeworld Characteristics

Native Gravity, Tech, and Wizardry all vary with the character's homeworld. See Chapter Seven: *Tourist's Guide to the Solar System* for more information on each world. (Uninhabited moons are not listed here.)

Where Tech or Wizardry is given as a range, the GM determines the actual figure for the character's specific place of origin.

Optional Gift or Fault costs are listed for GMs who want to use them to balance character abilities with the advantages or disadvantages of a given home world.

To determine the Gift or Fault value of a specific locale, add Tech Level and Wizardry. If the total is less than –10, the home world is worth 2 Faults; –9 to –4 is worth 1 Fault; –3 to +3 is free; +4 to +9 costs 1 Gift; +10 or higher costs 2 Gifts. Standard Gravity costs an additional Gift; Zero Gravity is worth one Fault.

Amalthea (1 Gift): Zero Gravity, Tech +4, Wizardry +6
Ariel (1 Fault): Zero Gravity, Tech +6, Wizardry –3
Asteroid Belt (Variable): Zero Gravity, Tech +3 to +9, Wizardry –10 to +8
Charon (Free): Zero Gravity, Tech +5, Wizardry 0
Deimos (1 Fault): Zero Gravity, Tech +6, Wizardry –5
Dione (1 Fault): Zero Gravity, Tech +7, Wizardry –6
Earth (1 Fault): Standard Gravity, Tech –10 to –5, Wizardry –5 to +6
Europa (1 Gift): Low Gravity, Tech +5, Wizardry 0
Himalia (1 Fault): Zero Gravity, Tech +6, Wizardry –5
Io (1 Gift): Low Gravity, Tech +8, Wizardry 0
Luna (Free): Low Gravity, Tech +10, Wizardry –9
Mars (1 Gift): Low Gravity, Tech +2 to +6, Wizardry 0 to +2.
Mercury (1 Gift): Low Gravity, Tech +9, Wizardry –3
Nereid (1 Fault): Zero Gravity, Tech –8, Wizardry +10
Oberon (1 Fault): Zero Gravity, Tech +5, Wizardry –3
Pluto (1 Gift): Standard Gravity, Tech –1 or +5, Wizardry 0
Rhea (1 Fault): Zero Gravity, Tech +7, Wizardry –10
Rings (Free): Zero Gravity, Tech +7, Wizardry +2
Titan (2 Gifts): Low Gravity, Tech +7, Wizardry +7
Titania (1 Fault): Zero Gravity, Tech +6, Wizardry –9
Umbriel (2 Faults): Zero Gravity, Tech +5, Wizardry –10

A character's homeworld determines his Native Gravity, Tech, and Wizardry traits. These describe the type of gravity the character is most comfortable in and his general familiarity with magic and technology.

If a character has lived on more than one world, his Native Gravity, Tech, and Wizardry are determined by the world he lived on during his formative years. The player may adjust these traits by choosing gifts or faults that raise or lower these traits — see p. 16

example: Wilma

Wilma comes from Vesta, a small asteroid in the Belt. According to the description (modified by the GM for the specific asteroid), this makes her Native Gravity Zero Gravity, her Tech +6, and her Wizardry 0.

Native Gravity

A character's native gravity describes the level of gravity in which he feels most comfortable. Physical activity in gravity levels other than what the character is accustomed to may be difficult. Training (Skill) can overcome these difficulties — spacecraft crews, for example, often learn to work in high gravity.

One "gravity" (or G) equals the gravitational pull at the surface of the Earth at sea level prior to the opening of the Gate. (With the changes in sea level and unpredictable shifts in Earth's total mass since It happened, assume one gravity equals an acceleration of 10 meters (32') per second per second.) Most players experience this level of gravity fairly regularly.

Zero Gravity is anything less than 0.05 G. "Down" becomes a moot term. Space ships and space stations that don't rotate, accelerate, or use artificial gravity are at "zero G." Most moons are small enough to have, in effect, zero gravity.

Low Gravity ranges from 0.05 G to 0.65 G. Large moons have this level of gravity.

Standard Gravity ranges from 0.65 G to 1.3 G. Many space stations keep their gravity at this level.

High Gravity ranges from 1.3 G to 4.0 G. Spacecraft under heavy acceleration experience this level of gravity. Spacecraft crew are reluctant to move under this acceleration, as a misplaced step means a very painful and possibly fatal fall.

Lastly, **Aerial Environment** is the native gravity of a character who doesn't usually touch the ground. Characters who use wings as their normal mode of transport have "aerial environment" as their native gravity. The player should also note the actual gravity of the character's environment, however, as characters can't fly well in gravity above what they're used to.

Characters out of their native environments (e.g., a zero-G native trying to walk in standard gravity) cannot perform actions as well as usual (see p. 56).

Characters can develop skills to handle different gravity levels. See *Skills* (pp. 17-18) for details. Characters who have lived in several different gravity levels learn to work in them all. For game purposes, if the player wishes the character to be comfortable in gravity levels other than the character's native gravity, he should assign those other gravity levels as skills.

Character Tech

A character's Tech determines the limits of the character's technological experience. A character of Tech –9 has probably never seen a groundcar, but a character of Tech +9 is familiar with modes of transport well beyond cars. A character's Tech may restrict the type of equipment he has at the start of the campaign — someone from a Tech –3 homeworld isn't likely to possess a suit of Tech +8 powered destructor armor.

A character's homeworld dictates his Tech. The GM may allow exceptions for particular characters, especially if the exceptions advance the game's plot or character development. Any exceptions should be well thought out and justified by the character's background.

See p. 109 and p. 143 for more information on Tech levels.

Character Wizardry

Like Tech, a character's Wizardry usually equals that of his homeworld. Wizardry determines a character's level of understanding of magic. More specifically, it affects the number of Magic Points a character has for spell casting or for using supernatural talents such as telepathy or flying.

See p. 143 for an explanation of Wizardry levels.

Assigning Traits

After choosing a homeworld, it's time to assign the character's traits — Attributes, Gifts, Faults, and Skills.

Methods of rating Attributes and assigning character traits may differ from campaign to campaign; see *Subjective Character Creation,* right, and *Objective Character Creation* after that.

The steps involved in character creation are the same regardless of the method chosen (Subjective or Objective). The difference lies in how traits and trait levels are assigned.

FUDGE Trait Scale

Like most role-playing games, FUDGE measures various aspects of a character in "game terms." But FUDGE uses ordinary words instead of numbers. Character Attributes and Skills are measured on the following scale, from best to worst:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

There's another level above Superb (Legendary), but starting characters can't have any trait above Superb — unless they have a Supernormal Power that allows it. (See *Legendary Levels*, p. 31.)

Subjective Character Creation

Subjective character creation requires active GM intervention and players familiar with the *Gatecrasher* universe — players should be discouraged from creating characters too powerful for the Game Master's intended campaign.

To create a character subjectively, each player writes down everything about his character that he feels is important — including a background and a synopsis of previous exploits.

The player then assigns levels to his character's Attributes, and chooses Gifts, Faults, Supernormal Powers, and Skills for his character. There are a few restrictions: the character can have only one Superb Attribute and two Superb Skills., and the character must meet GM approval. As long as those restrictions are met, the player may assign any Attribute levels, Gifts, Faults, Skills, and Supernormal Powers desired.

Most skills default to Poor; these do not need to be written on the character sheet. Players may choose to define skills as "Terrible" (worse than the default) to fit the character concept.

The player and GM should discuss the character before play. If the GM thinks the character is too strong for the campaign, she can ask the player to reduce the character's power or take additional Faults. If the character is too weak, the GM can suggest ways to boost his abilities — but players should be allowed to play weak characters if they wish.

Objective Character Creation

In the Objective system, each player gets a specified number of levels to apply to his character's skills and attributes. The player can distribute these as he likes. The Objective system helps players balance their characters in respect to each other.

Attributes: 3 free levels
Gifts: 4 free Gifts
Faults: 2 mandatory Faults
Supernormal Powers: 3 free Supernormal Powers
Skills: 40 free levels

In this system, every Attribute starts at Fair. The player can use the character's three free levels to raise any three Attributes one level each (to Good), or one Attribute three levels (to Superb), or one Attribute two levels (to Great) and another one level (to Good). Further boosts in Attributes can be gained by taking levels from other Attributes. For example, if the player wants his character to have Superb Id, he must spend all three of his "free" levels on Id or reduce some of his other Attributes to make up the difference.

The four Gifts can be applied toward mundane Gifts (see p. 16), or two Gifts may be traded for one Supernormal Power (Supernatural Talent, Magic Ability, or Cybernetics).

Each character must have two Faults. The player may take extra Faults to gain extra Gifts, on a one-for-one basis.

The 40 free skill levels are used to raise the character's skills from their default of Poor. Raising a skill from Poor to Great, for example, costs four levels. Choose skills from the list provided (including *Skill Packages,* see p. 20), or make up skills of similar usefulness. Skills with no default cost one skill level to get at Terrible, two at Poor, and are raised normally from there.

Each character also gets three Supernormal Powers, which may be assigned as Supernatural Talents, Magical Ability, or Cybernetic Enhancements.

Trading Traits

A player may gain extra trait levels by taking GM-approved Faults at the following rate:

1 Fault = 1 Gift
1 Fault = 2 Attribute levels
1 Fault = 6 Skill levels
2 Faults = 1 Supernormal Power

The Game Master may allow trading levels between Attributes, Gifts, Faults, Skills, and Supernormal Powers according to the following table:

1 Attribute level = 3 Skill levels
1 Gift = 6 Skill levels
1 Gift = 2 Attribute levels
2 Gifts = 1 Supernormal Power

The player and GM should discuss the character before beginning play. If the GM thinks the character is unsuitable for the campaign planned, she should advise the player on ways to alter the character to something both the player and the GM can be happy with.

Objective example: Wilma the Cyborg

Wilma's player decides to develop his character as a smart woman, a bit stubborn, and maybe not quite as observant as other people. He wants a high Reason and a high Id. He decides to give Wilma a Superb Reason (using three levels) and a Great Id (using two levels). Since he has only three "free" levels, he needs to take two levels from other attributes. He reduces her Awareness and Strength to Mediocre (one level each).

Now for the Gifts. The player chooses two mundane gifts (giving her Attractiveness and Ability to Make Contacts). He trades two gifts for a Supernormal Power, giving Wilma a total of four SPs. He decides to spend two SPs on cybernetics (enough to replace Wilma from the waist down) and two on Supernatural Talents (Invisibility and Telekinesis).

Two Faults. Hmmm. The player decides to take Always in the Wrong Place at the Wrong Time and Soft-Hearted. Those should make Wilma's life fun.

For skills, the player gives Wilma the standard Engineer Skill Package (15 Skill levels), choosing Astronautical Engineering to be the Superb skill. He adds Superb Computer Operation for another five skill levels, then scatters the remaining 20 levels among other, non-professional skills like Climbing, Disruptor Pistol, and Knitting.

Attributes

An Attribute is a character trait that every character has. For example, every *Gatecrasher* character has some amount of intelligence (called Reason). It might be hard to recognize at times, but that's simply a Terrible Reason Attribute in action.

Gatecrasher uses six Attributes. They are: Awareness, Constitution, Dexterity, Id, Reason, and Strength.

Awareness

This describes someone's attention to his surroundings. While most people have adequate vision and hearing, people don't pay as much attention to the world around them as they could.

Loss of one or more senses does not affect Awareness.

example

Heather Donner pays attention to everything. Not only does she notice visual details, but she tastes every bite she eats and notices the shifting sounds of a passing hovertrain. Few people can sneak up on her. She has Superb Awareness.

The research magician Gogolf spends most of his time thinking about new spells. While his eyes work fine, he rarely pays attention to them. (They're thinking of going on strike.) He has Poor Awareness.

Constitution

This Attribute gives the character's endurance, stamina, and general ability to withstand disease, poison, and other ills.

example

Although rather short, Adam Reynolds is wiry and tough. He rarely falls ill, and has a high pain tolerance. Adam has Good Constitution.

Emerson Brinmore has a glass jaw and faints at the sight of (his own) blood. He has Terrible Constitution.

Dexterity

Whole-body agility, hand-eye coordination, and general nimbleness are measured by Dexterity.

example

Jerri Thwapmore is famous for her unparalleled ability to trip over her own feet and shatter unbreakable dishes. She has Terrible Dexterity.

Heather Donner is quick and nimble with her fingers, and works cat's cradles and coin tricks in her off time. She has Superb Dexterity.

Id

Id describes the strength of the character's self-identity, presence, and willpower. (In real psychological terms, this is "Ego" — but that has negative connotations, so we use "Id" instead.) People with a low Id are unsure of themselves, and more vulnerable to mental domination than characters with high Ids. Id also dictates a character's magical ability: one with more confidence and strength can focus more magical energy.

example

Emerson Brinmore spends long hours focusing his concentration, developing his will, and increasing his magical power. He has Superb Id.

Adam Reynolds has a Fair Id. He's more prone to flee than he thinks he should be and is vulnerable to magical mental domination.

Reason

Reason describes a person's learning and mental training. The character's player should do most of the actual thinking, but when the *player*-is unable to solve a problem his character is trying to reason through, the GM may call for a roll against Reason and provide clues if successful. This Attribute gives a good idea of just how intelligent the character is.

example

Emerson Brinmore learns quickly and easily, accepting new ideas as needed. He has talent with any task requiring thought, indicating that he has Good Reason.

Lindstrom Burke uses the same ideas over and over again. He laboriously works out a method to solve a problem, then reuses it until a flaw appears. While not stupid, thinking takes too much energy for him to do it too often. He has Mediocre Reason.

Strength

This is the character's raw muscle power.

example

Adam Reynolds has Great Strength. He can lift heavy objects, break chairs, and occasionally crush full beer cans with his bare hands. (He doesn't do this too often, though, as it causes a mess.)

Heather Donner, with her Poor Strength, decides to let Adam be chivalrous and carry her backpack.

Using Attributes in the Game

Attribute levels help define a character's major strengths and weaknesses, and should be assigned to fit the character concept.

Whenever the character attempts a task that isn't covered by a specific skill, the GM may allow a roll against an Attribute (see *Action Resolution,* p. 55). Lifting a rock, for example, may require a Strength roll, while remembering what flavor frosting Aunt Gertrude likes on her birthday cake may require a roll against Reason.

Secondary Attributes

Like regular Attributes, Secondary Attributes determine a character's abilities in certain tasks. A character's main Attributes determine his Secondary Attributes.

Any changes in main Attributes also alter Secondary Attributes.

In *Gatecrasher,* Secondary Atributes include: Magic Points, Magical Effect, Move, and Damage Capacity.

Magic Points

Magic Points measure the initial amount of magical power the character has. Magic Points climb and drop as the character uses power or rests.

A character's Id and Wizardry traits determine how many Magic Points he has. (See the *Magic Points Table,* below.)

Cybernetic characters modify their Magic Points score as follows:

cyborg	
1-10 parts replaced	× 0.9
11-20 parts replaced	× 0.7
21-30 parts replaced	× 0.5
fully replaced	× 0.1
android	× 0.5
robot	× 0.0

Most Supernatural Talents and all spells use Magic Points. Magic Points are recovered only by deep sleep or meditation (see *Magic Point Recovery,* p. 78).

Cyborgs lose the ability to access their personal magic as more of their bodies are replaced. Androids have absorbed energy from the time of their creation, and so have a bit of energy despite their cybernetic bodies. Pure robots have no Magic Points whatsoever and can never have them.

Magic Points Table

Wizardry	Id: Terrible	Poor	Mediocre	Fair	Good	Great	Superb
–10	1	6	11	16	21	26	31
–9	3	8	13	18	23	28	33
–8	5	10	15	20	25	30	35
–7	7	12	17	22	27	32	37
–6	9	14	19	24	29	34	39
–5 to –4	11	16	21	26	31	36	41
–3 to –2	13	18	23	28	33	38	43
–1 to +1	15	20	25	30	35	40	45
+2 to +3	16	21	26	32	37	42	47
+4 to +5	17	22	27	34	39	44	49
+6	18	23	29	36	41	46	51
+7	19	24	31	38	43	48	53
+8	20	25	33	40	45	50	55
+9	21	26	35	42	47	52	57
+10	22	27	37	44	49	54	59

Magical Effect

Magical Effect measures the Tech levels a character's magic can affect. Affecting technological devices of a Tech above the character's Magical Effect is difficult.

Id	Magical Effect
Terrible	+9
Poor	+6
Mediocre	+3
Fair	0
Good	–3
Great	–6
Superb	–9

Magic and technology are so opposed to one another that less powerful magic (wielded by characters with lower Id levels) has a better chance of affecting a technological item than more powerful magic.

A character can use one of his Gifts to boost his Magical Effect by one. This can only be done once.

Magical Effect cannot be altered once established.

See p. 73 for more information on the effects of magic on technology.

Move

Move measures how quickly a character can run. Move equals either the character's Dexterity or his Constitution, whichever is lower.

The table below shows the character's actual speed, in both meters per combat phase and kilometers per hour. (When using four-second combat phases, they're within 10% of each other: 12 kilometers an hour equals 12 meters per combat phase.) For the number-crunchers out there, each level of Move is about 1.2 times as fast as the preceding level.

Move level	sustained	sprinting
Terrible	12	18
Poor	14	21
Mediocre	16	24
Fair	20	30
Good	24	36
Great	28	42
Superb	32	49

Damage Capacity

Damage Capacity measures a character's resistance to injuries. It defaults to Fair, and may be raised by spending a Gift (one Gift gains one level; maximum Superb). Lowering Damage Capacity one level is worth one Fault.

Gifts

A Gift is a positive trait that doesn't fit into the Terrible to Superb scale.

Every character starts with four "mundane" Gifts. Mundane Gifts can be "traded" for other character traits such as Supernormal Powers, Attributes, or Skills (see p. 13). See Chapter Three: *Supernormal Powers* for Supernatural Talents, Cybernetics, and Magic Ability.

Gifts include, but are not limited to: always keeps his cool; ambidextrous; attractive; beautiful speaking voice; bonus to one aspect of an Attribute (such as hearing or manual coordination); many people owe him favors; powerful patron; good reputation; rank; status; wealth; etc. A player can use a Gift to make his character especially technologically or magically knowledgeable; the character gains a +1 to his native Tech or Wizardry for every Gift spent on increasing the level.

The Game Master may create a "master list" of Gifts available in her campaign, or allow players to define their own Gifts. The GM may increase the cost of any powerful Gift — by requiring two or more Gifts to be spent on something like Heir to the Emperor of Australia, for example. (She may also require such a character to have the Fault of Targeted by Assassins with no subsequent increase in levels available for character creation.) The GM can veto outright any truly ridiculous Gift, such as Richest Being in the Universe.

Faults

Faults make a character's life more difficult. They can be physical, social, or psychological. Faults can even appear somewhat positive; a code of honor that demands that the character fight for elvish honor no matter what, for example.

All characters begin with two Faults. The player may choose more in return for extra levels in other traits (see p. 13). The GM determines how many trait levels the Fault is worth — severe Faults may be worth more than usual, while minor Faults may be worth less.

Possible Faults can include, but are not limited to: absent-minded; addiction; tactless; compulsive behavior; phobia; lazy; outlaw; subtly but dangerously mad; strong allergies; social stigma; vain; unlucky; and so on.

Most Gifts can be reversed into Faults; the opposite of "attractive speaking voice" is of course "unattractive (or harsh, or grating) speaking voice," and so on.

A character can use one Fault to decrease his Tech or Wizardry by one level.

The Game Master may make a "master list" of Faults available, or leave Faults to the players' imaginations.

Skills

A Skill measures training in a particular activity or field of knowledge. A character's skills determine what he knows. Like attributes, skills are rated on the Terrible to Superb scale. Most skills default to Poor. Players may choose their character's skills and assign levels (see pp. 12-13). Skills with "No Default" cost one level to get at Terrible, and are then raised normally.

See *Skill Packages,* p. 20, for a quick and easy way to start a character's skill list.

Tech and Skills

A character should have skills that fit with the player's concept of the character. Tough and brawny people probably have combat skills, while brainy types probably have science, engineering, or magic skills. Choosing mismatched skills can provide entertainment, but can also prove to be frustrating.

Characters cannot have skills involving devices or concepts of a Tech above their own.

Magic and Engineering Skills

Magic and engineering are antithetical. Each requires a completely different frame of mind. Switching between these frames of mind is difficult.

Some characters have Magic Ability (taken as a Supernormal Power — see p. 45). For every level of Magic Ability a character has, increase the cost of developing a scientific Skill that many times. For example, if a character has four levels (Fair) of Magic Ability, each scientific skill costs four skill levels per level above the default (usually Poor).

Prerequisites

A few skills have prerequisites (other skills that must be learned first). A character must have all of a skill's prerequisites at Fair or better before he can add more than one level to the skill. Someone who tries to learn any type of Engineering without having the proper mathematical background, for example, won't get very far. Prerequisites are marked in brackets. For example, **Cryptography [Mathematics]** indicates that the character must have Mathematics at Fair or better before he can learn Cryptography at better than Mediocre.

Skill Examples

The following list gives some examples of possible skills for *Gatecrasher* characters. The GM and players may make up their own additional skills, of course. GMs familiar with other skill-based role-playing games may steal additional skills from those games.

Acrobatics: Performing gymnastic feats such as tumbling and tightrope walking.

Acting: Role-playing another persona and familiarity with acting customs and methods.

Agriculture (specify): Farming in a particular area or environment: plains, temperate, tropical, desert, etc.

Alertness: Attentiveness and vigilance. A character with the Alertness Skill can use it instead of Awareness when checking for surprise.

Animal Husbandry: Care of common animals.

Animal Training (specify): Training a particular species of animal.

Area Knowledge (specify): Familiarity with a particular city or similar area.

Art (specify): Creating a particular type of art.

Biochemistry (No Default): Studying the interaction of organic molecules, particularly those in living things and medicines.

Biology: Studying living things and how to classify them.

Body Language: Reading someone's mental state from his posture and motion. On a successful Body Language Skill roll, the character can identify someone's general emotional condition.

Bureaucracy: Getting things done in various systems of government.

Chemistry (No Default): Study of chemical interactions.

Climbing: Climbing walls, ropes, or whatever.

Combat, Electronic: Attacking and defending in electronic combat. The character cannot attack unless he has the Computer Control Enhancement. This Skill gives robots and cyborgs a better chance of defense against electronic attacks.

Computer Operation: Using prewritten computer programs.

Computer Programming [Computer Operation, Mathematics]: Writing computer software.

Cover: Concealing oneself from distant observers.

Cryptography [Mathematics]: Using, making, and breaking codes.

Cultural Adaptability: Recognizing and adopting local customs.

Cybernetics: Caring for and repairing robots, androids, and prostheses.

Demolitions: Using explosives.

Diplomacy: Negotiation and mediation.

Disguise: Changing one's appearance with make-up and physical actions.

Dishwashing: Performing menial kitchen chores — useful for earning eating money in a strange town.

Dodge: Avoiding hand-to-hand attacks and getting out of the line of fire of ranged weapons.

Endurance: Maintaining consciousness despite fatigue or injury. A character can roll against Endurance to treat wounds as though they were less severe (Incapacitated is only Very Hurt, etc.). See *Wounds,* p. 66.

Engineering, Aeronautical [Mathematics, Physics]: Familiarity with the design, function, and repair of aircraft.

Engineering, Astronautical [Mathematics, Physics]: Familiarity with the design, function, and repair of spacecraft.

Engineering, Chemical [Chemistry, Mathematics]: Familiarity with the design and manufacture of chemicals.

Engineering, Civil [Mathematics, Physics]: Familiarity with the structure, design, and maintenance of buildings, roads, and similar structures.

Engineering, Electrical [Mathematics, Physics]: Familiarity with the design, theory, and repair of electrical devices.

Engineering, Mechanical [Mathematics, Physics]: Familiarity with the design and function of mechanical systems.

Engineering, Nuclear (No Default) [Mathematics, Physics]: Familiarity with the design, function, and repair of nuclear devices.

Engineering, Weapons [Mathematics, Physics]: Familiarity with weapon design and maintenance.

Epidemiology [Medicine]: Studying disease and contagion.

Fast Talk: Convincing people through rapid, confusing doubletalk.

First Aid: Tending wounds immediately after they're received. May reduce one wound's severity by one level. The GM sets the Difficulty Level.

Flying: Using wings in an Aerial environment. Defaults to Poor for those born with wings, to Terrible otherwise.

Forgery: Creating false documents.

Gambling: Non-game-specific gambling techniques, including bluffing and misleading.

Game (specify): Knowledge of a particular game and its variants.

Gesture Communication: Communicating without speaking, including sign language.

Gravity (specify): Moving in a specific non-native gravity level: zero, low, standard, high, or aerial.

History (specify): Knowledge of a particular era of history.

Jury Rigging: Temporarily repairing a broken machine. On a successful Skill roll, a jury-rigged machine will work for another 2d6 minutes. (The GM determines the target Difficulty Level.) Each attempt to jury rig something takes one minute. When the character fails a

Jury-Rigging Skill roll, the item is truly broken and cannot be jury-rigged again.

Law (specify): Knowledge of a particular field of law: criminal, medical, insurance, divine, tax, etc.

Leadership: Commanding groups.

Lie: Concealing that one is lying. This Skill is useless against angels or cherubs.

Literacy: Reading and writing. In cultures where Literacy is an Everyman Skill, this Skill represents advanced reading ability.

Literature (specify): Knowledge of major works of literature from any one culture.

Lockpicking (specify): Opening either electronic or non-electronic locks without the proper keys.

Magic (No Default) (specify): The study of a particular type of magic (Conjuration, Enchantment, Esper, Kinetic, Necromancy, Psionics, or Summoning). See Chapter Five: *Magic* for more information.

"Me practice neck romance."

—Styre the Ogre Magician

Magic Targeting: Aiming spells or Supernatural Talents.

Magical Familiarity: Recognizing spells and types of magic. A general skill for non-magicians.

Management: Supervising and operating businesses.

Mathematics: Knowledge of advanced mathematics.

Medicine [Biology, Biochemistry]: Caring for people's health and curing illness.

Musician (specify): Playing a particular musical instrument.

Navigation (specify type) [Mathematics]: Navigating through a particular environment (space, sea, or land).

Physics [Mathematics]: Understanding the fundamental laws of nature.

Physiology [Medicine]: Studying humanoid anatomy.

Pickpocket: Stealing people's small belongings.

Pilot (specify vehicle): Driving a specific type of vehicle. Sea vehicles include sailing ships, power vessels, and small craft. Land vehicles include groundcars, half-tracks, tanks, earth-moving equipment, and tractor-trailer rigs. Spacecraft come in many different models.

Powered Armor: Using different types of powered armor. The character must make a Fair Powered Armor Skill roll to operate unfamiliar armor.

Psychology: Studying the mind and its ailments.

Religion (specify): Knowledge of (and possibly belief in) a particular religious system.

Riding (specify animal): Riding a specific type of animal.

Sales: Selling anything.

Savoir-Faire: Using smooth social skills.

Security Systems: Installing and bypassing security systems.

Sense (specify): An acutely trained particular sense. The character can use this Skill instead of Awareness when appropriate. Characters with Supernatural Talents such as Perception must take this Skill to use the talent.

Sleight of Hand: Performing non-magical tricks.

Sociology: Study of cultures and social forms.

Spatial Sense: Orienting one's self quickly despite confusing motion.

Stealth: Moving without anyone noticing. The character blends into crowds, or hides in shadows, as appropriate.

Strategy: Using forces in large-scale combat.

Streetwise: Developing contacts and finding one's way through the underworld.

Surgery [Medicine]: Performing surgical operations.

Surveillance: Watching for unusual activity over long periods of time, and finding a suitable watching place.

Surveillance Technology: Using covert sensing gear, such as phone taps and bugs.

Survival (specify): Foraging for food, water, or air in a particular environment.

Swimming: Moving through water.

Tactics: Using forces in small-scale combat.

Tailing: Following someone, staying within sight but without being seen.

Telemetry: Operating sensing gear.

Throwing: Using grenades, rocks, and other rough projectiles. Does not include knife or spear throwing.

Toxicology [Biochemistry]: Study of poisons.

Tracking: Following someone at a distance, by indirect means such as footprints or scent.

Unarmed Combat (specify): Attacking people with bare hands. Although the most common version of this Skill is to merely hurt people, someone might also learn to hold someone (Grappling), throw them (Judo), or anything else the GM allows.

Veterinary Science [Biology, and Biochemistry or Animal Husbandry]: Caring for animal health.

Weapon (specify): Using a particular weapon: short sword, disruptor pistol, or so on.

Writing: Churning out hack literature or role-playing games.

Everyman Skills

Some skills are common in a culture. In 20th-century North America, for example, most adults know how to drive a car, operate an elevator, and prepare an edible meal. A character can perform these basic tasks passably, and only needs to make a Skill Roll if attempting an exceptional task.

Everyman Skills default to Fair. It is not necessary to record Everyman Skills on the character sheet unless the character is exceptionally skilled (Good or better).

Magic Skills are never Everyman Skills, even on Nereid.

example

Heather Donner (Tech +7) learned to drive a car in school, just like everyone else. In unusual circumstances, such as being shot at or driving in a heavy blizzard, she will need to roll against her Fair driving skill to avoid wrecking the car.

New Skills

Players can propose any new skills they like, subject to the GM's approval.

Skill Packages

The following skill packages can give players an idea of the skills people of a particular profession might have. Each skill gives a suggested value in parentheses. The total number of Skill Levels the package uses appears after the main package, in brackets.

Bard

Art (Storytelling) (Superb), Art (Drama) (Superb), Musician (Great), Literature (Oral) (Good), Savoir-Faire (Good) [20 levels].

Other useful Skills: Diplomacy, Stealth, Fast-Talk, Area Knowledge, Dishwashing.

Doctor

Chemistry (Good), Biochemistry (Good), Biology (Fair), Medicine (Superb), Surgery (Great) [21 levels].

Other useful Skills: Physiology, Epidemiology, Toxicology, Psychology.

Engineer

Mathematics (Fair), Physics (Fair), Engineering (Electrical and Mechanical) (Good), other Engineering (Superb) [15 levels].

Other useful Skills: Engineering (Aeronautical, Astronautical, Civil, or Nuclear), Computer Operation, Computer Programming, Cybernetics, Jury-Rigging.

Magician

Magic (any) (Superb), Literacy (Great), Psychology (Good), Magic Targeting (Good) [17 levels].

Other useful Skills: Acting, Fast Talk, Sleight of Hand.

Meditech

Mathematics (Fair), Physics (Fair), Cybernetics (Fair), Chemistry (Fair), Biochemistry (Fair), Biology (Fair), Engineering (Electrical and Mechanical) (Fair), Medicine (Fair), Surgery (Fair), and Physiology (Fair) [26 levels].

Other useful Skills: Telemetry, Toxicology.

Merchant

Fast-Talk (Great), Sales (Superb), Streetwise (Good), Bureaucracy (Fair), Management (Fair) [16 levels].

Other useful Skills: Diplomacy, Lie, Law (Commerce).

Pilot

Pilot 3 specific vehicles (1 Superb and two Greats), Mathematics (Fair), Navigation (Fair) [17 levels].

Other useful Skills: Telemetry, Computer Operation, Gravity (High, Standard, Low, or Zero).

Research Scientist

Main area of study (Superb), Mathematics (Fair), Chemistry (Fair), Physics (Fair), Computer Operation (Fair), Jury Rigging (Fair) [17 levels]

Other useful Skills: Writing, Bureaucracy.

Shepherd

Animal Husbandry (Superb), Biology (Fair), Veterinary Science (Fair), Riding (Horse) (Fair), Endurance (Good), Weapon (Shepherd's Crook) (Fair), Animal Training (Sheepdog) (Fair), Sense (Vision) (Great) [22 levels].

Soldier

Any 2 ranged weapons and Unarmed Combat (1 Superb and 2 greats), Endurance (Fair), Leadership (Fair) [17 levels].

Other useful Skills: Tactics, Strategy, Bureaucracy.

Character Races

Since the opening of the Gate, magical energy has pummeled the genetic codes of most living things. Within the human gene pool, heredity became irrelevant as genes mixed kaleidoscopically. Where children once combined their parents' characteristics, they now developed completely new traits. These changes fell into broad categories, creating a variety of new species.

Two centuries after the Gate opened, "race" refers to a person's physiology. Although created magically, racial characteristics are natural. Exposure to advanced technology (e.g., cybernetics) will not disrupt a person's body or cause reversion to human.

Racial Category

A racial category describes the extent of a character's mutations with one of three terms: *demihuman, minor elemental*, and *elemental.*

Demihumans include humans, elves, dwarves, gnomes, ogres, and orcs. Except for minor racial characteristics, these people are essentially human.

Minor elementals are obviously mutated from human stock. They can be highly magical and have unusual special abilities. Minor elementals include cherubs, doppelgangers, devils, and lycanthropes. All minor elementals must have a Good or better Id. The player must spend one Gift to have a minor elemental character.

Elementals have mutated most heavily from their human ancestry. Elementals include angels, demons, wyvern, and Ko'Sherkin. All elementals must have a Great or better Id. The player must spend two Gifts to create an elemental character.

Physical Description

This lists the race's average height, build, and weight, as well as any unusual physical features of the race.

Attribute Modifiers

Some species have modifiers to their Attributes. Apply any modifiers given here to the character's Attributes.

Racial modifiers cannot boost an Attribute above Superb or reduce it below Terrible.

Personality

This describes the race's stereotypical personality type. Only elementals must work within this stereotype. Demihumans can behave as they please, although people familiar with the species might view atypical demihumans oddly.

Powers

If the race is known for having any special abilities or unusual powers, they are noted here.

Flaws

A race's stereotypical flaws, both psychological and physical, are noted here.

Angel

Category: Elemental (costs two Gifts)

Physical Description:

Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

The typical angel looks like a demihuman (there are dwarf angels, elf angels, human angels, etc.), with a gleaming halo. But angels can be of any shape (player's choice). Nonhumanoid angels cannot exceed three meters in any dimension; mass must be 250 kg or less.

The angel character can have permanent unusual physical features of a purely organic, non-magical nature: wings, gills, extra limbs, retractable claws, and so on (see p. 23). Each physical feature costs one Supernormal Power.

An angel with an unusual form does not necessarily have all the abilities of that form — an angel who looks like a squid cannot squirt ink or breathe water. If the player wants his angel character to have the abilities of the form, he can choose unusual physical features or Supernormal Powers to duplicate those abilities.

Attribute Modifiers: None.

Personality: Angels believe that everything balances. Good people should be rewarded; evil people must be punished. If the universe has not yet arranged suitable rewards or punishments, it is the angel's responsibility to take matters into his own hands.

As elementals, angels must carry out this function or risk losing their powers and possibly their existence (see *Deviant Elementals,* p. 24).

Angels often appear asexual, but can appreciate the appropriate gender as well as any orc.

Powers: Angels can detect any lie told to them. They have the ability to void devil and demon contracts that they deem unfair (see below).

Flaws: The angel's personality occasionally becomes a flaw in itself. Angels feel compelled to right wrongs, and feel uncomfortable turning their back on injustice. This gets them into a lot of trouble.

Angels of unusual form have difficulty finding clothes, armor, and equipment that fits well.

Cherub

Category: Minor Elemental (costs one Gift)

Physical Description:

Height: as a particular demihuman race
Build: heavy
Weight: heavy

Cherubs look like a particular demihuman except for their halos and (functional) wings. Most cherubs range from "comfortably plump" to "geez, he's fat!"

Attribute Modifiers: None.

Personality: Like angels, cherubs believe that everything should even out. When justice is not done, a cherub does his absolute best to right the scales.

As a minor elemental, a cherub who regularly turns his back on injustice risks self-destruction.

Powers: Cherubs can sense the emotional state of anyone they touch. When the cherub uses this empathic ability, the GM gives a one-word description of the subject's emotions.

Cherubs can detect any lie told in their presence. They have the ability to void devil (not demon) contracts that they honestly believe are unfair (see below).

Flaws: Like angels, cherubs feel compelled to right wrongs and see justice done. Many people consider this a flaw. As people consider cherubs more approachable and friendly than angels, cherubs are often harassed by people who want contracts voided.

Angel & Cherub Lie Detection

Angels and cherubs can detect any lies told in their presence. This power works only when the angel or cherub is consciously trying to detect a lie.

This ability detects conscious falsehoods. If someone says an untruth that he believes, the angel will not detect a lie. Also, the speaker can avoid telling all of the truth and not alert the elemental.

Lie detection works only during face-to-face conversation, not through telepathy, clairvoyance, radios, or television.

Voiding Contracts

Angels and cherubs can void magically bound contracts that they believe are unfair. Cherubs can only void devil contracts. Angels can void demon and devil contracts. (See p. 25.)

To void a contract, the angel or cherub must know all the details of the contract, including any factors that made the character agree to the contract in the first place. This usually requires all parties to testify about their part in the contract in the presence of the angel or cherub.

If the angel or cherub decides that the contract was unfair at the time it was signed, he can void it. Voided contracts have no further effects on anyone involved in the contract.

Contracts signed under threat are always unfair, as are contracts signed under the influence of drugs or magic.

A contract cannot be voided because of changing conditions. If someone agrees to a contract, then changes his mind, he's stuck.

example: Wilma the Cyborg

Wilma agrees to pay the demon mechanic who fixed her car one hundred iridium coins a month for the next six months. Two weeks later, she loses her job. Since Wilma's contract doesn't have an unemployment clause, she's stuck.

A contract cannot be voided after someone has broken it. Voiding a contract won't lift the effects of breaking the contract from the character.

Demon

Category: Elemental (costs two Gifts)
Physical Description:
Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

A typical demon looks like a demihuman with two horns on his head. Most also have large bat-like wings. A few look nonhumanoid (tentacles, quadruped, etc.).

A player chooses his demon character's form. A nonhumanoid demon cannot exceed three meters in any dimension, and cannot have a mass above 250 kilograms. (Some demons even look like angels.)

The demon can have permanent unusual physical features of a purely organic, non-magical nature: horns, poison glands, retractable claws, and so on. Each physical feature costs one Supernormal Power.

A demon with an unusual form does not have all of the abilities of that form; a demon who looks like a wyvern cannot claw or bite in combat. A player who wants his character to use teeth and claws must apply two physical features during character creation.

Attribute Modifiers: None.

Personality: Demons are fundamentally selfish and frequently conniving. They look after their own hide, and maybe one or two friends or other "useful" people.

As "selfish elementals," generous and kind demons risk destruction from magical shock.

Powers: Demons can create magically-binding contracts (see *Contracts,* p. 25).

Flaws: Demons are rarely trusted. Many smell funny. And anyone with two sets of wings, horns, and nasty claws on one hand will probably have to shop for months before finding a well-fitting tuxedo.

Angel & Demon Physical Features

Angels and demons can have a variety of physical features and abilities. Some examples are below. A character can have others, with the GM's approval. Each physical feature costs one Supernormal Power at character creation.

Bioelectrics: The character has an organ that produces electricity — it generates up to 1 Power Point per combat phase, and stores up to 20 Power Points.

The character can discharge this power through a specified part of his body (hands, feet, ears, etc.) without taking damage. Anything that the character touches while discharging power will take one point of damage per 5 Power Points discharged.

Carapace: The character has hard skin or a shell, adding +1 to the character's Defensive Damage Factor (see p. 66). This armor covers his skin, and is usually quite flexible. The player can have the character take this multiple times.

Claws: The character has claws, usable as natural weapons.

Extra Limb: This is an extra arm, leg, tail, or tentacle, with a hand or foot at the end if appropriate.

Filtered Lungs: The character's lungs automatically filter the air breathed, giving the character a +2 to resist all airborne poisons.

Gills: The character has fishlike gills and can breathe in oxygenated liquids. (This does not protect the character from other effects of those liquids. Someone swimming in Superb acid will still take ridiculous amounts of damage, but he won't drown.)

Horn, Large: This is a large horn that protrudes from the head; usable as a weapon (+1 to the Offensive Damage Factor, see p. 66).

Horns, Small: These are two small, devilish horns.

Photosynthesis: The character can gain nourishment from sunlight. If he spends at least 12 hours a day in direct sunlight or its equivalent, halve his food requirements. Light weaker than Earth's sunlight increases the time needed proportionately.

Poison Generation: The character has a poison-creation gland and poison injectors, usually in the fingertips or teeth. Roll 4dF on the table below to determine the type of poison.

roll	poison type
–4 to –3	lethal
–2 to –1	enervative
0	unconsciousness
+1 to +2	convulsive
+3 to +4	choose any

A character's poison strength is Fair. Angels and demons are immune to their own specific poison.

See p. 69 for details on poisons.

Teeth, Sharp: These are carnivore-style teeth, usable as weapons if the person really wants to bite someone.

Thick Fur: Thick hair covers the person's body, reducing cold damage to half normal.

Wings: Demons and angels usually have wings. Wings have a six-meter spread when open, and allow the character a full range of motion while in flight. Wings come in many types, from soft feathers to leathery frameworks to cybernetic airjet engines.

Devil

Category: Minor Elemental (costs one Gift)
Physical Description:
Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race
Devils are humanoids with red skin and small horns.
Attribute Modifiers: None.

Personality: Devils are the minor elemental form of demons. As such, they are fundamentally selfish and cunning. Most used-car salesmen are devils.

As less badly mutated versions of demons (some would say "incompletely evolved demons"), devils cannot go out of their way to be generous (see *Deviant Elementals,* below).

Powers: Devils can create magically-binding *written* contracts (see *Contracts,* p. 25).

Devils are also immune to fire damage, and take half normal damage from weapons that do part of their damage from heat (e.g. plasma rifles).

Flaws: Like demons, devils may find it difficult to convince anyone to trust them.

Deviant Elementals

A character's personality dictates the frequency of magic he attracts. When his personality shifts, he starts absorbing a slightly different frequency of magic.

The powers of elementals and minor elementals come from the character's inhuman physiology and the magical energy he absorbs. An elemental character depends on one particular frequency of magic. If his personality changes, he risks losing an energy source his body needs to function. For minor elementals or elementals, drastic personality shifts can mean death.

Most elementals have a particular set of guidelines that they must follow. They can have any other personality aspects that they desire. For example, an angel might start off devoted to technology but gradually develop a love for magic. This does not affect the basic nature of the angel, justice incarnate. Once the angel starts behaving unfairly and capriciously, however, he starts losing the power that makes him an angel.

For each flagrant violation of an elemental's personality type, or month of constant minor violations, move the character down one step on the following list.

0	No violations.
1	Spells or Supernatural Talents will fail on a Poor or worse Situational Roll.
2	Slight ill feeling as absorbing magic becomes uncomfortable.
3	Spells or Supernatural Talents will fail on a Mediocre or worse Situational Roll.
4	Elemental/minor elemental powers fail.
5	Spells or Supernatural Talents will fail on a Fair or worse Situational Roll.
6	Spell books become incomprehensible.
7	Elemental dies, cannot be resurrected.
8	Spells or Supernatural Talents will fail on a Good or worse Situational Roll.
9	Minor elemental dies, cannot be resurrected.

The GM makes a Situational Roll (see p. 57) each time the elemental tries to cast a spell or use a Supernatural Talent. If the ability fails, the character loses the Magic Points the ability would have used. The character can try to use a power any number of times.

Returning to Balance

A character can only negate each step down on this table by several difficult and important acts consistent with the elemental's personality description. If these acts undo whatever the character did in his initial violation, so much the better.

example: Emerson Brinmore

The angel Emerson Brinmore has sworn to return a member of the Nolan line to the throne of the Kingdom of Orange. After several difficult weeks he tracks the last surviving member of the family, Fred Nolan, to a backwater island in Kansas. Fred makes his hostility to Orange clear, and refuses to return.

Knowing that a great wave of chaos and injustice will sweep Orange if he fails, Emerson lies and convinces Fred to tour the world with him.

The pair arrive back at the Kingdom of Orange via a roundabout route. Emerson tells Fred that a surprise awaits him, and convinces the young Nolan to wear a blindfold. Emerson leads the unsuspecting youth through the town, into the palace, and seats him on the throne. Angels are supposed to be fair and just, and Fred certainly doesn't deserve such treatment. Although Emerson was trapped by his own promise, the GM gives Emerson one violation that can be removed fairly easily.

When Emerson whips off Fred's blindfold and gleefully shouts "Surprise! You're King!" the GM changes her mind and slaps a second, greater, violation on.

Doppelganger

Category: Minor Elemental (costs one Gift)
Physical Description:
Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

A doppelganger in his natural form appears as a particular demihuman of the player's choice.

Attribute Modifiers: None.

Personality: The doppelganger is a chaotic minor elemental, and will refuse to be bound by law or order. Although doppelgangers might accept order for a time (for reasons of their own), they will break away from the law at their convenience.

Notably law-abiding doppelgangers risk death (see *Deviant Elementals,* p. 24).

Powers: Doppelgangers can change their shape at will (see *Shapeshifting,* p. 51). They can duplicate the appearance — but not the mind — of any person they remember, and can perform other shapeshifting feats as well. Their shapeshifting is not as powerful as the Ko'Sherkin's, however. Doppelgangers can only mimic humanoids of roughly their own mass.

Flaws: Doppelgangers may find themselves under suspicion by law-enforcement officers, even when they *haven't* broken any laws.

Dwarf

Category: Demihuman
Physical Description:
Height: 130 cm
Build: heavy
Weight: 60 kg

Dwarves are short and sturdy. Dwarves of both sexes have slow-growing beards and calloused skin.

Attribute Modifiers: Constitution +1, Dexterity –1.

Personality: Somber and hardworking, dwarves favor technology over magic and cash over checks.

The largest dwarven communities originate in the Asteroid Belt, and are organized in a clan system. These clans, or extended families, provide a great deal of support to a loyal relative. Dwarven clans tend to be insular and proud, and do not take well to outsiders or social change.

Each dwarven clan makes it a point to perfect a skill (brewing, sword-making, souping-up shuttlecraft, etc.). Each clan also has its own secret beer formula. Dwarves treat this formula as sacred, and are highly offended by anyone who doesn't care for the flavor.

Dwarves don't actively dislike magic, but generally reject its use; few become magicians.

Dwarves like solid ground or deck plates underfoot, and usually don't fly in anything smaller than a helicopter. Dwarves do not use jetpacks, and will not use wings even if they somehow develop them.

Contracts

Devils and demons can create magically-binding contracts. Anyone who agrees to such a contract suffers penalties if they violate the contract's terms.

Demon contracts can be verbal or written. Devil contracts must be written. A contract can be stated at any level of complexity, although only an idiot would agree to a contract he didn't understand.

All parties involved in the contract must understand that they are entering into a binding contract. This ability cannot be used to hold a person to a frivolous remark.

Breaking the Contract

If someone breaks one side of a bound contract, all parties involved are released from the agreement. The person who broke the agreement receives a random curse (the GM should see *Random Curses,* p. 169).

Demons and devils who break their side of a contract receive two random curses. They cannot make any more contracts for the next 30 days.

Each subsequent time a demon or devil breaks his own contract, his contract ability fails for an extra 30 days. The second time a demon breaks his own contract he cannot make a new contract for 60 days.

Reversing the Curse

Demons and devils who break their own agreements suffer from their curse forever, even after their ability to make contracts returns.

Curses plaguing someone else who breaks a contract can be removed by the devil or demon who first bound the contract. Demons and devils cannot undo curses from contracts other demons or devils have bound. The contract-maker can require any or all of the following from the contract-breaker before lifting the curse: fulfillment of the original agreement, payment of 30,000 iridium or its equivalent in specific goods, performing any service(s) roughly equal to that of the first contract, or taking any actions necessary to repair any damage done by breaking the first contract.

A dwarf's beard is a mark of distinction. A shaved dwarf is in dishonor — either sentenced to shaving by a court, or caught by an enemy and shamed.

Powers: None.

Flaws: Dwarves are clannish, insular, and proud. Most are also arrogant and have all the social graces of a bull rhinoceros at a formal banquet.

Elf

Category: Demihuman

Physical Description:

Height: 190 cm

Build: slender

Weight: 85 kg

Elves are lithe, with pointed ears to catch the subtlest sounds. They appear quite resilient and flexible, and as a result a popular ogre experiment consists of dropping elves off of tall buildings to see if they bounce.

Attribute Modifiers: Dexterity +1, Reason +1, Strength –2.

Personality: Elves like peaceful settings and appreciate beautiful things such as flowers, sunsets, and other people's girlfriends. Elves also have a lively curiosity. They make wonderful research scientists and theoreticians. One was known to poison many, many people just to catalog their dying croaks.

Elves generally respect magic, whereas they simply use technology.

Although many people believe elves have extra magical powers, this just isn't true. While many of the best magicians happen to be elves, elves have no additional magic in themselves.

Powers: None.

Flaws: Their reputation as magical creatures often causes problems, especially where magic is disliked.

Gnome

Category: Demihuman

Physical Description:

Height: 110 cm

Build: average

Weight: 45 kg

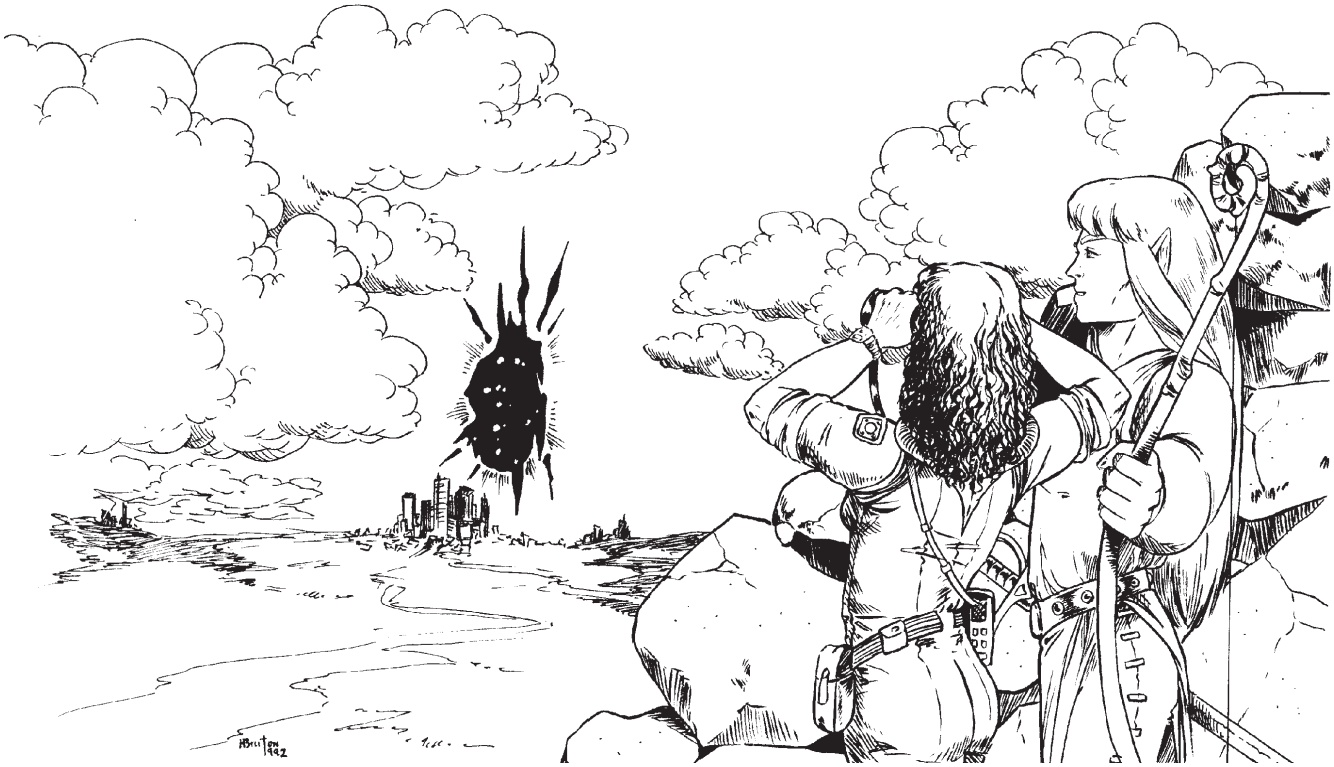
Gnomes are perfectly formed humans, except for their diminutive size.

Attribute Modifiers: Dexterity +1.

Gnomes are Scale –1 (see p. 57).

Personality: Gnomes have a vicious, practical sense of humor that they rarely resist indulging. Their pranks range from lighthearted to downright malicious.

Many gnomes feel uncomfortable in humanoid society, as their diminutive size makes even the simplest tasks difficult.



On the other hand, skilled gnome mechanics can earn high wages, because they can squirm into the tiniest spaces.

Gnomes often form their own communities, or "warrens." Most warrens offer non-gnome visitors every possible hospitality, as even the most heartless and prankful gnomes can't help but feel sorry for a wyvern with a three-meter wingspread crouching on a forty-centimeter chair.

Powers: None.

Flaws: Shiny objects fascinate gnomes. This fixation often attracts their attention to an otherwise unremarkable chunk of glass or junk jewelry, which they pursue without regard for bodily appendages or social status.

The gnomish sense of humor leads most gnomes to be viewed with suspicion.

Human

Category: Demihuman

Physical Description:

Height: 175 cm
Build: average
Weight: 80 kg

Humans are the (mostly) unmutated dominant race of the pre-Gate System. The human species holds great variety now, however. Anyone roughly 1.5-2 meters tall, with two arms, two legs, a torso, one head, and no extraneous limbs, and lacking elemental abilities, tusks, or body odor like a three-week-dead hippopotamus, is human. Humans are the norm that all other races mutated from.

Attribute Modifiers: None.

Personality: Humans are generally arrogant and proud. They raised a technological civilization once, and don't let anyone forget it.

Most humans favor technology for solving problems. On the other hand, they can use magic just as well as anyone else.

Powers: As the original stock from which all other races evolved, humans have several subtle advantages. Clothing, armor, and weapons for humans are readily available. Cybernetic replacement was first developed for humans, and replacement parts for damaged human prostheses are easily obtainable.

Flaws: Humans look perfectly average and normal, even the ones with blue and red swirls on their skin. This means that any human is immediately suspected of being a doppelganger, Ko'Sherkin, demon, angel, or lycanthrope in disguise. Go figure.

Ko'Sherkin

Category: Elemental (costs two Gifts)

Physical Description:

Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

In their natural form, Ko'Sherkin have the shape of a particular demihuman of the player's choice. Their features look washed out and plasticine, however. A Ko'Sherkin in its natural form is readily identifiable.

Attribute Modifiers: None.

Personality: The Ko'Sherkin is a chaotic elemental. Although Ko'Sherkin might seem to support order, they always have a chaotic reason for doing so. Notably lawful Ko'Sherkin risk death from magical shock (see *Deviant Elementals,* p. 24).

Many Ko'Sherkin prefer to buck the system through little actions, such as crossing against the light or addressing bills to "Occupant." Others behave acceptably in all the little ways, and disrupt financial computer networks on weekends.

Powers: Ko'Sherkin are full shapeshifters. They can assume the shape and natural abilities of almost any imaginable living thing, and can mimic the form of a few nonliving things. A peculiar crackling noise, somewhat like crumpling cellophane, accompanies their shapeshifting. See *Shapeshifting* (p. 51) for details.

Ko'Sherkin can duplicate the appearance (but not the mind) of any person they remember. They can only mimic objects and creatures of roughly their own mass.

Flaws: A Ko'Sherkin in his natural form is immediately recognizable as such. Many people will refuse to deal with obvious Ko'Sherkin, as their chaotic reputation almost always precedes them.

Although Ko'Sherkin retain their chosen form while asleep, they automatically revert to their true form within an hour of being knocked unconscious.

Most Ko'Sherkin use a "minor appearance change" shapeshift to fill their colorless features while in public. If a Ko'Sherkin ever goes hungry for a week or so, his natural form automatically reasserts itself.

Additionally, Ko'Sherkin are prone to disease. Tooth decay runs rampant among them. Diabetes is common among those who bypass proper nutrition in favor of high-glucose foods.

Lycanthrope

Category: Minor Elemental (costs one Gift)
Physical Description:
Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

Lycanthropes usually appear to be a typical demihuman, but can assume the form of an animal. Their animal form is roughly the same size as their humanoid form, although it can be of any species (werecow, wereoyster, or even werewolf).

Attribute Modifiers: None.

Personality: A lycanthrope has absorbed an animal spirit. This affects his personality; the character takes on that animal's nature. Werewolves anger quickly and follow a central leader. Wererabbits hide from the faintest hint of danger. Werecats are fastidious gourmets.

As minor elementals, lycanthropes who do not act in accordance with their animal nature risk death from magical shock (see *Deviant Elementals,* p. 24).

Powers: A lycanthrope can change into one particular animal. The player may choose the animal.

A lycanthrope in animal form takes half damage from unenchanted weapons with a Tech equal to or below the character's Magical Effect. He takes full damage from silver, high-tech, or enchanted weapons (regardless of Tech and Magical Effect), and double damage from enchanted silver weapons.

Lycanthropes may have natural weapons (usually claws or teeth), at the GM's discretion.

Voluntary Lycanthrope Shapeshifting

When the moon is not full, the character can change into his animal form by expending ten Magic Points. Characters who willfully transform retain their human mind.

Reversion to demihuman form also costs 10 Magic Points. Lycanthropes must stay in either form for at least an hour before changing again.

Flaws: When the moon is full, a lycanthrope involuntarily transforms into his associated animal and remains in that form from dusk to dawn. The character retains only a bit of his humanoid persona, and is no longer in control of its actions. (The lycanthrope becomes a nonplayer character run by the GM). He has no memory of anything that happens.

Transformation on the night of the full moon costs no Magic Points. All Attributes remain unchanged.

A character living on a world with several moons is controlled by the cycle of the largest moon. When a lycanthrope lives on a moon, the changing phases of the planet control the involuntary change cycle.

Lycanthropes without a moon should allow themselves to succumb to their animal nature at least once a month. A lycanthrope who denies his animal nature becomes irritable, grouchy, and uncomfortable. When repressed lycanthropes finally turn into their animal form, the animal nature takes over for twelve hours.

Ogre

Category: Demihuman
Physical Description:
Height: 230 cm
Build: heavy
Weight: lots (150 kg)

Ogres are huge, hulking and generally dumb. Ogre halitosis is a recurring problem for anyone standing next to the ogre. Ogres are immune to most diseases.

Attribute Modifiers: Awareness –1, Constitution +1, Reason –2, Strength +1.

Ogres are Scale +1 (see p. 57).

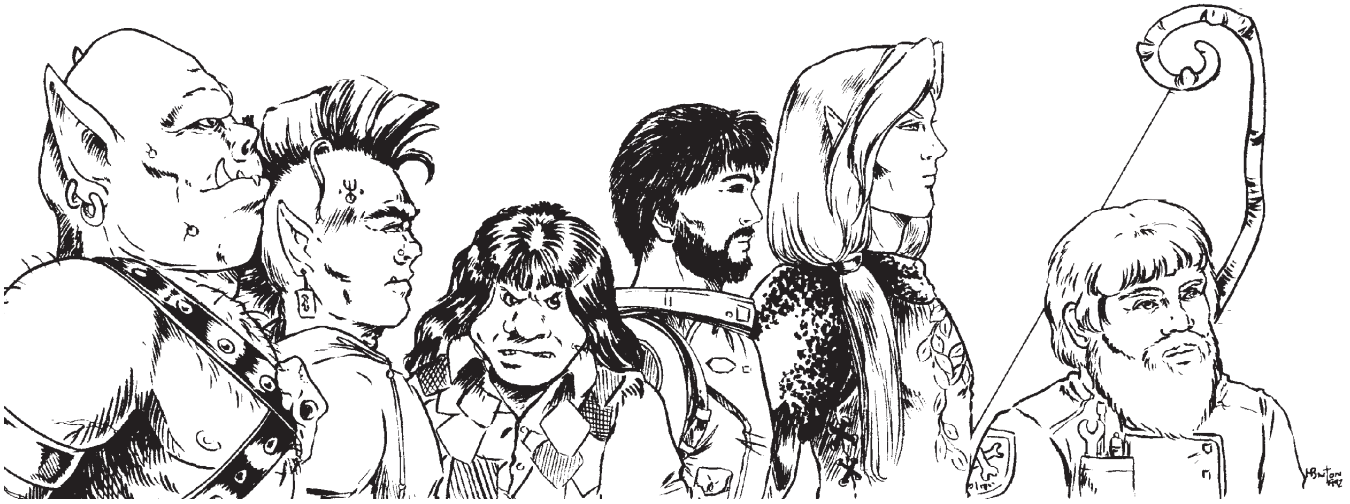
Personality: While ogres are not necessarily stupid, they make it a point to behave as though they were. Few ogres speak in words of over two syllables. Ogres are also stubborn, and difficult to dissuade from crazy ideas. Ogres actively avoid soap and water.

Despite all this, ogres make good soldiers, and seem to have a talent for necromancy.

Powers: An ogre's magically-enhanced filthy state causes nausea in most bystanders. Bacteria fester in the ogre's mouth, producing noxious gases. Once a day, an ogre can discharge the accumulated gas as a weapon. He must stand within one meter of his victim, take a deep breath, and exhale at the target.

An ogre breath victim rolls against his Constitution. On a Great or better result, he feels nauseous but is otherwise unaffected. On a Fair to Good result, he is struck by a fit of violent gagging for 1d6 combat phases. On a Mediocre or Poor result, he becomes violently ill for 1d6 minutes. On a Terrible result, he falls unconscious for 4d6 minutes, after which he feels nauseous for 2d6 more minutes.

An ogre's breath weapon vanishes when the ogre has a bath. (Colonies of *bacillus ogrus bazookavomitus* cannot thrive near soap and water). Reestablishing a breath weapon takes the ogre 1d6 weeks of intense sweat, rolling in filth whenever possible, and a diet high in onions and hot sauce.



Orc

Category: Demihuman
Physical Description:
Height: 190 cm
Build: bulky
Weight: 100 kg

Orcs are humanoids with very rough skin, elongated snouts, and short tusks.

Attribute Modifiers: Reason –1, Constitution +1.

Personality: Orcs are callously rude. They fart in other people's pressure suits and help little old ladies down up escalators. Nice thoughts nauseate orcs.

Powers: Orcs get a +2 on all rolls to resist poisons.

Flaws: Orcish reputation is enough of a flaw in itself. While most elementals behave as they are meant to, orcs behave as they do because they like it.

Wyvern

Category: Elemental (costs two Gifts)
Physical Description:
Height: as a particular demihuman race
Build: as a particular demihuman race
Weight: as a particular demihuman race

Wyvern are small, scaly, toothy dragons with arms, wings (functional), tails (for balance only), and combat-usable claws. Most wyvern resemble a demihuman (gnome, orc, etc.) as well as a dragon.

Attribute Modifiers: None.

Personality: Wyvern like to sleep and sunbathe.

Wyvern *hate* technology. They go out of their way to avoid technological devices. Wyvern *refuse* to eat recycled food, and will explain why in grotesque detail given the chance. Technology-liking wyvern risk death from magical shock (see *Deviant Elementals*, p. 24).

Wyvern share personality traits with whatever demihuman race they resemble. Gnome-like wyvern accumulate hoards of glittery treasure, while orc-like wyvern release intestinal gas during dinner parties.

Powers: Wyvern take only half damage from unenchanted weapons with a Tech equal to or less than the character's Magical Effect. They take full damage from silver, enchanted, or high-tech weapons, and double damage from enchanted silver weapons.

Most wyvern have glands in their throat to generate poisonous or flammable gas. They can expel this gas as a weapon. Some have crops (pockets in their throats) in which they can store shrapnel for later expulsion.

Hitting a target with a breath weapon requires a roll against Dexterity. Wyvern are +1 to hit anything within one meter, +0 to hit anything within 10 meters, and –2 to hit anything within 20 meters (maximum range 20 meters). A breath weapon hit only affects one person and his possessions.

Wyvern Breath Weapons

The player of a wyvern character may choose one of the following breath weapons at character creation. With the GM's approval, the player may design a different breath weapon.

Fire/Cold: 3 points of damage, clothing might catch on fire

Noxious Gas: Superb regurgitative poison

Poison Gas: Fair lethal poison

Shrapnel: 2 points of damage

Shrapnel breath weapons require the character to eat rocks or other small debris for ten minutes prior to use. All other breath weapons require one hour to recharge after each use.

Supernormal Powers

In the *Gatecrasher* game, Supernormal Powers include-Cybernetics, Supernatural Talents (inborn abilities every *Gatecrasher* character has — except robots), and Magic Ability. See Chapter Three: *Supernormal Powers,* for more information.

Every character starts out with three Supernormal Powers. The player decides how many of these will represent cybernetic implants and Enhancements, how many will be Supernatural Talents, and how many will be translated into Magic Ability. SPs may also be traded for Gifts (one Supernormal Power equals two Gifts) or vice versa. Players are welcome to forego Supernormal Powers for their characters in favor of more "mundane" Gifts or greater Attributes or Skills. They are likewise welcome to "load up to the max" on Supernormal Powers at the expense of the character's other abilities (Attributes, mundane Gifts, and Skills).

Restrictions to Supernormal Powers

There are some restrictions to choosing Supernormal Powers for a character. These are:

• Only characters of Tech +4 or higher can have cybernetics. The number of SPs spent at character creation determine how much of the character's body has been replaced with cybernetics. Players may create android or robot characters if they wish.

• Magicians (characters with Magic Ability) cannot also have Supernatural Talents (as talents represent *untrained* magic ability). Nor can they be androids or robots, although they can have some cybernetic parts.

• Elementals (see *Character Races,* p. 21) can have no more than one Supernatural Talent. Minor elementals can have no more than two Supernatural Talents. An elemental character's other Supernormal Power slots must be spent on Cybernetics or Magic Ability (in which case they can have *no* Supernatural Talent) or traded for mundane Gifts.

Choosing Supernormal Powers

See the next chapter for the details of choosing Supernormal Powers.

Players may wish to read the entire *Supernormal Powers* chapter before beginning the character creation process, to get an idea of what sort of neat character types *Gatecrasher* encourages.

Completing a Character

To recap the steps in character creation, they are:

1) Character concept.
2) Homeworld.
3) Traits (Attributes, Gifts, Faults, and Skills).
4) Race (choice may alter Attributes).
5) Supernormal Powers (see next chapter).

None of these steps occurs in isolation — each depends on decisions made concerning other steps in the character creation process. A player familiar with the many choices available in the *Gatecrasher* campaign world will have an easier time coming up with a good *Gatecrasher* character concept than someone who doesn't know the races, Skills, Supernormal Powers, and other options available. The choice of race affects Attributes and (especially in the case of elementals) personality. The choice of homeworld affects the Skills a character may have, and whether or not he can have cybernetic enhancements.

Once a player has gone through each of the five steps in character creation at least once, he should reexamine his character. Does the character meet the player's desires? If the player wants to make any changes he should do so now. If the Game Master is using the Objective Character Creation System, make sure that any changes are balanced in level by equivalent changes in other character traits — adding a Supernormal Power requires subtracting two mundane Gifts, or lowering an Attribute four levels (or lowering four Attributes one level each), and so on.

Once the character's traits are determined to the player's satisfaction, there are two further steps required:

6) Equip the character (see Chapter Six: *Technology*). The GM determines how much money and/or equipment a character may have. If the character has Magic Ability, determine what spells he knows (see Chapter Five: *Magic*).

7) Jot down the number of Fudge Points the character has. The GM will tell you how many, and how they may be used.

The Game Master has final approval on the character. It's a good idea to keep a running dialog with the GM throughout the character creation process. She can help come up with fascinating character histories for use in plots as the campaign unfolds — long-lost relatives, past enemies, mysterious (and rich!) aunts, and so on.

Character Improvement

Character improvement can be handled in a Subjective or Objective manner. The GM should choose which method to use.

Subjective Character Improvement

When the player feels that the character has accomplished enough to warrant improving some trait, he can ask the GM for permission to raise the trait. Any trait can only be raised one level at a time.

Skills are easier to raise than Attributes.

It is more difficult to raise high traits than low ones. Someone can become a Mediocre doctor fairly quickly. Becoming Fair takes longer, etc. Becoming Superb at anything takes years.

If the GM is sufficiently impressed with the player's role-playing and use of a Skill or Attribute, she can choose to improve that trait before the player asks.

Option:
Legendary Levels

Some characters might become better than what is considered humanly possible. Skills and Attributes can be raised beyond Superb, to Legendary levels.

The solar system has only a handful of Legendary people in any category. There are a few Legendary swordsmen, one Legendary Lunar engineer, and three Legendary euchre players who still seek a fourth. Dorre Joker once told a god to "sit down and shut up." Since Dorre had a Legendary 3rd level Id, the god did so.

Characters cannot start the game with Legendary levels, but it is a possible goal to work towards. (Characters may "cheat"-by having a Cybernetic Enhancement or Supernatural Talent increase an attribute or skill beyond Superb — these are *Supernormal* Powers, after all.)

Legendary is above Superb. Unlike the other level names, however, Legendary comes in levels of its own. Legendary 2nd is above Legendary. Legendary 3rd is above 2nd, and so on.

Actually reaching a Legendary level in anything requires a good reason. The character must go beyond normal training to achieve such power and skill, and the player must work hard to come up with something so fantastic as to justify the GM granting that ability.

The GM may decide to not use Legendary levels at all, or may restrict them to non-player characters. If that's the case, don't bother her about it. She might decide to take away Superb as well…

Objective Character Improvement

At the end of each gaming session, the GM awards the players **experience points** (EPs). Experience points measure how much each character accomplished.

Each character should receive one EP as a "warm body" award. The warm body award presumes that the player showed up to the game, had a pulse throughout the session, and his character contributed in some way.

A character can get a second EP for "minimal use of violence."

If a character has been played exceptionally well during that session, the GM can award one more EP for exceptional role-playing. Truly inspired thinking and playing might give another EP, for an absolute maximum of four EPs in one session.

Using Experience

Characters can improve themselves through spending experience points (EPs).

Attributes and Skills

Attributes and Skills can be improved through training and practice. The GM shouldn't allow characters who have never had opportunity to learn a Skill to develop it, especially if the Skill does not normally default to Poor (e.g. has no default at all).

Improving or adding a trait costs EP as below:

Raising a Skill up to Fair level: 1 EP per level
Raising a Skill from Fair to Good: 2 EPs
Raising a Skill from Good to Great: 4 EPs
Raising a Skill from Great to Superb: 8 EPs
Raising a Skill from Superb to Legendary: 16 EPs (or more), and GM approval
Raising a Skill from Legendary to Legendary, 2nd level: 30 EPs (or more), and GM approval
Each subsequent level of Legendary Skill: 20 EP more than previous level, and GM approval

Raising an Attribute: triple the cost for Skills of the same level

Adding a non-magical Gift: 6 EPs (or more), and GM approval

Adding a Supernormal Power: See *Adding Cybernetic Enhancements, Supernatural Talents* and *Increasing Ritual Magic Ability,* p. 32

The GM can alter these amounts as she sees fit.

Adding Cybernetic Enhancements

Spending experience points will not make circuitry appear in a cyborg. Additional replacement parts and Enhancements can only be bought (by the character, within the game).

To maintain game balance, however, the GM might require the player to spend twelve EPs for each new Enhancement.

Adding Supernatural Talents

Adding a Supernatural Talent *after* character creation requires that the character play with his own aura, trying to make power flow through him in new and different ways. This is an unpredictable process. While one character might find that concentrating on the cuticles of his left thumbnail makes a steak appear in his right hand, nothing happens for most other people.

Adding a Supernatural Talent requires 12 EPs times the number of Supernatural Talents the character already has. For example, a character with three Supernatural Talents would have to spend (12×3=)36 EPs to develop a new talent.

Additionally, new Supernatural Talents are random in the *Gatecrasher* universe. The character has no way of knowing what talent will appear. (The GM might allow the player to choose the character's new talent. Then again, she might not.)

Also, a character might not recognize a new talent right away. For example, if he develops the Adaptation supernatural talent, he won't know about it until he experiences a vacuum without a pressure suit.

Increasing Ritual Magic Ability

Magicians might want to increase their Magic Ability. Each boost of Ability costs five times the number of EPs needed to boost a Skill to the same level. Boosting Magic Ability from Fair to Good costs 10 EPs, for example, while raising it from Good to Great costs 20 EPs.

The player must also justify his character's new insight into magic. The character needs to have a "mystical experience" that explains his understanding. Mystical experiences are usually physically challenging and mentally exhausting. Many young mages try to boost their magical ability as high as possible, before they grow too old to endure such mystical experiences. Possible mystical experiences include, but are not limited to: fasting, quests, magical duels, hermitage, and living on stale pizza for three years.

The same mystical experience won't work twice for one character. Some attempts at generating a mystical experience won't work at all, at the GM's discretion.

Magic Points (Non-Magicians)

Gaining one Magic Point requires 10 EPs. This Magic Point is permanent.

Magic Points (Magicians)

A magician can gain three Magic Points per 10 EPs spent. These Magic Points are permanent.

Memory (Magicians)

A magician can learn to memorize two pages of spells over his normal maximum for each EP spent. (See p. 76.)

Tech

Increasing Tech requires study materials one Tech level above the person's current Tech, and time to learn. A person can only improve his Tech one level per six months of study, for 25 EPs per level.

Wizardry

Increasing Wizardry requires study materials one level above the character's Wizardry, and time to use them. Someone can improve his Wizardry one level for 25 EPs spent. Wizardry can be improved one level per six months of study.

Personality Shifts

Personalities slowly change over time. Fears, hatreds, and other negative emotions are by far the easiest personality traits to add. For example, someone subjected to the supernatural talent *Domination* three times in the last week might develop a hatred of that power.

Having a character develop more positive emotions is far more difficult. Role-playing love-at-first-sight with the mayor's wife can be both highly entertaining for the players, and just as dangerous for the characters as facing down a dragon. This type of role-playing, at its finest, resembles a well-written novel more than an adventure story. Players should take care to keep any changes in their character's personality and behavior believable in the context of the on-going story as the campaign unfolds.

Elemental Personality Shifts

Remember, elemental characters have limits on their personality. Although violating those personality guidelines is unhealthy, elementals can interpret those limits in a variety of ways.

Reynolds managed to sneak into the temple of the Frog God, disguised as a humble believer. More importantly, he had brought his camera, disguised as a large rutabaga. The special infrared film would let him take pictures in the darkened room, and nobody (least of all the somewhat erratic Frog Worshippers) would be the wiser. He even had an infrared flash, to be certain that the scene would be well-lit. Supernatural Entity Monthly had a standing offer of 10,000 iridium coins for a photo of a Frog God ceremony, and Reynolds intended to collect. Reynolds was able to snap a photo without being too obvious.

Unfortunately for Adam, the Frog Priest had infrared vision and couldn't help but notice the burst of IR light directed at him and the altar. Being an intelligent person, as Frog Worshippers go, he jumped to conclusions and pronounced Reynolds a heretic.

Reynolds ran. Quickly. Pursued by hordes and hordes of enraged Frog Worshippers, all screaming their rather dubious battle cry at the top of their amphibious lungs.

Reynolds ran for the airlock, his feet pounding the steel deck, clutching the rutabaga in one sweating hand. As he neared the safety of the waiting ship, a metal plate began sliding shut in front of him. He put on a burst of speed, and slid through the narrowing gap only half a second before it slid closed.

As people began pounding on the far side of the door, Reynolds touched the button to open the airlock.

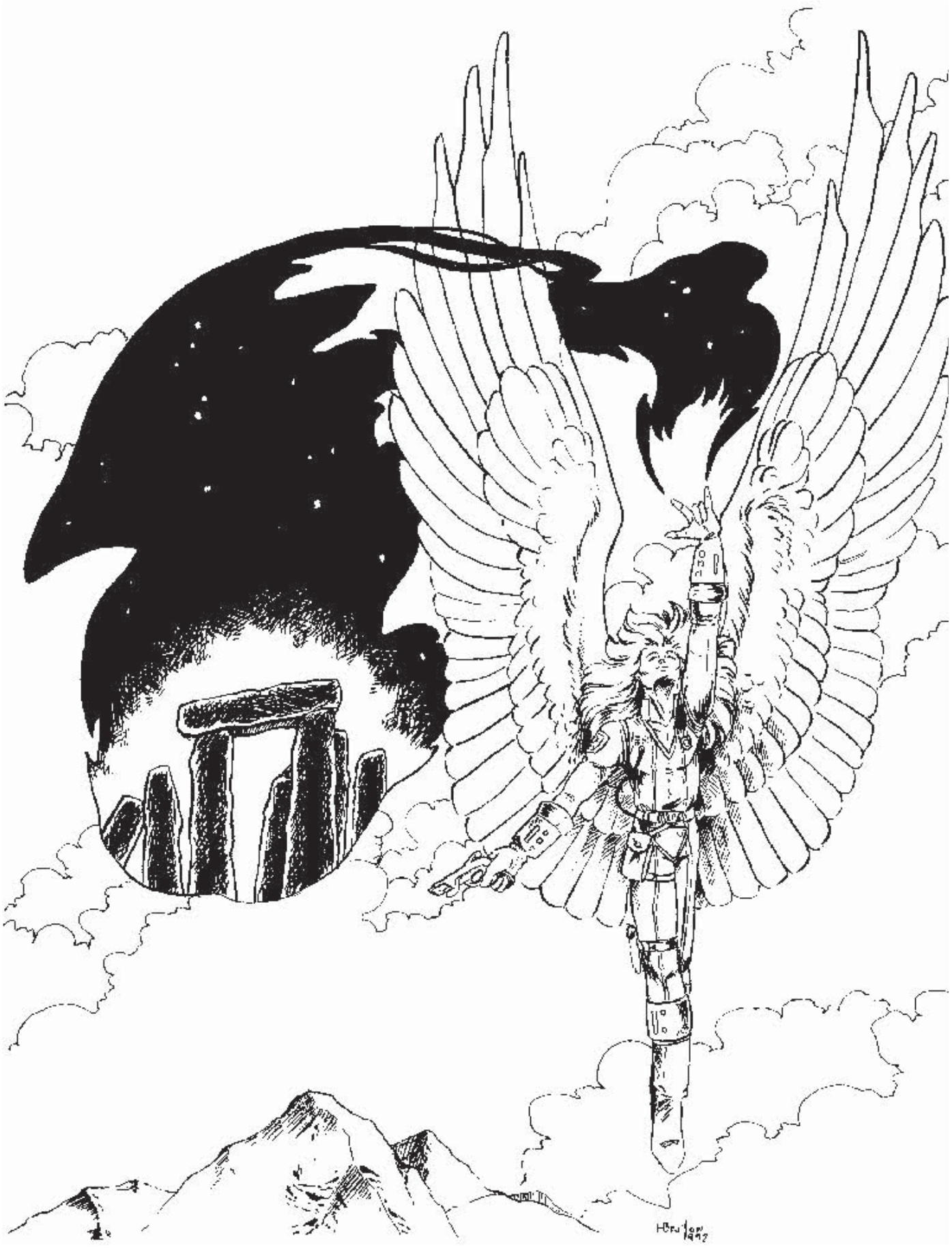
It was locked.

He cursed under his breath and pulled a few tools from his pockets. As he slipped the cover from the airlock controls, the metal plate behind him began to slide open. The cultists' cries grew louder. Adam dropped the cover plate, pulled his disruptor pistol, and blew three holes in the circuitry.

Fortunately for him, it worked, and the door unlocked.

Reynolds leaped through the airlock and into his waiting ship, not bothering to close the station's airlock behind him. As he punched the "disengage" button and guided the shuttlecraft away, air burst from the Frog God station, and several worshippers exploded into harsh vacuum.

Although Adam escaped with his life, and his photos, the Frog Worshippers even now gather on his trail and plot their vengeance…



Any *Gatecrasher* character can have Supernormal Powers (SPs). Each starts with three Supernormal Power slots, which may be spent on Cybernetics (technological body part replacements or enhancements), Supernatural Talents (inborn, untrained, sometimes unreliable magical powers), or Magic Ability (the trained ability to manipulate magical energy and cast spells). SPs may also be traded for mundane Gifts — see p. 13.

Decide how many SP slots will be used for Cybernetics, for Supernatural Talents, and for Magic Ability. Then decide on the details — exactly *what* parts of the cyborg are metal, *which* Supernatural Talents does the character have, or *how much* Magic Ability does the magician have to work with?

The following restrictions apply:

- Cybernetic characters must be Tech +4 or higher.
- Magicians cannot also have Supernatural Talents.
- Elementals can have no more than one Supernatural Talent (in addition to their inherent abilities); minor elementals can have no more than two.

Cybernetics

Any character of Tech +4 or greater can be a cyborg, android, or robot. Doppelgangers, Ko'Sherkin, lycanthropes, and wyvern do not normally have cybernetics, and prefer to live without an amputated body part. Cybernetic parts do not shapeshift, and robots and cyborgs are anathema to wyvern.

Robots are mechanical intelligences. Most robots resemble humanoids, at least superficially. A robot's emotions come from its programming, not from any "soul." Independent, self-controlled (i.e., player character) robots first appear at Tech +4.

Robots have no magical abilities or Supernatural Talents, and cannot become magicians. On the other hand, few magicians can magically affect robots.

While the most common robot form is human, some appear like other demihumans or elementals.

Androids have mechanical bodies and organic brains grown from demihuman nervous tissue samples. Androids have emotions, although they may bear little resemblance to those of their creator or tissue donor.

Magic that affects the mind works on androids, but few magicians can magically affect android bodies. Androids may develop Supernatural Talents by spending experience points (see p. 32), although PC androids do not get any Supernatural Talents at character creation.

Any rule for robots also applies to androids, unless otherwise specified. Androids first appear at Tech +4.

Cyborgs are part organic and part mechanical. Most suffered physical trauma in the past, and opted for cybernetic replacement to repair the damage. Others just find cybernetics useful in their line of work.

Although mechanical replacements are possible at lower Techs than +4, true cybernetic replacement — linking machines to humanoid nervous systems — occurs only at Tech +4 and higher.

Magic works normally on a cyborg's organic parts (including his mind). Cybernetic parts may resist magic.

The player determines how much of the character's body has been replaced with cybernetics. Cyborgs with everything except the brain replaced are basically androids. Most cyborgs insist that their natural brains make them different, though.

Fleshies are flesh-and-blood people of any sort. They have no cybernetic augmentation or alterations.

Cybernetic Sensation

Every cybernetic component includes sensors to monitor the component's status. A component that suffers damage automatically notifies the brain of its new condition.

Cybernetic parts have a sense of touch, but no sense of pain. Robots and androids feel no pain, but know when they experience damage. A burning sensation, rather than pain, alerts a cyborg to prosthesis damage.

Legal Status

It costs about 70,000 Ir to build a robot or android. Such creations are initially property. Some cultures demand that robots and androids be allowed to earn their independence, while others treat robots as machines that exist only for and by their owners' whims. The Game Master determines who currently owns a robot or android player character.

Appearance

Robots, androids, and cyborgs appear completely humanoid unless they have obvious Enhancements (see *Enhancements,* p. 37) or the player chooses an unusual appearance.

A culture that uses robots may have gnome robots, human robots, angel robots, and any other type of robot they like. Robots and androids do not necessarily have the unusual abilities of the race in whose image they were built. (Those abilities might be bought as Gifts or Supernormal Powers with the GM's approval.)

Robots and androids have little body language. They remain unnaturally still when standing, and swing their arms mechanically when walking. Anyone intently watching someone for a minute can, on a Fair Awareness roll, determine if that someone is a robot.

Robot and android characters with Acting Skill can use it to simulate body language.

Powering Cybernetics

Robots, androids, and cyborgs have generators that power basic bodily functions such as walking, talking, and powering Enhancements. Robots and androids have powerful generators. The size of a cyborg's generator varies with the amount of body replaced. Smaller prostheses use less power, and have smaller batteries.

Shield Attribute

Robots, androids, and cyborgs have an additional Attribute, Shield. This measures the character's resistance to radiation and power-draining attacks. The Shield score defaults to Fair, and can be adjusted like other Attributes. Once character creation is complete, however, the Shield attribute can only be changed through outside intervention. A robot cannot grow extra shielding!

example: Wilma the Cyborg

Wilma has a Tech of +6. She could be a robot, android, cyborg, or fleshie. The player decides that Wilma is a cyborg, and keeps her Shield score at Fair.

Getting Cybernetics

The more Supernormal Power slots a player spends on cybernetics, the more of the character's body is replaced with cybernetics. The table below shows how much of a character's body each SP replaces.

SPs	Result
1	up to 25% of body (up to 10 areas)
2	up to 50% of body (up to 20 areas)
3	up to 75% of body (up to 30 areas)
4	up to entire body; robot, android, or fully replaced cyborg

The player chooses the character's Enhancements — technological abilities built into the character's body. For each SP spent on cybernetics, the character gets one Enhancement. Additional Enhancements may be added at the cost of one SP per Enhancement.

It costs four SP slots to create a robot, android, or fully replaced cyborg character — the player must trade two mundane Gifts for the fourth SP slot. A fully replaced cyborg has four Enhancements. Robots and androids get certain Enhancements automatically (see p. 37). Additional Enhancements require further SPs.

Robots cannot have Supernatural Talents or Magic Ability. Androids may develop Supernatural Talents during the course of the game (see *Character Improvement,* p. 31), but cannot have any Supernatural Talents at character creation. Cyborgs may be magicians, but cybernetics can interfere with Magic Ability.

Cyborgs

Some players will want to know exactly what on their character's body is cybernetic. Others will be content with "she's about half metal." *Gatecrasher* allows each player to choose how detailed he wants to make his cyborg or robot character.

Basic Cyborgs

Basic descriptions can be as simple as "I spend two SPs on cybernetics. My character's left side is replaced." The player then chooses the character's Enhancements. The character gets one Enhancement per SP spent on cybernetics.

Players who want help choosing Enhancements can use the *Cybernetic Packages* shown on page 44.

Detailed Cyborgs

Players wanting more detail for their cyborg characters can use the following method.

Select the replaced body parts from the lists below. When replacing limbs, work from the outside in and replace everything: very few doctors replace an upper arm, shoulder, and elbow, but leave the hand flesh.

A character may have cybernetics added to his otherwise perfectly healthy body — a human can have two wings attached and not lose any body parts.

Specify right or left when replacing limbs.

If a character normally has more than one of a particular body part, (e.g. two lungs), each counts as a separate area. A player may decide to replace one or more.

The **Tech/Regenerate** column shows the minimum Tech that has the ability to regenerate that body part. If someone's Tech exceeds the listed Regeneration Tech, he had access to the technology to regenerate those limbs rather than using cybernetics. If the character had access to regeneration, the player must decide why the character chose cybernetic replacement instead.

The **Enhancement** column shows how many spaces there are for Enhancements in each replaced part.

arm parts	Tech/Regenerate	Enhancements
wrist, hand	+5	1
lower arm	+6	1
elbow	+7	0
upper arm	+7	1
shoulder	+7	0

leg parts	Tech/Regenerate	Enhancements
ankle, foot	+5	0
calf	+6	1
knee	+6	0
thigh	+6	1
hip	+7	1

wing parts	Tech/Regenerate	Enhancements
leading edge	+5	0
entire wing	+6	0
wing/torso joint	+7	1

tail parts (thick)	Tech/Regenerate	Enhancements
tip	+6	0
main part	+7	1
tail/torso joint	+7	0

tail (thin)	Tech/Regenerate	Enhancements
entire tail	+7	0

head parts	Tech/Regenerate	Enhancements
ear	+6	0.5
eye	+7	1
jaw, mouth	+5	0.5
neck, back of	+6	1
nose	+6	1
scalp	+4	0.5
throat	+5	1

torso parts	Tech/Regenerate	Enhancements
genitalia	+9	0
heart	+8	1
intestine, large	+8	1
intestine, small	+8	1
kidney	+9	0.5
liver	+8	1
lung	+9	0.5
pancreas/spleen	+7	0
ribs	+4	0
spinal column	+10	1
stomach	+8	1

example: Wilma the Cyborg

The player decides that Wilma caught her feet in a paper shredder, and starts replacing her at the feet and works upwards. He spends two SP slots to replace up to 20 areas. Each leg has a total of five parts: foot/ankle, calf, knee, thigh, and hip. Completely replacing both legs takes ten parts.

The player decides that the intestines were caught in the shredder too. The character has the following torso parts replaced: genitalia, small intestines, large intestines, stomach, and pancreas/spleen, taking five more parts. The player decides other lower body parts, such as the kidneys, were salvageable.

That leaves five parts available for replacement. The player briefly considers adding a thin tail, but decides to leave Wilma the way she is (with 15 parts replaced).

Trivial Cybernetics

A character might have very minor cybernetics (e.g., a single cybernetic finger). Generally, these tiny prosthetics have absolutely no bearing on play. The GM can allow such cybernetics as she sees fit.

Fully Replaced Cyborgs

Treat cyborgs who have had everything except their brain replaced as androids. Fully-replaced cyborgs receive the same Enhancements as androids and robots.

Enhancements

Robots, androids, and cyborgs may have extra abilities, or Enhancements, built into their bodies. (Players building basic cyborgs without the detailed options should refer to the *Cybernetic Packages* on p. 44.)

Robots and androids have (Tech × 2) spaces for Enhancements. Once those spaces are full, the character cannot have any more Enhancements installed. Cyborg Enhancement space depends on the body parts replaced (see left). Enhancements that increase Attribute or Skill levels may result in scores higher than Superb.

Robots and androids automatically receive the Enhancements Audio Recording, Direct Access, Electrical Output, Life-Support, and Radio Communication. They can choose one additional Enhancement per extra Supernormal Power spent. A character cannot start with an Enhancement of a Tech above his own, although he might have an opportunity to purchase higher-tech Enhancements later.

Robot Enhancements

The following Enhancements are available to robots and androids.

Robot Enhancement	Tech
Analysis	+4
Computational Ability	+4
Force Field (2)	+4
Heightened Damage Capacity	+4
Heightened Hearing	+4
Heightened Strength	+4
Heightened Vision	+4
Hologram Generation	+4
Infrared Vision	+4
Jump (2)	+4
Magnetic Resistance (0)	+4
Microvision	+4
Self-Repair	+4
Shielding (2)	+4
Shock Ability	+4
Skin Armor	+4
Video Communication	+4
Weaponry	+4 or above
Heightened Combat Ability	+4
Heightened Balance	+5
Hover (2)	+5
Scanning	+5
Computer Control	+6
Energy Deflection (3)	+6
Heightened HTH Ability	+6
Negation (2)	+6
Extra Memory Capacity	+7
Magnetic Control	+9

Some Enhancements fill more or less space than is standard. The amount of room each non-standard Enhancement fills is shown in parenthesis — e.g., Energy Deflection (3).

Cyborg Enhancements

Cyborgs determine their Enhancements by the body parts replaced. The cyborg specification table (p. 37) shows how much space each part has for Enhancements. See the Cyborg Enhancements table, right, for Enhancements available to cyborgs.

Cyborgs start with one Enhancement per Supernormal Power that the player spent on cybernetics. A character can gain additional Enhancements by spending additional SPs during character creation. If the character runs out of room for Enhancements, he can't have any more.

example: Wilma the Cyborg

Each of Wilma's legs has three spaces for Enhancements. Each intestine has one space, as does the stomach. The pancreas/spleen has none. Wilma has nine spaces for Enhancements.

Wilma spent two Supernormal Powers on cybernetics, and thus has two Enhancements. If she strikes it rich one day, she might be able to fill all nine spaces.

Cyborg Enhancement	Tech
Analysis	+4
Audio Recording	+4
Computational Ability (head only)	+4
Electrical Output	+4
Force Field (2)	+4
Heightened Combat Ability	+4
Heightened Damage Capacity	+4
Heightened Hearing (ears only)	+4
Heightened Strength	+4
Heightened Vision (eyes only)	+4
Infrared Vision (eyes only)	+4
Hologram Generation	+4
Jump (2, 1 space in each leg)	+4
Magnetic Resistance (0)	+4
Microvision (eye only)	+4
Radio Communication	+4
Self-Repair	+4
Shielding (2)	+4
Shock Ability (hand only)	+4
Skin Armor	+4
Video Communication (eye only)	+4
Weaponry	+4 or above
Heightened Balance	+5
Hover (2) (legs only)	+5
Scanning	+5
Computer Control (external body only)	+6
Energy Deflection (3)	+6
Heightened HTH Ability	+6
Negation (2)	+6
Extra Memory Capacity (head only)	+7
Magnetic Control (2)	+9

example: Wilma the Cyborg

Wilma's player picks Hover, filling two of her available leg spaces, and uses one slot in her intestines for Self-Repair.

Cybernetic Enhancement Restrictions

Characters cannot start with Enhancements of a Tech greater than their own.

Some Enhancements must be in a particular area. For example, Heightened Vision must be in an eye. The character must have replaced that part of his body to have the Enhancement.

Some Enhancements fill more or less space than average. The amount of room that those Enhancements fill is shown after their name, in parentheses, such as Energy Deflection (3).

Cybernetic Organs

Certain cybernetic organs give the cyborg abilities not possessed by fleshies. These are listed below.

Heart: The person's heart works at the proper speed for any metabolic rate, halving the effects of fatigue.

Liver: The cyborg has a +3 bonus to resist injected poisons. The liver can filter slow-acting poisons, such as alcohol, from the blood before they take effect. The liver notifies the cyborg when he has been poisoned.

Lungs: Poisons absorbed through the lungs do not affect the character. Lungs notify the brain when filtering poison.

Pancreas/Spleen: Flesh wounds heal faster (reduce time to heal by 25%). The cyborg's organics have a +3 on any rolls to resist disease.

Small Intestine: The cyborg absorbs twice the normal amount of nutrients from food, reducing his food and water needs by 25%.

Spinal Column: A cyborg with a cybernetic spinal column automatically has the robotic Enhancement Direct Access (p. 40). This Enhancement takes no space.

Stomach: The stomach filters out oral poisons and alerts the cyborg to the contamination.

Cybernetic Organ Failure

Cybernetic organs occasionally fail, usually when the character enters an anti-tech zone. The effects of organ failure are described below.

Heart: The cyborg falls unconscious after a number of combat phases equal to his Constitution. He dies in 1d6+6 minutes unless his heart restarts.

Kidneys: If both kidneys fail, toxins accumulate in the cyborg's blood. The character's flesh parts take a number of points of damage every day equal to the number of days ago that the kidneys shut down. Organics heal at half normal speed. When the kidneys restart, the poison clears out in 1d6 hours.

Large Intestine: The cyborg cannot absorb water and will eventually die of thirst.

Liver: Toxins accumulate in the cyborg's bloodstream. The cyborg's organics turn a beautiful shade of pale green, and smell bad to boot. The cyborg might last for months or years in this condition.

Lungs: The character suffocates to death in 1d6+6 minutes unless breathing resumes or his blood is oxygenated.

Pancreas/Spleen: The cyborg cannot metabolize sugar properly. Pancreas/spleen failure throws the cyborg into a coma 1d6 hours later, and kills him after another 2d6 hours.

Small Intestine/Stomach: The cyborg cannot digest food.

Spinal Column: Spine failure paralyzes the cyborg. If the cyborg's upper body is cybernetic, he is fully paralyzed. If only the lower body is cybernetic, he can still use his arms.

Using Enhancements

Three Enhancements are always on — Heightened Damage Capacity, Magnetic Resistance, and Skin Armor. These abilities derive from the qualities of the material used to create the cybernetic parts. Lack of power won't take away a cyborg's toughened structure or make a character with Magnetic Resistance suddenly susceptible to magnets!

Other Enhancements are not constantly on — if they were, they would pose a distraction or wear out their components. While a player might prefer to have the benefits of his character's Heightened Hearing constantly available, it isn't practical. Imagine constantly hearing every slight sound; the character would either learn to ignore his augmented hearing, or go quietly nuts.

A character can activate his Enhancements at will.

A cybernetic character's generator has sufficient power output to power the character's cybernetics and Enhancements under normal working conditions. The GM will inform the player when a cybernetic character is overtaxing his power system.

Enhancement Descriptions

The following descriptions more fully explain the available cybernetic Enhancements. Some refer to dice rolls (e.g., "Good or better Situational Roll"). See Chapter Four: *Actions & Combat* for more information.

Analysis
Tech: +4 *Range:* Touch

Analysis allows the character to identify materials on a Good or better Situational Roll. (The GM can apply modifiers for unusual substances.) The character must have at least one cubic centimeter of the substance.

Analysis gives thorough results, down to the molecular structure of the material, and requires 10 minutes to complete. The character may need an appropriate Skill (Chemistry, etc.) to interpret the results.

Audio Recording
Tech: +4 *Range:* Variable

The character has a hidden built-in audio recorder, useful for recording incriminating discussions and bootlegging concerts. The recorder stores up to 300 minutes of sound per audio chip. Extra chips cost 5 Ir. Any home stereo system of Tech +4 or greater can play Audio Recording chips. The character can play the chip himself, but only he can hear the recording. Recording quality is fairly low. It improves as Tech increases, but these recordings can rarely be passed off as originals.

A character who has Audio Recording and Radio Communication can directly transmit recordings, or record radio transmissions.

Players must tell the GM when their characters are recording. Remember, sound does not travel in vacuum.

Computational Ability
Tech: +4 *Range:* Body

The character has a small computer wired to his brain. He can perform number-crunching mathematics quickly and flawlessly. This Enhancement increases Reason by one level, and allows the player to use a calculator at any time during play.

Computer Control
Tech: +6 *Range:* Touch

Characters with this Enhancement have special software and hookups that allow them to electronically attack computers and robots. In electronic combat, one computer system attempts to seize control of another system. For details see *Electronic Combat* (p. 62).

"Take that, you blasted game!"
—Fourth most common use of the Computer Control Enhancement.

Direct Access
Tech: +4 *Range:* Touch

Characters with Direct Access can plug themselves directly into computers and control systems. Robots can communicate with other computers at electronic speeds. Cyborgs and androids can communicate at the speed of thought.

A character using Direct Access can choose to cut off sensory input from his own body and take sensory input from another device or vehicle. The person feels as though the device were his body; his senses are the device's detectors. Characters using Direct Access to act through a machine add +1 to their Initiative (see p. 58), and have a +2 on their chances of success for any use of the machine.

example: Adam Reynolds

Adam Reynolds uses Direct Access to plug into a shuttlecraft's engineering computers. He senses damage in the drive system as a pain in his leg, and that dull headache is a virus in the food recycler's controls. By moving his limbs he can operate any shipboard device controlled by the engineering computer.

While he's plugged in, the ship's coffeepot catches on fire. Reynolds has a +1 on his Initiative, and can activate the fire extinguishers before anyone else notices something's wrong.

Electrical Output
Tech: +4 *Range:* 1 meter

The character can send and receive power through an electrical hookup in his body. Characters cannot be forced to accept or give power against their will.

Robots, androids, and fully replaced cyborgs can produce 50 power points per combat phase (see p. 110). Cyborgs can produce 12 power points per combat phase if the player spent one SP on cybernetics, 25 power points per combat phase if the player spent two SPs on cybernetics, and 40 power points per combat phase if three SPs were spent on cybernetics.

When underwater, the character must have a tight and dry connection to the item he plugs into. A wet connection inflicts 1 point of damage on both the character and the item for every 20 power points going through the connection, *and* no power is transmitted.

Energy Deflection
Tech: +6 *Range:* Body

Energy Deflection creates an electromagnetic sheath around the person. It blocks 4 damage points per combat phase from electricity, lasers, masers, and radiation. It completely blocks Negation weapons.

Energy Deflection uses a lot of power. A character cannot use most other Enhancements while using Energy Deflection. Energy Deflection does not protect the character's belongings. It doesn't work in liquid.

Extra Memory Capacity
Tech: +7 *Range:* Body

The character has a small information-storing computer attached to his brain, granting 14 extra levels of Skills. This information chip is not easily replaceable; a character would have to learn to access a new chip in much the same way as he would learn new Skills.

Force Field
Tech: +4 *Range:* 20 meters

The character can form a 2 point force field around anything within range (see *Force Fields,* p. 63). This field cannot do damage.

Force Field uses a lot of power. The character cannot use most other Enhancements while using Force Field.

Force Field does not work in a liquid environment.

Heightened Balance
Tech: +5 *Range:* Body

This Enhancement adds two levels to Dexterity and +1 to all balance-related skills (Acrobatics, Riding, etc.).

Heightened Combat Ability
Tech: +4 *Range:* As weapon

This Enhancement overlays a tracking grid on the character's field of vision, adding +1 to all ranged weapon Skills.

Heightened Damage Capacity
Tech: +4 *Range:* Body

The character's cybernetic parts have been constructed with high-strength materials, giving them a +3 bonus to their Defensive Damage Factor (see p. 66). — for damage to the cybernetic parts only.

Heightened Hand to Hand Combat Ability
Tech: +6 *Range:* Body

This Enhancement gives the character a +1 modifier in rolls to hit in all forms of hand-to-hand combat.

Heightened Hearing
Tech: +4 *Range:* Variable

The character hears exceptionally well. He has a +3 modifier in all rolls involving hearing.

Heightened Strength
Tech: +4 *Range:* Body

This Enhancement places extra-strong motors in cybernetic limbs. Cyborgs gain three extra levels of Strength, but only in their prosthetic limbs. Robots, androids, and completely replaced cyborgs gain three levels of general Strength — four if Tech +9 or +10.

Heightened Vision
Tech: +4 *Range:* Sight

A character with this Enhancement gains a +3 on all Awareness rolls involving sight. He can measure range to anything within sight with 95% accuracy.

Hologram Generation
Tech: +4 *Range:* Sight

The character can project silent three-dimensional images. Holograms cannot inflict damage, cannot suffer damage, and remain until deactivated at the source.

The character can move the hologram as he wishes. A hologram's maximum volume is 27 cubic meters, and its maximum width is six meters. The character must see his hologram directly or it will vanish.

A character can have no more than five holograms in memory. (He can store more somewhere else and load them into his personal memory with Direct Access.)

Designing a rough hologram takes one minute per cubic meter. If the character takes more time, the hologram can look more convincing.

The character can holographically photograph scenes. The character must have a view from several angles to produce a truly holographic image.

Holograms do not work in vacuum.

Holograms displayed underwater suffer distortion based on the clarity and smoothness of the water. In rough or dirty water, hologram quality suffers greatly.

Hover

Tech: +5 *Range:* Body

The character has high-speed air jets in his feet and legs, allowing him to hover above the ground in normal atmosphere or gravity. He can move in any direction at one meter per second. This Enhancement halves falling damage.

Hover does not work in vacuum or in high gravity.

Infrared Vision

Tech: +4 *Range:* Sight

The character can see in the infrared spectrum. (Infrared light is heat.) Most living things and working machines generate their own infrared light, making them stand out well against a cooler background. He also sees well at night on most inhabitable worlds.

Jump

Tech: +4 *Range:* See below

In standard gravity, the character can leap up to 30 meters horizontally and up to 25 meters vertically. He rises 2 meters for every 5 meters of horizontal leap — a character leaping 30 meters needs 12 meters of clearance. Halve the distances possible in high gravity. Double them in low gravity.

Difficult leaps may require a roll against Acrobatics Skill. Halve distances if the character is underwater.

Life-Support

Tech: +4 *Range:* Body

The character has an internal life-support system, independent of outside air or temperature. The character can live without external life-support gear in most inhospitable environments. He doesn't need to breathe. This Enhancement halves radiation and temperature damage.

Magnetic Control

Tech: +9 *Range:* 10 meters

The character can move ferrous objects from a distance, at a speed of one meter per combat phase. The object moved cannot weigh over 50 kilograms.

Someone with Magnetic Control can induce a current in electronic circuitry, doing 1 point of damage per combat phase. The object's Shield may block the effects of this Enhancement.

Magnetic Control uses a lot of power, preventing other Enhancements from working at the same time. Magnetic Control does not work underwater.

Magnetic Resistance

Tech: +4 *Range:* Body

The character's cybernetics are built of nonmagnetic materials; the Magnetic Control Enhancement can't affect him. This Enhancement is always on.

Magnetic Resistance does not affect the character's possessions, including armor. A Magnetic Resistant character surrounded by a force field or using the Energy Deflection Enhancement can be affected by magnets; these Enhancements generate magnetic fields.

Microvision

Tech: +4 *Range:* 1 meter

The character's eyes can magnify the field of vision, allowing him to see tiny objects such as microscopic electronics.

Negation

Tech: +6 *Range:* Touch

This Enhancement drains power from objects. The character must learn how to use this Enhancement — treat this as a Negation Enhancement skill (defaults to Poor). Draining power requires a successful Opposed Action roll between the character's Negation Enhancement Skill and the target's Shield score.

If successful, the Negating character gains all power generated by the target during that combat phase. Targeted batteries lose their charge, and remain empty until recharged. The negator can use the power for his own Enhancements, or feed it out through Electrical Output. If a character negates something with more than 200 power points, he takes one point of damage, plus one point of damage for every additional 10 power points. He continues to take damage until he grounds himself, or bleeds the power off.

A character with this Enhancement suffers no damage from electric shocks.

Negation doesn't work in liquid environments.

Radio Communication
Tech: +4 *Range:* (Tech × 5) kilometers

The character has a built-in radio transceiver. He does not need to speak aloud to transmit, and can listen to what he receives without anyone overhearing. The character may also transmit everything he hears.

A character can broadcast on up to ten frequencies at a time without difficulty. He can broadcast on up to 30 at once by diverting all his available power. He can only comprehend one channel at a time. The broadcasting range is one-tenth the receiving range.

Scanning
Tech: +5 *Range:* Variable

The character has a scanner (see pp. 122-124) built into his body. The player can select the scanner type.

Self-Repair
Tech: +4 *Range:* Body

This Enhancement repairs one point of damage per hour. It heals a cyborg's damaged prosthetics, not his flesh. The player must note the location of each wound to know if Self Repair can heal a specific injury.

Unless a character deliberately deactivates Self-Repair it remains on, even while the person is unconscious.

A character with Great or better Skill in Cybernetics can attach his Self-Repair Enhancement to another cybernetic character and use the Enhancement to accelerate repairs on that character. Self-Repair can only repair one person at a time.

Shielding
Tech: +4 *Range:* Body

This Enhancement makes the possessor resistant to radiation, negation, and electrical attacks. The character has a +4 on all Shield Attribute rolls.

Shielding uses a lot of power. Other Enhancements can not be activated while using this ability.

Shock Ability
Tech: +4 *Range:* Touch

The character can electrify his hands. His touch does two points of damage — this is added to any damage done normally in a hand-to-hand attack. Shock Ability adds only one point of damage in liquid environments.

Skin Armor
Tech: +4 *Range:* Body

The character has a layer of ballistic, impact-resistant plastic under his skin, adding (Tech/2) points to his Defensive Damage Factor (see p. 66).

Video Communication
Tech: +4 *Range:* (Tech × 2.5) kilometers

The character has a built-in television transceiver. He can transmit whatever he sees and hears, and can view whatever he receives without anyone else noticing. He can transmit simultaneously on a number of frequencies equal to his Tech, but the power cost is cumulative. He can only view one channel at a time. Video Communication doesn't work in liquid environments.

Weaponry
Tech: Variable *Range:* Variable

The character has a ranged weapon built into his arm or wing. The weapon is obvious and immediately detectable unless the arm is covered. The weapon draws its power from the character's battery.

This Enhancement doesn't include special equipment (e.g., telescopic sights), but does include places to mount them. Weapons requiring ammunition come with an internal compartment large enough for 30 rounds. Built-in rifles cannot be adapted for belt feed.

The weapon cannot be removed in usable condition.

If the character has a prosthetic hand and wrist, choose a weapon from Table 1. If the character's lower arm is prosthetic, choose from Table 1 or 2. Robots and characters with an entire cybernetic arm choose from Table 1, 2, or 3. The weapon chosen cannot exceed the character's Tech.

Table 1
Wrist or more is cybernetic
(1 Enhancement space each)

knife	(Tech +4)
energy cartridge pistol	(Tech +4)
laser pistol	(Tech +4)
maser pistol	(Tech +4)
flak cartridge pistol	(Tech +4)
sonic pistol	(Tech +4)
disruptor pistol	(Tech +5)
HILD laser pistol	(Tech +5)
stun pistol	(Tech +5)
lokasi pistol	(Tech +8)

Table 2
Lower arm or more is cybernetic
(2 Enhancement spaces each)

energy cartridge carbine	(Tech +4)
flak cartridge carbine	(Tech +4)
HILD laser carbine	(Tech +5)
meson rifle	(Tech +6)

Table 3

Whole arm is cybernetic
(4 Enhancement spaces each)

energy cartridge rifle	(Tech +4)
laser rifle	(Tech +4)
maser rifle	(Tech +4)
flak cartridge rifle	(Tech +4)
disruptor rifle	(Tech +5)
riot control stun rifle	(Tech +5)
lokasi carbine	(Tech +8)

Weapons might not work normally in vacuum or in a liquid environment. See the weapon's description for details (pp. 118-121).

"The manufacturer is not responsible for damages resulting from improper use…"

—Any cybernetics warranty

Custom Enhancements

With the GM's approval, a player may have his character design a custom Enhancement. The Enhancement cannot violate any of the following parameters:

1) It cannot use nuclear or antimatter devices.
2) The components needed cannot weigh more than 5 kilograms or fill more than 0.125 cubic meters.
3) It cannot involve equipment of a Tech above the character's Tech, nor violate any natural laws.

The GM can veto unreasonable or improbable Enhancements. She can also decide how well a self-designed Enhancement works with other Enhancements or equipment.

If a character designs a custom Enhancement during the campaign, he will need to have it installed. If the player designs the Enhancement before the game begins, his character can start with it.

Enhancements with Information Readouts

Some Enhancements (such as Scanning and Video Communication) give the character visual information. If the character's eyes are still organic, he has information fed directly into his optic nerve. If the character has cybernetic eyes, the information is overlaid on his field of vision.

Using these Enhancements does not blind the character.

Cybernetic Packages

The cybernetic Enhancements available might overwhelm new players. The following packages are suggestions for Enhancements that characters of various professions might have. Most characters couldn't have as many Enhancements as are listed; these are simply common choices. Enhancements not listed here might be useful as well.

Soldier

Heightened Damage Capacity, Heightened Strength, Heightened Vision, Shock Ability, Skin Armor, Heightened HTH Ability, and Heightened Combat Ability.

Pilot

Direct Access, Heightened Balance, Heightened Vision.

Magician

Just kidding.

Shepherd

Heightened Vision, Heightened Damage Capacity, Radio Communication.

Engineer

Self-Repair, Microvision, Scanning (Engineering scanner), Extra Memory Capacity (filled with extra engineering Skills).

Scientist

Analysis, Computational Ability, Extra Memory Capacity, Microvision, Scanning, Heightened Vision.

Personal Magic and Auras

In the *Gatecrasher* universe, a discrete shell, or *aura*, of magical energy surrounds every living, once-living, and magically active object, as well as a few things that just happen to be in the way. Many philosophers believe that this aura is the person's soul, made visible through magic. Others believe that the aura merely shows magical energy clotting around the person.

In either event, this aura holds power. Characters can tap this power to create magical effects. Magicians can produce a variety of effects, while everyone else just picks a few tricks up as they go (Supernatural Talents).

Robots have no aura. Zip. Zilch. Androids have only a small aura around their organic brain.

A character's personal aura affects his Supernatural Talents and Magic Ability.

Magic Ability

Using magic requires a peculiar insight and understanding not easily expressed in words or pictures.

A magician character's initiation and education consists of experiences that give him an opportunity to figure these things out. The neophyte magician teaches himself how to adjust his own aura and amplify his power and understanding. This adjustment destroys any Supernatural Talents the character might have had, but allows him to cast spells.

The ability to use magic is a Supernormal Power. A player can spend multiple SPs on his character's magical ability. For each Supernormal Power spent, the character's Magic Ability increases by one level.

SPs spent	Magic Ability
1	Terrible
2	Poor
3	Mediocre
4	Fair
5	Good
6	Great

Characters cannot have a Superb Magic Ability at character creation, although some may take the time and effort to improve their Magic Ability during game play. See p. 32 for more information.

Magic Types

The player should choose which type of magic the character knows. See Chapter Five: *Magic* for detailed descriptions of the types of magic available. For convenience, they're summarized below.

Conjuration: Creating matter from magical energy.
Enchantment: Distilling and focusing magical energy for a variety of purposes.
Esper: Using magic to gather information.
Kinetics: Manipulating motion via magic.
Necromancy: Communicating with and manipulating spirits and souls.
Psionics: Manipulating life and minds.
Summoning: Summoning creatures and warping space.

For example, a character who has four Supernormal Powers in Kinetics is a Fair Kineticist. A character who has two SPs in Necromancy and three SPs in Summoning is a Poor Necromancer and a Mediocre Summoner. A character could conceivably manipulate five or six different types of magic, but would be Terrible at all of them.

Magicians must also take a Skill in the traditions and rituals of their type of magic. Although this Skill has no effect on actually casting a spell, it does determine whether or not a magician can master a particular spell.

Limits on Magicians

Magicians cannot have Supernatural Talents and cannot be robots or androids. A magician might have cybernetic parts, but prosthetics interfere with mastering spells and regaining Magic Points (see pp. 74 and 78). Magicians also have difficulty learning engineering and technical skills. The Game Master may veto any skill she feels is too "techie" for a magician character.

Using Magic

Players with magician characters should read Chapter Five: *Magic,* for complete information on how their characters use the Magic Ability they so thoughtfully spent all their Supernormal Power slots on. Information on choosing beginning spells, etc. for the fledgling mage can also be found there.

Players who are creating magicians, robots, or androids can skip the rest of this chapter, as none of these characters have Supernatural Talents.

Players who create Ko'Sherkin, Doppelganger, and Lycanthrope characters should be sure to read *Shapeshifting,* p. 51.

Supernatural Talents

People who don't become magicians frequently develop innate magical talents. These talents come from psychological quirks and anomalies in the person's aura. Using a Supernatural Talent is the equivalent of wiggling one's mental ears or curling the psychic tongue. The character has no control over which powers he may develop.

Each Supernatural Talent costs one Supernormal Power during character creation.

Choosing Supernatural Talents

Nobody knows why certain abilities appear in some people and not in others, or how to guide the process.

The GM may allow players to choose their character's Supernatural Talents. Players should keep in mind that these abilities appear randomly in what passes for nature in *Gatecrasher*. The GM has final approval on the player's choice of powers.

If the GM does not want players to choose their Supernatural Talents, the player should roll percentiles on the table (right) for each power. Reroll all duplicates and Supernatural Talents innate to the character. (A Ko'Sherkin who rolls the Shapeshift Supernatural Talent rerolls, for example.)

Using Supernatural Talents

A character can activate a Supernatural Talent whenever he wishes. All Supernatural Talents begin working immediately upon activation, without any preparation or warm-up time. Talents that increase Attribute or Skill levels may result in scores greater than Superb.

A character must expend the required number of Magic Points (see *Secondary Attributes,* p. 15) to use a Supernatural Talent. He must continue to spend Magic Points to keep the ability active. Supernatural Talents with a listed Magic Points cost of "permanent/always on" use no Magic Points and cannot be deactivated.

A non-permanent Supernatural Talent that uses no Magic Points can be used whenever desired.

A character in combat can only activate Supernatural Talents during his action (see Chapter Four: *Actions and Combat*).

Roll	Supernatural Talent
01-04	Absorption
05-08	Acceleration
09-12	Adaptation
13-16	Armor
17-20	Create Illusion
21-24	Domination
25-28	Heightened Dexterity
29-32	Heightened Hearing
33-36	Heightened Smell
37-40	Heightened Strength
41-44	Infrared Vision
45-48	Invisibility
49-52	Levitation
53-56	Perception
57-60	Power Transfer
61-64	Psychometry
65-68	Pyrokinesis
69-72	Radiation Absorption
73-76	Regeneration
77-80	Resist Cold
81-84	Resist Heat
85-88	Shapeshift
89-92	Telekinesis
93-96	Telepathy
97-100	Teleportation

The Game Master may alter the above list as she desires, adding or removing Supernatural Talents and assigning any probabilities desired.

Adding Supernatural Talents

Supernatural Talents are an artifact of auras, and cannot be custom-designed by characters. *Players* are welcome to come up with something that would make an interesting talent, however. GMs may allow a beginning character to have a player-defined talent, rather than requiring a random roll on the table above.

When designing a new Supernatural Talent, the player should remember that these abilities work on an instinctive level and that their effects are very simple — "burn this," "do that," "don't fall," "be there," "find Joe," "don't suffocate." Their use doesn't require much conscious direction.

As with any new rule, equipment, etc., introduced into the game, the GM has final approval.

Supernatural Talent Descriptions

Absorption
Range: Body
Magic Point Cost: permanent/always on

A character with Absorption absorbs half of the Magic Points in spells and/or Supernatural Talents that hit him. The other half affect the character normally. This includes *all* spells, whether harmful or helpful.

The character can use the absorbed Magic Points as though they were his own. Any Magic Points above the character's usual maximum score dissipate at one point per minute.

If a spell or Supernatural Talent requires the full amount of Magic Points spent, it has no effect. For example, Froggymorph is an all-or-nothing spell and just doesn't work on a character with Absorption.

Absorption cannot be turned off.

The character's own Supernatural Talents affect him normally.

Acceleration
Range: Body
Magic Point Cost: 1 per combat phase

This Supernatural Talent increases the character's Move by 4 levels. The speed of any device that the character uses does not double unless the character completely powers and operates the device (a bicycle, for instance). An accelerated character in combat receives a +1 bonus on his Initiative. During hand-to-hand combat, he receives a +2 on his chance to hit.

Adaptation
Range: Body
Magic Point Cost: 1 per ten minutes

The character can live without external life-support gear in most inhospitable environments. He can resist extremes of temperature and doesn't need to breathe. If the character's Magical Effect exceeds –2, Adaptation halves radiation damage as well.

Armor
Range: Body
Magic Point Cost: 1 per combat phase

This talent creates a skin-tight magical barrier around the character, adding +3 to the character's Defensive Damage Factor (see p. 66). If the character is attacked by a weapon of a Tech above his Magical Effect, roll to see if this talent blocks *any* damage from that attack (see *Magical Effect and Supernatural Talents,* p. 50). This ability only protects the character, not possessions.

Create Illusion
Range: 10 meters
Magic Point Cost: 5 per minute per cubic meter

This Supernatural Talent creates an illusion in all five senses. The character can change the illusion as he wishes (to simulate movement, etc.), but must concentrate on the illusion to change it.

Five Magic Points sustains one cubic meter of illusion for one minute. Illusions have no maximum size limit, but the illusion's creator must be able to see the entire illusion, and it all must be in range.

This talent cannot create illusions intense enough to inflict damage. Illusions of the Sun do not blind people, and illusionary skunk stench will not drive anyone away. An illusionary spear might feel like it punches through someone's stomach, but it will inflict no actual damage and will not cause debilitating pain.

Illusions can conceal objects. A bridge over a chasm might seem perfectly solid, until that first step…

Anyone viewing the illusion can check against Awareness or a Sense Skill (Difficulty Level Great) to see through the illusion. (The GM should roll this in secret.) If the illusion moves, roll once per minute.

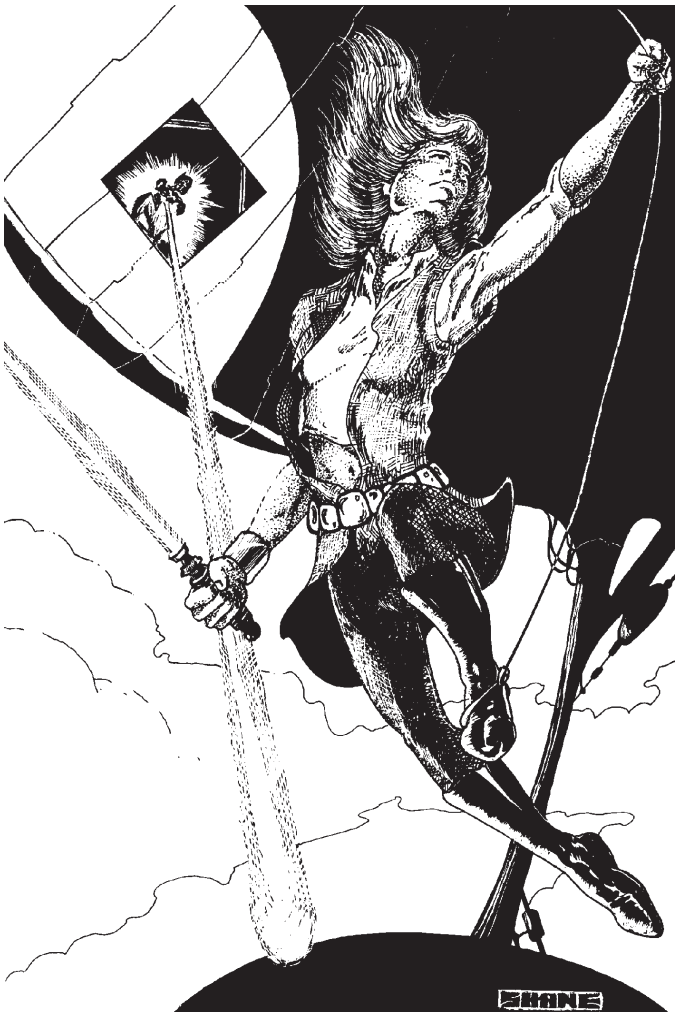
Domination
Range: 3 meters
Magic Point Cost: see below

Domination allows a character to bend others' wills. He can give one simple command, which the victim will follow blindly until Domination wears off.

Simple commands such as "calm down," and "do not notice me" succeed if the character spends three Magic Points per level of the victim's Id. Complex commands, or commands that the victim would normally refuse automatically, require twice normal power. Telling a bank president to open his vault for thieves requires three or more times the normal number of Magic Points. (The GM can choose not to reveal the victim's Id level to the player; the character may have to guess.)

The victim follows the command until he realizes that something is wrong. He can roll once when the Domination takes effect, and once per hour thereafter. On a Good or better Id roll, he notices the Domination and shakes off the effects. If someone tries to reason the person out of the Domination (e.g., asking the bank president why he just gave all the bank's money to street people), the victim can roll once per minute.

Whenever someone experiences Domination at double or greater power cost, the victim's player should roll on his character's Id. On a result below Mediocre, the victim permanently loses one level of Id.



Heightened Dexterity
Range: Body
Magic Point Cost: permanent/always on

This Talent adds two levels to Dexterity and +1 to all balance-related skills (Acrobatics, Riding, etc.).

Heightened Hearing
Range: Variable
Magic Point Cost: permanent/always on

The character has exceptional hearing. Add +3 to Awareness rolls involving hearing.

Heightened Smell
Range: Variable
Magic Point Cost: permanent/always on

The character has an exceptional sense of smell. The character has a +3 on all Awareness rolls involving scent. Someone with Heightened Smell can possibly even track people by their distinctive scent.

Heightened Strength
Range: Body
Magic Point Cost: permanent/always on

This Supernatural Talent adds three levels to Strength.

Infrared Vision
Range: Sight
Magic Point Cost: permanent/always on

The character can see in the infrared spectrum. (Infrared light is heat.) Most living things and working machines generate their own infrared light, making them stand out well against a cooler background. The character also sees well at night in most warm places.

Invisibility
Range: Body
Magic Point Cost: 1 per minute

The character can turn himself and everything he carries invisible (high-tech possessions may resist). Invisibility doesn't confer silence or mask odor.

Mechanical eyes (cameras, robots, etc.) of a Tech above the character's Magical Effect may be able to see the character (see p. 50), as can Infrared Vision.

Levitation
Range: Body
Magic Point Cost: 1 per 4 combat phases

The character can lift himself into the air, and move at one meter per second in any direction. This power halves falling damage when active.

Perception
Range: 5 meters per level of Id
Magic Point Cost: 1 per ten minutes

The character has a sixth sense, allowing him to sense all objects within range and form a mental picture of his surroundings, in three dimensions and with full textural details. Perception penetrates walls and gives a clear picture of the other side. A blind character with Perception can walk through an unfamiliar area as easily as if he had sight.

The character can roll against Awareness to detect hidden items (concealed compartments and weapons beneath clothing) while using Perception. Small compartments are more difficult to find than larger ones.

The character cannot see anything that resists his magic. High-tech objects appear as "dead spots" in the character's mental image of the area, and high-tech walls can block Perception entirely.

Perception does not allow normal reading, although the character can read Braille or other raised text.

Power Transfer
Range: Touch
Magic Point Cost: see below
The character can give his Magic Points to someone else. For every 4 points spent, the recipient gets 3.

Psychometry
Range: Touch
Magic Point Cost: 1 per month
The character can sense the history of an item in a vague, empathic way. Psychometry reveals the item's history only to the point the character pays Magic Points for.
Objects with a very negative past cause pain to the psychometrist, and might even jam the character's Psychometry for several days.

example
In a pawnshop, Heather Donner uses ten months (ten Magic Points) of Psychometry on a ring. She senses that the ring has languished unwanted in this secondhand shop for all those months.
Ten years ago, the King of Outer Kansas treasured that ring. Heather learns nothing of this.

Pyrokinesis
Range: 5 meters per level of Id
Magic Point Cost: 10 per point of damage
This talent causes things to burst into flame. The possessor must make a Fair Magic Targeting Skill Roll to hit a target.

Radiation Absorption
Range: Body
Magic Point Cost: permanent/always on
The character transforms damaging radiation into healing energy. Damage the character would take from radiation actually reduces the character's current Wound Level. Smaller wounds heal first. For every 2 points of "damage" absorbed, one Scratch will heal; for every 4 points absorbed, a Hurt wound will heal, and so on. Absorbing 30 or more points can restore one lost limb. All other wounds must heal first. Absorption works with radiation only — not with explosive damage.

Regeneration
Range: Body
Magic Point Cost: 5 per point of damage healed
The character can instantaneously heal his wounds. He can regenerate one missing limb in ten minutes for 20 Magic Points.

Resist Cold
Range: Body
Magic Point Cost: 1 per 10 minutes
The character takes half damage from cold.

Resist Heat
Range: Body
Magic Point Cost: 1 per 10 minutes
The character takes half damage from heat.

Shapeshift
Range: Body
Magic Point Cost: 10 to initiate change
The character can change his physical features, growing claws or teeth or hair as desired. He can change his fingerprints. Unlike with elemental shapechangers, the Shapeshift Supernatural Talent won't allow someone to grow extra limbs or rearrange his biochemistry. See *Shapeshifting* (p. 51) for more details.

Telekinesis
Range: Id × 2 meters
Magic Point Cost: 1 per kilogram per meter
The character can move objects with pure mental force. One Magic Point moves one kilogram one meter in one second. Using additional Magic Points can increase mass or distance, as the user desires (2 Magic Points move 2 kg one meter or 1 kg two meters).

Telepathy
Range: infinite
Magic Point Cost: none
The character can communicate with any other willing and receptive person. The telepath only hears the thoughts the other person wants to have read. The telepath must know or directly see anyone he wants to communicate with.
When a telepath first attempts contact, the recipient feels a mental "knock" — and can choose to accept or refuse the contact. If the recipient accepts, he can end the communication whenever he wishes.
A telepath can communicate with any number of people at one time. A telepath can become the hub of a telepathic network, receiving and automatically rebroadcasting any directed thoughts of anyone in the link. Everyone in the link hears all of the directed thoughts. Whenever the link is being used, the telepath must roll against Id to perform any action other than broadcast. The telepath can collapse the link as desired.

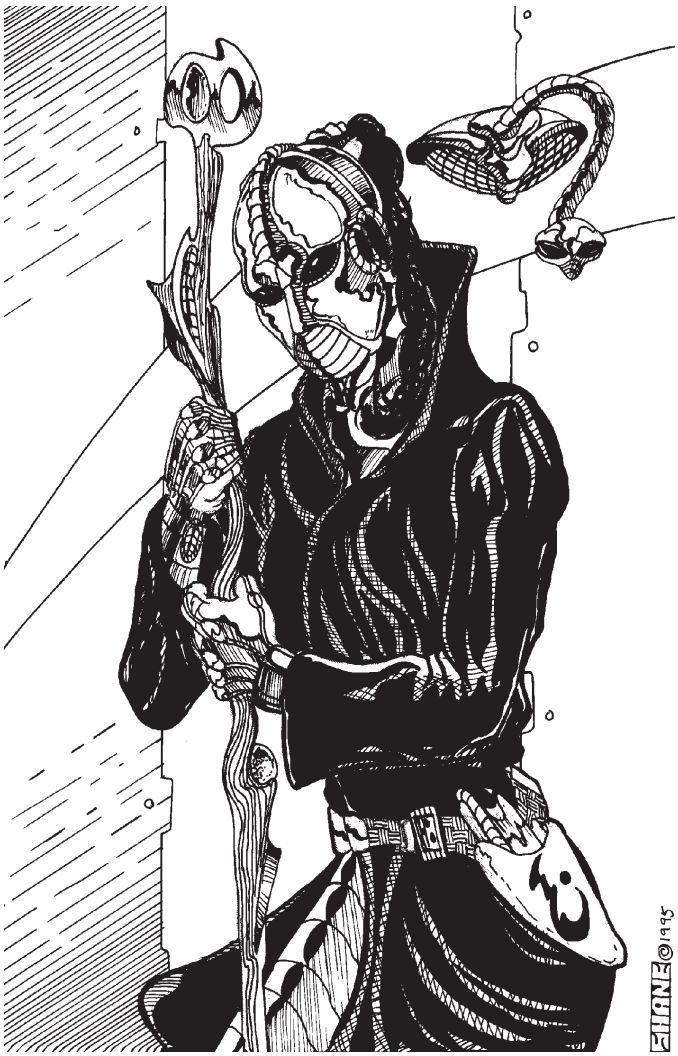
Teleportation
Range: 1 meter per Magic Point
Magic Point Cost: 1 per meter

The character can instantaneously move to another location. If a character teleports into a solid object, he takes 5 damage points per combat phase until he teleports out or dies.

Using Supernatural Talents

A character can use a talent whenever he desires, until he runs out of Magic Points. When a character runs out of Magic Points, he cannot use any more talents that require Magic Points.

Some talents do not need Magic Points. They can be activated at any time.



Magical Effect and Supernatural Talents

High-tech objects naturally resist magic and Supernatural Talents. If a character attempts to magically affect an object of a Tech level higher than his Magical Effect, the player should make a Situational roll. On a Good or better result, the magic affects the object. The character has a –1 penalty for every two Tech Levels the item exceeds his Magical Effect (see p. 16). Pyrokinesis might not damage a high-tech object; telekinesis might not push a high-tech button.

For high-tech objects made of several components, roll to affect the item as a whole. Androids, robots, and cyborg prostheses are either all affected, or not affected at all. A spell might affect a cyborg's organic parts but not affect any of the prosthetics.

example: Wilma the Cyborg

Wilma gets 2 Supernatural Talents. Rolling percentiles for each, the player learns that Wilma has Invisibility and Telekinesis.

Later, Wilma has a suit of chain mail (Tech –9) and an anti-matter cartridge rifle (Tech +9). Her Magical Effect is –1. If she uses Invisibility, the armor automatically becomes invisible. At ten Techs above her Magical Effect, she has no chance of turning the rifle invisible. Better still, Wilma's cybernetics are Tech +6. To make them invisible she has to make a Good roll or better, with a –3 modifier. If she fails, bystanders would see a pair of metal legs — minus body — walking by.

Cyborgs and Supernatural Talents

Many Supernatural Talents (primarily Heightened Attributes) work constantly, without the character concentrating or spending Magic Points. A cyborg's magic might not affect his prostheses, however.

If the cyborg's Magical Effect equals or exceeds the Tech of the prostheses, then permanent (i.e., "always on") talents affect the prostheses. If the Tech of the prostheses exceeds the character's Magical Effect, the Supernatural Talent has no effect on it.

example: Adam Reynolds

Adam Reynolds has the Heightened Strength Supernatural Talent. This talent normally uses no Magic Points, and works constantly. Reynolds has Tech +10 cybernetic limbs, however, and a Magical Effect of +1. His Supernatural Talent will not augment the strength in his prosthetic limbs.

On the other hand, he also has the Infrared Vision talent. That ability works normally in his biological eye.

Shapeshifting

Doppelgangers, Ko'Sherkin, and creatures with the Supernatural Talent Shapeshift can alter their physical structures. Shapeshifting requires biochemical energy (food). Major changes in physiology use more energy than minor changes.

"Let me get this straight. You're looking for someone who looks like someone?"

—Anonymous Bosch, Ko'Sherkin

Magic Point Cost

It costs 10 Magic Points to initiate a shapechange. Once initiated, the change requires *calories* rather than magic points to maintain. (Magical spells to change one's shape require more magic points — but do not require the expenditure of calories as well.)

Calorie Cost

The table on the next page lists the most common changes, their energy cost, and the time required to perform each. A character burns the specified amount of energy while shapeshifting, and every hour thereafter that he maintains a change. Each level of energy is equivalent to 100 calories.

Metabolism

A body needs time to convert fat cells into power, or *metabolize* stored energy. Ko'Sherkin can metabolize three levels of energy (300 calories) per combat phase; doppelgangers two levels of energy (200 calories) per combat phase; and characters with the Shapeshift Supernatural Talent can metabolize one level of energy (100 calories) per combat phase. A Ko'Sherkin who wishes to perform a change requiring six levels of energy needs two combat phases to gather the energy.

If the character prepares beforehand, he can have a large energy store metabolized. By eating high-sugar foods (e.g., sweet fruit, chocolate, pure glucose) before changing shape, a shapechanger can have thousands of calories in his system ready for use. That energy is available for a short time only, however — beginning 20 minutes after ingestion. Once it begins, the "sugar high" lasts only 10 minutes.

Maximum Calories

Most characters will become hungry after burning 30 levels of energy, and ravenous after burning 50. If a character uses more than 50 levels of energy without eating, he begins burning up his body's resources. For each additional 50 levels of energy used, the character's Strength drops by one level. Recuperating takes twenty-four hours of rest and food for each level of Strength lost.

Time Costs

Changing shape takes time. The *Shapeshifting Guidelines* on p. 52 list the most common changes and the time needed to complete each.

Shapeshifters can perform only one change at a time. They can perform several changes in succession, however. Each change lasts for one hour. A character can maintain a change for more than one hour, but burns an hour's worth of energy for each additional hour or fraction of an hour.

Restrictions

Not all shapeshifters can perform all changes. Ko'Sherkin can perform any desired change. Doppelgangers cannot change their size or grow entirely new limbs. Characters using the Shapeshifting talent can only rearrange and/or enhance their features.

Concentration

A Ko'Sherkin or doppelganger can do anything while changing shape, except cast a spell (unless specified in the spell description). A character using the Shapeshift Supernatural Talent can do nothing but concentrate on the desired changes while changing shape.

Reversion

A shapeshifter's body continually tries to reassert its natural form. Maintaining a change for more than an hour requires constant effort. While most shapeshifters learn to maintain a shape without affecting other activities, they still must expend a little effort.

A shapechanger can choose to relax any change at any time. Reducing the time spent in a particular form does not reduce the calorie cost for that form, however.

Except for Ko'Sherkin, shapeshifters revert to their normal form while asleep.

Shapeshifting Guidelines

change	energy (levels)	time (combat phases)
accelerated healing*	15	special
bioelectrics*	4	2
bludgeon fist	2	1
carapace*	10	2
claws	2	2
decrease size†	10	2
extend limb (per meter)*	5	1
extra eye 15	5	
extra hand/foot†	4	2
extra limb†	7	5
filtered lungs*	4	2
fingerprint change	2	1
gender change	7	3
gills*	5	3
horn, large*	2	2
horn, small	1	1
increase size†	15	2
increase strength	10	1
major appearance change	6	5
minor appearance change	2	3
minor biochemistry change*	20	2
photosynthesis	1	5
poison generation*	5	4
poison injectors	4	2
radical biochemistry change†	30	4
teeth, sharp	2	2
thick fur over entire body	9	4
tool generation	4	2
webbed fingers	3	1
wings, full†	10	3
wings, gliding*	8	2
wings, small	4	1

* usable by ko'Sherkin and doppelganger only
† usable by ko'Sherkin only

"Really, I'm not me, I'm him!"

—Anyone at a shapeshifter party.

Accelerated Healing: The shapeshifter can speed healing by concentrating on each wound, forcing it to heal. He can do nothing else while using Accelerated Healing. He heals 1 point of damage per hour, or 2 points per hour on a Good Medicine Skill roll.

Bioelectrics: The shapeshifter can alter his body to produce electricity. He generates up to 1 power point per combat phase, and can hold up to 20 p.p. in a specially-engineered organ. The character can discharge this power as he wishes.

If a shapeshifter does not discharge the stored energy before the organ goes away, he takes 1 damage point per 5 points of stored electricity.

Bludgeon Fist: The person's fist becomes larger and heavier, adding +1 to his Offensive Damage Factor in unarmed combat.

Carapace: Similar to a turtle shell, a carapace increases the character's Defensive Damage Factor by +1. The shapeshifter can layer multiple carapaces (each costing 10 energy levels), for a maximum bonus of +4.

Claws: The person's fingers or toes grow thicker and gain sharp nails. Used as weapons, claws add +1 to the Offensive Damage Factor in hand or foot attacks.

Decrease Size: The shapechanger can reduce his size by 20%, making his body denser and adding +1 to his Defensive Damage Factor.

Extend Limb: One of the person's limbs grows one meter for every 5 levels of energy spent.

Extra Eye: The shapechanger grows an extra (functional) eye anywhere on his body.

Extra Hand/Foot: The shapechanger grows a single manipulative or supportive body part, roughly equal to a hand or foot.

Extra Limb: The shapechanger grows an arm, leg, or tentacle somewhere on his body. This change doesn't include a hand or foot.

Filtered Lungs: The shapeshifter's lungs filter out poison gas, like a gas mask.

Fingerprint Change: The person's fingerprints change completely. The shapeshifter must make a Great or better roll against Forgery Skill to duplicate specific fingerprints.

Gender Change: The person's apparent gender reverses. This change doesn't include reproductive abilities.

Gills: The shapeshifter has fishlike gills and can breathe in normal, uncontaminated water.

Horn, Large: This is a single large horn, useful as a weapon (+2 to the Offensive Damage Factor).

Horn, Small: This is a single small horn, useful as a weapon (+1 to the Offensive Damage Factor).

Increase Size: The person can increase his size by 20%. This decreases his body's density, and penalizes his Defensive Damage Factor by –1.

Increase Strength: The shapeshifter can increase his Strength (and all Strength-related Skills) by one level. The character can repeat this change up to three times, for a maximum bonus of +3 to his Strength.

Major Appearance Change: The person becomes completely unrecognizable.

Minor Appearance Change: This changes skin tone, eye color, and slightly softens or hardens features. Ko'Sherkin often use this change to make themselves look like demihumans.

Minor Biochemistry Change: The person can adjust to alien air pressures and temperatures.

If someone performs this change immediately after exposure to a Fair or weaker poison, he makes a Toxicology Skill roll. If the result equals or exceeds the poison's potency, he takes no damage.

The GM can allow additional uses as she sees fit.

Photosynthesis: If the character exposes 40% of his skin to direct sunlight or its equivalent for 1 hour, his skin generates two energy levels (200 calories) — at the cost of one energy level. This is sufficient to keep the character alive without food for one day. The shapeshifter can maintain this change for twelve hours, but must then wait twelve hours before performing this change again.

Poison Generation: The person can generate poisons. Every shapeshifter knows how to create one particular poison. The player can choose the poison. A character with Toxicology Skill can try to generate any type of poison.

A character is not immune to his own poison. If shot in a poison gland (1% chance per hit, or at GM's discretion), he will be exposed to his poison.

Poison Injectors: These are thin pointed tubes, usually in the mouth or fingertips, used to inject poison.

Radical Biochemistry Change: This gives the character immunity to a single poison of any potency, the ability to breathe a specified toxic gas, or some similar change.

If used immediately after exposure to any poison, the shapeshifter can roll against his Toxicology Skill. If the roll equals or exceeds the poison's potency, he takes no damage.

Teeth, Sharp: The shapeshifter's teeth turn into fangs (+1 to Offensive Damage Factor when biting).

Thick Fur Over Entire Body: The shapeshifter grows a thick layer of fur, halving all cold damage. The fur adds +1 to his Defensive Damage Factor — against blades and blunt attacks only.

Tool Generation: The character can shape a finger or other small appendage into a basic tool (i.e., screwdriver, wrench, pliers, etc.). This tool will not conduct electricity.

Webbed Fingers: A thin webbing of skin grows between the shapeshifter's fingers, giving him greater swimming speed.

Wings, Full: These large wings allow the shapeshifter an unlimited range of flight.

Wings, Gliding: These thin, bat-like wings allow the shapeshifter to glide. Someone with gliding wings cannot take off from the ground, but he can jump from a high place and drift down.

Wings, Small: These small wings only suffice to control one's fall and are useless for flight, unless the character is in low gravity and an atmosphere.

Calorie Counting and Shapeshifting

A shapeshifter can usually arrange to have adequate energy for his changes — he can easily buy enough high-calorie foods to maintain any change for hours or days. Counting calories is only important when the character is short of food or in a delicate situation.


SHANE

Previous chapters explained how to create a *Gatecrasher* character. Here, you learn how Attributes and Skills affect a character's chance of success at an action, whether he's blasting a Random Icky Thing or activating a Supernatural Talent.

Action Resolution

There are two types of actions in the *Gatecrasher* game — Opposed Actions, and Unopposed Actions.

A fight between two creatures (a character and a Random Icky Thing, for example) will most often be resolved as a series of Opposed Actions.

An attempt to climb a cliff, repair a malfunctioning engine, or something similar will most often be resolved as an Unopposed Action.

For very easy actions, the GM may grant characters automatic success. If attempting an impossible action, the character will automatically fail. For situations in between, however, *Gatecrasher* uses dice to help determine whether or not a character is successful.

Rolling the Dice

Gatecrasher offers two dice techniques for randomizing events. The Game Master should choose her favorite, and let the players know which one to use.

Method One: FUDGE Dice (dF)

FUDGE dice (abbreviated dF) are six-sided dice with two sides marked with "+" signs (read as +1), two sides marked with "–" signs (read as –1), and two sides left blank (read as +/–0).

To use FUDGE dice, simply roll four dF and total the amount. Since a "–" and a "+" cancel each other, you can remove such an opposing pair from the table — the remaining dice will be easy to read. If there is no opposing pair, remove all blank dice and the remaining dice will again be easy to read.

The result will be a modifier from –4 to +4. To determine the result of an action, start with your trait level and move up (for plus results) or down (for minus results) the appropriate number of levels.

For example, rolling a –, +, –, blank will result in a modifier of –1. A Good skill modified by –1 gives a Fair result. Rolling a +, +, +, + will result in a modifier of +4 — the same Good skill just gave a Superb+2 result!

FUDGE dice are available in hobby stores or from the publisher (see p. 206). Or you can make your own with normal dice, stickers, and a pen.

Method Two: Percentile Dice (d%)

Roll two ten-sided dice, having first declared which will be the "tens" digit. Read the tens die and the ones die as a number from 1 to 100 (01=1; 00=100) and consult the table below:

Rolled								
1	2-6	7-18	19-38	39-62	63-82	83-94	95-99	00
–4	–3	–2	–1	+0	+1	+2	+3	+4
Result								

Applying the Dice Results

The above dice techniques generate results that can be read in terms of a number of levels along the FUDGE trait scale. A good roll increases the character's effectiveness for that action. A bad roll decreases the character's effectiveness.

FUDGE Trait Scale/Level Modifiers

Superb	+3
Great	+2
Good	+1
Fair	0
Mediocre	–1
Poor	–2
Terrible	–3

For example, a character with Fair Dexterity is attempting to walk across a plank suspended above a gaping chasm. The player rolls 4dF, and gets a +1; added to his character's Fair Dexterity, this is a Good result. A roll of –1 would have given him a Mediocre result, and so on. This "rolled degree" result is compared to a GM-set Difficulty Level (in an Unopposed Action), or to an opposing character's "rolled degree" (in an Opposed Action) to determine success or failure.

Unopposed Actions

When a character attempts an action that is not opposed — i.e., no other character or monster is attempting to stop him — the action is resolved as an Unopposed Action. The game master sets a Difficulty Level for the action; the player rolls the dice, adds the modifier to his character's appropriate trait level, and compares the result to the Difficulty Level.

Task Difficulty Level

The *Gatecrasher* character traits (Attributes and Skills) measure how good a character is at various tasks. The Game Master uses the same level scale (Terrible to Superb) to describe the difficulty of a given task. Usually a Fair result in a task is sufficient to complete that task; sometimes a Good or better result may be needed.

A task with a Difficulty Level of Poor is very easy, while something with a Difficulty Level of Superb is very hard. Tasks that are so easy as to be automatic, or so difficult as to be impossible, do not require dice.

For example, the GM may decide that walking a plank without falling off will have a Difficulty Level of Mediocre. If the plank is a bit narrow, it requires a Fair result. Grease spilled across the board boosts the Difficulty Level to Great. Adding an earthquake and a fire-breathing attack dragon may make the task impossible — the character shouldn't even try.

"No, you don't."

—Any GM, any campaign

Once the GM has set the Difficulty Level, she announces which Skill the character's player should roll against. If no Skill seems relevant, use the most appropriate Attribute. If there is an appropriate Skill, but the player doesn't have it written on his character sheet, roll against the Skill's default level (usually Poor).

A character with a Fair Attribute or Skill has roughly a 60% chance of succeeding at a task of Fair difficulty. Likewise, a character with a Superb skill has a 60% chance to succeed at a task of Superb difficulty — and only a 1.2% chance of failing a task of Fair difficulty.

Example: Emerson Brinmore

When the shuttlecraft crashes into the South Atlantic, Emerson is thrown into the ocean. The GM rules that staying afloat is a task with a Fair Difficulty Level.

Emerson has never swum in his life. He has Poor Swimming Skill. The player rolls percentiles and gets a 97. He looks at the d% chart and smiles; a Good result. Emerson paddles furiously, swallows a mouthful of icy salt-water, and stays afloat.

The GM then has the player roll on Emerson's Terrible Constitution. The player rolls a 13 (–2), giving a horrendous final result (sub-Terrible). When the rescue ship pulls Emerson from the water a few minutes later, he's well on his way to pneumonia.

Extreme Results

A character with a trait at either the upper or lower end of the FUDGE trait scale might get a result below Terrible or above Superb. When a character gets a "sub-Terrible" result, he has failed in just about the worst way imaginable. Likewise, when the result is "trans-Superb," the character has succeeded as spectacularly as possible.

The GM may set the Difficulty Level of a task higher than Superb for nearly impossible tasks. Such tasks require both a highly skilled (or talented) individual *and* a lot of luck. Don't bother setting a Difficulty Level below Terrible, though — such actions are automatic.

Opposed Actions

Actions are Opposed when other characters (or monsters, etc.) may have an effect on the outcome. In this case, the players of each contestant roll dice, and the results are compared to determine the outcome. The Game Master rolls for all non-player characters.

For example, the players of two arm-wrestling characters must each make a roll on their character's Arm-Wrestling Skill. If the first character has a Superb result, and the second character has a Good result, the first character wins.

Relative Degree

Relative Degree measures the difference between the results in an Opposed Action. Relative Degree is given as a number of levels. For example, if one character has a Good success in an Opposed Action, and the second character has a Mediocre success, the Relative Degree is +2 from the winner's perspective, and –2 from the loser's perspective.

Relative Degree is important in combat — see p. 59.

Action Modifiers

The Game Master may set modifiers to any actions the character attempts. Some situations will make a task easier — some will make it harder.

Examples of modifiers include +1 to Lockpicking if the character has a fine set of lockpicking tools, or –1 to a combat Skill if a character is hurt. The GM may grant a +1 to a default Skill roll if the character has a high Attribute that would logically affect that Skill.

Working in non-"native" gravity warrants negative modifiers to physical activities. A character is at –1 for each level of gravity below his native gravity — someone used to Standard Gravity is at –2 to physical tasks in Zero G. The modifier is –2 for each level of gravity above the character's native gravity.

Gravity levels are: zero gravity, low gravity, standard gravity, and high gravity.

Situational Rolls

A Situational Roll is used to show luck, outside events, or the overall situation. It's not based on any character traits. To make a Situational Roll, roll 4dF. Treat 0 as Fair. Each plus or minus raises or lowers the result by 1. For example, a Situational Roll of –2 gives a Poor result. The situation is not good.

The GM can use a Situational Roll to determine anything from the weather to a storekeeper's attitude. (She doesn't *have* to roll for these things — she can just make them up if she likes.)

Scale

In *Gatecrasher,* Scale is used to measure a creature's mass and strength. Humans are considered the "norm" and are Scale 0. Smaller, weaker creatures have negative Scales (gnomes are Scale –1). Larger, stronger creatures have positive Scales (ogres are Scale +1). Individuals can then be of Fair Strength, or Good Strength, etc., relative to those of their own Scale.

Each level of Scale is about 1.5 times heavier and stronger than the Scale beneath it.

The Strength Attribute follows the same rate of progression — a character with Good Strength is roughly 1.5 times stronger than a character with Fair Strength. (This progression may not be true for other Attributes. In humans, there is a wider range of Strength than of Dexterity: Superb Dexterity is only twice as good as Fair Dexterity.) This makes it possible to compare the Strength of creatures of differing Scales. An ogre (Scale +1) with Good Strength will be roughly as strong as a human (Scale 0) with Great Strength.

Scale also affects the mass of a character — and hence the character's ability to withstand damage. Scale affects actions in the following ways:

If a character of non-zero Scale uses his Strength to perform an action, add his Scale to the roll.

In combat, add a creature's Scale to its Offensive Damage Factor. Also add its Scale to its Defensive Damage Factor (see p. 66).

Combat

What bad novel, B-movie, or role-playing game is complete without a bit of gratuitous violence? Well, actually, several, but *Gatecrasher* isn't among them. Despite recent trends towards role-playing games that emphasize character interplay over the "hack and slash" style of games, we've included a section on combat.

Objective vs. Subjective Combat

FUDGE offers two different ways to handle combat in a game: objectively and subjectively. To run combat subjectively, simply handle fights as a series of Opposed Actions. The GM breaks combat down into large or small segments; the smaller the segments (or "story elements") the more detailed the description of the combat scene taking place.

Game Masters who prefer blow-by-blow descriptions of combat scenes should probably run combat more objectively.

The information presented in this Combat section applies to Objective combat. A GM who uses Subjective combat should read this section to get the general flavor of combat in the *Gatecrasher* game, and then do as she pleases.

Combat Phases

In a *Gatecrasher* campaign, a combat phase is defined as four seconds. A character can usually do one thing during a combat phase, such as operate a device, fire a weapon, or move through a doorway.

Actions

During each combat phase, each character gets one action. The player and GM resolve everything the character does on that action. Opening a door, attacking, running, pushing a button, or casting spells are a few possible actions. Some characters get multiple actions; see *Accelerated Characters,* p. 58.

There are limits as to what an action can encompass. A character can only activate one Enhancement or Supernatural Talent per action. He can also use one weapon per action, resolving all of that weapon's attacks on that action. The character can move while doing either or both of these.

A magician can do nothing else while casting a spell, including moving, eating, or sneezing.

Complex Activities

Complex activities are those that require more than one action to complete. A character who wishes to find an item in a suitcase might spend several actions doing so. The GM decides how long various activities require.

Surprise

Surprise determines how a character reacts to a sudden attack or encounter. A surprised character jerks or startles at an unexpected happening, while an unsurprised character takes the event in stride. Surprise might occur when two people meet around a blind corner, or a chimera falls out of a tree overhead.

When a character may be surprised, the player rolls against his character's Awareness (or his highest useful Sense Skill). The character remains unsurprised on a Good or better result. The GM can modify this for unusual conditions, however.

Surprised characters get a –3 penalty to their initiative in the first combat phase of the encounter (see below).

Option: Initiative

Initiative determines the order in which characters take their actions during a combat phase.

At the beginning of each combat phase, each player announces the Skill that his character will use. Players do not need to announce actual targets or actions at this time.

Characters act in decreasing order of their Skill levels. For example, a character using his Superb Revolver Skill will act before one using his Great Pudding-Making Skill. If that first character switches to his Good Unarmed Combat Skill, he acts second. Characters with identical Skill ratings act simultaneously. If a player does not know at the beginning of the combat phase what Skill his character will use, he acts last.

Cybernetic Enhancements and magical bonuses may improve Initiative. A character with the Acceleration Supernatural Talent has a +1 on Initiative: if he uses his Great Long Sword Skill, he acts with the Superbly Skilled characters. Penalties to Initiative (being surprised, or being injured, etc.) decrease Initiative.

If a character is attacked by something with higher or equal Initiative, he may choose to defend and counter-attack, thereby giving up whatever action he originally intended. A character attacked *after* his action in a given combat phase may defend himself but may not counter-attack (i.e., can inflict no damage even if he wins the combat roll) until the next combat phase.

example: Wilma the Cyborg

Wilma has a Good Disruptor Pistol Skill, and Heather Donner has Great Revolver Skill. They're having a pointed argument with a customs official who objects to them bringing sixteen cases of high-explosive armor-piercing ammunition through the starport.

The customs official is using his Laser Pistol Skill (Fair). With her Great Skill, Heather shoots first. Wilma's player is still considering trying to negotiate a settlement, but can't make up his mind yet.

Wilma decides to join in the firefight after Heather resolves her attack. Although Wilma's Skill is Good and the customs officer's is Fair, she shoots last because she dithered.

"The safety? Oh, I took that off."

— Bonnie Watt,
the repeatedly-resurrected soldier

Holding Actions

A character can choose to "hold," or delay his action until someone else has acted. If a character chooses not to act during a combat phase, he can act first during the next combat phase.

example: Adam Reynolds

Adam Reynolds has his favorite weapon, a Lunar H&K 7445 energy-cartridge rifle, propped up on the low brick wall only twenty meters from the Frog God's troops. Beside him, Heather Donner pulls out an empty tin can and a voodoo doll and begins chanting softly, slicing the doll with the can.

Reynolds recognizes the spell as Cause Debilitating Wounds, and prepares to attack. He holds his fire until the split second Donner completes her spell, however, allowing the pair to make a simultaneous attack.

Accelerated Characters

A character under the effects of the drug Chronoaccelerator or with the Supernatural Talent Acceleration acts at twice normal human speed. He receives a +1 bonus on his Initiative, *plus* gets a second action each combat phase. The second action is resolved after all characters' initial actions have been resolved. In cases where multiple combatants have two actions, Initiative may be determined normally for the second action as well.

Series Attacks

Certain creatures have multiple natural attacks: pairs of claws, or teeth and claws, or tails and halitosis.

The GM determines when a creature's actions may be taken within the combat phase. This may require a bit of "fudging." In some cases, the creature may perform two or more attacks simultaneously. In others it may make more sense for them to progress through their actions one at a time.

For example, a chimera has five attacks in a combat phase: three heads and two claws. If it has Great Skill, it takes its first attack with the Greatly-Skilled characters. The GM decides that its subsequent attacks follow; the second attack occurs at the same time Good Skills take action, the third attack occurs with Fair Skills, and so on.

Planning in Combat

In real life, combatants in the heat of battle cannot leisurely plan out their next moves. Likewise, players should not discuss their next actions during combat.

On a character's action, the character might call out suggestions or orders for other characters. These comments should be brief; remember, a combat phase is only four seconds long!

If the characters have time, they can discuss their plans at length before entering combat.

"From now on, we go straight to plan B: full frontal assault."

Bill Willis, combat chemist

Hand-to-Hand Combat

Hand-to-hand combat is handled as a series of Opposed Actions. Offense and defense are combined into one roll for each character.

The players roll on the Skill for the weapons the characters are using. The Relative Degree (see p. 56) determines how well the combat goes.

On a Relative Degree of zero, the status quo is maintained. Blows are exchanged, but none have any effect.

If the result is a Relative Degree other than zero, the winner has hit the loser. The greater the Relative Degree, the more solid the blow and the greater the damage inflicted.

Close, but Not Good Enough...

A Terrible hit never touches the target, even if the character's opponent gets a sub-Terrible result. Both combatants goofed badly, and probably entertainingly.

The Game Master may decide a Terrible result is good enough to let a character hit a target that is significantly bigger than he is (at least one Scale level bigger; see p. 57) provided the Terrible result was enough to win the Opposed Action. Significantly smaller targets (of a different Scale) may require a Mediocre or Fair result in addition to winning the Opposed Action.

Modifiers

The following conditions can modify a character's Skill during a combat. The GM may apply other modifiers as she sees fit.

fighter is Hurt	–1
fighter is Very Hurt	–2
fighter at positional disadvantage (sun in eyes, lower ground, kneeling, etc.)	–1

Aiming at a specific small body part (such as an eye or hand) carries a –1 modifier *and*-requires a minimum result of Good or Great to hit. If the fighter misses by one level but still wins the Opposed Action, he hits the other fighter — but not in the part aimed for.

Certain Cybernetic Enhancements and Supernatural Talents also modify skill in combat — see Chapter Three.

Multiple Combatants in Melee

When multiple opponents attack a single fighter they have, at least, a positional advantage — the lone fighter is at –1 to his skill for each foe beyond the first. The lone fighter rolls once; compare the result with *each* of the opponents' rolls, one after the other. The solo combatant has to defeat or tie *all* of the opponents in order to inflict a wound on one of them. If he beats all of his foes, he may hit the foe of his choice. If he ties his best opponent, he can only wound another whose result is at least two levels below his.

The lone fighter *takes* multiple wounds in a single round if two or more enemies hit him. He can inflict damage on only one foe in any given round. (The GM may allow a sweeping blow to damage more than one foe at a time; but reduce damage done by –1 or –2 for each foe cut through. See *Damage,* below.)

A well-armored fighter facing weak opponents can concentrate on one foe (that is, not defend himself at all against some of his attackers, who then roll their attacks as Unopposed Actions). The lone fighter can damage his chosen foe even if hit by other foes.

Damage

The amount of damage inflicted by an attack varies with the weapon used, and with the Relative Degree by which the combat phase is won. See *Wounds,* p. 66, for more information.

"This is your brain.
This is your brain
on a standing wave."

—Moe the Blackjack Artisté

Ogre Weapons

Any hand-to-hand weapon designed for or by an ogre (including ogre fists) does 1 extra point of damage per attack because of its great size and roughness.

Any non-ogre who attempts to use an ogre weapon has a –2 on his attack and defense Skills, and does not receive the damage bonus.

Ranged Weapon Combat

If the target doesn't know an attack is coming, ranged weapon combat is an Unopposed Action. The defender gets no chance to dodge such an attack.

The Game Master sets the Difficulty Level of any Unopposed ranged attack based on lighting, cover, whether or not the target is moving, etc. Do not modify the attacker's Skill for partial cover or other circumstances — that's included in the Difficulty Level. Equipment such as a laser sighting scope *can* modify the attacker's Skill, though, as does the weapon's accuracy at a given range. See Chapter Six: *Technology*.

Dodging Missiles

A defender who knows an attack is coming may try to dodge. In this case, ranged weapon combat is an Opposed Action — the attacker's ranged combat Skill versus the defender's Dodge Skill (default Poor). The GM still sets a Difficulty Level that accounts for lighting and other circumstances — this is the minimum result needed to hit if the attacker wins the Opposed Action.

There is no modifier for dodging a weapon thrown with normal muscle power (such as a rock). Dodging a projectile launched by mechanically-assisted muscle power (such as an arrow) bears a penalty of –2. A character trying to dodge a bullet has a –3; trying to dodge a laser or other beam weapon carries a –4 penalty. Obviously, the defender isn't trying to dodge the actual bullet or beam of light bearing down on him — he's dodging the presumed path of the bullet or beam when an attacker aims a weapon at him.

Example: Wilma the Cyborg

Wilma wasn't expecting the first rifle shot, but she tries to get out of the way of the second. Her Dodge Skill is Good. Dodging a bullet gives her a –3. The player rolls a +2, for a final result of Fair.

The attacker also rolls a Fair. The bullet creases Wilma's hair, but does no actual damage.

Ranged Weapon Damage

Each ranged weapon has a damage rating — see weapon descriptions, p. 118. This is the amount of damage the weapon does.

See *Wounds,* p. 66, for rules on tracking injuries in *Gatecrasher*.

Magical Combat

A few magical effects have a range and do not require a roll to hit a target. Other spells require a roll against Magic Targeting Skill to hit.

Some spells only work if the caster touches his target. The mage must make a roll to hit as per hand-to-hand combat (see p. 59). The caster can touch the target if he ties or betters his opponent in the Opposed Action. The touch must be firm but need not be damaging.

If a magician does not touch his target when the spell is completed, the spell goes off anyway. The magician loses the Magic Points used to cast the spell. The spell's discharge might affect something around the magician, or might not, depending on the spell.

See Chapter Six: *Magic,* for more information.

Explosives

Grenades and bombs and other explosives are handled slightly differently than most other weapons.

Grenades

Grenades include the standard hand-thrown explosives and anything else that weighs about a kilogram and is thrown at a target (e.g., rocks). See p. 115 for grenade types.

Skill

Characters use their Throwing Skill to throw grenades.

> A character can throw a grenade four meters for each level of Strength he has. A character with Poor Strength can throw a grenade eight meters.

Throwing a grenade is usually an Unopposed Action. Characters near the target area may certainly attempt to leave the grenade's area of effect, but can rarely oppose the actual throwing of the grenade.

The GM sets a Difficulty Level for the action of throwing the grenade to hit the target.

Near Misses

If the character throwing the grenade misses the Difficulty Level by only one level (e.g., gets a Great result when the Difficulty Level was Superb), the GM may rule that the toss is a *near miss.* The GM determines how far from the target, in meters, the grenade actually lands.

Near misses might still damage the target, depending on the particular grenade's blast radius. In general, a grenade does one less point of damage for every 3 meters from center the target is when it explodes.

example: Wilma the Cyborg

Wilma is waiting in the express check-out line at the Whips & Chains & Furry Things Specialty Boutique when a Frog God cultist throws a fragmentation grenade at her. To Wilma's dismay, it lands directly beside her and explodes.

Wilma and everything within three meters of her takes 2 points of damage. Frog- (er, *frag-*) grenade damage decreases by 1 point every three meters from the center of the blast, so a bagboy working five meters away takes 1 point of damage.

Nuclear Bombs

Strategic nuclear weapons and other high-tech bombs are dreaded for their indiscriminate destructiveness.

People occasionally use nuclear warheads in space combat. Any spacecraft hit by a nuclear warhead takes 100 points of force-field damage and (10×Hull Size) Hits. Additionally, the residual radiation makes radio communication impossible, and the electromagnetic pulse of the explosion will destroy anything electronic.

Generally, any living thing hit by a bomb dies. Using a bomb is like swatting a fly with a 747 airliner.

"So *that's* what ground zero feels like."

—Coden Pendersen

Electronic Combat

Electronic combat occurs when a robot, cyborg, or computer uses an Enhancement to attempt to seize control of another robot, cyborg, or computer.

Initiating Electronic Combat

Only characters with the Enhancement Computer Control can initiate electronic combat. A character (or computer) without the Enhancement can only defend, and takes control only if he wins the combat.

Electronic combat requires physical contact between the attacker's hands (or other specified appendage) and the defender. While the vulnerable sensory wiring of a robot or the skin of a prosthesis suffices for an attack, a person attacking a computer must touch its circuitry.

Battle Duration

An electronic battle involves several attacks and counterattacks, but the speeds involved are so great that the fight takes less than one combat phase.

Combat Results

Taking control electronically is an Opposed Action, rolled on Electronic Combat Skill. A character without Electronic Combat Skill is treated as if he had Poor Skill. An unskilled character with a Superb Id or Reason is treated as if he had Mediocre Skill.

If neither character gets a Fair or better, the attack is inconclusive. The attacker may try again, or stop the attack. Any number of attempts can be made in one combat phase.

The first player to win the Opposed Action with a Fair or better result wins.

Victory

When a robot or android loses an electronic combat, the winner has full control of the loser's body. If the victim is an electronic-brained robot, the winner can access any and/or all of the loser's memories. If the loser is a cyborg, the winner only controls the loser's prostheses.

Computer Control cannot penetrate an organic brain.

Ending Control

Control stops when the victor stops touching the victim. If a third party breaks the contact, the shock stuns both the victim and the controller for 2d6 minutes.

Maintaining Control

Maintaining control is a task of Mediocre Difficulty. Every two minutes, the controller must roll against his Electronic Combat Skill to maintain control. Failure means that the defender breaks free. The controlling character can choose to withdraw immediately, or resume electronic combat and try to retake control.

Armor

Armor blocks damage, at least in theory. Light armor absorbs a little damage, while strong armor absorbs more damage. Armor might have special powers and features. See Chapter Six: *Technology*.

Attack Types

For armor purposes the four kinds of attacks are *impact, puncture, firearm,* and *beam.*

Impact attacks include fists, clubs, and rocks.

Punctures include blades and other impaling attacks.

Firearms include bullets and other high-speed puncturing attacks.

Beams include lasers, masers, lokasi bolts, particle accelerators, and any other energy weapons.

Damage Reduction

Each type of armor has strengths and weaknesses. Plate mail is excellent against spears and clubs, but nearly useless against lasers. Ablative armor bleeds away laser energy, but does nothing to stop a sword blow.

Each type of armor has a value for each type of attack. Add the value for that type of attack to the character's Defensive Damage Factor against that attack.

See p. 113 for armor values.

example: Wilma the Ex-Cyborg

Wilma decides to buy chain mail armor. Fortunately for her, the next person who tries to kill her uses a long sword. The surprise attack does 3 points of damage. Chain mail has a Puncture Armor rating of 2, giving her an Defensive Damage Factor of +2 against this attack. Wilma only takes (3–2=)1 point of damage.

Pleased, Wilma decides to wear the armor everywhere. The next attacker uses a disruptor rifle, however. Chain mail has a Beam Armor rating of 0. Wilma takes full damage from the attack.

Generic Armor Value

Certain Supernatural Talents, Enhancements, and magical devices give the wearer a bonus to the Defensive Damage Factor. Magical protection might not affect damage from a high-tech weapon, however.

Option:
Quick & Dirty Armor Values

Each type of armor has an average damage reduction value (shown in the **value** column on the armor table, p. 113). Rather than keep track of the various types of attack, simply subtract this armor value from all attacks.

Option:
Armor Degradation

For every thirty attacks a piece of armor stops, reduce all of its Defensive Damage Factors by one, down to a minimum value of zero. When all damage resistances have been reduced to zero, the armor is completely destroyed.

Force Fields

Force fields are walls of energy that absorb and deflect other energy or matter. A force-field can withstand blows that would disintegrate any armor. An object surrounded by working force fields is mostly invulnerable until the shields collapse. Large amounts of energy (i.e., sustained weapons fire) can make a force field temporarily collapse.

Like armor, force fields absorb a number of Damage Points each combat phase. Typical force fields range from 1 to 100 points.

example: Wilma

Wilma has a 7-point force field. A large boulder falls on her, inflicting 11 Damage Points. The force field blocks 7 points, so she takes only 4 points (Hurt). The next combat phase, the field blocks another 7 points.

Power Use

Force fields use a number of power points per combat phase equal to five times their strength (e.g., a 10-point screen uses 50 power points per combat phase).

Residual Radiation vs. Force Fields

Radiation reduces a force-field and deflector's strength by one point per level of radiation. For example, a 10-point force field in a Good radiation area would become a 5-point force field.

Magic vs. Force Fields, Deflectors, and Armor

If a character's magic affects a force field or a suit of armor, then the force field blocks the magic. If the magic doesn't affect the force field or deflector, then the magic penetrates the defense.

As in every other technology/magic interaction, the character's Magical Effect determines if he can affect the force field. Characters with a high Magical Effect cannot generally use magic through a force field.

But if a person's magic cannot affect the armor, the armor cannot block the magic. The wearer takes full damage. (Then again, if someone bursts into flame his armor may take damage, but that's only a secondary effect of the spell.)

If a magical attack affects the armor or force field, the defense reduces spell damage as it would a beam. Armor and force fields completely block non-damage spells such as Molt and Froggymorph.

Movement in Combat

FUDGE does not have a "movement system" per se — there are no official rules that dictate exactly how fast or far a character may move, or whether or not he can turn quickly enough to defend himself from that attack from the rear. The Game Master is encouraged to resolve character movement and similar actions in a freeform style — in other words, "just fudge it!"

A character's speed in combat may be measured by his Move score (see p. 16). Characters move a number of meters (or yards) per combat phase roughly equal to their speed in kilometers per hour. These are averages. The GM should apply common sense and good storytelling to determining movements and their results in any combat situation.

Vehicle Combat

When combat involves vehicles rather than characters moving under their own power, an additional factor comes into play — the pilot or driver's ability to control the vehicle, whether it's a chariot or a hovercar. Each combat phase, the player should roll on the character's Driving (or Piloting) skill, against a Difficulty Level set by the GM. In ranged combat, add the Relative Degree (positive if successful, negative if not) to the gunner's attack roll. If driver and gunner are one and the same, the driver needs a Good or better driving roll to be able to attack at all. Vehicle-to-vehicle combat (ramming, etc.) is resolved as Opposed Actions between drivers and their Driving (or Piloting) skill.

Vehicle Movement in Combat

A vehicle moves a number of meters per combat phase roughly equal to its speed in kilometers per hour. For example, a vehicle moving at 60 kilometers per hour moves 60 meters in a combat phase.

Optional Combat Rules

The following rules are all options. The GM and players can decide to use them, or not.

Option:
Offensive/Defensive Tactics

Before each combat phase, a player may choose for his character to be in a normal posture, an offensive posture, or a defensive posture. There are five basic options:

+2 to Offense, –2 to Defense
+1 to Offense, –1 to Defense
Normal Offense and Defense
–1 to Offense, +1 to Defense
–2 to Offense, +2 to Defense

The player secretly chooses a combat stance by selecting two FUDGE dice and setting them to a result from +2 to –2, which represents an offensive modifier. (The defensive modifier shown above with the offensive modifier is automatically included.) Combatants' players simultaneously reveal their choices.

Each fighter then makes a single Opposed Action roll as normal. The tactic modifier is applied to both offense and defense, however, so the same roll will have different results for offense and defense unless a normal posture is chosen. The offensive rolled result of each fighter is then compared to the defense of the other fighter.

Option:
Hit Location

Using a hit location system adds flavor to combat and the description of a character's equipment, wounds — and scars!

In the simplest FUDGE hit location system, don't worry about "called shots." Merely assume that the better the Relative Degree, the better the location of the blow. Winning a combat phase by +8 will allow the attacker to pierce an eye, if desired. Hopefully, the players will describe their actions in such detail that the GM will know how close they came to their objective merely by looking at the Relative Degree.

A more complicated system: an attacker can announce that he is aiming at a specific body location — this must be done *before* rolling to hit. The GM decides the minimum Relative Degree necessary for such a shot to succeed, usually ranging from +2 to +4, though extreme locations (such as an eyeball) should be harder to hit. So if a player wishes his character to hit his opponent's weapon arm, the GM can respond, "You have to win by +2 to do so." If the player then does win by Relative Degree +2 or more, the weapon arm is hit, and the wound is specific to that arm.

Option:
Stun, Knockout, and Pulling Punches

A player can announce that his character is trying to stun or knock his opponent out rather than damage her. Using the flat of a blade instead of the edge, for example, can accomplish this. Damage is figured normally, but any damage inflicted doesn't wound the opponent: it stuns her instead.

In this case, a Hurt result is called a "Stun" — a stunned character cannot attack, and is at –1 to defend *for one combat phase only*. However, the Stun result stays on the character sheet: that is, a second Stun result, even if delivered more than one combat round after the first, will cause the character to become Very Stunned. (Stun results heal like Scratches: *after* combat is over.)

A Very Hurt result in a stunning attack is called a Very Stunned result instead: no attacks by the Very Stunned person are possible, and all actions are at –2 for *two* combat phases.

A result of Incapacitated or worse when going for stun damage results in a knockout. A knocked-out character doesn't need healing to recuperate — just time.

The GM may simply decide that a successful Great blow (or better) to the head knocks someone out automatically. In an Opposed Action, the Great blow would also have to win the combat, of course.

Likewise, a player may choose to have his character do reduced damage in any given attack. This is known as "pulling your punch," even when you are using a blast pistol. To have a character pull his punch, the player simply announces the maximum wound level the character will do if successful. The GM may assign a Difficulty Level that must be met, as well.

Option:
Critical Misses

A critical miss occurs when a weapon malfunctions or the user errs. A critical miss can completely change a battle. Critical misses happen on a roll of –4.

On a critical miss, make a Situational Roll and check the table below.

Critical Miss Effects

roll	result
–4	The weapon explodes/breaks, or the attacker hits himself, inflicting an amount of damage on the user equal to the weapon's normal damage.
–3 to –2	The character hits an ally (if possible), or the weapon jams or malfunctions. To unjam a weapon, roll against Dexterity or weapon skill (Difficulty Level Superb).
–1 to +1	The weapon jams or malfunctions, or the character drops it. Roll against Dexterity or weapon skill (Difficulty Level Good) to unjam the weapon or pick it up again.
+2 to +3	The weapon jams or is dropped. Roll against Dexterity or weapon skill (Difficulty Level Fair) to unjam it or pick it up.
+4	The user fumbles, but can attack normally next round.

The GM should feel free to construct her own (deviously nasty) Critical Miss tables.

Wounds

Wounds sustained by characters can be handled subjectively — the Game Master simply states that a certain character is Hurt, Very Hurt, or Incapacitated and leaves it at that. For GMs wishing a more mechanical means of tracking wounds, we provide the following section. The GM is encouraged to modify or ignore any rules she doesn't like.

Wound Levels

A character's wounds can be described as being at one of seven stages of severity. The stages are:

Undamaged: No wounds at all. The character is not necessarily healthy — he may be sick, for example. But he doesn't have a combat wound that's recent enough to be bothering him.

Just a Scratch: No real game effect except to create tension. The actual wound itself may be a graze, bruise, cut, abrasion, etc., and the GM may choose to use one of these terms instead.

Hurt: The character is wounded significantly enough to slow him down: –1 to all traits that would logically be affected.

Very Hurt: The character is seriously hurt, possibly stumbling: –2 to all traits that would logically be affected.

Incapacitated: The character is so badly wounded as to be incapable of any actions, except possibly dragging himself a few feet every now and then or gasping out an important message.

Near Death: The character is unconscious, and will die in less than an hour — maybe a *lot* less — without medical help. Only a very lucky character recovers from Near Death on his own.

Dead: May as well help yourself to his possessions.

Automatic Death

Sometimes you don't have to roll the dice. Holding a knife to a helpless character's throat is a good example.

Option: Willpower

The GM may allow a Superb or higher Id roll to reduce penalties caused by wounds one level; a Hurt character behaves as though only Scratched, etc. Certain gifts (such as High Pain Threshold) may also reduce a character's effective wounds by one level. Similar faults (such as Low Pain Threshold) would increase the character's effective wounds by one level — a Scratched character behaves as though Hurt.

Damage Factors

When determining the severity of a wound received in combat, a variety of factors should be accounted for. **Offensive Damage Factors** are those factors that determine the attacker's ability to inflict damage. **Defensive Damage Factors** are the factors that determine the defender's ability to avoid damage.

Offensive Damage Factors

Add up all applicable factors from the lists below to determine a character's *Offensive Damage Factor* with a given weapon.

Weapon Damage: see *Ranged Weapon Descriptions*, pp. 118-121.

For weapons not listed in this campaign book, the following guidelines apply:

–1 for no weapon, or for a Martial Art skill at Mediocre or worse (or for not using a Martial Art skill at all)

+0 for small weapon (knife, brass knuckles, blackjack, etc.) or for a Martial Art skill at Fair or Good

+1 for medium-sized weapon (billy club, shortsword, hatchet) or for a Martial Art skill at Great or Superb

+2 for large weapon (long sword, polearm, stop sign, etc.) or for light two-handed weapon (spear, bow, etc.)

+3 for most two-handed weapons (two-handed sword, battleaxe), or for a huge weapon (sedan)

+1 for sharpness (add to other weapon damage: knife becomes +1, shortsword +2, broadsword +3, etc.)

Character Strength: Characters using muscle-powered weapons add their Strength modifier to their *Offensive Damage Factor.* Also add attacker's Strength Scale (see p. 57).

+3 for Superb Strength
+2 for Great Strength
+1 for Good Strength
+0 for Fair Strength
–1 for Mediocre Strength
–2 for Poor Strength
–3 for Terrible Strength

Defensive Damage Factors

Add up all applicable factors from the lists below to determine a character's *Defensive Damage Factor.*

Armor: See *Armor,* p. 62, for a discussion of armor's effects in combat. In general, the following guidelines apply:

+1 for light, pliable non-metal armor
+2 for heavy, rigid non-metal armor
+2 for light metal armor
+3 for medium metal armor
+4 for heavy metal armor
+5 for high tech armor
Magical armor may add +1 or more.

Defender's Scale: Add the defender's Scale (see p. 57).

Damage Capacity: Add the defender's Damage Capacity modifier (see p. 16). A character's Damage Capacity is Fair unless increased with a Gift or decreased with a Fault, or modified by a Supernormal Power.

+3 for Superb Damage Capacity
+2 for Great Damage Capacity
+1 for Good Damage Capacity
+0 for Fair Damage Capacity
–1 for Mediocre Damage Capacity
–2 for Poor Damage Capacity
–3 for Terrible Damage Capacity

If the defender has a Tough Hide or equivalent gift, it should also be figured in.

Determining Wound Level

The severity of a wound is measured in *damage points*. To determine the number of damage points inflicted in a given blow, add the attacker's offensive damage factor to the relative degree by which he won the combat phase, then subtract the defender's defensive damage factor.

Offensive Damage Factor
+ Relative Degree
+ damage die roll (optional; see below)
– Defensive Damage Factor
= Damage Points inflicted

If the result of the above equation is zero or less, no damage is scored. (This is especially likely in the case of a character attacking a creature of a significantly greater Scale.)

If the number is positive, look at the table below (or on the character sheet) to determine the level of the particular wound. If the Relative Degree is +1, the result is considered a *graze:* see p. 68.

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapac.	Nr. Death
☐☐☐	☐☐	☐	☐	☐

The boxes below the wound levels represent how many of each wound type a character can take. The player checks off one box for each wound received. If a character receives 5 or 6 Damage Points in the first combat phase, the wound record would look like this:

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapac.	Nr. Death
☐☐☐	☐☐	☐	☐	☐

The character would be at –2 to most Skills and actions since he's Very Hurt.

If he then received a Hurt result, the player would check it off like so:

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapac.	Nr. Death
☐☐☐	☐☐	☐	☐	☐

The character would still be at –2 to most Skills. The Hurt result is not cumulative with the Very Hurt result — only the penalty for the highest recorded wound level counts.

If there is no open box for a given wound result, the character takes the next highest wound for which there *is* an open box. If the character above, for example, takes another Very Hurt result, the player will need to check off the next highest wound available: Incapacitated. The wound record would look like this:

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapac.	Nr. Death
☐☐☐	☐☐	☐	☐	☐

Note that a "V" is recorded under the Incapacitated heading. The character is indeed Incapacitated — he can't fight any more — but for healing (and scarring) purposes, he has received only one Hurt wound and two Very Hurt wounds. Since Incapacitating blows are harder to heal, it's important to note that the character did not receive an Incapacitating wound in one blow.

This system makes it possible for a character to be Scratched nearly to death — after the third Scratch, the character would be Hurt, and so on.

No Damage Point number is given for Dead. To prevent accidental death of a player character, determining when a character dies is left up to the GM.

Option:
Damage Die Rolls

Damage die rolls are optional, but recommended. They spice up combat with additional randomness.

When a character hits an opponent, the player rolls a single FUDGE die for a result of –1, 0, or +1. Add this to the Offensive Damage Factor — or, more broadly, use this to adjust the final wound level (from Hurt down to Scratched, or up to Very Hurt).

Alternatively, use a Situational roll (result from –4 to +4) and add it to the Offensive Damage Factor. Negative final damage is treated as zero damage.

Grazing

When an attacker wins by a Relative Degree of +1 (and no more), he can do at most a GM-set wound level (plus any Scale difference). The GM may rule that all such *grazes* do at most a Scratch, or a Hurt, depending on the original Offensive Damage Factor involved.

Scale difference should be minimized for such a narrow victory: a dragon's claw could give a human a glancing blow that might inflict a Very Hurt result, but not necessarily Incapacitate. On the other hand, a tiger biting a mouse with a Relative Degree of +1 grazes the mouse as a cow grazes grass…

example: Adam Reynolds

The situation in the Io Profane Spider has gotten tense, but Adam isn't worried. He has Great Brawling Skill, and his opponents are runts.

Then Ivan the Terrible Ogre squeezes himself through the door. "You bother me friends?"

"Me?" Adam raises his hands lightly. "I wouldn't *dream* of bothering your friends."

The ogre smiles and lunges.

The ogre has Great Breaking People Skill. Adam decides to use his Good Running Skill. The ogre has Initiative. He tries to pound Adam.

The ogre rolls a +1, for a final result of Superb. Adam also rolls a 0, for a result of Good. The Relative Degree is +2, in the ogre's favor. Although Adam ran, he didn't move quickly enough.

The ogre does 1 point of damage with his fists because of his Superb Martial Arts Skill. He does another 2 for his Great Strength, one for his Strength Scale, and finally, another 2 for the Relative Degree, for a total of 6. Adam has no armor to reduce the damage. He stumbles back, Very Hurt, and hopes the police arrive quickly…

Other Damage

Characters can experience a wide variety of harm during an adventure. Some of the most common of these are described below.

Impact

The amount of damage a character (or object) takes upon impact with something — whether in a fall or a collision — depends on the character's speed at the moment of impact. In general, the character will take one damage point per every 10 kilometers per hour. A character impacting at 30 kph will take three damage points (Hurt), while one impacting at 330 kph (roughly terminal velocity for a humanoid in Earth's gravity and atmosphere) will most likely be dead.

As with combat wounds, characters may subtract their Defensive Damage Factor from the number of Damage Points received.

GMs who are into physics are welcome to develop a more realistic formula involving mass and other factors.

Falls

Falling damage depends on speed at the time of impact. The real mathematics behind this are pretty hairy (accounting for gravity, mass, atmospheric pressure and temperature, etc.) but can be "fudged." Use the following table to approximate damage taken — multiply by G (gravity) and round to the nearest whole number. The GM may adjust actual damage inflicted based on circumstances (soft landings versus hard landings, for instance).

Falling up to	Damage Taken
2m	2×G
6m	4×G
14m	6×G
25m	8×G
39m	10×G
55m	12×G
87m	15×G
155m	20×G
240m	25×G

Falling characters can attempt to land on their feet and roll with the impact. On a Fair Acrobatics Skill roll, they take half damage. A winged character falling more than 3 meters can begin flying and not take any damage, provided he is in gravity equal to or lower than his Native Gravity and rolls a Fair result against Flight Skill.

Poison

Poisons have a wide variety of exposure methods, potencies, and effects.

Exposure

Poison must enter someone's body to have effect. This is *exposure*.

The basic types of poison exposures are skin contact, oral, and respiratory. Improperly applying poison (e.g., touching an oral poison) does not count as exposure.

In combat, if the poison-wielding creature wins the combat phase with a Great or better result, the target is exposed to the poison.

Potency

Poisons come in levels of potency: Terrible, Poor, Mediocre, Fair, Good, Great, and Superb. A character exposed to a poison should make a Constitution roll. On a final result below the poison potency, the character takes full damage. If the roll equals or exceeds the poison's potency, the character fights off the worst effects of the poison and takes reduced damage.

example

Cinderella, with a Fair Constitution, eats an apple laced with a Good poison. She makes a Constitution roll. On a Good or better result, she takes reduced damage. Otherwise, she will take normal damage. The player rolls a –3, for a final result of Terrible. Cinderella considers suing someone for putting her in the wrong fairy tale, then collapses unconscious.

Effects

Each poison has its own effect. Some common effects are listed below. These are only examples of poisons. The GM can invent her own or modify these as she desires.

convulsive
Effects: victim loses 3 levels of Dexterity
Reduced Effects: victim loses 1 level of Dexterity

enervative
Effects: victim loses 4 levels of Strength
Reduced Effects: victim loses 1 level of Strength

lethal
Effects: victim falls into a coma and will die in 1d10 minutes unless an antidote is administered
Reduced Effects: victim loses 3 Constitution levels for 1 day

unconsciousness
Effects: victim loses consciousness
Reduced Effects: victim's has a –3 on all actions

sensory
Effects: one sense is rendered useless
Reduced Effects: one sense is rendered useless, but duration reduced by 50%

Duration

Most poisons do not take effect until 1d6 combat phases after exposure. Most nonlethal poisons continue to affect their victim for 2d6 hours after exposure. Lethal poisons last until the victim is Resurrected.

Chronic Poisons

Some poisons cannot be purged naturally from a victim's body. These poisons continue to attack the victim until an antitoxin is administered, or the victim dies.

A character exposed to a chronic poison should roll against the poison every 24 hours. The victim takes the damage indicated by the roll.

Some chronic poisons resemble diseases. These poisons do little bits of damage over great lengths of time.

Multi-part Poisons

Some poisons have multiple effects. For example, mustard gas is both convulsive and lethal, and attacks through the lungs and the skin. A victim of a multi-part poison makes one roll to resist both poisons, and suffers the appropriate effects from each part.

Radiation

Harmful radiation usually consists of fast-moving subatomic particles and high energy waves, and may be released by nuclear explosions and certain materials.

Radiation levels are measured like poison, from Terrible to Superb. (Legendary radiation appears only at ground zero during nuclear explosions.)

Living people exposed to radiation take one point of damage per radiation level each hour. For example, Fair radiation does 4 points of damage an hour.

Robots and completely replaced cyborgs should make Shield rolls against the radiation level every ten minutes. If they roll less than the radiation level, they take a number of points of damage equal to the Relative Degree by which the radiation surpasses their Shield roll.

Radiation Sickness

Anyone who takes 10 points of radiation damage in one exposure (however many hours that exposure lasts), or over 20 points of radiation damage in his lifetime, develops radiation sickness.

Radiation sickness occurs when radiation destroys more reproducing cells than the body can repair. (Robots do not suffer from radiation sickness.) The GM should not inform players that their characters have radiation sickness until symptoms appear or the character has a medical exam.

The first symptoms of radiation sickness appear one day after final exposure. Full radiation sickness sets in over the next 3d6 hours. The symptoms are: dizziness, headaches, blurry vision, vomiting, slurred speech, and delirium.

Radiation sickness inflicts 1 point of damage each day, and lasts a month or longer. Medical attention can get a person through this time alive. A person suffering from radiation sickness has a –4 to do anything. Scars, blindness, baldness, and other permanent deformities commonly result. High-tech hospitalization can reduce the damage and permanent scarring.

High-tech medical facilities can decontaminate a character after exposure, eliminating the build-up of radioactive particles and helping prevent future radiation sickness.

Temperature

People can usually live at temperatures of 0-40 degrees C without too much trouble. With the proper clothing or equipment, people can live at greater extremes of temperature.

The table below shows the number of points of damage taken by an improperly dressed person per 10 minutes of exposure. Remember, a character properly prepared for a certain temperature takes no damage from it. (At very extreme temperatures, "properly prepared" may mean being inside a self-contained environment.)

temperature	damage/10 minutes
<–100	kills
–99 to –50	10
–49 to –25	4
–24 to 0	2
1 to +40	—
+40 to +50	2
+51 to +100	4
>+100	kills

Pressure Damage

People can live at a variety of atmospheric pressures. Deep-sea explorers live for weeks at 30 atmospheres, while mountain climbers can get by in half an atmosphere. Any air with enough oxygen pressure will support life.

Sudden changes in air pressure damage most living things. Quick changes inflict 1 point of damage per combat phase. A person suffering from swiftly changing pressures will continue to take damage until gradually acclimated to the pressure.

People can change their air pressure by one atmosphere a minute without taking damage, although they may still suffer the effects of oxygen deprivation.

Vacuum Damage

Anyone in vacuum takes 1 point of damage per combat phase. Any non-robot exposed to vacuum (air pressure = 0) for more than two minutes dies, regardless of his Damage Capacity or Constitution.

Electrical Damage

Anyone unlucky (or stupid) enough to touch an uninsulated power source gets one point of damage for every five power points the power source puts out.

Disease

The GM is welcome to inflict various nasty diseases on the player characters. Each disease will have its own symptoms, simulated by penalties to various Attributes (many diseases temporarily lower Constitution, for example).

Damage Points vs. Hits

Weapon descriptions in *Gatecrasher* express damage in terms most useful for the intended target. Spacecraft weapons normally shoot at spacecraft, so their damage is expressed in Hits (see p. 138). Hand weapons are normally used against people, so their damage is given in Damage Points.

Occasionally, someone mixes weapon and target types. A character might fire the ship's laser at the suspicious-looking mailman, or swing at a ship hull with his sword. In this case, one Hit equals 5 Damage Points.

Healing

Healing can occur naturally. It can be aided with drugs, magic, cybernetic Enhancements, Supernatural Talents, or medical skill (First Aid, Medicine, Surgery).

Robots, androids, and cybernetic prostheses do not heal naturally. They must be repaired by a technician or by magic — *if* the magic can affect them.

Natural Healing

Scratches may be erased from the character sheet after a battle, provided the characters have five or ten minutes to attend to them. The First Aid Skill may reduce one wound by one level per patient (Difficulty Level Great for Hurt, Superb for Very Hurt, etc.).

Wounds heal on their own at one wound level per week of rest. After a week of rest, an Incapacitated character becomes Very Hurt, etc. At the same time, Very Hurt wounds heal to only Hurt, and wounds that were originally Hurt are fully healed. Scratches do not count as a level for healing purposes.

The GM may require a roll against Constitution: Fair Difficulty Level for Hurt, Good Difficulty Level for Very Hurt, and Great Difficulty Level for Incapacitated. Failing this roll slows the healing process. A Terrible result may indicate infection or other complication.

Medical Skill

A Good result on Medicine (or Surgery, if necessary) heals all wounds one level (Hurt to healed, Very Hurt to Hurt, etc.) A Great result heals all wounds two levels, and a Superb result heals three levels.

Note that the success of the roll merely insures the wounds *will* heal, given enough rest. How long this takes depends on the Tech level of the medical aid received. As a guideline, divide the Tech Level by two, and subtract that many days from the time to heal a wound.

For negative Tech Levels, successful Medicine rolls ensure no complications rather than shortening healing time.

Drugs

Healing drugs do not take effect for 10 minutes. Once they do take effect, the time to heal depends on the Tech Level and potency of the drug (see p. 125.).

Magic

Magical healing works instantly.

Death and Recovery

Sometimes the dice try to kill a player character. In most campaigns, player character death shouldn't occur through a bad die roll, but only if the character's actions were truly self-sacrificing — or stupid — and warrant death.

Here are some suggestions of ways to prevent the accidental death of a PC. These should *not* be used for run-of-the-mill non-player characters, but may be used for major NPCs. The "automatic death" rule on p. 66 takes precedence over these suggestions.

1) A character cannot take more than three levels of wounds in one blow. An unwounded character could be Scratched, Hurt, or Very Hurt in one blow, but any Damage Points beyond that would be lost.

2) A character cannot be rendered Near Death unless he began that combat round Incapacitated. This is simpler to keep track of than the first system. It assumes there's some great difference between a severe wound and mortal wound. (There probably isn't, but this is a game.)

3) A player may spend a Fudge Point (see p. 30) to convert a deadly wound to a merely serious one.

The Game Master may of course run her *Gatecrasher* campaign as she sees fit — even making it a deadly one for player characters.

Fortunately, under certain conditions, death isn't permanent.

Resurrection

Magic can resurrect fleshies. Resurrection is a complex and difficult spell (see p. 98), and requires a piece of the person to be resurrected. Only tissue that was alive when the character died (bone, flesh, or blood) suffices — hair or fingernails clippings don't work. An android can be Resurrected from its brain.

Robot Reconstruction

The only irreplaceable part of a robot is its brain case, a sturdy box in the chest that contains the personality and memory circuitry. Robot brains are well armored, and require deliberate effort to damage.

A cybernetics engineer can place a brain case in a vacant body. New robot bodies, without any Enhancements, cost about 60,000 Ir.

When a robot is restored, roll on its Id. On a Great result, the brain retains all Skills and memories. On a Fair result, it retains its Skills but loses some memories. On a Terrible result, it loses all Skills and memories.

72 Lunar Witch

Ritual Magic

The effects of alien energies in the *Gatecrasher* universe are called magic. Intelligent minds can direct these effects. Most characters can perform a few magical tricks — their Supernatural Talents. A few have learned to adjust their minds and auras, through rituals, to produce a variety of effects. These are the magicians.

Magic Versus Technology

Magic and technology are constructs of the mind. Each uses a different power source and a different mental outlook. Neither type of energy willingly coexists with the other.

Take cooking as an example. A character combining deadwood, fire, and a rabbit on a spit uses technology. One focusing his will to charbroil the rabbit uses magic. Both use readily available energy: the potential energy of wood, or ambient magical energy. But someone who starts a campfire to cook dinner would not then think of having his meal cook itself, while a pyrokinetic would see building a campfire as a waste of time.

This mental dichotomy prevents advanced technology and advanced magic from working well together. Each requires a separate style of thought. Most people can accommodate both styles, up to a point. But beyond that point, problems arise.

The effects of magic originate in the mage's mind. If the humanoid mind were more cohesive, magic would be indomitable. Neuroses and irregular thoughts that most people find harmless or trivial destabilize and restrain applied magic.

Thoughts affect magical energy at a fundamental level. Magical energy is unwilling or unable to coexist with or even recognize technological artifacts, due to the underlying mental dichotomy between magic and technology. As technology becomes more advanced, a magician has greater and greater difficulty affecting it.

Using Magic on Technology

A magician's magic works reliably on any object of a Tech equal to or less than his Magical Effect. But a magician's mind cannot simultaneously hold magical and technological concepts in sufficient detail to allow him to properly focus magical energy on objects of higher Tech than his Magical Effect.

When a character uses magic against an object with a Tech greater than his Magical Effect, the player makes a Situational roll. On a Good or better result, the spell succeeds. Apply a –1 to the roll for every two Tech levels the item exceeds the character's Magical Effect.

Failed magic attempts usually dissipate into the background magic without affecting whatever stopped it. Occasionally, the magic can ignore the object and pass right through it.

Using Technology on Magic

Most people understand the basic ideas behind technology. Levers lift rocks, water turns paddles, and heat rays burn holes. Humanity evolved with science as the dominant force behind it, and hasn't forgotten the lessons of fifty thousand years in a couple hundred.

On the other hand, magic has little tangible form. Where magic has a physical form, technology affects it normally. A few spells, such as Shield and Warding, generate a physical form. But telepathy can't be shot, and a medical scanner won't detect curses.

Becoming a Magician

Developing spell-casting ability takes several months. The trainee's aura must be examined and charted, then altered to provide adequate flexibility and energy flow. Magicians describe the process as rather like having a tooth filled without anesthetic.

Focusing and rearranging someone's aura destroys all his random magical abilities (i.e., Supernatural Talents). For characters, this lengthy process generally takes place before the game begins. The character's Magic Ability is a Supernormal Power (see p. 45).

Types of Magic

Characters can choose to study any of the following magical styles. Each is a Skill, learned like any other Skill. While characters may study multiple types of magic, they can only use those types for which they have Magic Ability.

A magician who wishes to learn (and use) more than one type of ritual magic must rearrange his aura and learn to focus each type of magical energy. This does not destroy the first Magic Ability, but is downright painful and takes several months. A character can learn any number of different types of magic, if he has enough Supernormal Powers and incredible patience.

Conjuration

Conjuration is the art of object creation. High-Wizardry conjurers can create matter out of pure energy, while low-Wizardry conjurers assemble matter out of ambient particles. Conjurers often have the Sleight of Hand Skill as well.

Enchantment

Enchanters attempt to formulate magical laws to cover all possible situations. They have the widest variety of spells. Enchanter magic isn't necessarily the most efficient for many purposes, however, so these spells use large amounts of energy.

Esper

Esper magic affects perception. Espers can see what is hidden and hide what is obvious, or create illusions out of nothing. Any type of perceptual magic, from telepathy to clairvoyance to reading the future, is practiced by espers.

Kinetics

Kinetic magic affects motion, and offers the simplest and most blatant use of magical energy. Kineticists' spells all have obvious effects, from starting fires to teleporting across the Solar System. A practitioner of a more elegant style of magic may deride kinetics — until he sees a rock moving at high speed toward his face…

Necromancy

Necromancy covers all sorts of tampering with spirits and souls. Traditional necromancers wear black and haunt graveyards looking for fresh eye of toad, while more modern necromancers commune with the dead to learn where Aunt Haggie hid her dog's-blood soup recipe. Necromancer spells can affect living creatures with souls. (Most living things have souls. Gerbils have souls. Slime molds have souls.). Necromancers can also affect soulless objects by invoking minor spirits.

Psionics

Psionic magic works on the mind, soul, and nervous system of living creatures. No matter how hard a psionic tries, he cannot magically affect non-living materials. Many psionics carry explosives for just such problems. Mind-affecting psionicist spells (such as Telepathy) work on cyborgs and androids, but psionic spells don't work on prostheses.

Summoning

Summoners call creatures, warping space and time as needed to do so. Summoners can build permanent space warps (or Gates) that allow instantaneous travel between any two points. They tend to be a little bit crazy, muttering about the wonderful effects possible with four-sided pentacles and other nonsense.

Spells

Spells are formulas magicians use to manipulate magical energies. The rituals of spell-casting allow magicians to change their environment. Only characters with Magic Ability can cast spells.

Mastering Spells

A magician must learn the *essence* of a spell as well as its form before a spell-casting ritual will have an effect. Each spell must be learned to the point where it is *felt*-as well as *known*. (Magicians call this "spell mastery" — until one has "mastered" a spell all the incantations in the solar system won't have the desired effect.)

Mastering a spell is a task of Superb Difficulty. The process is the same, whether a magician is attempting to develop a new spell or trying to learn a spell others have developed before him. It takes time — one week per "page" of spell (see *Spell Pages*, next page) spent in study and trial and error. Once the character has spent the required time, the player rolls against the magician's Skill in the particular magic type. The following modifiers apply:

–3	Completely new (to the magician) spell
–2	Magician has heard of spell, but not seen it
–1	Magician has seen spell cast
–1	Local area's Tech is +4 or more
–1	Local area's Wizardry is –4 or less
+1	Local area's Wizardry is +4 or more
+1	Local area's Tech is –4 or less
+1	Magician studies another magician's spell book containing the spell, or ancient tome describing similar spell
+1	Magician previously failed attempt to master this spell (cumulative — +1 on second attempt, +2 on third attempt, etc.)
+1	For each three levels of Wizardry the magician has above the spell's Wizardry
+2	Magician has teacher who has already mastered the spell and is teaching it to him
Ease	The spell's Ease (see spell description; GM determines Ease of new spells) adds to the magician's chance to master a spell

On a final result of Superb or better, the magician has mastered the spell — he now has sufficient "crib notes" entered in his spell book to cast the spell. (See *Spell Books,* below.)

A magician cannot master a spell of a higher Wizardry than his own.

Spell Books

Spell books contain magical formulas and incantations. These are equivalent to "crib notes." They aid the magician in remembering spells he's learned, acting as mnemonics to trigger the magician's subconscious understanding of each spell. These "crib notes" only work for the magician who entered the spell in the spell book. A magician cannot pick up another magician's spell book and cast spells from it.

An unfamiliar spell book *can*-aid a magician in mastering a spell, provided the spells contained in the book are for a type of magic the magician is able to cast.

Spell Pages

The ease (or difficulty) of a spell is reflected in the number of pages of "crib notes" a mage requires to cast that spell. Some versions of spells are shorter than others — a necromancer's version of Converse with Dead is much easier, and hence shorter, than an enchanter's version of the same spell.

The actual number of pages required will depend on the size of the spell book and the magician's handwriting (or font used, in the case of electronic spellbooks).

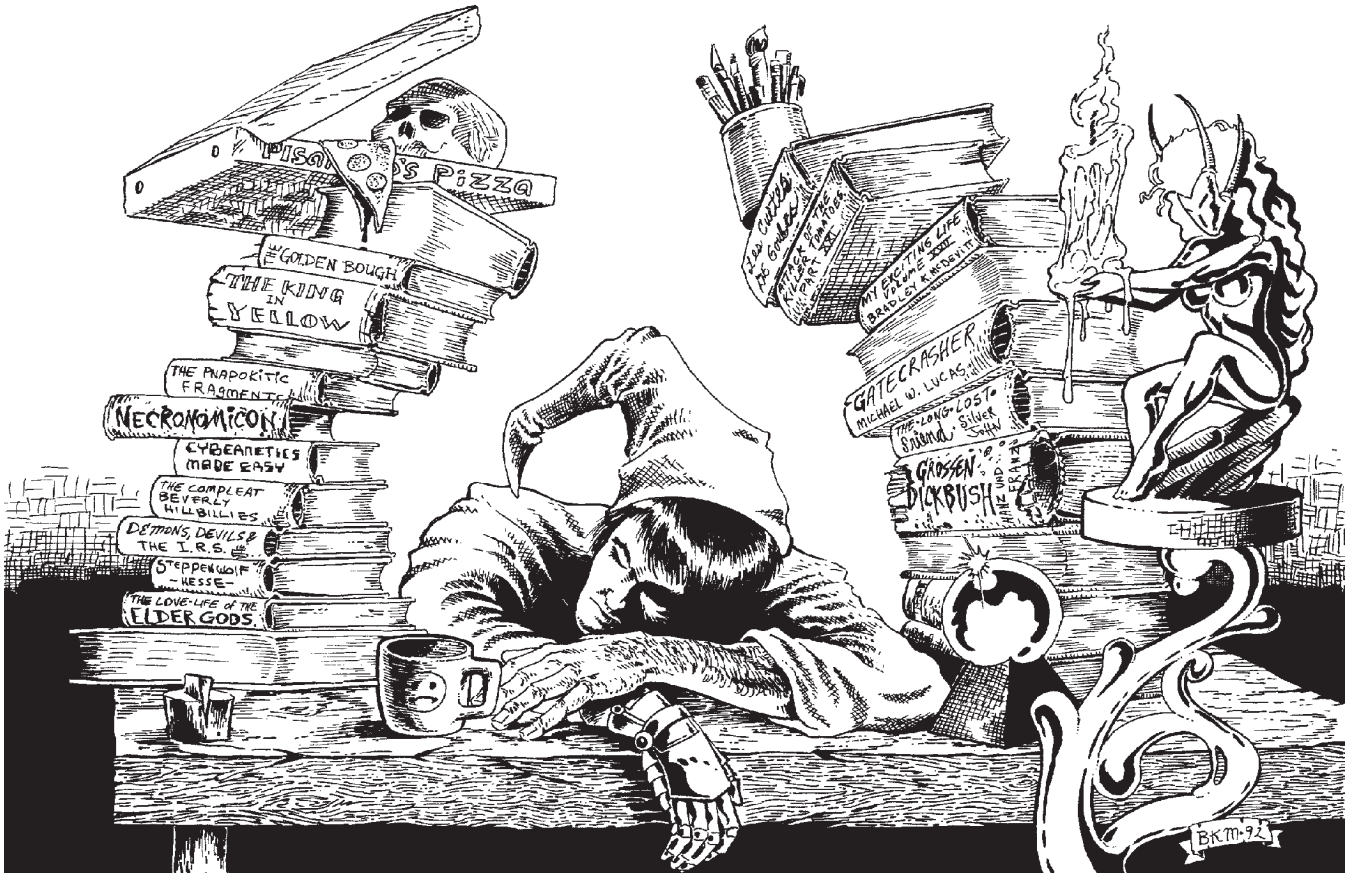
ease	pages
+4	1
+3	2
+2	4
+1	6
0	8
–1	12
–2	16
–3	20
–4	24

Spell Types

Different versions of each spell exist for most types of magic (conjuration, summoning, etc.). A magician can only use spells specific to his type of magic — a psionicist cannot use esper spells unless the player spent Supernormal Powers to give the character esper ability as well as psionic ability. Each spell type requires different amounts of power — a kineticist can move a rock easily, while a summoner must spend more energy to get the same effect.

Not all types of magician can use all spells.

See *Spell Descriptions,* p. 83.



Initial Spells

A magician character begins the game with a spell book containing one spell for each level of Magic Ability he has. If he has Terrible Magic Ability (conjuration), he knows one conjurer's spell. If he has Great Magic Ability (kinetics), he knows six kineticist's spells. A character who has Mediocre Magic Ability for both enchantment and necromancy knows three spells of each type. The GM can give each magician character any starting spells she desires, or allow the player to choose. Here are some suggestions:

Conjurer: Aura, Barrier, Create Food, Create Soft Object, Light, Pyrokinesis

Enchanter: Adaptation, Aura, Command Search, Cryptography, Storage, Temporary Enchantment

Esper: Aura, Clairvoyance, Guider, Telepathy, Teletrace, Tunnelvision

Kineticist: Animate, Barrier, Circle of Exclusion, Message, Telekinesis, Teleportation

Necromancer: Aura, Barrier, Circle of Exclusion, Converse with Dead, Empathy, Watcher

Psionicist: Deceleration, Dissipation, Empathy, Forget, Heal, Telepathy

Summoner: Aura, Circle of Inclusion, Gateport, Pyrokinesis, Summon Natural Critter, Watcher

Spell Memorization

Once a spell is "mastered," it can also be memorized — learned to the point that it becomes second nature. The magician no longer requires his "crib notes."

A magician can memorize two pages of spells for each level of Reason he has. (A magician with Good Reason can memorize ten pages of spells.) Memorizing a spell takes one hour per page. A memorized spell cannot be forgotten without a Forget spell.

Magicians can develop the ability to memorize additional spells (see *Memory (Magicians)*, p. 32).

Using Written Spells

The casting time listed for each spell (see spell descriptions, pp. 83-105) assumes the spell has been memorized. If the magician "reads" a spell from a book, increase the casting time from combat phases to minutes. A spell which, when memorized, takes two combat phases to cast would take two minutes to cast when the magician "reads" it from his spell book. Spells that normally take minutes to cast take hours when read, etc.

Spell Casting

The player of a magician character who wants to cast a spell should choose the spell to cast, then follow the steps below.

1) Determine how many Magic Points to expend.
2) Have the character devote the necessary time and actions to casting the spell.
3) Roll to see if the magician successfully casts the spell. If successful, further dice rolls may be required, depending on the spell.
4) Determine the spell's effects.

Choosing the Spell

The spell chosen must be one the character has mastered. It may be memorized, or cast from the magician's spell book.

If the "Materials" option is used (see p. 83), make sure the character has the appropriate materials on hand (GMs should refer to p. 168).

example: Kaneru Yamanaka

Kaneru Yamanaka, with her Good Magic Ability (Conjuration), chooses to cast a Pyrokinesis spell. The conjurer's version of the spell has an Ease of +2 and costs 10 Magic Points. The GM is using the "Required Materials" option. Pyrokinesis requires phosphorus dust and a heavy glove, both of which Kaneru has on hand.

"Just what *can* you do with ten million Magic Points?

— Anonymous Bosch

Magic Point Expenditure

The number of Magic Points it costs to cast a spell is listed with the spell description.

A magician may choose to expend more Magic Points for greater effect. Magic Points can be spent in whole multiples of the base Magic Point cost. Each increase in Magic Point expenditure increases *one aspect* of the spell's effects. For example, doubling the Magic Points expended in a Telekinesis spell allows the caster to move *two* kilograms one meter (or one kg two meters), as opposed to the normal one kilogram one meter.

example: Kaneru Yamanaka

With a Wizardry of +7 (she's from Titan) and a Good Id, Kaneru has 43 Magic Points to play with. She hasn't cast any spells recently, so they're all available. She decides to expend 20 Magic Points on the spell, raising the heat damage it will do from one point to two.

Actions in Casting

To cast a spell, the mage must speak and gesture as appropriate, while holding necessary materials (if any). The magician may speak softly but must also speak clearly. Gestures must be clear and precise.

The player may describe his character's spell-casting actions. Or he may simply state that his character is casting the spell and leave it at that.

If the magician is reading a spell from a book (rather than casting a memorized spell), casting time is greatly increased. Combat phases become minutes, minutes become hours, hours become days.

example: Kaneru Yamanaka

In this particular *Gatecrasher* campaign, the GM encourages detailed descriptions of characters' actions.

Pyrokinesis takes two combat phases. In the first phase, Kaneru applies a large dose of phosphorous powder to her glove with a sharp clap of her hands while thunderously intoning the appropriate words of power (made up on the spot by the player). For the second phase, she gestures toward her target with her gloved hand, intoning yet more words of power.

Chance of Success

When a magician character casts a spell, roll against his Magic Ability. Each type of spell has a modifier (called its Ease) that should be applied to the roll. For example, a spell with an Ease of +1 would give the magician's player a +1 on his roll. Casting a spell has a Difficulty Level of Good — the final result of the player's roll, with modifiers, must be Good or better.

Being wounded affects a magician's spell-casting ability just as it affects other tasks. A Hurt magician is at –1 to cast spells — a Very Hurt magician is at –2.

example: Kaneru Yamanaka

Kaneru Yamanaka has memorized the Pyrokinesis spell. She has Good Magic Ability (Conjuration). Pyrokinesis has an Ease of +2. Kaneru's player rolls a –2 against her Good ability — adding the Ease modifier, that's a Good result. The spell is successful.

Interrupted Casting

If the character is interrupted (e.g., shot, tickled, etc.) while casting a spell, make a second roll against Magic Ability, with a –2 modifier. On a Good or better result, the spell continues as if nothing happened. Otherwise, the spell fails. A magician loses no Magic Points when he cannot complete his spell. If the magician still wants to cast the spell, he must start over.

Spell Targeting

If the spell requires targeting (as Pyrokinesis and a few other attack-oriented spells do), the player must roll against the character's Magic Targeting Skill (see p. 19). The GM sets the Difficulty Level based on circumstances such as range, whether or not the target is moving, etc. (The Difficulty Level is normally Fair.

example: Kaneru Yamanaka

Kaneru's Magic Targeting Skill is Fair. The GM sets the Difficulty Level at Fair, as there are no extenuating circumstances (visibility is fine, the target isn't moving, it's well within range, etc.). Kaneru's player rolls a +2 (Great) on her Magic Targeting Skill — she hits the target with a stream of flame.

Tech vs. Spell-Casting

When a magician casts a spell on something with a Tech Level higher than his Magical Effect, there's a chance the spell will fail. The player makes a Situational Roll — with a Good or better result, the spell works. Apply a –1 for every two Tech levels the item exceeds the character's Magical Effect.

example: Kaneru Yamanaka

Kaneru Yamanaka's Magical Effect is –3 (based on her Good Id; see p. 16). Unfortunately, her target is a Tech +2 computer which annoyed her by winning three chess games in a row. The computer's Tech exceeds Kaneru's Magic Effect by five levels; divide by two (round down) for a –2 modifier to the situational roll. The player rolls +3 — a Superb result, modified to Good by the computer's resistance to her magic.

Spell Effects

The GM determines the effects a successful spell casting has, based on the spell description and any unusual circumstances within the game. If the spell fails, the focused magical energies simply dissipate.

example: Kaneru Yamanaka

Kaneru's Pyrokinesis spell causes a stream of fire to hit the computer's display monitor, doing two points of heat damage and melting a small hole in the screen. As the screen is made of a non-flammable material, that's *all* the damage Kaneru does.

Maintaining Spells

If a spell's duration is a unit of time (combat phases, etc.), the caster can extend its duration by spending additional Magic Points equal to the spell's initial cost.

The magician must be conscious to maintain a spell, but he can perform other activities. A magician can maintain any number of spells simultaneously. Spells cast with a Delay cannot be maintained (see p. 90).

example: Kaneru Yamanaka

In another adventure, Kaneru casts the Aura spell, which costs 1 Magic Point and lasts 1 second. She maintains the spell for 10 seconds (expending 1 Magic Point each second). To her relief, none of the auras of the people (and things) around her is that of the doppelganger bounty hunter who's been after her…

Magic Point Recovery

Characters recover Magic Points through sleep and/or meditation. The number of Magic Points recovered depends on the Tech of the person's environment.

Magic Point Recovery

local tech	recovery	max per day
–10 to –9	4 per level of Id	60
–8 to –7	3 per level of Id	50
–6 to +8	2 per level of Id	40
+9 to +10	1 per level of Id	20

The **recovery** column gives the number of Magic Points a character can recover with four hours of sleep or meditation. The **max per day** column gives the maximum amount of Magic Points a character can recover in twenty-four hours. The **local tech** is the Tech of the area the character is in. If there is equipment of a higher Tech in the area, the environment's Tech equals that of the equipment. The minimum Tech of a cyborg's environment equals the Tech of his body.

The character can move away from high-tech equipment to sleep — 15 meters suffices. Putting a stone-walled room inside a Tech +10 spacecraft is *not* a low-tech environment, even though it might look like one.

Enchantments and Magic Items

Magic items store preprogrammed magical energy. Each has a particular function or purpose.

Magic items can have any form. Enchanters can enchant almost any item — provided its Tech isn't high enough to resist their magic. A protective, damage-reducing enchantment can go on a ring, cloak, or glass eye alike. Enchantments are described by their effects, or **functions.** See p. 91 for the description of the Enchantment spell.

Maximum Strength of Enchantments

The maximum strength of an Enchantment an enchanter can cast equals the level of his Id. An enchanter with a Good Id can create, at most, a 5-point enchantment, while a mage with a Superb Id can create a 7-point enchantment.

Magic Point Cost

Enchanting an item requires a lot of Magic Points — each point of enchantment costs 150 Magic Points. It's also a lengthy process, and needs to be done in stages. To create a two-point Enchantment, the magician must first create a one-point Enchantment and then lay a two-point Enchantment on top of the first. An enchanter creating a four-point enchantment must pay Magic Points for a one-point, a two-point, a three-point, *and* a four-point enchantment — at 150 Magic Points per point, this costs 1,500 Magic Points.

Enchanters usually have a magic item they use to store Magic Points in for use when enchanting other items. They use the Storage spell (see p. 101) to build up their store of Magic Points.

Enchantment Spell Variants

Every type of Enchantment, from flight to hitting things, requires a different spell to create it. Each must be mastered separately before the enchanter can use it to enchant an item with the desired effect.

Modifying Known Enchantment Spells

Once an enchanter knows one Enchantment spell, mastering new Enchantment spells is easier than mastering new spells "from scratch." (See *Mastering Spells,* p. 74.) The GM may apply a +1 modifier to the enchanter's roll to master the new spell, to reflect the fact that the new spell is based on the old one. If the desired effect is similar to the effect of the Enchantment spell being modified, the GM may grant +2 instead. (These are in addition to any modifiers applicable to mastering a spell.)

Enchantment is an 8-page spell — each attempt to master a new version of the spell will take 8 weeks. Once the character has spent the necessary time studying and trying to master the new spell, the player rolls against the enchanter's Magic (Enchantment) Skill. On a Superb or better result, the enchanter has mastered the new version of the Enchantment spell.

The GM may rule that other spells are necessary for reference — someone attempting to make a Shoe of Telepathy may need to first master the spell Telepathy (or at least have another mage's "crib notes" on hand).

Access to a basic magical library (cost: 5,000 IR) will cut the time required to four weeks. A comprehensive magical library (cost: 50,000 IR) will cut the time to two weeks.

Enchantment Types

Continuous enchantments work whenever activated. Most magical jewelry, clothing, and weapons have continuous enchantments.

One-shot enchantments have more power, but work only once. The most common one-shot enchantment is a magical potion, which is consumed when used.

Creating Magic Items

Enchanters can make magical items with the spell Enchantment (p. 91). An enchantment's Magical Effect equals its creators' Magical Effect.

The enchanted item's strength and abilities depend on the number of Magic Points invested and the specific Enchantment spell used (see *Continuous Enchantment Functions,* p. 80, and *One-Shot Enchantment Functions,* p. 81).

Activating Magic Items

Magic items can be activated by several different methods: a command word, entering a certain area, being worn, etc. Unless stated in the function's description, the enchanter can specify the activation method.

Charged Items

Some items consume Magic Points each time they are used (see function descriptions). These items include a store of Magic Points to power their functions. When the item runs out of Magic Points, the item is useless until recharged (see below). Magic items cannot tap their user's Magic Points, and the user cannot tap the enchantment's Magic Points without destroying the enchantment.

Initial Charge

A newly-enchanted item has a Magic Points charge of zero. The creator or subsequent users must add all of the item's Magic Points. Magic items have no maximum Magic Points charge.

Recharging

The spell Storage can increase the number of Magic Points stored in a magic item (see p. 101). Each casting of the Storage spell adds 1 Magic Point to the item.

Tapping Power

Magical energy stored in charged items can only be tapped by the item. Magicians who want to save their own power for later use must store it in uncharged magical items, or use Enchantment Tap.

Continuous Enchantment Functions

The following are sample enchantment functions. **Strength** specifies the strength of the enchantment and the number of Magic Points needed to enchant an item with that function; see *Magic Point Cost,* p. 78. Functions listed with a Strength: 1+ may be cast as Strength 1, 2, etc. — increase the effect as enchantment strength increases. **Charge**-specifies the number of Magic Points the function requires when used.

Aura Vision
Strength:-1 *Charge:* none
The user constantly sees magical auras as though using an Aura spell (p. 84). He doesn't necessarily know how to interpret the auras he sees.

Cloaking
Strength: 2 *Charge:* none
Deep shadows always conceal the user. He appears dark even in broad daylight, giving a –3 on all rolls to recognize the person or even see him in poor light.

Damage
Strength: 1+ *Charge:* none
Each point of enchantment adds +1 to the enchanted weapon's Offensive Damage Factor. An enchanted spacecraft weapon inflicts one extra Hit per point of enchantment.

Hit
Strength: 1+ *Charge:* none
The item enchanted has a +1 to hit in combat per point of Enchantment.

Homing
Strength: 4 *Charge:* 100 Magic Points
The user teleports to a place specified by the enchanter.

Identification
Strength: 3 *Charge:* none
On a Situational Roll of Good or better, the item correctly identifies any magic item touched. Failed attempts give no information; further attempts with the same item will also fail.

Lightning
Strength: 4 *Charge:* 25 Magic Points
The item fires lightning bolts. The user must roll against Dexterity or a ranged weapon Skill to hit anything. Range: 80 meters. Damage: +3.

Memory
Strength: 5 *Charge:* none
The function holds ten pages of memorized spells. The creator must place the spells into the item while creating it. Any magician of the proper type who wears the item and could cast the stored spells can do so. These spells do not count against the pages of spells the magician can memorize.

Obscurity
Strength: 4 *Charge:* none
The user becomes undetectable to one sense, chosen by the enchanter. Invisible people are invisible even in the infrared and ultraviolet spectrums. Silent people cannot be heard at all.

Protection
Strength: 1+ *Charge:* none
Add +1 to the user's Defensive Damage Factor per effect point of enchantment. If someone wears multiple Protection enchantments, only the strongest one takes effect.

Pyros
Strength: 3 *Charge:* none
The user takes half damage from fire attacks. Heat damage unrelated to fire is not affected.

Seeking
Strength: 2 *Charge:* none
This item can act as a Guider spell (p. 94).

Summoning
Strength: 3 *Charge:* none
The wearer can summon and control one Random Icky Thing per week. The Random Icky Thing remains for ten minutes or one combat situation, whichever is longer.

Supernatural Talent (Random)
Strength: 1 *Charge:* as Supernatural Talent
The item has a Supernatural Talent, determined by rolling on the Supernatural Talent table (p. 46) when the item is enchanted. The user can trigger and control the power, but all energy comes from the item.

Supernatural Talent (Specific)
Strength: 4 *Charge:* as Supernatural Talent
The item has a particular Supernatural Talent. Each enchantment spell with a specific Supernatural Talent function must be mastered separately (see p. 78).

One-shot Enchantment Functions

Most one-shot enchantments are in potions or pills, activated when consumed by the user. Eating or drinking a potion takes one combat phase. Unless otherwise specified, the function begins working when activated and lasts for one hour.

Each of these one-shot magical functions has an enchantment strength of 1.

Charm: The user becomes persuasive and seems a good friend and trusted leader (+1 to reaction rolls).

Clairvoyance: The user can see anything within 10 kilometers of his current position. He cannot see through anything of a Tech greater than the potion creator's Magical Effect.

Combativeness: The user has a +2 to hit with any weapon, adds 2 Damage Points to any attack he makes, and ignores all penalties from wounds.

Flight: The drinker can fly a number of meters per combat phase equal to his Move.

Heal: This heals one wound one level (a Very Hurt wound becomes Hurt, etc.).

Idiocy: The user loses 4 levels of Reason. If the character is a magician, he forgets all of his spells.

Immunity: The user is immune to all damage from one source (e.g., firearm damage, laser damage, etc.) for 2d6 combat phases. The enchanter chooses the type of damage blocked when he creates the potion.

Invisibility: The user and his low-tech belongings turn invisible. High-tech objects may not be affected.

Pyrokinesis: The user can throw a single blast of fire at any object (roll against Dexterity to aim). Range: 20 meters. Damage: +4.

Sleep: The user falls asleep. Nothing can wake him.

Telepathy: The user can telepathically communicate with any one willing person he knows. Barriers and range do not block telepathy.

Weightlessness: The user's weight drops to zero. This function does not affect his clothing or belongings.

Familiars

In the *Gatecrasher* universe, some ideas have become personified, creating powerful creatures known as "high elementals." Some high elementals keep tabs on the ways magicians use magical power. If a high elemental takes note of a particular magician, it may send a creature to be the magician's familiar.

A familiar serves as a magician's assistant. It can increase the mage's power, or provide extra abilities.

Getting a Familiar

The best way for a magician to attract a familiar is to do something that will get the mage noticed (in a positive manner) by higher powers. The GM makes a Situational Roll for every month of game time — on a Superb or better result, a familiar appears. The GM may apply any modifiers she deems appropriate, such as a +1 to a mage actively seeking such an honor, and a –1 to one who sits around not doing much of anything.

Familiar Mentality

A familiar develops a deep-rooted mental link with its master. The magician and familiar communicate telepathically; each knows what the other thinks. This telepathy is mostly verbal, with an underlying current of emotion. Range or barriers of any sort cannot block this telepathy. Most magicians easily adapt to this link.

This intimate exposure to an intelligent mind profoundly affects the familiar, rapidly boosting its intelligence. A familiar can use excess space in its master's brain to expand its mind. A familiar has a Reason two levels below that of its master. It also has ten free levels of Skills — the GM can give the familiar whatever Skills she deems appropriate.

As time passes, the familiar depends more and more on the mage's mind and on that increased mental capacity. If the mage dies, the mental shock almost always kills the familiar instantly.

Death and Familiars

If the mage dies, the familiar usually dies as well. The familiar only survives if the dead magician's mind has been transferred to the familiar.

If the familiar dies first, the magician permanently loses one Magic Point and one level of Id. The mage loses all of the bonuses and powers the familiar gave. He will not receive another familiar for at least six months.

Familiar Types

When a magician character receives a familiar, roll on the table below. The GM can choose the exact animal.

Familiars

Roll	Result
–4	Insect
–3	Tiny animal (mouse, goldfish)
–2 to –1	Small animal (ferret)
0	Medium animal (cat, fox)
+1 to +2	Large animal (dog)
+3	Huge animal (Great Dane)
+4	Massive animal (tiger, horse)

Familiar Powers

A familiar gives his magician special powers. The GM can either roll on the table to the right, or just make up her own powers.

The smaller a familiar, the more special powers it has. Insects and tiny familiars have 4 powers, small familiars have 3 powers, medium familiars have 2 powers, large familiars have 1 power. Huge and massive familiars have no special powers other than their link to their master.

Familiar Powers

roll (%)	result
01-25	The magician can perceive through the familiar's senses.
26-30	The magician and the familiar each regenerate one point of damage per hour at no Magic Points cost.
31-35	The magician and familiar can see in the infrared and ultra-violet spectrums.
36-40	The magician does not need to eat (but can with no ill effects). (Excludes calories needed for shapeshifting).
41-45	Increase the magician's Defensive Damage Factor by 1.
46-50	Increase one of the magician's Attributes by one level (player's choice).
51-55	The magician can cast spells through the familiar. Measure the spell's range from the familiar. The familiar must have any required material components with it.
56-60	The magician and familiar can breathe normally in any atmosphere, including none at all. They are immune to airborne poisons, low/high-pressure damage, and so on.
61-65	The familiar has Psychometry (as per the Supernatural Talent). The ability can scan the previous 10 years during each use and can be used any number of times.
66-70	The magician can transfer his Magic Points to someone else through his familiar. The recipient receives all the Magic Points the magician puts into the powerboost. The familiar must touch the recipient.
71-75	The familiar can become invisible once per day for up to an hour.
76-80	The familiar can teleport up to 100 meters once a day.
81-85	Increase the magician's Reason by 2 levels.
86-90	Increase the magician's Magical Effect by 1.
91-95	Increase the magician's Magic Points by 2d6.
96-00	The magician can transfer his mind to the familiar at the moment the magician dies, taking over the familiar's body. The familiar won't die when the magician dies.

Reroll all duplicate powers, and any powers the magician has through a spell, magic item, or natural ability.

Spell Descriptions

The following spells are sample spells for the *Gatecrasher* universe. Many more are possible.

Option:

Materials:

The Game Master may decide that most spells require particular *materials*. The spell will not work unless the caster has the necessary materials in sufficient quantity. The GM will tell you what materials are needed.

Wizardry:

The spell's Wizardry (the average Wizardry level at which a community develops a particular spell) is listed in parentheses after the spell name. Any mention of Wizardry in a spell's range, duration, etc. refers to the caster's personal Wizardry score.

Range:

Certain spells work for as far as the caster can see or speak. Augmenting one's vision or voice (e.g., with binoculars or a megaphone) does *not* increase range.

Affects:

This specifies how many objects or persons one casting of the spell affects. "Caster" means that the spell only affects the magician casting the spell (and his possessions). An Affects of "recipient" allows the magician to cast the spell on any number of people simultaneously, if all the targets are within range. The magician must expend the spell's Magic Points cost for each recipient.

Actions:

Certain spells require the magician character to speak and gesture while casting. Others require only speech, or only gestures. This can be important if, for example, the character is a prisoner and bound and/or gagged.

Time to Cast:

The listed time to cast represents the time it takes for a magician to cast a memorized spell (see p. 76). If the magician is reading from a spell book, increase casting time: combat phases become minutes, etc.

Duration:

Duration is listed as a time, n/a (not applicable), or permanent. Expending more Magic Points may extend Duration. Enchantments can be drained. Heal spells do not prevent the character from being wounded again.

Ease/Magic Points Cost:

Each spell has an Ease score, describing the spell's complexity and the difficulty involved in casting it. Add the spell's Ease to the mage's Magic Ability to get his chance of successfully casting the spell.

The Magic Points Cost column lists the base cost to cast the spell for each magic type. Spending additional Magic Points may increase the power of the spell. (Expending twice the base Magic Points cost in a Dissipation spell will drain 2d6 Magic Points from the target; expending triple base cost will drain 3d6, etc.) Increasing Magic Points spent may increase the spell's duration or area of effect instead. The GM is the final judge of what's gained by spending more Magic Points.

Appearance

Many spells have special effects, such as colored lights or the smell of rancid cotton. Spells with no Appearance listed have no special effects when cast.

Adaptation (Wizardry 0)

Range: caster's touch
Affects: recipient
Actions: speak and gesture
Time to Cast: 1 combat phase
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	—/—
enchanter	+4/ 5
esper	—/—
kineticist	—/—
necromancer	+2/ 5
psionic	+4/ 1
summoner	+2/10

Appearance: plaid glow surrounds recipient

Adaptation keeps the recipient from taking damage from vacuum, air pressure changes, poison gas, or temperature. If the caster's Magical Effect exceeds –2, it halves any radiation damage the recipient suffers.

Advanced Teleportation (Wizardry +8)

Range: see below
Affects: caster
Actions: speak and gesture
Time to Cast: 5 combat phases

Duration: n/a
Ease/Magic Points Cost
conjurer – / —
enchanter – / —
esper — / —
kineticist +3 / 2
Advanced Teleportation Ease/Magic Points Cost (cont.)
necromancer – / —
psionic – / —
summoner – / —
Appearance: hollow "pop" when spell goes off

This spell moves the caster and all persons holding onto him to a new location selected by the magician. For every 2 Magic Points expended, the magician can teleport 10 meters. This spell will not teleport anyone into a solid object; they materialize next to it instead.

Animate (Wizardry +2)
Range: touch
Affects: one object
Actions: speak and gesture
Time to Cast: 4 combat phases
Duration: (12 + Wizardry) minutes
Ease/Magic Points Cost
conjurer +2 / 50
enchanter +3 / 30
esper — / —
kineticist +3 / 50
necromancer +2 / 70
psionic — / —
summoner — / —

The target object moves in a manner appropriate to its shape: humanoid statues walk and move their arms, chairs walks on their legs, etc. The magician chooses the object's motions when casting the spell.

Animated objects do not react to outside stimuli. They do not make effective weapons, as they have no senses. A mage could cast the spell to allow a statue to swing its arms — but not necessarily *at* someone, as the statue has no way to sense its surroundings.

The animated object reverts to its original shape when the spell elapses.

Audio Distortion (Wizardry 0)
Range: Wizardry meters
Affects: recipient
Actions: gesture only
Time to Cast: 1 combat phase
Duration: (12 + Wizardry) combat phases
Ease/Magic Points Cost
conjurer — / —
enchanter +1 / 3
esper +4 / 1
kineticist +1 / 2
necromancer +2 / 2
psionic +3 / 1
summoner — / —
Appearance: black glow surrounds recipient's ears

Recipients hear nothing but garbled screeching in their ears. Telepathy bypasses Audio Distortion.

Aura (Wizardry –8)
Range: sight of caster
Affects: objects seen by caster
Actions: none
Time to Cast: 1 combat phase
Duration: 1 second
Ease/Magic Points Cost
conjurer +2 / 1
enchanter +4 / 1
esper +4 / 1
kineticist +2 / 1
necromancer +2 / 1
psionic +3 / 1
summoner +4 / 1

The magician can see magical auras around everything in his field of view. When he looks at a person, he can see how many Magic Points that person has, any magical effects (curses, delayed spells, etc.), and if the person is a demihuman, minor elemental, or elemental. When looking at an object, the magician can see any enchantments, Magic Points, and magical markings or effects on it.

When a magician looks at an aura, the player must make a roll against the magician's Magical Familiarity Skill (Difficulty Level Fair) to identify anything other than the number of Magic Points present.

Barrier (Wizardry 0)
Range: caster's body
Affects: caster
Actions: gesture only
Time to Cast: 1 second
Duration: 1 hour, or until spell is used up
Ease/Magic Points Cost
conjurer +4 / 2
enchanter +2 / 2
esper — / —
kineticist +3 / 2
necromancer +2 / 2
psionic — / —
summoner +2 / 2
Appearance: magician glows brick-red during casting

Barrier creates a magical wall around the caster. This wall interferes with incoming spells, breaking up their coherence and effectiveness. Barrier negates one spell or Supernatural Talent directed at the caster or his belongings. The magician may expend additional Magic Points at the time of casting to increase the number of spells Barrier will negate. The magician cannot choose to let certain spells through; the Barrier blocks everything.

Once the Barrier spell blocks its full number of spells, it collapses and vanishes. Spells "souped up" with twice the normal number of Magic Points expended in their casting count as two spells, and so on. If Barrier only partially blocks a "souped up" spell, the rest of the Magic Points invested in the incoming spell affect the magician normally.

Cartomancy (Wizardry –8)

Range: caster's body only
Affects: one future
Actions: gesture only
Time to Cast: 10 minutes
Duration: n/a
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 / 50
esper	+3/ 5
kineticist	—/—
necromancer	+1/ 25
psionic	—/—
summoner	0 / 20

This spell attempts to predict the future. The GM rolls once on the following table for each Cartomancy attempt, keeping the result secret from the players. (She can give clues to the players as the roll dictates.)

roll	result
–4	completely wrong reading
–3	reading gives dangerously wrong data
–2	reading gives a ridiculous, inapplicable answer
–1	reading is very vague
0	reading is vague
+1	reading is accurate
+2	reading is very accurate and precise
+3	reading gives a useful piece of information
+4	reading is so precise and useful that it looks completely wrong

A character can cast Cartomancy only once per question. This spell usually uses Tarot cards. Different versions of this spell allow the mage to read tea leaves, palms, goat entrails, sticks, handwriting, animal droppings, or anything else the GM cares to specify.

Circle of Blindness (Wizardry –1)

Range: see below
Affects: 3 m circle
Actions: gesture only
Time to Cast: 3 combat phases
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

Conjurer	+1/ 3
Enchanter	+2/ 3
Esper	+4/ 1
Kineticist	0 / 10
Necromancer	+1/ 3
Psionic	+3/ 3
Summoner	+1/ 2

A magician casts Circle of Blindness by tracing a circle three meters across (or smaller) with a trail of flour. Anything looking at the circle from outside sees what was there at the time of casting. Circle of Blindness can be crossed from either side without breaking the spell. If the circle of flour is physically broken, the spell collapses.

example: Kaneru Yamanaka

Kaneru casts Circle of Blindness around a chair and sits down. When guards search the room, they see the chair but don't see her.

Circle of Exclusion (Wizardry +1)

Range: see below
Affects: 3 m circle
Actions: gesture only
Time to Cast: 3 combat phases
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	+1/ 10
enchanter	+2/ 4
esper	0 / 5
kineticist	+4/ 5
necromancer	+3/ 4
psionic	0 / 8
summoner	+4/ 3

A magician casts Circle of Exclusion by tracing a circle three meters across (or smaller) with a trail of flour.

Nothing can enter the completed Circle of Exclusion. Anything can leave it. Something bisected by the Circle can move in either direction — a person standing on the line when the Circle goes up can choose to enter or exit. Air can pass in and out, but poison gas can't. Visible light can also pass in and out. Roll to see if the mage's magic can affect high-tech objects trying to break the Circle. If the magic doesn't affect

the objects, they can enter the Circle.

The spell collapses if the circle of flour breaks. Anyone inside the circle can break the line of flour; those outside cannot. Spells and Supernatural Talents can be cast into the circle if both the Id and Awareness of the attacker exceed the Id and Awareness of the magician maintaining the circle.

Circle of Inclusion (Wizardry 0)

Range: see below
Affects: 3 m circle
Actions: gesture only
Time to Cast: 3 combat phases
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	+1 / 10
enchanter	+2 / 4
esper	0 / 5
kineticist	+4 / 5
necromancer	+3 / 4
psionic	0 / 8
summoner	+4 / 3

A magician casts Circle of Inclusion by tracing a circle three meters across (or smaller) with a trail of flour.

Nothing can leave a Circle of Inclusion. Anything can enter it. Roll to see if the mage's magic can affect high-tech objects trying to leave the Circle. If the magic doesn't affect the objects, they can leave the Circle.

Something bisected by the Circle can move in either direction — a person standing on the line when the Circle goes up can choose to enter or exit. Air can pass in and out, but poison gas probably can't leave. Likewise, visible light can pass in and out but lasers can't escape.

The spell collapses if something breaks the circle of flour. Anyone outside the circle can break the line of flour and free the occupants. No one inside the Circle can reach the flour to break it.

Spells and Supernatural Talents can be cast out of the circle if both the Id and Awareness of the attacker exceed the Id and Awareness of the magician maintaining the circle.

Clairvoyance (Wizardry –6)

Range: 100 + (Wizardry x 10) meters
Affects: sight of caster
Actions: gesture only
Time to Cast: 5 combat phases
Duration: 1 minute
Ease/Magic Points Cost

conjurer	— / —
enchanter	0 / 5
esper	+4 / 1
kineticist	— / —
necromancer	— / —
psionic	+1 / 3
summoner	— / —

Appearance: magician's eyes turn invisible

The caster can see from any point of view within range. Clairvoyance does not grant infrared, ultra-violet, or any other type of enhanced vision.

If the magician's magic cannot affect something, he cannot see through it.

Command Search (Wizardry –1)

Range: caster's touch
Affects: 1 enchantment
Actions: speak only
Time to Cast: 3 combat phases
Duration: n/a
Ease/Magic Points Cost

conjurer	— / —
enchanter	+4 / 1
esper	+3 / 4
kineticist	— / —
necromancer	0 / 10
psionic	— / —
summoner	0 / 15

This spell gives yes or no answers to any question the caster asks concerning activating an Enchantment. If the answer cannot be stated as an absolute yes or no, the spell gives no answer. Command Search will not identify an Enchantment, merely how to activate it.

Compulsion (Wizardry –3)

Range: see below
Affects: one victim
Actions: speak and gesture
Time to Cast: 1 hour
Duration: until object is removed or compulsion is fulfilled
Ease/Magic Points Cost

conjurer	— / —
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	–1 / 300
psionic	0 / 150
summoner	–2 / 200

This spell allows a mage to give the selected victim a set of undeniable commands. The caster must know the victim's true name (GMs, see p. 194). The orders must be clear and specific (e.g., "kill your companions and bring me their possessions"). The magician chooses the instructions when casting Compulsion. If he wants to change the instructions, he must

recast the spell.

The mage casts Compulsion on an object. The spell takes effect if and when the named victim takes possession of the object. The item has no effect on anyone except the intended victim.

Once the victim has the item, he blindly obeys the Compulsion in the most efficient and direct manner. He does not realize he is compelled, and rationalizes his actions. Someone looking at the victim's aura can see the Compulsion on a Fair roll against Magic Familiarity.

A Dissipation spell can break a Compulsion. The caster must drain a number of Magic Points equal to that initially spent casting the Compulsion.

If the victim loses the item, the Compulsion ends. The victim won't give up the item willingly. If the victim gets the item back, the Compulsion resumes.

Converse with Dead (Wizardry 0)

Range: n/a
Affects: one dead person
Actions: speak and gesture
Time to Cast: 5 minutes
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	—/—
enchanter	+1/ 50
esper	+2/ 30
kineticist	—/—
necromancer	+3/ 25
psionic	—/ –
summoner	0 / 30

Appearance: area around caster grows dark

The caster can converse with the mind and spirit of a dead person. The contactee retains his personality, memories, and skills. Dead people are not allowed to enlighten the living on conditions in the Afterlife, not even to confirm that an Afterlife exists. This spell may require the use of a crystal ball.

Converse with Life (Wizardry 0)

Range: voice and hearing of caster
Affects: recipient
Actions: speak only
Time to Cast: 5 combat phases
Duration: 1 minute
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	+3/ 3
kineticist	—/—
necromancer	0 / 5
psionic	+1/ 2
summoner	0 / 10

Appearance: caster's voice sounds like that of the creature conversed with

The spell allows any living thing the caster speaks with to understand the caster's words, and the magician can understand the creature's form of communication. Bystanders can eavesdrop on one side (usually the magician). Most living things have an awareness of their environment, even if they lack sensory organs.

Cordcut (Wizardry –7)

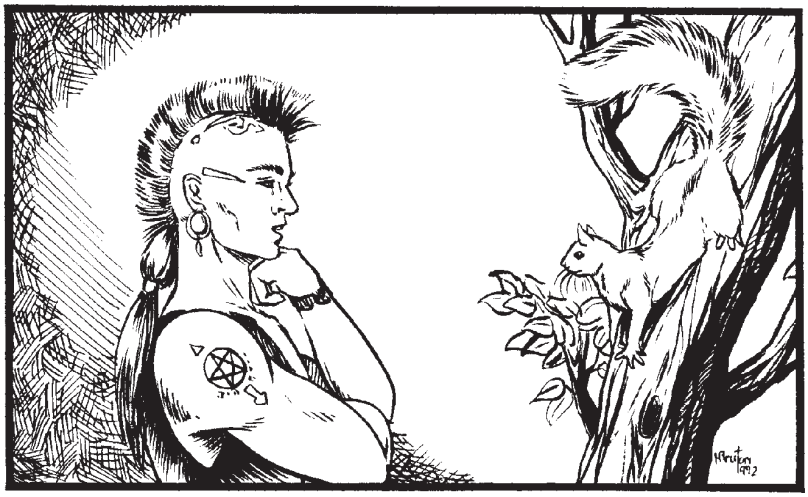
Range: touch
Affects: one body
Actions: speak and gesture
Time to Cast: 1 minute
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 / 80
esper	—/—
kineticist	—/—
necromancer	+2/ 30
psionic	0 / 50
summoner	+1/ 40

Appearance: gut-wrenching snapping sound when spell goes off

This spell severs any and all links between a person's corpse and his soul. Resurrection and Converse with Dead spells do not work on a Cordcut body.

The mage must cast the spell on the entire body for Cordcut to be completely effective. Any part that does not receive the Cordcut can be used for "normal" necromantic purposes.



example: Styre the Ogre Magician

Styre casts the necromancer's version of Cordcut on the corpse of his latest enemy, Montgomery Chang. Chang's left arm spun off into space; Styre assumes it will never be found. Years later, a passing vessel finds it drifting through space. The ship magician casts Converse with Dead on the arm; it works, as the arm wasn't Cordcut. After much negotiation, the mage Resurrects Chang from his arm. Montgomery is free to resume his evil plot to control the Solar System's cybermaguffin factories, as well as avenge himself on Styre.

Create Food (Wizardry +7)

Range: caster's touch
Affects: see below
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	+3 / 10
enchanter	0 / 20
esper	— / —
kineticist	— / —
necromancer	0 / 25
psionic	— / —
summoner	+1 / 20

Appearance: magician smells like a barbecue

This spell creates one day's worth of fresh food (up to 2,000 calories) and water for one person.

Create Hard Object (Wizardry +5)

Range: caster's touch
Affects: one object
Actions: speak and gesture
Time to Cast: see below
Duration: permanent
Ease/Magic Points Cost

conjurer	+1 / 60
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	— / —
summoner	— / —

This spell creates 1 kilogram of hard goods (worked metal, stone, etc.). The caster's Magical Effect must exceed the item's Tech by 2. This spell can create the forms of high-tech items, (a metal shell that resembles a laser pistol, etc.) but not working items of greater than Tech 1. Time to cast equals one combat phase per syllable in the item's name (maximum 8 syllables).

Create Soft Object (Wizardry +5)

Range: caster's touch
Affects: one object
Actions: speak and gesture
Time to Cast: see below
Duration: permanent
Ease/Magic Points Cost

conjurer	+2 / 30
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	— / —
summoner	— / —

This spell creates 1 kilogram of soft goods (cloth, paper, etc.). The caster's Magical Effect must exceed the item's Tech by 2. This spell cannot create an item of greater than Tech Level 1. Casting Create Soft Object requires the length of time needed to say the name of the created object.

Create Technological Object (Wizardry +8)

Range: caster's touch
Affects: one object
Actions: speak and gesture
Time to Cast: variable
Duration: permanent
Ease/Magic Points Cost

conjurer	0 / 90
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	— / —
summoner	— / —

This spell creates 1 kilogram of anything. If the conjurer tries to create an object of a Tech greater than his Magical Effect, he must make a standard roll to see if he can affect the created object. If he can't affect it, it doesn't appear. Casting Create Technological Object requires 2 combat phases to cast per syllable in the item's name (maximum 5 syllables).

Cryokinesis (Wizardry +4)

Range: (10 + Wizardry) meters
Affects: single point
Actions: gesture only
Time to Cast: 1 combat phase
Duration: permanent
Ease/Magic Points Cost

conjurer	+3 / 10
enchanter	0 / 12
esper	— / —

kineticist	+4 / 5
necromancer	+1 / 15
psionic	+2 / 15
summoner	+2 / 10

Appearance: web of icicles shoot out of hand

Cryokinesis creates a web of icicles that inflicts 3 Damage Points on any target hit. The magician must make a second roll against his Magical Targeting Skill to hit the target. Misses strike 1d6 meters from the target. Kineticists can cast this spell in one second.

Cryptography (Wizardry 0)

Range: caster's touch
Affects: one page
Actions: gesture only
Time to Cast: 1 combat phase
Duration: permanent
Ease/Magic Points Cost

conjurer	— / —
enchanter	+3 / 10
esper	+2 / 15
kineticist	— / —
necromancer	0 / 25
psionic	— / —
summoner	— / —

Cryptography encodes written documents (including spell books). The magician specifies a target audience while casting the spell. The caster and the target audience can read the encrypted page normally, but everyone else sees incomprehensible gibberish. A Dissipation spell cast with 8 times the base Magic Points cost will remove Cryptography from one page.

Cure Natural Disease (Wizardry –4)

Range: caster's touch
Affects: recipient
Actions: speak and gesture
Time to Cast: 6 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	— / —
enchanter	0 / 50
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	+2 / 30
summoner	— / —

Cure Natural Disease cures the recipient of all natural viral and bacterial infection, but does not harm artificial diseases or benign bacteria. If cast on someone immediately after exposure to a natural poison, a recipient can roll again to resist poison and use the best roll.

Cure Tailored Disease (Wizardry 0)

Range: caster's touch
Affects: recipient
Actions: speak and gesture
Time to Cast: 6 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	— / —
enchanter	0 / 60
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	+2 / 35
summoner	— / —

Cure Tailored Disease spell destroys all artificial viral and bacterial infections and renders unused biological weapons inert. If cast on someone immediately after exposure to an artificial poison, the recipient can roll again to resist the poison and use the best roll.

Curse (Wizardry –9)
Range: voice of caster
Affects: recipient
Actions: speak and gesture
Time to Cast: 1 minute
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 / 80
esper	—/—
kineticist	—/—
necromancer	+2 / 60
psionic	+1 / 60
summoner	—/—

Roll once on the Random Curse Table (GMs, refer to p. 169); the recipient immediately suffers from the result. The Curse lasts until the victim gets a Reality Shift spell to negate the effects, or until the caster casts the Curse spell backwards to remove the curse.

Darkness (Wizardry 0)
Range: none
Affects: (10 + Wizardry) meter radius
Actions: speak only
Time to Cast: 1 combat phase
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	+2 / 6
enchanter	+2 / 3
esper	+4 / 1
kineticist	+1 / 12
necromancer	+2 / 20
psionic	—/—
summoner	+3 / 10

This spell creates a stationary sphere of total darkness, centered on the magician. Only the caster can see through the darkness. The spell can stop beam weapons of a Tech greater than the caster's Magical Effect on a Good Situational Roll (see p. 73).

Deceleration (Wizardry –1)
Range: (10 + Wizardry) meters
Affects: recipient
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: 5 combat phases
Ease/Magic Points Cost

conjurer	—/—
enchanter	+2 / 15
esper	—/—
kineticist	+4 / 5
necromancer	+1 / 15
psionic	+2 / 5
summoner	—/—

Appearance: recipient flickers as if lit by a strobe light

The recipient moves at half normal speed (Move –4). Expending additional Magic Points does not lower speed further, but does extend the spell's duration. The spell also slows the effects of poisons to half normal speed.

Delay (Wizardry –5)
Range: as spell
Affects: one spell
Actions: as spell
Time to Cast: 3 combat phases
Duration: until activated
Ease/Magic Points Cost

conjurer	0 /variable
enchanter	+1 /variable
esper	0 /variable
kineticist	0 /variable
necromancer	0 /variable
psionic	0 /variable
summoner	0 /variable

This spell delays the activation of a second spell until an action specified by the caster occurs. Mages can use Delay with Resurrection to automatically bring someone back to life when he dies, or Delay with Heal to keep him alive.

Delay costs the same number of Magic Points as the delayed spell does. Do not determine if the delayed spell works until the delayed spell actually goes off.

Dissipation reduces or destroys Delayed spells. Subtract the number of Magic Points drained by Dissipation from the Magic Points used by the original spell (excluding the Delay). Determine the effects of the spell based on the remaining Magic Points.

example: Kaneru Yamanaka

Kaneru casts Firestorm with Delay, centering the Firestorm on a fist-sized ruby. She sets the Firestorm to go off when someone other than herself touches the gem. Firestorm costs a conjurer 20 Magic Points. The Delay also costs 20 Magic Points, for a total of 40 Magic Points.

Dissipation (Wizardry 0)
Range: (10 + Wizardry) meters
Affects: one object or person
Actions: gesture only
Time to Cast: 3 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	0 / 3
enchanter	+2/ 2
esper	0 / 3
kineticist	0 / 3
necromancer	+1/ 2
psionic	+4/ 1 (living things only)
summoner	0 / 2

Appearance: rays of prismatic light erupt from target

The target loses 1d6 Magic Points. Dissipated magic energy vanishes. Dissipated creatures can regenerate lost Magic Points normally. Dissipated magic items must be recharged or re-enchanted.

When the target has several sources of magical energy, the spell first drains personal Magic Points, then Magic Points stored in an item, then spell effects (dispelling the effects when dissipating the same number of Magic Points used to cast the spell), then Enchantments (starting with the weakest).

A Dissipation spell may destroy an Enchantment. To find the percentage chance to destroy an Enchantment, divide the number of Magic Points drained from the enchanted item by the enchantment's strength (see p. 80). Draining one Magic Point from a 1-point Enchantment has a 1% chance of destroying the Enchantment. If the enchantment does not break, the Dissipation does no harm.

example: Kaneru Yamanaka

Kaneru uses 30 Magic Points to cast Dissipation on the Frog God High Lily Pad's enchanted sword. She drains 42 Magic Points (the result of rolling 10d6). The sword has a 3-point enchantment; hence a 42/3=14% chance of breaking. If Kaneru's player rolls 14 or less on percentiles, the sword becomes a normal sword; if not, the Dissipation spell has no effect.

Empathic Impression (Wizardry –4)

Range: caster's voice
Affects: recipient
Actions: speak only
Time to Cast: 5 combat phases
Duration: see below
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	—/—
kineticist	—/—
necromancer	0 / 15
psionic	+2/ 8
summoner	—/—

The caster can alter someone's mood through a carefully designed monologue. Expending the base cost of Magic Points causes a minor shift in mood, either dampening or sharpening an emotion. Expending more Magic Points allows greater shifts in mood. Major alterations (love to hate, rage to terror, etc.) require ten or more times base cost in Magic Points.

Resisting the spell is an Id task of Good difficulty.

The Impression fades one minute after the the caster stops talking to the recipient.

Psionicists can cast this spell in 2 combat phases.

Empathy (Wizardry –5)

Range: 30 meters
Affects: one person
Actions: none
Time to Cast: 3 combat phases
Duration: n/a
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	+3/ 3
kineticist	—/—
necromancer	+3/ 10
psionic	+4/ 1
summoner	—/—

This spell gives the caster a complete emotional picture of one person of the caster's choice within range.

For ten times the base cost in Magic Points, Empathy can be used to scan an area (within 30 meters of the caster) for self-aware creatures.

Psionicists can cast this spell in one second.

Enchantment (Wizardry +2)

Range: caster's touch
Affects: one object
Actions: speak and gesture
Time to Cast: Enchantment's Strength × 12 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 /150
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: area fills with smoke, crackles of multicolored energy surround the caster and item, small animals run for cover

Before casting an Enchantment, the magician must cast Circle of Blindness, Circle of Exclusion, Watcher, and Circle of Inclusion. The mage must maintain these spells while cast-

ing Enchantment.

Enchantments enhance something's effectiveness, or give something magical abilities. A specific form of this spell exists for every type of Enchantment; each specific Enchantment spell must be mastered individually. See p. 78 for more information.

Enchantment Tap (Wizardry –2)

Range: caster's touch
Affects: one enchantment
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: see below
Ease/Magic Points Cost

conjurer	—/—
enchanter	+1/25
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: prismatic light surrounds item and flows into mage

This spell destroys an enchantment and allows a magician to absorb its Magic Points. The magician receives 75 Magic Points for each point of enchantment strength, plus half of any Magic Points stored in the item. Remaining Magic Points dissipate into the background magic. If the absorbed Magic Points put the character above his normal maximum Magic Points score, he loses 1 Magic Point per minute until he reaches his normal maximum score.

Extended Teleportation (Wizardry +9)

Range: infinite
Affects: caster
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: n/a
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	—/—
kineticist	+2/50
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: hollow pop when spell completes

Extended Teleportation instantly moves the magician to any point he has previously studied.

Studying an area requires one hour of intensive on-site examination before Teleporting. If the destination changes radically between the time the magician studied it and the time he cast the spell (antimattered, remodeled, etc.), the mage bounces to a random point 1d6+5 kilometers from his target.

False Aura (Wizardry –4)

Range: caster's touch
Affects: one person or object
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	+1/ 5
enchanter	+1/ 1
esper	+3/ 7
kineticist	0 / 5
necromancer	0 /10
psionic	+1/ 3
summoner	0 / 7

This spell conceals a person's or item's normal aura with a false aura. The false aura can have any characteristics desired by the caster. A Dissipate spell of any strength destroys a false aura. An enchanter or esper using the Aura spell can roll against his Magical Knowledge Skill to detect a false aura.

Firestorm (Wizardry +4)

Range: 5 + (Wizardry/2) meters
Affects: 8 cubic meters
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: 1 second
Ease/Magic Points Cost

conjurer	+2/20
enchanter	0 /30
esper	—/—
kineticist	+3/ 6
necromancer	0 /30
psionic	—/—
summoner	+1/10

Appearance: burst of mauve flame

Firestorm fills 8 cubic meters with a cloud of flame, doing 3 points of damage to everything in the area and igniting anything flammable. Increasing Magic Points will multiply either area of effect or damage done.

Forget (Wizardry –3)

Range: caster's touch
Affects: one mind
Actions: speak and gesture
Time to Cast: 1 minute
Duration: permanent
Ease/Magic Points Cost

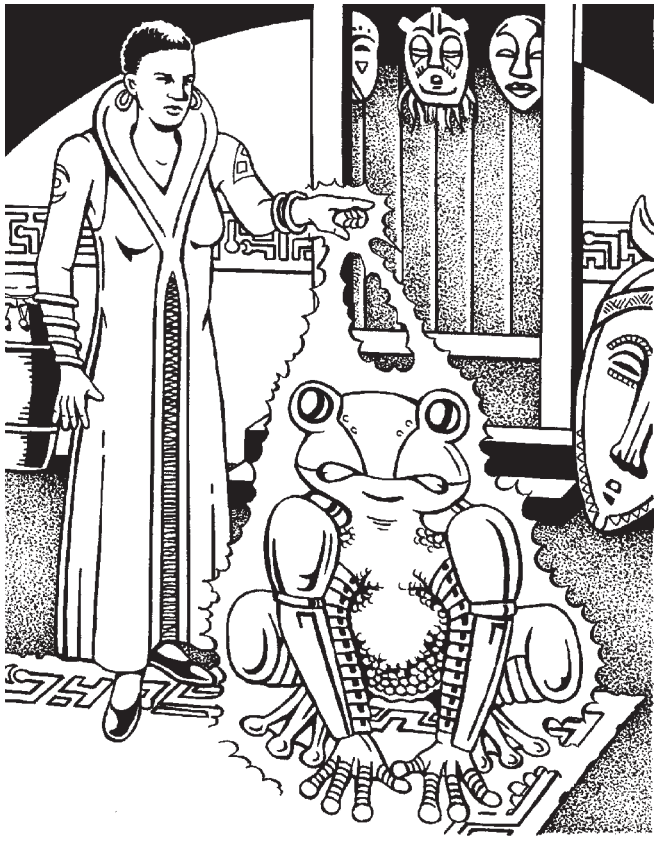
conjurer	—/—
enchanter	0 / 50
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	+3 / 20
summoner	—/—

Appearance: sucking sound in recipient's ears

The recipient forgets the preceding 1d6 minutes (or one page of memorized spell, if the caster so chooses). The spell may be resisted by a Superb Id roll.

Froggymorph (Wizardry +6)

Range: caster's touch
Affects: recipient
Actions: gesture only
Time to Cast: 1 combat phase
Duration: 1 day



Ease/Magic Points Cost

conjurer	—/—
enchanter	–1 / 80
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	0 / 60
summoner	—/—

Appearance: green spark leaps from mage to target

The recipient and his possessions transform into a man-sized frog. The victim retains his Attributes and Skills but no Enhancements, Supernatural Talents, or Magic Ability.

If the victim is a cyborg or robot and has a Tech above the caster's Magical Effect, the magician must roll to affect him. If the spell works, the victim becomes a (semi-) mechanical frog. If the magician can't affect the victim's cybernetics, the spell doesn't affect him at all.

When the spell lapses, the victim returns to normal form, regaining all abilities.

Gate Inscription (Wizardry +5)

Range: caster's touch
Affects: one gate
Actions: speak and gesture
Time to Cast: 2d6 hours
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	–1 /150

Appearance: crackle of energy and almost-subliminal voices during casting

A Gate permanently warps the fabric of space, allowing materials and creatures to move from one point to another. Gates are circles of intricate runes and symbols, usually carved in stone or sewn in cloth. Anything touching an open Gate is transported to a matching Gate elsewhere. Gate transmission is silent and instantaneous, in blatant violation of the Guideline of Relativity.

Casting this spell creates one Gate. The summoner must create two (or more) to have a functional set. All Gates in a set must be drawn by the same summoner. Sets of Gates transmit material in the order of their creation — the fourth Gate transmits to the fifth Gate, etc. The last Gate transports items to the first Gate. If one of those Gates is closed, it's skipped in the sequence.

A Gate remains open until closed by a Gateport spell.

Closed Gates will not work until reopened by a Gateport spell. Damaging a Gate (obliterating runes) closes it forever.

Uncontained air and water will not pass through a Gate (dropping a Gate in an ocean will not drain the ocean). Gates cannot be dragged through each other. Iridium and material of any Tech can travel through a Gate. A Gate is a portal through the fabric of space, and does not directly affect things passing through it.

Gateport (Wizardry +3)

Range: caster's touch
Affects: one gate
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: until cast again on the same Gate
Ease/Magic Points Cost

conjurer	0 / 5
enchanter	+2 / 10
esper	— / —
kineticist	-1 / 3
necromancer	+1 / 3
psionic	— / —
summoner	+4 / 3

Appearance: flicker of light through Gate's runes

This spell closes (deactivates) a single open Gate, or opens a single closed Gate. When the target Gate is one of a pair, Gateport effectively shuts down both Gates. When the Gate is part of a series of Gates, Gateport disconnects that one Gate from the set.

Gateport's effects last until someone uses Gateport to reactivate or deactivate the Gate.

Guardian (Wizardry +2)

Range: none
Affects: see below
Actions: speak and gesture
Time to Cast: 10 minutes
Duration: permanent
Ease/Magic Points Cost

conjurer	— / —
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	— / —
psionic	— / —
summoner	0 / 450

The caster must cast Watcher before casting Guardian, and maintain the Watcher throughout the casting of the Guardian.

Guardian summons a guardian elemental (GMs, see p. 203). The guardian elemental remains where the caster places it until destroyed. The elemental will guard any area the mage specifies, with any conditions the mage states. The summoner can give the elemental conditions for safe passage (such as passwords), or just have the elemental maim anyone who fits a particular description (e.g., wearing plaid).

The mage can give the elemental new instructions at any time, but must have his Watcher present whenever doing so. A guardian can watch an area of any size, but only one guardian elemental can guard one place.

Guider (Wizardry –2)

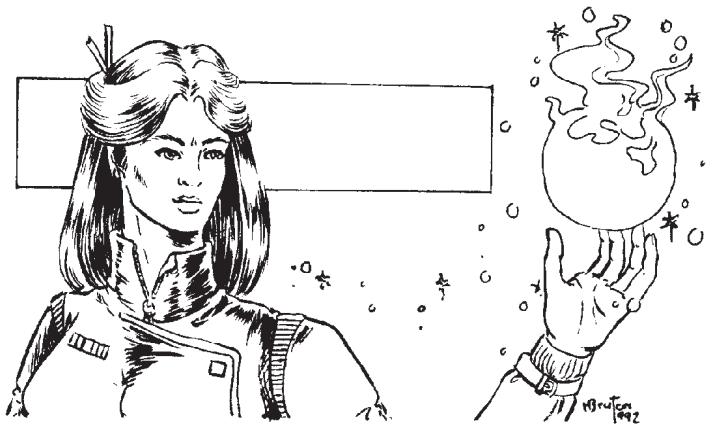
Range: 500 + (Wizardry × 50) meters
Affects: n/a
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	+2 / 20
enchanter	+1 / 30
esper	+4 / 10
kineticist	— / —
necromancer	0 / 50
psionic	— / —
summoner	+1 / 5

Appearance: small flickering light appears before caster and leads him to the object sought

The caster tells the Guider what he wants, and if the object is in range the Guider leads him to it (the nearest one if there are more than one). A Guider can only comprehend simple objects of two or fewer words (i.e., my dog, nearest door, stairs up, etc.). The Guider moves as quickly as the mage follows it, always remaining just out of reach.

The spell may fail with a high-tech object.



Heal (Wizardry 0)

Range: caster's touch
Affects: one person
Actions: speak and gesture
Time to Cast: 1 combat phase
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 / 50
esper	—/—
kineticist	—/—
necromancer	+1 / 20
psionic	+3 / 10
summoner	—/—

Appearance: ululating whistling noise

This spell heals one wound one level. It will not restore missing limbs or other body parts.

Illusion (Wizardry 0)

Range: sight of caster
Affects: one cubic meter
Actions: speak and gesture
Time to Cast: (# of senses affected) combat phases
Duration: (11 + Wizardry) minutes
Ease/Magic Points Cost (Varies with # of Senses Affected)

# Senses:	1	2	3	4	5
conjurer	+1/5	0/10	0/12	–1/15	—/—
enchanter	0/5	+1/10	0/15	–1/20	–1/25
esper	+4/1	+4/3	+4/5	+3/7	+1/10
kineticist	—/—	—/—	—/—	—/—	—/—
necromancer	0/20	0/25	0/30	0/35	–1/40
psionic	+1/2	+1/3	+1/5	+1/10	0/15
summoner	0/5	+1/10	0/15	—/—	—/—

Appearance: specified by caster

With this spell, the caster creates an illusion that affects one or more senses. A particular spell affects only particular senses — the caster must master another spell to affect different senses. The caster may decide to not utilize all of the available senses, but this does not alter Magic Points cost or casting time.

An illusion only works in senses that the casting character has — a blind character cannot cast a visual illusion. If someone has extended senses (e.g., infrared vision), his illusions extend into those ranges. Touch illusions do not support weight. Illusions cannot inflict damage, but can simulate damage or conceal harm.

Noticing an illusion is an Awareness (or Sense Skill) task of Difficulty Level Good. (The GM rolls in secret.) If a character suspects an illusion, allow the player to roll. If that attempt fails, the illusion seems perfectly real.

example: Heather Donner

Heather has Great Hearing Skill and Fair Awareness. If someone casts an illusion of her pet tarantula calling for her from a dark corner, she needs to get a Good or better result on a Hearing Skill roll to notice something wrong with the illusion's sound. If the illusion is silent, she'll have to use her Fair Awareness instead.

Laziness (Wizardry –4)

Range: (10 + Wizardry) meters
Affects: recipient
Actions: gesture only
Time to Cast: 1 combat phase
Duration: 1d6 minutes
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 /100
esper	—/—
kineticist	—/—
necromancer	+1 / 80
psionic	+2 / 50
summoner	—/—

Appearance: fine sand sprinkles out of caster's eyes onto victim

The recipient feels overwhelmingly lazy. His eyes keep slipping shut; things he's carrying seem to grow heavier and heavier until he just wants to lie down and take a nice nap.

A Good or better Id roll allows the target to resist the spuell; he remains upright and functional (but very, very sleepy). On a failed Id roll, the target drops everything he's carrying, lies down, and relaxes. No amount of persuasion will break the spell until it elapses. Sudden rushes of adrenaline may break the spell (coming under attack, etc.); roll against Id again.

Light (Wizardry 0)

Range: caster's touch
Affects: one object
Actions: speak only
Time to Cast: 1 combat phase
Duration: permanent
Ease/Magic Points Cost

conjurer	+2/ 1
enchanter	+1/ 1
esper	+4/ 1
kineticist	+1/ 5
necromancer	+1 / 10
psionic	—/—
summoner	+2/ 4

Appearance: bright light floods from object touched

Light causes an object touched to radiate bright light in a

(11 + Wizardry) meter radius. The spell lasts until the caster decides to turn it off or a Dissipate spell is cast on the lit object.

Message (Wizardry 0)

Range: see below
Affects: anyone in range (see below)
Actions: speak and gesture
Time to Cast: time needed to speak message
Duration: n/a
Ease/Magic Points Cost

conjurer	0 / 10
enchanter	0 / 5
esper	+3 / 7
kineticist	+2 / 5
necromancer	+1 / 15
psionic	+2 / 7
summoner	0 / 10

This spell sends a verbal message in a specified direction. Expending the base Magic Point cost sends one syllable one kilometer. Each additional expenditure of Magic Points will increase the number of syllables by one, or increase the distance by one kilometer.

Anyone in the message's path can hear it. If the path of the message crosses a high-tech wall or other barrier, the spell might stop there. If the magician's magic cannot affect the barrier, the spell cannot go through it.

Object Cloak (Wizardry –2)

Range: caster's touch
Affects: recipient
Actions: gesture only
Time to Cast: 5 combat phases
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	0 / 30
enchanter	+1 / 10
esper	+4 / 10
kineticist	0 / 20
necromancer	+1 / 25
psionic	+1 / 15
summoner	0 / 10

This spell causes one person or object to become inconspicuous. As long as the recipient remains silent, still, and does not change, people will only notice the person or object on a Superb Awareness roll. On a Great Awareness roll, viewers will sense that something is out of place but won't know what it is.

The spell breaks if the person or object moves.

Perceive Hidden Object (Wizardry 0)

Range: caster's sight
Affects: caster's sight
Actions: speak and gesture
Time to Cast: 3 combat phases
Duration: 1 second
Ease/Magic Points Cost

conjurer	— / —
enchanter	–1 / 40
esper	+3 / 15
kineticist	— / —
necromancer	+1 / 30
psionic	0 / 20
summoner	— / —

Appearance: caster sees red halo around hidden objects

Perceive Hidden Object outlines all deliberately hidden objects (secret doors, caches, etc.) in red. The spell detects objects hidden by an Object Cloak spell.

Persuasion (Wizardry –3)

Range: caster's normal voice
Affects: one person
Actions: speak and gesture
Time to Cast: 2 minutes
Duration: see below
Ease/Magic Points Cost

conjurer	— / —
enchanter	0 / 30
esper	— / —
kineticist	— / —
necromancer	0 / 20
psionic	+2 / 10
summoner	— / —

This spell makes the recipient more willing to accept the caster's ideas, offers, and suggestions. Resisting the spell requires an Id roll (Difficulty Level Fair). The magician casts Persuasion by quietly conversing with the recipient while covertly making gestures.

The base Magic Point cost for Persuasion doubles if the recipient would not normally accept the idea, and triples if the recipient directly opposes the idea. The mage must decide beforehand how many Magic Points to use. If he underestimates the cost, the spell fails.

Once the magician stops talking, the recipient may realize that he has been duped/influenced/etc. with a Good or better roll against Id.

Powerboost (Wizardry –7)

Range: (10 + Wizardry) meters
Affects: one person (not caster)
Actions: gesture only
Time to Cast: 1 combat phase

Duration: permanent until used
Ease/Magic Points Cost

conjurer	0 / 4
enchanter	+2/ 4
esper	0 / 4
kineticist	-1 / 4
necromancer	+1/ 4
psionic	+2/ 4
summoner	0 / 4

Appearance: prismatic light flows from magician to recipient

Powerboost adds 3 Magic Points to the recipient's Magic Point total for every 4 Magic Points expended by the caster. If Powerboost raises someone's Magic Point score above his normal maximum, he loses one Magic Point per minute until reaching his normal maximum.

Purge (Wizardry +3)
Range: caster's touch
Affects: 100 m circle
Actions: speak and gesture
Time to Cast: 2 minutes
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	+2/ 50
esper	—/—
kineticist	–1 /200
necromancer	0 /250
psionic	+2/100
summoner	0 /250

Appearance: whirlwind, smell of pine, during casting

Purge cleanses the target area of all nuclear, chemical, and biological weapon damage. Although it will not heal lost Damage Points, anyone in the area of effect loses all radiation accumulation and any poisons.

Purge clears a circular area 100 meters in diameter, centered on the caster. This can be dangerous — the caster is subject to any ill effects until the spell takes effect. Magicians often have to be thrown into the center of the toxic waste dump before agreeing to cast Purge.

Pyrokinesis (Wizardry +3)
Range: (11 + Wizardry) meters
Affects: single point
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: permanent

Ease/Magic Points Cost

conjurer	+2/ 10
enchanter	+1/ 12
esper	—/—
kineticist	+4/ 5
necromancer	+1/ 15
psionic	+1/ 15
summoner	+2/ 10

Appearance: line of flame leaps from mage to target

This spell does three points of heat damage to whatever it hits. If the target is flammable, it begins burning for an additional point of heat damage per combat phase. Hitting a target requires a Fair roll against the Magic Targeting Skill. If the caster misses, the spell hits 1d6 meters from the intended target.

Kineticists can cast this spell in one second.

Reality Shift (Wizardry +10)
Range: infinite
Affects: see below
Actions: speak and gesture
Time to Cast: 2 hours
Duration: permanent

Reality Shift Ease/Magic Points Cost

conjurer	–2 /700

enchanter	+1/500
esper	–1/750
kineticist	–2/650
necromancer	0/900
psionic	+1/500
summoner	0/850

Reality Shift causes a major change in something. The caster selects the exact nature of the Reality Shift.

Suggested maximum effects possible with this spell include:

- Resurrect one person from a piece of his body, regardless of the time elapsed since death.
- Raise a character's Magical Effect/Tech by 1.
- Destroy one magic item (irreversible).
- Add a total of two levels to a character's Attributes (excluding Id).
- Add a random Supernatural Talent or Enhancement.
- Reveal one True Name.
- Lift one curse or similar effect.

The magician casts a Reality Shift by writing out the exact nature of the desired effect over and over again.

Every time a magician casts this spell, his mind drifts slightly out of tune with the real world — he loses one level of Id. Magicians with a Terrible Id cannot cast this spell. Reality Shift cannot boost someone's Id.

Repair (Wizardry 0)

Range: caster's touch
Affects: one object
Actions: speak and gesture
Time to Cast: 2 minutes
Duration: permanent
Ease/Magic Points Cost

conjurer	–1/35
enchanter	0/15
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	—/—

Repair raises an object's Condition one level (see p. 110). Repaired items acquire a faint magic aura. If the magician's magic doesn't affect a high-tech object, this spell has no effect.

Resurrection (Wizardry +8)

Range: caster's touch
Affects: recipient
Actions: speak and gesture
Time to Cast: 10 combat phases per day since death
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	—/—
kineticist	—/—
necromancer	0/200
psionic	–1/350
summoner	—/—

Appearance: mage touches dead body, shouts "Clear," body jerks

Resurrection brings a dead person back to life. The caster must expend the base Magic Point cost for each day the recipient has been dead. While Resurrection purges all poisons and wounds, radiation contamination remains. Cremation eliminates any possibility of Resurrection. A Resurrected person has no memory of any experiences he might have had while dead.

Seal (Wizardry 0)

Range: (10 + Wizardry) meters
Affects: one door
Actions: gesture only
Time to Cast: 2 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	0/5
enchanter	+1/10
esper	—/—
kineticist	+2/4
necromancer	—/—
psionic	—/—
summoner	0/15

Appearance: line of blue light surrounds portal

Seal closes any nonmagical door. The doorknob will not turn and the hinges will not come off. Seal has no effect on magical doors or portals.

Brute force can open a Sealed door. Each expenditure of the base Magic Points cost adds a –1 penalty to an attempt to open the door by brute strength. For example, a character attempting to force open a wooden door would have a –3 penalty to his Strength roll (Difficulty Level Great) if the door were held with a Seal spell cast with three times the base Magic Points cost.

The spell caster can pass through a portal he has Sealed without breaking the spell.

Shadelift (Wizardry +7)

Range: 5 meters
Affects: one corpse
Actions: speak and gesture
Time to Cast: 1 hour
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	0 /150
esper	—/—
kineticist	—/—
necromancer	+2/100
psionic	—/—
summoner	—/—

Shadelift is a limited form of Resurrection. The spell requires a (mostly) complete corpse. If part of the body is missing, then the shade also lacks that part.

A Shadelifted corpse looks almost alive. Its skin doesn't fit quite right, however, and it breathes irregularly. A shade's Attributes and Skills are at half the level they were while the character was alive. Shades have no Enhancements or Supernatural Talents.

A person can be dead for any length of time before becoming a shade. The caster can dispel the shade at will. Direct exposure to sunlight immediately destroys shades, and they cannot cross running water. Shades have very weak willpower and make excellent slaves.

Shadowwalk (Wizardry –3)

Range: caster
Affects: caster
Actions: gesture only
Time to Cast: 1 combat phase
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	—/—
enchanter	+1/ 4
esper	+3/ 10
kineticist	0 / 7
necromancer	+2/ 10
psionic	0 / 2
summoner	—/—

The caster can hide in shadow with total success. Nobody can see or hear a Shadowwalking magician, provided he's in shadow. If the magician's magic cannot affect a video camera or other high-tech surveillance equipment, this spell will not hide him from them.

Shapeshift (Wizardry +6)

Range: caster's touch
Affects: one person (must be willing)
Actions: speak and gesture
Time to Cast: 3 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	—/—
enchanter	+1/120
esper	—/—
kineticist	—/—
necromancer	0 / 50
psionic	+2/ 40
summoner	–1 / 80

Appearance: body parts flow like putty during casting

Shapeshift changes a person's appearance. It cannot change mass or height by more than 10% per base Magic Points cost expended, and cannot add or remove limbs. The person shifted retains all of his normal abilities and traits and does not gain any new powers.

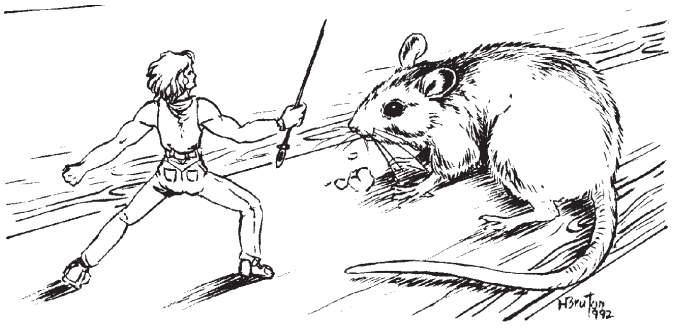
Shapeshift is permanent unless reversed by Dissipation or a second Shapeshift spell. It won't work on an unwilling recipient.

Sizeshift (Wizardry +6)

Range: 3 meters
Affects: one person or object
Actions: speak and gesture
Time to Cast: 1 minute
Duration: 1 hour
Ease/Magic Points Cost

conjurer	0 / 25
enchanter	+1/ 20
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	+1/ 10
summoner	—/—

Sizeshift alters the target's size by 10%. Expending five times the base cost can reduce the recipient to 50% normal size, or make them grow to 150% normal size. If a magician reduces an object to 10% normal size, each additional expenditure of Magic Points reduces the target's size by only 1%. The target cannot be reduced to less than 1%, or increased to more than 200%, normal size. Sizeshift affects the recipient's possessions, but might not affect high-tech possessions.



Slipknot (Wizardry –3)
Range: caster's touch
Affects: recipient
Actions: speak only
Time to Cast: 2 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	0 / 20
enchanter	+1 / 15
esper	— / —
kineticist	+3 / 15
necromancer	0 / 30
psionic	— / —
summoner	0 / 30

Appearance: bonds vibrate during casting

This chant unties all knots and releases all locks around the recipient's hands, wrists, and arms.

Soulbind (Wizardry –6)
Range: caster's touch
Affects: one person (must be willing)
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: permanent
Ease/Magic Points Cost

conjurer	— / —
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	+3 / 25
psionic	+1 / 30
summoner	+1 / 50

This spell binds someone's soul to an object. If the recipient dies in a manner that normally prohibits Resurrection (i.e., disintegration), he can be resurrected through his soulbind object. Casting Resurrection on a soulbind object requires only the base cost of Magic Points, no matter how long the recipient's been dead.

A magician can use a soulbind object in the same manner as the recipient's true name (Game Masters should see *True Names,* p. 193) — soulbind objects are usually well protected. Destroying the object returns the person's soul to him.

Soulbind does not work on an unwilling person.

Spacewarp (Wizardry +4)
Range: infinite
Affects: see below
Actions: speak and gesture
Time to Cast: 1d6+1 minutes
Duration: 5 combat phases
Ease/Magic Points Cost

conjurer	0 /150
enchanter	0 /150
esper	— / —
kineticist	+1 / 90
necromancer	— / —
psionic	— / —
summoner	+2 /100

Appearance: shimmering hole appears in space

The Spacewarp spell creates a temporary fold in the terrycloth of space. The spacewarp is transparent on both ends, and the other side can be seen as if through a window. Whatever enters one side emerges at the far side. One side must be within 10 meters of the caster, but the other side can be any distance and direction from the caster. The portal's diameter cannot exceed (Wizardry + 10) meters.

The caster must know the exact relationship between himself and his destination. While this is simple on a planet, a Spacewarp between planets requires months of laborious calculation or the help of a computer.

Items of any Tech can travel freely through a Spacewarp, as can air, vacuum, and water.

Warping space is simply begging for trouble, however. After casting the spell, the magician should make another Magic Skill roll at Fair difficulty. If this roll fails, roll on the table below.

Spacewarp Errors

Roll	Result
–4	The warp attracts raw Gate energy, randomly transforming anything that passes through the warp. (GM's imagination rules! Characters and equipment may become anything, provided they can still continue the adventure!)
–3 to –2	chimera appears
–1 to 0	1d3 hellhounds appear
+1	1d6 random icky things appear
+2 to +3	1d6 hostile ghosts appear
+4	warp radiates an anti-tech 10 field in a 1d6 meter radius around the warp (GMs see p. 192)

Spiritbind (Wizardry +1)
Range: touch
Affects: one object
Actions: speak and gesture
Time to Cast: 10 minutes
Duration: permanent

Ease/Magic Points Cost

conjurer	0 / 75

enchanter	0 / 60
esper	— / —
kineticist	— / —
necromancer	+2 / 50
psionic	— / —
summoner	+3 / 40

Appearance: spirit wails softly during casting

Spiritbind confines a minor spirit in an object. The caster must give the spirit two command words when casting the spell. The first command word is used to activate the spirit to animate the object. (The object moves by any means appropriate to it: possessed statues and chairs walk, bottles roll, and so on.) The second command freezes the spirit and returns the object to normal — until the first command word is repeated.

Spiritbound items attack anything nearby, especially moving or warm things. Breaking the object won't stop the spirit from throwing the pieces around. Spiritbound items inflict a number of points of damage per attack equal to the number of levels of Magic Ability their creator has. They have Fair Dexterity and Strength scores.

Storage (Wizardry –3)

Range: caster's touch
Affects: one enchanted item
Actions: speak and gesture
Time to Cast: 3 combat phases
Duration: until drained
Ease/Magic Points Cost

conjurer	+2 / 3
enchanter	+3 / 2
esper	+2 / 3
kineticist	+1 / 3
necromancer	+2 / 3
psionic	+2 / 3
summoner	+2 / 3

Appearance: prismatic light flows from caster into object

Storage stores magical energy in an enchanted object. Each 3 Magic Points expended in Storage sends 1 Magic Point to the object. Before casting Storage, the magician must have an enchanted item to store magical energy in. An object can only hold one type of magic at a time. For instance, if charged with Magic Points from a conjurer, it cannot then accept Magic Points from a necromancer. Any magician of the proper type can tap the stored energy simply by touching the object and drawing the desired number of Magic Points into himself.

The Storage spell is also used to recharge magic items.

Summon Information Elemental (Wizardry +1)

Range: 10 meters
Affects: one specific elemental
Actions: speak and gesture
Time to Cast: 10 minutes
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	— / —
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	0 / 35
psionic	— / —
summoner	+2 / 20

Appearance: elemental's distinctive smell pervades area

Summon Information Elemental causes a particular information elemental to appear within a Circle of Inclusion. Each information elemental has its own area of expertise. Each spell summons one specific elemental. The elemental cannot be compelled to obey the spell caster, but won't leave until the spell lapses.

The caster (and others in the area) can bargain with the elemental for information. Information elementals have no use for money, but will swap for unusual artifacts or useful knowledge. They gather knowledge from mortals and other sources, and willingly trade for more. They are not creative, and cannot sell what nobody has ever known.

See *Summoning,* next page, for more information.

Summon Major Elemental (Wizardry +3)

Range: 10 meters
Affects: one specific elemental
Actions: speak and gesture
Time to Cast: 10 minutes
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	— / —
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	0 / 50
psionic	— / —
summoner	+1 / 30

Appearance: smell of elemental pervades area

This spell makes a particular major elemental appear in a puff of smoke within a Circle of Inclusion. The elemental will obey the magician's commands to the best of its ability. The magician controls any major elementals he summons. These elementals act in accordance with their elemental or divine master's beliefs — a major chaos elemental does its best to twist its orders into something more entertaining, while justice elementals obey the spirit as well as the letter of an agreement. The GM should refer to *Elementals and Deities* (p. 193) for more information on major elementals.

Summoning

Summoning is the art of forcing creatures, including major and high elementals, to serve the summoner. While summoning gives the summoner the possibility of great power, it also has risks. A summoner must follow the summoning rituals precisely to successfully call, bind, and maintain control of a creature.

Elemental Summoning Procedure

A magician must cast Watcher before summoning elementals. The magician must confine either the Watcher or himself in a Circle of Inclusion. Most mages confine the Watcher so they can move freely. If the Watcher is not present, the Summoning spell will annoy the elemental and not compel its presence.

The Watcher witnesses everything that happens to the mage while the elemental is present, including any agreements made. If the mage and the elemental later disagree about the actual terms of their agreement, the mage's Watcher can repeat exactly what it witnessed.

Once the Watcher is present, the magician casts Circle of Inclusion to hold the elemental. (If summoning a high elemental, the magician must use four concentric Circles of Inclusion. Fewer cannot contain the elemental.) If a magician has confined himself in a Circle, the elemental's Circle must be within the magician's Circle.

The magician can then cast the actual Summon Elemental spell.

Creature Summoning Procedure

Summoning creatures other than elementals (pets, wildlife, random icky things, or supernatural creatures) requires no preparatory spells.

Elemental Summoning Spells

Each spell summons one particular elemental. If an elemental is destroyed, the spell that summoned it is completely useless.

Summon Natural Critter (Wizardry 0)

Range: 5 + (Wizardry/2) km
Affects: one creature
Actions: speak only
Time to Cast: 1 combat phase
Duration: 1d6×10 minutes
Ease/Magic Points Cost

conjurer	0 / 4
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	+2 / 5
psionic	0 / 3
summoner	+3 / 2

Appearance: ultrasonic whistling noise

This spell summons a particular type of natural creature (rat, platypus, rhinoceros, etc.). The base Magic Points cost is sufficient to call one animal of Scale –5 or smaller (see p. 57). Each multiple of the base Magic Point cost can increase Scale by +1. Calling two animals costs twice as many Magic Points, and so on. The caster selects a species when he casts the spell. If the selected animal type is not within range, the spell fails; Magic Points used in casting are lost.

Summoned animals move on the shortest possible path to the caster, and will arrive as soon as possible after the spell is cast. Measure duration from the time casting is completed. (If the magician summons a snail, he may have to maintain the spell for a *long* time.)

The creature obeys any orders it comprehends, so the magician may wish to also cast Converse with Life. When the Summon spell lapses, the creature will behave appropriately to its nature and treatment.

Summon Random Icky Thing (Wizardry 0)

Range: n/a
Affects: variable
Actions: speak and gesture
Time to Cast: 1d6 combat phases
Duration: see below
Ease/Magic Points Cost

conjurer	–1 / 90
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	0 / 90
psionic	–1 / 70
summoner	+1 / 50

Appearance: smells of brimstone and rotting meat

Roll once on the Random Icky Thing table (p. 196). The resulting creature appears in front the caster, and obeys the caster's spoken commands. The creature remains for one combat situation or (10 + Wizardry) minutes, whichever is longer, then returns to Limbo.

Summon Supernatural Critter (Wizardry +1)

Range: Wizardry km
Affects: one creature
Actions: speak and gesture
Time to Cast: 5 combat phases
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	–1 / 15
enchanter	— / —
esper	— / —
kineticist	— / —
necromancer	+1 / 20
psionic	–1 / 10
summoner	+2 / 6

Appearance: loud humming noise, smell of monsternip

This spell summons a particular supernatural creature. The caster selects the species of creature while casting the spell. The base Magic Points cost calls one creature of Scale –2 or smaller. Each additional expenditure of the base Magic Point cost increases Scale by +1. Calling two animals costs twice as many Magic Points, etc. If none of the selected creature is within range, the spell fails; the Magic Points used in casting are lost.

A summoned creature moves on the shortest possible path to the caster, and will arrive as soon as possible. The creature will obey all orders it comprehends, so Converse with Life is a good spell to cast as well. Controlling the creature requires an opposed action roll — the magician's Magic Ability vs. the creature's Id — for every (10 + Wizardry) minutes the spell is in effect. If the magician loses control, the summoned creature will behave according to its nature. A summoned creature that has been treated kindly and respectfully might not attack its summoner…

Telekinesis (Wizardry +1)

Range: sight of caster
Affects: one object
Actions: gesture only
Time to Cast: 3 combat phases
Duration: 1 second
Ease/Magic Points Cost

conjurer	0 / 7
enchanter	+2 / 10
esper	— / —
kineticist	+4 / 1
necromancer	+2 / 3
psionic	+2 / 5 (affects living things only)
summoner	+1 / 3

Each expenditure of the base Magic Points cost allows the caster to move one kilogram one meter. The object moves at one meter per second, regardless of the number of Magic Points used. Kineticists can cast this spell instantly and require only very slight gestures.

Telepathy (Wizardry 0)

Range: (30 + Wizardry) meters
Affects: recipient
Actions: speak and gesture
Time to Cast: 3 combat phases
Duration: 1 combat phase
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	+3/ 6
kineticist	—/—
necromancer	+1/ 20
psionic	+3/ 3
summoner	—/—

This spell creates a telepathic link between the caster and any other person. Telepathy only transmits surface thoughts. The magician can use Telepathy on an unwilling or unknowing person for twice the normal Magic Point cost. Telepathy works on robots and computers if the mage's magic can affect them.

The recipient can oppose the link, deliberately blanking his mind to keep an unwanted telepath out. This requires an Opposed Action roll between the Ids of the target and the magician. The target blocks the link if he ties or beats the magician's Id roll.

"Telepaths are evil slime, evil slime…"
—Silent chant
used to annoy eavesdroppers.

Teleportation (Wizardry +6)

Range: see below
Affects: caster
Actions: gesture only
Time to Cast: 2 combat phases
Duration: n/a
Ease/Magic Points Cost

conjurer	+1/ 4
enchanter	+1/ 5
esper	—/—
kineticist	+3/ 1
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: liquid "pop" when magician disappears

This spell instantly moves the caster and everything he's carrying a specified direction and distance (4 meters at the base Magic Points cost). If the direction and distance specified would land the caster inside a solid object, reduce the distance traveled until the magician can land in an open space.

Teletrace (Wizardry +7)

Range: none
Affects: one teleport
Actions: none
Time to Cast: 4 combat phases
Duration: n/a
Ease/Magic Points Cost

conjurer	—/—
enchanter	—/—
esper	+3/ 20
kineticist	0 / 20
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: yellow haze around caster, chittering voices

Teletrace allows a magician to trace someone else's Teleportation. The caster must stand where the first teleporter vanished. On a successful casting, Teletrace reveals the direction and distance to the teleporter's destination. Teletrace must be cast within ten minutes of the traced Teleport spell.

A kineticist with Extended Teleportation can try to follow a Teletrace, even if he has not studied the target area beforehand. On a successful Magic Skill roll, the follower appears 1d6 meters from the point the original teleporter appeared at. If the attempt fails, the magician loses the Magic Points but does not move.

Temporary Enchantment (Wizardry –1)

Range: (10 + Wizardry) meters
Affects: one object
Actions: gesture only
Time to Cast: 1 combat phase
Duration: 10 combat phases
Ease/Magic Points Cost

conjurer	—/—
enchanter	+4/ 25
esper	—/—
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	—/—

Appearance: recipient smells of hot metal

This spell gives any of the following temporary bonuses: +1 to hit, +1 Damage Points per hit, or +1 Armor. When multiplying the base Magic Point cost, the enchanter can choose any combination or cumulation of these bonuses. The GM may allow this spell to be used on tools as well, adding +1 to skills utilizing those tools (lockpicks, for example). This spell has no effect on items that are already enchanted, and cannot create one-shot magic items (such as potions).

Tunnelvision (Wizardry 0)
Range: caster's sight
Affects: caster's sight
Actions: gesture only
Time to Cast: 4 combat phases
Duration: 8 combat phases
Ease/Magic Points Cost

conjurer	—/—
enchanter	+1/10
esper	+3/ 3
kineticist	—/—
necromancer	—/—
psionic	—/—
summoner	—/—

The caster can see through solid objects (one meter per base Magic Points cost). High-tech objects may resist this spell.

Warding (Wizardry 0)
Range: caster's touch
Affects: 9 square meters
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: 10 minutes
Ease/Magic Points Cost

conjurer	+2/10
enchanter	+1/ 6
esper	—/—
kineticist	+3/ 6
necromancer	0 /14
psionic	—/—
summoner	+1/10

Appearance: faint shimmer over Warded area

Warding creates a magical force field. At the base Magic Points cost, the spell creates a one-point force field (see *Force Fields,* p. 63) over nine square meters. The caster can maintain the spell regardless of his distance from the ward.

Watcher (Wizardry +1)
Range: n/a
Affects: caster
Actions: speak and gesture
Time to Cast: 7 combat phases
Duration: (10 + Wizardry) minutes
Ease/Magic Points Cost

conjurer	+1/10
enchanter	+1/ 7
esper	–1/20
kineticist	–1/ 3
necromancer	+4/15
psionic	+2/ 8
summoner	+4/10

Appearance: ectoplasm flows out of magician to form Watcher

This spell summons the caster's Watcher, an inner part of his own nature. Before casting this spell, the caster must cast a Circle of Exclusion or a Circle of Inclusion. The caster and the Watcher must remain separated by a Circle, or the Watcher will disappear.

Every magician has his own Watcher. The Watcher is invisible to all but the caster and anyone the caster wants to see it. When visible, it appears identical to the magician. The first time the Watcher is summoned, it informs the magician of his true name (the GM will tell you the character's True Name). The magician and the Watcher share a true name.

The Watcher can instantly teleport to any place that the caster remembers, observe what it sees, and then report back to the caster.

The Watcher remembers everything the magician has ever seen and done. Although powerful magic and high technology can tamper with a mage's memory, whatever the Watcher sees while summoned is unalterably recorded forever. Summoned elementals thus demand their presence as unimpeachable witnesses.

Windwalk (Wizardry +4)
Range: body of caster
Affects: caster
Actions: speak and gesture
Time to Cast: 2 combat phases
Duration: (10 + Wizardry) combat phases
Ease/Magic Points Cost

conjurer	0 /10
enchanter	+1/ 7
esper	—/—
kineticist	+3/ 3
necromancer	0 /15
psionic	+2/ 8
summoner	+1/10

Appearance: magician's clothing and hair flutters in the wind

This spell wafts the caster into the air by a gust of wind. The magician moves at a maximum speed of 10 meters per combat phase.

Casting Powerful Spells

By now, some players creating mage characters have drooled copiously over the spell descriptions in this chapter — and are wondering how their character could possibly cast a Reality Shift spell or open a Gate to some other part of the solar system. After all, even a mage from Nereid (Wizardry +10) with a Superb Id gets only 59 Magic Points. A single Gate requires 150 Magic Points, and a Reality Shift costs at least 500!

There are several methods a player can use to make more Magic Points available to his character. The best approach is to use a combination of two or more of these methods.

Permanently Increase Character's Magic Points

Players may trade the character's experience points for Magic Points. (Experience points are granted at the end of each game session — see p. 31.) It costs 10 EPs to increase a mage's Magic Point score by 3. A player who spends his character's EPs on nothing but Magic Points will soon have a character able to cast spells with impunity.

Some familiars have the special power of increasing their master's Magic Point score (see p. 81).

Powerboosts and Enchantment Taps

The Powerboost spell allows mages to release their own Magic Points for use by a receiving mage (see p. 96). Any number of mages can cast Powerboost on a single recipient, as long as they can all fit within the Powerboost spell range (10-20 meters) with enough elbow room left over for the wild gesticulations required for most spellcasting.

One guaranteed — although drastic — method for an enchanter to access large numbers of Magic Points is to use the Enchantment Tap spell (p. 92) to destroy an enchantment, thereby releasing 75 Magic Points per each point of enchantment strength.

Magic Items and Storage Spells

Every mage desiring to cast spells requiring more Magic Points than their Magic Point score should try to procure a magic item (one that doesn't use charges) and learn the Storage spell (p. 101). A mage who remembers to add a few Magic Points to a magic item each day will soon have enough Magic Points available to cast any spell desired.

Option:
Magical Burn-Out

Handling large amounts of magical energy carries some risks, especially when the mage isn't used to channeling so much power.

Whenever a mage casts a spell requiring the expenditure of more Magic Points than his normal Magic Points score, the GM may require a roll against Constitution. Apply a penalty of –1 for each multiple of the character's Magic Points score required in casting the spell. (round down).

On a Fair or better result, the mage suffers no ill effects.

On a Mediocre result, the mage is stunned — dazed and disoriented (–3 to all tasks) — for a number of minutes equal to the number of Magic Points expended. He will be unable to cast any more magic for a day or more. The player may roll against Constitution once each day (with the same penalty required for the Constitution check at casting); the character will regain the ability to cast spells on a Fair or better result.

On a Poor result, the mage is stunned and can cast no magic for a while (as above), *and* temporarily loses one level of Magic Ability (of the same type as the spell he was casting). Magic Ability will return to normal in a number of hours equal to the number of Magic Points expended.

On a Terrible or worse result (or on a critical failure, when the player rolls a –4 on the dice before any modifiers are applied), the mage suffers total burn-out. The magical energy runs wild, burning its way through the mage's mind and bursting out with unpredictable results. (The GM may have just about anything happen, from the successful completion of the spell to completely wacky results.) The mage falls unconscious (rather than stunned) for a number of minutes equal to the number of Magic Points expended. He can cast no magic for a number of *hours* equal to the Magic Points expended. He also permanently loses one level of Magic Ability.

As always, the GM is free to substitute her own diabolical ideas for the above suggestions for magical burnout.

example

A summoner with a normal Magic Points score of 40 casting a Gate spell (150 points required) expends 3.75 times his Magic Points score in the casting. Rounded down to 3, this bears a –3 penalty to the Constitution roll. The character has a Good constitution; the player needs to roll +2 or better on the dice to avoid burn-out.

Additional (not necessarily recommended) Methods

A character who really, really wants to cast a spell he can't normally afford may bargain with a high elemental for the necessary Magic Points. Renting one's soul to a high elemental for a few weeks should be worth a couple of hundred Magic Points, although once they're used they're gone. (The character should probably include in the contract a clause that the elemental *must* have the soul dry-cleaned before returning it.)

Skinny-dipping on Ganymede has also been known to increase a character's Magic Points to a ridiculous level — for the remaining few milliseconds of his life.

New Spells

The Game Master is welcome to add any spells she cares to design, and may allow players to do so as well. The GM is the final judge of the spell statistics (range, affects, actions, time to cast, duration, and Magic Point cost). Some attempt should be made to keep the costs and powers of new spells similar to those listed in this chapter — for the sake of game balance, and all that.

"Hey, Kids!
Summon your own Fuzzy Bunny!
Just draw a circle on the ground and say these words…"

—*Ad in* **Supernatural Entity Monthly,**
probably completely unrelated to a sudden spontaneous infestation of Demon Bunnies.

Be sure to reference the general descriptions of each magic type (see p. 73) when determining which types of mages can cast the new spell.

Refer to *Wizardry Levels,* p. 143, to help determine at what Wizardry level the spell would first appear.

The single most important factor in determining how many Magic Points the spell will cost is the GM's feelings on how often she wants the spell to be cast. Any spell that is potentially campaign-disrupting should cost a lot of Magic Points.

See *Mastering Spells,* p. 74, for information on how characters can learn any nifty new spells designed by the GM or players.

Tech Levels

Tech Level measures the average sophistication of the technology a person, culture, or item uses. Technology levels range from –10 (preceding the wheel) to +10 (the greatest level any human society has reached in the *Gatecrasher* universe).

A given Tech Level doesn't merely do things better than lower Tech levels — it incorporates new ideas. People of a higher Tech Level can do things people of lower Tech Levels consider impossible. Tech Level –10 hunters consider dogs and horses food. Taming animals is a new idea that appears at Tech Level –9, and makes the impossible — fast motion — real.

However, Tech Levels are not defined by single inventions. Leaping from Tech Level –10 to –9 required animal domestication, fire, and agriculture. Combining these ideas opened the way to new realms of human development, as well as higher Tech Levels.

Personal Tech Level

A character's Tech Level determines what types of technology he understands and feels comfortable with. A person with a high Tech Level is familiar with technologically advanced devices, but not necessarily with objects significantly above or below that Tech Level.

A character's Tech Level usually equals the Tech Level of his native culture.

Cultural Tech Level

A culture's Tech Level is the average level of technology used by the culture's members, most of whom have Fair access to technology of that level. Advanced research facilities have Good or Great access. (Government-sponsored research facilities may have Superb access.) Backward areas have Poor or Terrible access to technology of their culture's Tech Level. At the GM's option, certain people (or communities) may have different Tech Levels from what's "normal" for their area (mad scientists may have technology one or two Levels above normal, etc.).

When it's important to know exactly what's available (in a weapon shop, motor pool, or whatever), the GM can make a Situational Roll. Penalize the roll by –1 for each Tech Level below normal, or –2 for each Tech Level above normal. A Fair result will mean an average technology provider has the item in question. Apply other modifiers as needed.

Tech Level of Items

An objects' Tech Level shows how technologically advanced the item is. Similar devices become smaller and/or more efficient as their Tech Level increases.

Tech Level Examples

Each Tech Level is listed below with examples of devices or ideas developed at that stage.

–10	I wonder if I can eat this?
	I guess not
	Stones used for counting
	Clubs and primitive axes
–9	Pottery
	Domestication of animals
	Simple worked metal
–8	Writing
	Gunpowder
–7	Hand-held firearms
–6	Steam train
–5	Electricity in cities
–4	Internal combustion engine
–3	Powered flight of heavier-than-air vehicles
–2	Radio
–1	Television
	Nuclear fission
	Primitive Manned Spacecraft
0	Spacecraft
+1	Solar power
	Digital computers
	Reusable spacecraft
+2	Nuclear fusion
+3	Room-temperature superconductors
	Nuclear (ion) spacecraft drives
+4	Laser hand weapons
	Organic/machine links
	Sonic weapons
+5	Anti-inertial systems
+6	Neutrino weapons
+7	Mass-production of antimatter
+8	Antimatter as a power source
	Mass-to-energy conversion weapons
+9	Technological methods to measure magical energy
+10	Limits of current Lunar technology

The above are guidelines for determining the Tech Level of a culture or item — the Game Master makes final decisions concerning specific Tech Levels.

Equipping Characters

The GM can choose the characters' starting equipment or allow the players to choose. If the characters are employees of a government or strong corporation, or have a rich benefactor, their equipment will be considerably better than that of homeless bums on the street.

Initial Gear

Most characters will start the game with equipment suitable for their profession — engineers usually have tools, soldiers weapons, etc. — as well as miscellaneous equipment. Below are examples of starting equipment at various Tech Levels.

Tech Level –10 to –9: club, spear, 1 week of food, animal skin clothing, 1D6 Ir (Iridium coins)

Tech Level –8 to –7: sword, backpack, 50m of rope, 1 week of food, local clothing, blanket, canteen, knife, 1D6 Ir

Tech Level –6 to –2: sword, backpack, 50m of rope, 1 week of food, local clothing, blanket, canteen, dagger, revolver, 10 rounds of ammunition, pocketknife, 1D6×3 Ir

Tech Level –1 to +2: local clothing, identification, sword, knife, semi-automatic pistol with one clip (8 rounds), pocketknife, flashlight, pocket lighter, 1D6×5 Ir

Tech Level +3 to +7: local clothing, identification, energy-cartridge pistol with two clips (10 rounds each), dagger, pocketknife, flashlight, beltcom, synthetic clothing, 2 standard batteries, pocket computer, 1D6×8 Ir

Tech Level +8 to +10: local clothing, identification, disruptor pistol, 2 standard batteries, pocketknife, pocket computer, compulink, beltcom, 1D6x10 Ir

Option:
Buying Gear

The GM can give new characters an allotment of money and have them buy their own starting equipment. The amount of starting cash should vary with the characters' personal history and the desired power level of the campaign.

Money

In the *Gatecrasher* universe, a good conjurer can create almost anything out of magical energy. This gave the economy nervous shakes for a few years, but at the time most people worried more about the collapse of civilization than inflation. When people realized that magicians couldn't create iridium, Iridium coins became the standard currency unit across the solar system.

An Iridium coin (abbreviated "Ir") is two or three centimeters across and a few millimeters thick. Lower denominations are iron or high-tech alloys covered with iridium; higher-value coins are almost pure.

Modified Costs by Tech Level

Costs vary with technology level. For each Tech Level an item exceeds the seller's Tech Level, increase its cost by 25% (if it's available at all!). For each technology level the local Tech Level exceeds the item's technology level, reduce its cost by 5%.

Armor

Personal armor might include features such as: bonuses to Attributes, bonus to Defensive Damage Factor, the ability to block certain types of damage, built-in weapons, and other special abilities.

Tech is the minimum Tech level a given community must have to produce the armor.

The **Dex, Str,** and **Move** values modify Dexterity, Strength, and Move levels, respectively.

Four columns on the Armor Table give the Damage Resistance for each type of attack. **I** is for impact attacks, **P** for punctures, **F** for firearms, and **B** for beams. Any special resistances the armor has are noted in the description (see below). See *Armor,*-p. 62, for the effects of armor's Damage Resistance in combat.

The **Q&D Value** column, gives the damage reduction value for the quick & dirty armor option (see p. 63).

Conventional Armor Descriptions

Leather armor consists of leather hardened in boiling oil. Leather armor covers the torso, neck, and limbs.

Chain mail is a full-body suit of tiny interlocking metal rings, or chains.

Plate mail is chain mail with metal plates fastened to the chains for added protection.

Plate armor is a suit of interlocking metal plates.

A **flak jacket** is made of bulletproof cloth. Although normally made as a jacket, flak pants can also be made.

Kevlar is a very thin bulletproof cloth. It can cover any part of the body.

Kevlar+ is Kevlar with armor plating.

An **environmental suit** is a full-body flexible suit designed to maintain breathable air and tolerable temperature around the wearer. It doesn't recycle air, but carries two air tanks. Each tank lasts for two hours. An environmental suit uses one power point per hour that its life-support is on.

The **radiation suit** appears similar to an environmental suit. It is pressurized and lined with a radiation-blocking material. Anyone wearing a radiation suit takes half normal damage

from radiation.

Cloak armor is made of a bulletproof cloth that stiffens on impact. Most cloak armor covers all parts of the body except the face and hands. Any wearer takes double damage from falling.

Reflector armor is a flimsy reflective suit, designed to reflect lasers and masers.

Ablation armor absorbs a part of laser damage by degrading and vaporizing to dissipate the weapon's energy before it touches the wearer. It reduces damage from lasers, masers, and energy-cartridge weapons.

Deflector armor is a padded bodysuit with a polished and reflective surface.

Destructor armor is a heavy, but balanced, full-body suit.

Defender armor is also a heavy full-body suit, but contains several electronic aids. The armor has a radio built into the helmet, and the viewplate gives the Enhancements Heightened Vision, Infrared Vision, and Ultraviolet Vision. Defender armor uses one power point per minute of use.

Powered Armor Descriptions

Full-body suits, pressurized and thick-limbed, powered armors appear identical to the untrained eye. The armor uses motors (powered by a standard battery) to increase the wearer's strength or offset its own weight.

All powered armor includes a self-renewing life-support system that uses one power point per ten minutes of use. (This is included in the armor's power use, listed in the description.) Powered armor also has a built-in radio and the Enhancements Heightened Vision, Infrared Vision, and Ultraviolet Vision.

Powered destructor armor is an offensive body suit. It has an energy-cartridge rifle built into the left arm (see p. 119 for rifle statistics). The rifle cannot be removed in usable condition. Powered destructor armor uses five power points per minute of use.

Tunneler armor radiates an electromagnetic field that disrupts lokasi attacks (see p. 121). Subtract 15 Damage Points from any hit done by a lokasi beam. Tunneler armor uses ten power points per minute of use.

Powered defender armor features the Energy Deflection Enhancement, which the wearer can activate on any action. Powered defender armor normally uses five power points per minute of use, but the Energy Deflection Enhancement uses an additional 20 p.p. per combat phase when on.

Wearing Armor

Any character can wear nonpowered armor if his Tech equals or exceeds its Tech, or if someone else shows him how to put it on.

Prices

Here are prices for a few common items. Where the cost includes a "+," the listed price is a minimum. GMs are welcome to adjust prices in any given location.

For armor costs, see p. 112. For weapon costs, see weapon descriptions (pp. 118-121). See also miscellaneous equipment descriptions (pp. 122-125).

Item	Cost
antentropic distortion counter	2,500 Ir
backcom	500 Ir
battery, standard	2 Ir
beltcom (civilian)	20 Ir
beltcom (military)	40 Ir
compressor mask	200 Ir
compulink	550 Ir
energy cell charger	25 Ir
engineering scanner	1,000 Ir
environmental scanner	1,200 Ir
filter mask	100 Ir
food, one day, preserved	3 Ir
food, one day, restaurant	10+ Ir
food, one day, uncooked	2 Ir
fuel, gasoline, 5 liters	1 Ir
fuel, jetpack, cell	50 Ir
fuel, spacecraft, 1,000 kgs	Tech × 100 Ir
general scanner	1,000 Ir
groundcar	500+ Ir
jetpack	5,000 Ir
lasercom	1,500 Ir
light intensifying goggles	1,000 Ir
lighter	1 Ir
lodging, one night, average	40 Ir
lodging, one night, excellent	100+ Ir
lodging, one night, rejected by roaches	5 Ir
matrix goggles	20,000 Ir
medical scanner	1,000 Ir
medical treatment (per day)	500 Ir
motorcycle	400+ Ir
particle counter	150 Ir
pitcher of beer	1 Ir
portable tape player	12 Ir
sunglasses	6 Ir
systems link	3,000 Ir
tractor pads (each)	750 Ir
visicom	750 Ir

Wearing a particular type of powered armor requires a Fair roll against Powered Armor Skill when the suit is first put on. If the roll fails, the character is at –1 to all actions while in the armor. On a Terrible roll (or worse), the character bungled one or more of the steps necessary for donning the armor — the helmet is improperly sealed, the air mix improperly adjusted, etc. (Only a heartless GM would let the mistake be fatal.)

Characters cannot sleep comfortably in any armor except Kevlar, cloak, or powered.

Ammunition and Armor Costs

The following average costs of ammunition and armor are presented as guidelines; the GM may adjust at will.

Item	Cost
ammo, energy-cartridge, normal, 10 rounds	2 Ir
ammo, energy-cartridge, other, 10 rounds	3 Ir
ammo, lead, normal, 10 rounds	1 Ir
ammo, lead, special, 10 rounds	3 Ir
armor, chain mail	750 Ir
armor, cloak	2,000 Ir
armor, defender	4,000 Ir
armor, deflector	1,000 Ir
armor, destructor	3,000 Ir
armor, environmental	5,000 Ir
armor, flak jacket	250 Ir
armor, Kevlar bodysuit	150 Ir
armor, Kevlar w/trauma plates	300 Ir
armor, leather	500 Ir
armor, plate	2,000 Ir
armor, plate mail	1,500 Ir
armor, powered, defender	14,000 Ir
armor, powered, destructor	13,000 Ir
armor, powered, tunneler	12,000 Ir
armor, radiation	2,000 Ir
armor, reflector	1,000 Ir
bomb, conventional	1,000 Ir
bomb, nuclear	50,000 Ir
clip, assault/battle rifle	6 Ir
clip, pistol	4 Ir
clip, rifle	5 Ir
clip, submachine gun	8 Ir
force-suit	1,500 Ir
grenade	20 Ir
grenade launcher	500 Ir
scope (per +1 to hit)	50 Ir

"I ain't got no powered armor for sale. How 'bout a coupla dead robots?"

—Crazy Eric, of Crazy Eric's Mayhem Emporium.

Fitting Armor

Armor is generally made for humanoids. Non-humanoid characters (angels, demons, and wyverns) can have armor made for them at a 125% normal cost.

Armor is made to fit one general size of person. Non-powered armor can be adjusted to fit anyone within 20% of the weight of the person it was made for. Powered armor is custom-built for a specific person, but can be adjusted to fit someone within 5% of the original wearer's mass. Any character who has a personal Tech Level high enough to understand the armor's controls can make these adjustments.

A character with Powered Armor Skill can attempt to re-tailor powered armor to fit someone within 25% of the original wearer's weigh (Difficulty Level Superb). This process takes three days of work, and requires the presence of the person it is being altered to fit.

Shapeshifting in Armor

A shapeshifter who changes shape in nonpowered armor can deliberately burst out of his armor. This burns calories (25 × Armor's highest Damage Reduction) and requires a number of combat phases equal to the armor's highest Damage Reduction. Bursting out of the armor inflicts a number of points of damage on the shapeshifter equal to twice the armor's highest Damage Reduction (no damage from reflector armor). Burst armor must be repaired before it can be used as armor again.

Enhancements in Armor

A robot or cyborg wearing armor of Tech –2 or less, or wearing Kevlar, reflector, deflector, or ablation armor, can use any of their Enhancements normally.

A character wearing powered armor, an environmental suit, or a radiation suit cannot use Enhancements if they require direct access to his surroundings. These Enhancements include Analysis, Computer Control, Direct Access, Electrical Output, Energy Deflection, Force Field, Gravity Warping, Self-Repair, Hover, Magnetic Control, Magnetic Resistance, Negation, Shock Ability, and Weaponry.

Supernatural Talents in Armor

If a Supernatural Talent requires the user to touch something, any armor that completely encloses the user will keep that Talent from working.

Armor Table

Name	Tech	Dex	Str	Move	I	P	F	B	Q&D Value
none	–10	0	0	0	0	0	0	0	0
leather	–9	–1	–1	–1	1	1	0	0	1
chain mail	–9	–1	–1	–1	1	2	0	0	1
plate mail	–8	–2	–2	–1	2	3	0	0	2
plate armor	–8	–3	–3	–2	2	4	0	0	2
flak jacket	–3	–1	–1	0	1	1	2	0	1
kevlar	–2	0	0	0	1	1	4	0	2
environmental	–1	–1	–2	–3	2	2	1	1	2
kevlar+	–1	–1	0	0	1	1	5	0	2
radiation	0	0	0	0	0	0	0	0	0
cloak	+1	–1	–1	–1	4	2	2	1	2
reflector	+4	–1	0	0	0	0	0	2	1
ablation	+5	0	0	0	0	0	0	3	1
deflector	+7	0	0	0	1	1	1	3	2
destructor	+8	–1	0	0	2	2	2	4	2
powered destructor	+8	0	+2	+1	2	2	2	4	2
defender	+9	0	0	0	5	5	5	5	5
tunneler	+9	0	+1	0	2	2	2	1	1
powered defender	+10	0	+2	+3	5	5	5	5	5

I = Impacts **P** = Punctures **F** = Firearms **B** = Beams

Equipment Condition

Machinery breaks down (occasionally) or is damaged in combat (frequently). Not to belabor the obvious, but damaged equipment works less efficiently than intact equipment.

Condition describes an item's ability to operate, and ranges from Terrible (barely working) to Superb (perfect). Items of a condition between these function imperfectly or not at all.

Equipment Damage

Every point of damage taken by an object reduces its condition by one level. (Armor, damage-resistant materials, and other factors may block some damage.) Each Hit from heavy or spacecraft weapons drops Condition one level as well, provided the target measures damage in Hits (rather than damage points). A small item will most likely be destroyed by such a heavy attack.

Whenever a device takes damage, there's a chance it will fail immediately. Roll against the item's current Condition. A Good or better result indicates it still works. A damaged device that keeps working may not work as well as it should.

example: Wilma the Cyborg

Wilma has watched one too many television game shows. She registers her protest by throwing the TV set out the window.

The TV takes 5 damage points when it hits, dropping its condition five levels, to Poor. The GM rolls to see if the TV fails, and gets a +3. Surprisingly, it works! The picture, sound, and reception are all Poor, however.

Repairing Damaged Equipment

With the proper spare parts, correct manuals, suitable tools, and appropriate Skills, anything can be repaired. The GM may allow a character with the right tools and skills to automatically repair a damaged item to Great condition.

In less perfect cases, repair attempts require a roll against an appropriate Skill (usually some type of Engineering) with a Difficulty Level of Fair. The equipment's current condition modifies the chance of success (Terrible condition adds –3, Good condition adds +1, etc.). On a successful roll, the item is repaired one level. Further repairs may be attempted. A repaired item may still show signs of damage; glue on a cracked plastic case, or wiring marred by a soldering iron, etc.

People completely unfamiliar with a device cannot repair it.

Example

An NPC engineer finds Wilma's television and tries to repair it. The GM rolls against the engineer's Engineering, Electrical Skill (Good). She gets +2, for a Superb result. The television's current condition is Poor (–2), bringing the result down to Good — good enough to repair the TV's condition level to Mediocre.

Time

A repair attempt on a small device (hand radio, video camera, weapon, etc.) takes ten minutes. A repair attempt on a larger item (groundcar, mainframe computer, etc.) takes one hour. Attempting to repair a huge item (spacecraft system, etc.) takes eight hours of work. The GM may rule that any given repair will take longer.

Power

Electrical energy is measured by *power points,* or **p.p.** Electrical devices consume a specified number of power points per use (shot, scan, etc.) or per length of time that they operate.

Power Sources

The three main power sources in the *Gatecrasher* universe are *generators, batteries,* and *solar panels.*

The most common types of **generator** are *chemical* and *nuclear.* Chemical generators burn a fuel (gasoline, liquid hydrogen, solid combustibles, etc.) to produce energy. Nuclear generators include *fission* and *fusion* generators. Most fusion reactors can use water as fuel. Nuclear reactors need to be refueled once per year of operation.

As a general guideline, small chemical generators produce (Tech + 5) × 30 power points per combat phase. Larger generators produce proportionately more power points. Nuclear generators produce approximately 10 times more p.p. than chemical generators. Spacecraft generators produce 10-100 times more power than a small generator of the same Tech level.

Batteries store power for later use. Once a battery releases all its stored power, it cannot be used until it has been recharged. A battery can produce a given number of power points per combat phase until emptied (see p. 122).

Solar panels use the energy of the sun to produce power. Solar panels require little maintenance and use no fuel. Solar panels generate one power point per combat phase per square meter of surface area.

Vehicle Armor

Groundcars and aircraft can also have armor. Cost varies with the amount of protection and the size of a vehicle. (See p. 133 for information on spaceship armor.)

As a general rule, vehicle armor costs 5,000 Ir per point of damage reduction granted for each type of damage — for a vehicle the size of an average groundcar. Thus, vehicle armor with the values **I**=1, **P**=1, **F**=1, and **B**=3 would cost 30,000 Ir for an average-sized groundcar. But a bullet-proof car (**F**=1) with armor values of 0 for other attacks would cost only 5,000 Ir.

Increase cost by 1,000 Ir for every +1 increase in the Scale of the vehicle (a groundcar is Scale 7).

The Evolution of Armor

Armor improvements are directly linked to weapons development. Whenever someone invents a new weapon, armor is designed to block it.

The first personal armor designed to stop a weapon appears one Tech after the weapon itself. Armor that completely stops the weapon appears 5-6 Tech levels higher up. New weapons then become necessary.

For this reason, most high-tech cultures have abandoned firearms. Although driving several small metal objects at high speed into someone is still an effective way to kill them, even the most advanced automatic rifle is useless against someone whose underwear repels bullets.

At Tech +4 and above, characters can buy armor that will completely block an attack from one type of weapon 5 Techs lower. A Belter can get a suit of armor that would block swords or knives, and could get a separate suit of armor that would stop bullets. These armors are useless against any attack outside their specific area. The GM should use the table on page 113 as a guideline to describe such specific armor.

Grenades

See p. 61 for general information on grenades in combat. The following presents specific grenade types and their statistics.

Grenade Types

The **radius** is the total area of the grenade's explosion, from the center of the blast to the edge of the grenade's effects. The **damage** is the number of Damage Points inflicted at the center of the explosion. Reduce the damage by the amount listed under **reduce** for objects farther away from the blast. Grenades with an asterisk after their name work only in a fairly dense (not necessarily breathable) atmosphere.

Fragmentation Grenade
Tech: –7
Radius: 6 m
Damage: 2
Reduce: 1 per 3 m

Fragmentation grenades explode into metallic shrapnel. Reduce the damage to 1 point in vacuum.

Explosive Grenade*
Tech: –6
Radius: 3 m
Damage: 3
Reduce: 1 per m

Explosive grenades are simple chemical explosives.

Gas Grenade*
Tech: –2
Radius: 15 m
Damage: poison
Reduce: 1 potency per 3 m

Gas grenades contain poison gas (see p. 69). The exact damage varies with the type of gas chosen. Gas clouds remain for 10 minutes in a confined area and 1 minute in open, still air. A strong wind can disperse poison gas in 1d6 combat phases.

Stun Grenade*
Tech: +2
Radius: 3 m
Damage: sleep
Reduce: none

Stun grenades emit bursts of ultrasonic sound. Anyone in the blast area of a stun grenade is knocked unconscious for 30 minutes, minus one minute per level of Constitution he has.

Meson Grenade
Tech: +4
Radius: 10 m
Damage: 4
Reduce: 1 per 5 m

Meson grenades weaken molecular bonds. Although they scar metal walls (e.g., spacecraft hull), they won't puncture them.

Photon Grenade
Tech: +5
Radius: 5 m
Damage: 2
Reduce: 1 per 2.5 m

Anyone in the blast radius without protective eyegear will suffer blindness for 1d6×10 minutes.

Negation Grenade
Tech: +6
Radius: 15 m
Damage: special
Reduce: none

Negation blasts disrupt power flow and drain batteries. Generators stop producing power for the next 1d6 combat phases. Force fields take 3 points of damage. A shielded device can resist the effects with a Fair or better Situational Roll.

Neutron Grenade
Tech: +7
Radius: 12 m
Damage: special (radiation)
Reduce: 1 level of radiation per 2 m

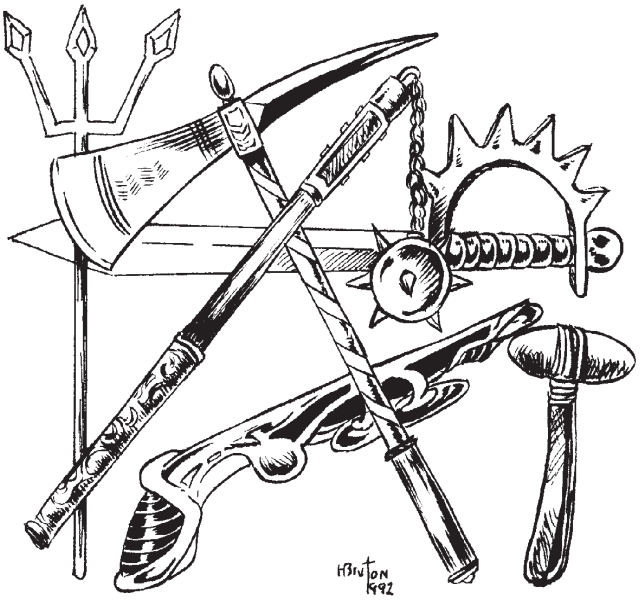
A neutron grenade releases a blast of Superb radiation (see p. 69).

Energy Grenade
Tech: +8
Radius: 18 m
Damage: 2
Reduce: 1 per 9 m

Energy grenades release a burst of low-intensity (Mediocre) radiation (see p. 69).

Nucleonic Grenade
Tech: +10
Radius: 6 m
Damage: 10
Reduce: none

Nucleonic grenades release a burst of high-energy (Great) radiation.



Hand-to-Hand Weapons

In FUDGE, the damage done by a hand-to-hand weapon depends primarily on the wielder's Strength and the Relative Degree by which the wielder wins a round of combat. A given weapon will grant a bonus to the wielder's Offensive Damage Factor (see p. 66). Bonuses range from +0 (fighting without a weapon at all bears a –1 penalty, unless using a Martial Arts skill) to +4 for a two-handed sword (+3 for a large weapon, with an additional +1 for sharpness). Enchanted weapons may have additional bonuses.

Ranged Weapons

The weapons described here are the most common or distinctive ranged weapons in the *Gatecrasher* universe. The GM should feel free to create additional weapons for her own campaign.

A weapon's **max range** is the greatest distance (in meters) that the weapon can fire and still do damage if it hits. A weapon cannot necessarily be used at its maximum range. Some rifles can fire a bullet 2,000 meters, but few people can see that far. Without some sort of sighting aid (a telescopic sight or a Gift of Excellent Long-Range Vision), making a successful attack at such a range is nearly impossible.

Some weapons are more accurate than others at various ranges. The **accuracy** of a weapon at a given range acts as a modifier to the character's Skill.

For example, a flintlock pistol has a –2 when shooting at a target 9 meters away. A character with Superb Flintlock Skill

would be treated as if he had Good Skill. He must make a Fair or better roll to hit, unless the GM assigns a different Difficulty Level due to circumstances such as lighting, cover, etc. (see p. 60).

Damage shows the number of points of damage the weapon inflicts. Add the Relative Degree by which the character exceeds the Difficulty Level or the opponent's Dodge attempt. The GM can also allow damage rolls if she likes (see p. 68).

The **power per shot** column indicates how many power points the weapon consumes per shot. A dash in this space (—) indicates that the weapon uses no electrical power.

Rate gives the maximum number of shots that the weapon can fire in a combat phase. Roll a separate attack for each shot fired.

If a weapon's rate is given in bursts, the weapon can be fired in groups of bullets as well as in single shots. One burst equals six bullets. Firing a weapon in bursts hurts the shooter's aim (–2 to skill), but throws a lot more ammunition towards the target.

A Fair hit with a burst results in one bullet hitting. Every level of success above Fair allows one extra bullet to hit. For example, a Superb hit with one burst means that four bullets of the burst hit.

Someone using a burst-fired weapon can choose not to fire in bursts, reducing the number of bullets fired to the rate given. For example, a machine pistol can fire four bursts *or* four shots.

Shots per clip shows the maximum number of rounds the weapon's magazine can hold (one if not specified otherwise). Two numbers (e.g., 25/60) means that the weapon has two possible types of magazines. Magazines and ammunition from one type of weapon will not fit in another weapon.

The **robot damage modifier** measures the effectiveness of the weapon against robots and prostheses. When the weapon hits a robot or prosthesis, multiply the weapon's normal damage by the **rdm** (round up). If there is no robot damage listed, the weapon does normal damage to robots and prostheses.

Tech gives the technology levels where the weapon is commonly produced. Although prototypes of a weapon might appear at one or two Techs below the stated minimum, such prototypes are unreliable and dangerous. Over-local-tech weapons are generally unavailable. At the given upper Tech, the weapon reaches its most efficient design. The maximum Tech does not mean that a more advanced culture cannot build the weapon, merely that highly advanced technology can do little to improve on obsolete science. Any improvements made to a weapon above this Tech are purely cosmetic.

Many high-tech weapons have no upper Tech limit (e.g., Tech 8+). These weapons do have upper limits on their design, but no known culture has yet reached those limits.

Option:
Effects of Tech on Ranged Weapons

For every two Tech levels that a particular beam weapon exceeds the minimum Tech, add +1 to its Damage and its Accuracy.

The maximum Tech that gives a weapon a bonus equals the maximum Tech given for a weapon.

example

The Tech range for energy-cartridge pistols is +4 to +7. A Tech +7 energy-cartridge pistol is 3 Techs above the minimum. The weapon has a (3/2=)+1 bonus to Accuracy and Damage.

An energy-cartridge pistol built on Mercury (Tech +9) is functionally equal to a Tech +7 pistol. The pistol has no functional advantage over a Tech +7 version of the same weapon (both have a +1 bonus to Accuracy and Damage), but it might look cooler.

Option:
Scopes

Telescopic and electronic targeting aids are only useful at medium, long, or extreme range. They give a stationary shooter a bonus on his chance to hit from +1 to +5, depending on the scope's quality.

Alignment

Scopes must be "sighted in," or aligned to the weapon they are mounted on. Aligning a scope takes a Fair Skill in that weapon and 2d6 shots at medium range.

Any hard impact has a Fair chance of misaligning a scope. A weapon with an unaligned scope always misses when the scope is used.

Option:
Changing Weapon Values

Game Masters and players who know more about guns and other such stuff than the author and the editors are welcome to change any parts of the following descriptions as desired.

Ranged Weapon Descriptions

Bow and Arrow

Max Range:	100 m
Accuracy:	
up to 10 m	+1
up to 50 m	0
up to 100 m	–2
Rate:	1
Damage:	2
Tech:	–9 to –5
Weight (kg):	3.0
Cost (Ir):	50

The bow and arrow has stayed with humanity for fifty thousand years, and shows no sign of going away soon. Bows come in many different types, and the GM can vary the information below as she sees fit to describe a particular type of bow. Ogres occasionally make their own bows out of automobile leaf springs.

Flintlock (pistol and musket)

	Pistol	*Musket*
Max Range:	80 m	100 m
Accuracy:		
up to 10 m	–2	–1
up to 50 m	–4	–3
up to 80 m	–5	–5
up to 100 m	—	–5
Rate:	1	1
Damage:	1	2
Tech:	–8	–8
Weight (kg):	3.0	5.5
Cost (Ir):	50	70

One of the first firearms, a flintlock has no magazine for ammunition but must be loaded before each shot. Reloading takes 3 combat phases. On the plus side, flintlocks are simple to build and maintain.

Whenever the fighter rolls a –4 when trying to use this weapon, the flintlock explodes. The user takes 4 points of damage, and the weapon is destroyed.

Revolver

Max Range:	80 m
Accuracy:	
up to 10 m	+1
up to 50 m	–1
up to 80 m	–3
Rate:	2
Shots per clip:	6
Damage:	3
Tech:	–6
Weight (kg):	2.8
Cost (Ir):	100

Revolvers do not have removable clips. Reloading an empty revolver takes 2 combat phases. A revolver can fire more quickly than less advanced weapons, but the cylinder (magazine) must be manually advanced after each shot. World Federation records describe the revolver as the traditional cowboy weapon. Many cultures with Federation roots frown on them.

Bolt-Action Rifle

Max Range:	2,000 m
Accuracy:	
up to 10 m	+1
up to 50 m	0
up to 100 m	–1
up to 2,000 m	–3
Rate:	1
Damage:	5
Tech:	–6
Weight (kg):	4.5
Cost (Ir):	300

Bolt-action rifles make reloading relatively easy — the bullet is loaded through the breech after the spent cartridge is ejected by the bolt action. Reloading and firing can be done in a single combat phase.

Semi-Automatic (Pistol and Rifle)

	Pistol	*Rifle*
Max Range:	70 m	1,800 m
Accuracy:		
up to 10 m	0	+1
up to 50 m	–2	0
up to 70 m	–4	–1
up to 100 m	—	–1
up to 1,800 m	—	–4
Rate:	4	1
Shots per clip:	8	4
Damage:	2	5
Tech:	–5	–5
Weight (kg):	2.5	5.0
Cost (Ir):	300	400

Semi-automatic weapons fire one bullet with each pull of the trigger. Unlike with a revolver, a round is automatically loaded into the chamber whenever the previous round is fired.

Assault Rifle

Max Range:	1,000 m
Accuracy:	
up to 10 m	+1
up to 50 m	0
up to 100 m	–2
up to 1,000 m	–5
Rate:	3 bursts
Shots per clip:	20/30
Damage:	3
Tech:	–2
Weight (kg):	4.5
Cost (Ir):	900

The assault rifle is an inexpensive, rapid-firing rifle. Assault rifles are made to be disposable, and troops stuck using them often feel that they're disposable, too.

Battle Rifle

Max Range:	2,000 m
Accuracy:	
up to 10 m	+1
up to 50 m	0
up to 100 m	–2
up to 2,000 m	–4
Rate:	2 bursts
Shots per clip:	20
Damage:	6 (per bullet hitting)
Tech:	–1
Weight (kg):	5.5
Cost (Ir):	1900

The battle rifle is heavier and more deadly than the assault rifle. It's also more expensive, and only issued to soldiers who have a chance of bringing them back.

Machine Pistol

Max Range:	90 m
Accuracy:	
up to 10 m	–1
up to 50 m	–3
up to 90 m	–4
Rate:	4 bursts
Shots per clip:	25/60
Damage:	2 (per bullet hitting)
Tech:	0
Weight (kg):	3.0
Cost (Ir):	800

Machine pistols are small enough to be easily concealed. They're not very accurate, but throwing this many bullets at anyone will at least make them duck.

Energy-Cartridge (Pistol, Carbine, and Rifle)

	Pistol	*Carbine*	*Rifle*
Max Range:	90 m	1,500 m	2,000 m
Accuracy:			
up to 10 m	+1	+1	+2
up to 50 m	0	0	+1
up to 90 m	–2	–1	0
up to 100 m	—	–1	0
up to 1,500 m	—	–3	–2
up to 2,000 m	—	—	–2
Rate:	2	5	4
Shots per clip:	10	15	20
Power per shot:	1	1	1
Damage:	2	3	3
Tech:	+3 to +5	+3 to +5	+3 to +5
Weight (kg):	2.0	3.0	3.5
Cost (Ir):	1,000	2,500	3,000

The development of personal armor that could stop projectiles forced the World Federation to develop an inexpensive beam weapon. Energy-cartridges are disposable laser crystals.

A carbine is a lighter, shorter version of the rifle.

Laser (Pistol and Rifle)

	Pistol	*Rifle*
Max Range:	100 m	1,000 m
Accuracy:		
up to 10 m	+1	+2
up to 50 m	0	+1
up to 100 m	–2	0
up to 1,000 m	—	–2
Rate:	1	2
Power per shot:	5	5
Damage:	3	4
Tech:	+3 to +8	+3 to +8
Weight (kg):	1.5	3.0
Cost (Ir):	500	1,500

Lasers are intense beams of coherent light. Featured on science-fiction movies for a century before their invention, they really aren't as great as people thought they would be. They do work in vacuum, however, and leave no nasty residue to clog a spacecraft's air-circulating plant.

Maser (Pistol, Carbine, and Rifle)

	Pistol	*Carbine*	*Rifle*
Max Range:	100 m	700 m	1,000 m
Accuracy:			
up to 10 m	+1	+1	+2
up to 50 m	0	0	+1
up to 100 m	–2	–1	0
up to 700 m	—	–3	–2
up to 1,000 m	—	—	–2
Rate:	1	4	2
Shots per clip:	10	15	20
Power per shot:	5	5	5
Damage:	2	2	3
Robot damage:	× 2	× 2	× 2
Tech:	+3 to +8	+3 to +8	+3 to +8
Weight (kg):	1.5	2.5	3.5
Cost (Ir):	500	1,000	1,500

Masers are beams of intense, coherent microwaves. They fry electronics, and are used by people who don't care about damaging sophisticated equipment — or consider that collateral damage an advantage.

Flak (Pistol and Carbine)

	Pistol	*Carbine*
Max Range:	100 m	500 m
Accuracy:		
up to 10 m	0	+1
up to 50 m	–2	0
up to 100 m	–4	–3
up to 500 m	—	–5
Rate:	2	3
Shots per clip:	10	15
Damage:	2	2
Tech:	+3 to +7	+3 to +7
Weight (kg):	0.9	1.8
Cost (Ir):	200	350

Flak weapons fire shards of plastic. Most metal or armor stops flak instantly, but exposed flesh takes full damage. Flak weapons are most common around delicate equipment, or where a heavier weapon might puncture a spacecraft hull.

Sonic (Pistol and Carbine)

	Pistol	*Carbine*
Max Range:	30 m	50 m
Accuracy:		
up to 10 m	+2	+3
up to 30 m	–1	0
up to 50 m	—	0
Rate:	2	2
Power per shot:	2	2
Robot damage:	× .5	× .5
Damage:	2	2
Tech:	+4 and above	+4 and above
Weight (kg):	0.5	1.2
Cost (Ir):	350	500

Sonic weapons fire beams of coherent sound. Only the person hit can hear the beam.

Sonic weapons are popular on spacecraft. Not only do they not puncture metal, but they don't leave the shrapnel thrown by a flak pistol.

(One must spend hours trying to clean up thousands of little bits of flak drifting around in free fall to truly appreciate sonic weapons.)

HILD Laser (Carbine and Rifle)

	Carbine	*Rifle*
Max Range:	1,000 m	1,500 m
Accuracy:		
up to 10 m	+2	+3
up to 50 m	+1	+2
up to 100 m	0	+1
up to 1,000 m	–2	–1
up to 1,500 m	—	–1
Rate:	3	2
Power per shot:	3	3
Damage:	1	1
Tech:	+5 to +9	+5 to +9
Weight (kg):	1.1	1.5
Cost (Ir):	3,000	4,000

The High-Intensity Low Dissipation laser fires an especially tight beam of light. HILD weapons are designed for accuracy rather than power. The beam is highly visible, and makes the shooter's location as obvious as a naked man tap-dancing through a busy intersection.

Stun (Pistol and Carbine)

	Pistol	*Carbine*
Max Range:	50 m	100 m
Accuracy:		
up to 10 m	+1	+1
up to 50 m	–1	0
up to 100 m	—	–2
Rate:	2	2
Power per shot:	1	1
Damage:	see above	see above
Robot damage:	no effect	no effect
Tech:	+5 and above	+5 and above
Weight (kg):	1.6	2.5

Cost (Ir):	750	950

Stun weapons fire a mild electrical charge phased to temporarily dampen a target's nervous system. When a character is hit by a stun, the player should make a Constitution roll (Difficulty Level Superb). If successful, the character resists the effects. Otherwise, the character is unconscious for ten minutes for each level by which the roll is missed.

Each subsequent stun charge in one combat situation gives the target a cumulative –1 to the Constitution roll.

Beam-resistant armor will block a stun charge.

Plasma (Carbine and Rifle)

	Carbine	*Rifle*
Max Range:	300 m	500 m
Accuracy:		
up to 10 m	–2	–2
up to 50 m	–3	–3
up to 100 m	–5	–4
up to 300 m	–6	–5
up to 500 m	—	–5
Rate:	1	1
Power per shot:	100	100
Damage:	10	10
Robot damage:	× 2	× 2
Tech:	+6 and above	+6 and above
Weight (kg):	4.9	8.2
Cost (Ir):	8,000	10,000

This primitive attempt at a nuclear hand weapon fires hydrogen atoms heated to a point just short of fusion. Plasma weapons terrify any rational person unlucky enough to be on the receiving end. Plasma burns are extraordinarily painful and heal at half normal speed. Plasma weapons require a small, reusable hydrogen tank. A full tank holds enough hydrogen for 100 shots.

Negation (Pistol and Rifle)

	Pistol	*Rifle*
Max Range:	70 m	200 m
Accuracy:		
up to 10 m	0	+1
up to 50 m	–1	0
up to 70 m	–2	–1
up to 100 m	—	–1
up to 200 m	—	–2
Rate:	2	2
Power per shot:	5	5
Damage:	see above	see above
Robot damage:	see above	see above
Tech:	+6 to +9	+6 to +9
Weight (kg):	1.8	3.1
Cost (Ir):	5,000	8,000

Negation weapons disrupt the flow of electrons. The effect lasts for one combat phase, plus one combat phase for each level of Relative Degree. (A hit with a Relative Degree of +2 lasts for three combat phases.) Anything hit with a negation beam can neither use nor generate power. Hit batteries lose all charge.

Cyborgs and robots can use their Shield attribute to resist the effects. (Difficulty Level Fair for pistol beams, Great for rifle beams.)

Lokasi (Carbine and Rifle)

	Carbine	*Rifle*
Max Range:	2,000 m	3,000 m
Accuracy:		
up to 10 m	+1	+2
up to 50 m	0	+1
up to 100 m	–2	–2
up to 2,000 m	–5	–4
up to 3,000 m	—	–4
Rate:	2	2
Power per shot:	10	10
Damage:	8	8
Tech:	+8 and above	+8 and above
Weight (kg):	5.5	7.5
Cost (Ir):	2,000	3,000

Lokasi weapons create a force-field spear. The narrow tip of the lokasi beam punctures whatever it hits. The beam expands as it passes, forcing the narrow hole to expand to a width of ten centimeters. The lokasi beam continues until an armored surface stops the beam or it reaches its maximum range. A lokasi beam fired at someone will drill through him, the wall behind him, the car passing by, the tree up the road, and the hillside. Most sane spacer civilizations have banned lokasi weapons. (This excludes a large chunk of the Belt.) Lokasi damage to people comes mostly from shock.

Strategic Weapons

The same technology that produces hand-held weapons can produce strategic weapons designed to destroy enemy facilities and opposing strategic weapons. Simply multiply weapon attributes (range, etc.) according to taste. See also spacecraft weapons, p. 134.

Miscellaneous Equipment

Antentropic Distortion Counter
Weight: 2.0 kg
Tech Level: +10
Cost: 2,500 Ir
Power Source: none
Power Use: none

This device detects magical energy. An ADC shows how many Magic Points the object or person pointed at has. It has a maximum readout of 10,000 Magic Points and a maximum range of 10 meters.

Lunar researchers recently created the ADC. No other civilization has bothered to build them, as Aura spells are much simpler and more effective.

Backcom
Weight: 6.0 kg
Tech Level: –3
Cost: 500 Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

Military and civil control forces use this backpack-style radio. Backcoms have a maximum range of (Tech Level) kilometers. Military models usually include a scrambler.

A directional antenna multiplies maximum range by 1.5 for the same power cost, but the transmission only goes in one direction.

Battery
Weight: 0.1 kilograms
Tech Level: –5
Cost: 3 Ir
Power Source: n/a
Power Use: n/a

A standard battery is a 5 centimeter long cylinder that stores power. A battery holds up to 200 + (Tech Level × 20) power points, but can only discharge up to 10 + Tech Level power points per combat phase.

Beltcom

	Civilian	*Military*
Weight:	0.5 kg	0.5 kg
Tech Level:	0	–1
Cost:	20 Ir	40 Ir
Power Source:	standard battery	same
Power Use:	1 p.p. per minute	same

This small radio hooks comfortably on a belt. The civilian version has a maximum range of 10 + Tech Level kilometers.

Military beltcoms have a maximum range of 15 + Tech Level kilometers. They usually have scramblers and can access a wide variety of frequencies.

Beltcoms use 1 p.p. per minute of transmission. A directional antenna multiplies maximum range by 1.5 for the same power cost, but the transmission only goes in one direction.

Compressor mask
Weight: 1.5 kg
Tech Level: 0
Cost: 200 Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

A compressor mask fits snugly over the face. It pressurizes thin air, allowing the wearer to breathe better. Damage from lack of air pressure is reduced by half. Air pressure must be at least 0.1 atmospheres for a compressor mask to work.

Compressor masks do not help against high air pressures. The mask automatically deactivates in air pressure adequate for normal breathing.

Compulink
Weight: 0.3 kg
Tech Level: +1
Cost: 550 Ir
Power Source: computer
Power Use: 1 p.p. per minute

A compulink allows a pocket computer to communicate with other computers via radio. The other computers must have their own links and radios to connect with the pocket computer. The compulink user can access other computers normally, if he has the proper Skills and the other computer doesn't object.

Engineering Scanner
Weight: 1.25 kg
Tech Level: +5
Cost: 1,000 Ir
Power Source: standard battery
Power Use: 2 p.p. per scan

An engineering scanner is a handheld box with buttons and readouts. They're specifically designed to gather information about mechanical devices and electronics. Upon activation, an engineering scanner examines one cubic meter of machinery (or one robot) for flaws, cracks, short circuits, and other problems. The scanner has a maximum range of Tech Level / 2 meters. Advanced engineering scanners include built-in encyclopedias with information on common devices.

Environmental Scanner
Weight: 1.0 kg
Tech Level: +5
Cost: 1,200 Ir
Power Source: standard battery
Power Use: 5 p.p. per scan

Another hand-held electromagnetic sensing device, environmental scanners scan the surrounding Tech Level × 5 meters to detect environmental hazards such as poisonous air, bacterial/viral contamination, radiation, high gravity, vacuum, and so on.

Filter Mask
Weight: 1.0 kg
Tech Level: –4
Cost: 100 Ir
Power Source: none
Power Use: none

Filter masks fit snugly over the user's face and filter out airborne poisons from the user's breathing air. They provide no protection against biological weapons or diseases.

First-Aid Kit
Weight: 1.0 kg
Tech Level: –8
Cost: 5 Ir
Power Source: none
Power Use: none

A first-aid kit holds bandages, splints, ointments, and a selection of antitoxins and painkillers. One first-aid kit suffices for twenty first-aid attempts, and adds +1 to the user's First Aid skill.

Force-suit
Weight: 12 kg
Tech Level: +5
Cost: 1,500 Ir
Power Source: standard battery
Power Use: 10 p.p. per combat phase

The force-suit consists of a fine wire mesh tunic, slacks, gloves, boots, hood, and a belt unit. The mesh generates a 2 point force field, strong enough to contain air. The belt unit purifies air for up to 10 hours at a time. Most force-suits can hold up to ten batteries at a time.

Force-suits are popular pressure gear in non-combat situations, being lighter, cheaper, and easier to wear than environmental armor. Work crews often use force-suits when they can stay plugged into a ship's power plant.

General Scanner
Weight: 1.5 kg
Tech Level: +6
Cost: 1,000 Ir
Power Source: standard battery
Power Use: 2 p.p. per scan

General scanners are hand-held electromagnetic information gathering devices. They can detect animals, plants, minerals, and power sources within Tech Level × 10 meters.

The scanner does not list each item separately, but only the general types of things found in an area. On a second scan, the scanner can pinpoint the position of any one item detected.

For example, a general scanner used in a forest might pick up several large animals, numerous insects, a few trees, a humanoid, and a large power source. On a second use, the scanner reveals that the humanoid is standing twenty meters ahead, just out of view. A third use shows that the power source is with him.

Alternately, the general scanner can examine one object and attempt to analyze it. The analysis is very basic, describing the object in the scanner's usual terms.

One scan requires 20 seconds.

Jetpack
Weight: 20 kg
Tech Level: +3
Cost: 5,000 Ir
Power Source: standard battery, fuel cell
Power Use: 2 p.p. per kilometer

Worn like a backpack, the jetpack is a personal air transportation device. A jetpack can lift up to Tech Level × 20 kilograms. The jetpack's maximum speed is 50 kilometers per hour.

The jetpack is powered by a fuel cell and a standard battery. Jetpack fuel cells last for 10 kilometers, weigh 2 kg each, and cost 50 Ir.

Lasercom
Weight: 4.0 kg
Tech Level: +2
Cost: 1,500 Ir
Power Source: standard battery
Power Use: 30 p.p. per minute

This hand-held laser transceiver can send laser signals along any line of sight. Users must align their lasercom with another lasercom unit to converse. Laser messages are invisible and virtually uninterceptable.

Lasercoms have a 10 kilometer range in atmosphere and infinite range in vacuum.

Light-Intensifying Goggles
Weight: 0.3 kg
Tech Level: 0
Cost: 1,000 Ir
Power Source: standard battery
Power Use: 1 p.p. per ten minutes

Light-intensifying (LI) goggles amplify available light. Users can see in moonlight as if they were in bright daylight, and in starlight as if they were in dim daylight. In normal light, the goggles adjust to allow continued vision.

Matrix Goggles
Weight: 0.3 kg
Tech Level: +9
Cost: 20,000 Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

The ultimate sighting and tracking equipment, matrix goggles show the wearer a computerized image of the field of view. The user can see at any light level, from almost total darkness to nearby nuclear explosions, plus in the infrared and ultraviolet spectrums.

With a touch of a button the user can see in the electromagnetic spectrum as well. He can see force fields, invisible laser/maser beams, and electromagnetic fields surrounding electronic devices and living creatures.

Matrix goggles give the range to any object in the field of view. At the user's option, the goggles can attract the user's attention to any large mammal (usually people) in view.

Mediscanner
Weight: 1 kg
Tech Level: +5
Cost: 1,000 Ir
Power Source: standard battery
Power Use: 2 p.p. per scan

A mediscanner is a hand-held electromagnetic information-gathering device for examining living things. Doctors use mediscanners to rapidly assess a patient's condition. A mediscanner scans one living thing within five meters and determines its vital signs and rough medical condition (pulse, blood pressure, number and location of fractured bones and ruptured organs, etc.). The mediscanner will not diagnose disease, but merely gives physiological data.

Higher-tech mediscanners include a small medical library describing common disorders and approved treatments for them.

One scan takes two combat phases.

Particle Counter
Weight: 0.7 kg
Tech Level: –1
Cost: 150 Ir
Power Source: standard battery
Power Use: 1 p.p. per hour

Particle counters are hand-held radiation detectors. They show the intensity of radiation on an object or area. Particle counters do not detect Magic Points.

Pocket Computer
Weight: 0.1 kg
Tech Level: 0
Cost: 50+ Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

Pocket computers vary widely with Tech Level. The simplest are electronic adding machines, while more advanced models can perform data processing, CAD/CAM operations, and movie special effects.

Systems Link
Weight: 5 kg
Tech Level: +6
Cost: 3,000 Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

This innocuous device plugs into computer-monitored machinery. Any mechanic using a systems link has a +2 on his chance to repairing computer-monitored electronic devices.

Originally designed to detect flaws in electronic devices, the systems link has developed into a prime criminal tool. A quirk in the link's design allowed the systems link to also find flaws in computer security systems. A hacker using a system link has a +2 to penetrate any computer's security.

Systems links are banned by many governments.

Tractor Pads
Weight: 0.5 kg each
Tech Level: +8
Cost: 750 Ir each
Power Source: standard battery
Power Use: 1 p.p. per minute per 5 kg supported

Tractor pads are thick metallic discs that slip over a user's knees and hands. They exert a strong magnetic field, allowing the wearer to cling to ferromagnetic surfaces like a fly.

One tractor pad can support up to 25 kg.

Visicom
Weight: 1.0 kg
Tech Level: +2
Cost: 750 Ir
Power Source: standard battery
Power Use: 1 p.p. per minute

The visicom is a common hand-held television transceiver. Visicoms have a maximum range of Tech Level kilometers. A directional antenna multiplies maximum range by 1.5 for the same power cost.

Drugs

Drugs have a variety of uses and purposes. Here are some common *Gatecrasher* drugs, their effects, their side effects, and anything special about their use.

Drugs do not take effect until 1d6 minutes after administration, unless otherwise stated. Side effects occur when the drug's effects wear off, or immediately (if effects are permanent). Cost is per dose or shot.

Increasing doses will increase either the effects or the duration (GM's decision). Side effects will also increase. Overdoses occur at 5 times the normal dose (GM decides effects; suggestions include seizures, loss of consciousness, rashes, vomiting, and similar nasty effects).

The GM can add additional drugs (e.g., vaccines, specific antibiotics, etc.) as she deems fit.

Drug Types

Shots are administered by injection and only affect fleshies. **Doses** are oral and can be used by androids and cyborgs as well. Drugs are ineffective on robots.

Chronoaccelerator shot
Effects: doubles character's speed
Duration: 2d6×10 minutes
Side effect: severe headache, extreme hunger
Side effect duration: 3d6 hours
Cost: 2,000 Ir
Tech Level: +5

The recipient moves and acts at twice normal speed (+4 levels to Move). Purely manual and user-powered equipment (a bicycle, for example) doubles in speed with him, but automatic machinery (battle rifle, car, etc.) doesn't. The person cannot converse without special equipment. The user takes 3 points of damage from this drug as soon as its effects wear off.

Combat shot
Effects: wounds received reduced by one level
Duration: 1d6×10 minutes
Side effect: wounds increased by one level
Side effect duration: 1d6 hours
Cost: 1,000 Ir
Tech Level: +2

Combat shot nullifies all pain, fatigue, and wound level modifiers. Although a person on Combat Shot is almost invulnerable, he becomes very tired and suffers extreme consequences from even the most minor wounds once the drug wears off. For example, an Incapacitating wound is treated as a Very Hurt wound until the drug wears off, whereupon the wound (now Incapacitated again) increases one level to Near Death.

Kendari shot
Effects: heals all wounds one level
Duration: permanent (until injured again)
Side effect: nausea (–1 to Dexterity)
Side effect duration: 1d6 hours
Cost: 1,250 Ir
Tech Level: +5

Meddose
Effects: Has a (Tech Level × 10)% chance of curing a given infection
Side effect: none
Cost: 500 Ir
Tech Level: +3 or greater

Stimulant shot
Effects: +2 to Strength, or revives unconscious character
Duration: 1d6 hours
Side effect: –2 from Strength, or fall unconscious again
Side effect duration: twice duration of bonus
Cost: 300 Ir
Tech Level: –4

Computers

All of a computer's functions, from simple mathematics to complex graphics, are based on the ability to quickly and accurately add ridiculously large sets of numbers.

Primitive electronic computers appear around Tech Level –2. Most cultures above Tech Level 0 rely heavily on an extensive computer network.

Data Storage Capacity (DSC) defines the amount of information that the computer can store. An average computer's DSC is (Tech × 5) + 5 (minimum 1). "Cutting edge" computers may have up to five times normal DSC for their Tech Level. A typical program or data storage file fills one point of DSC.

Computation Capacity (CPC) defines the amount of processing power the computer has. CPC ranges from Terrible (pocket computer, –3) to Superb (mainframe, +3). A computer can simultaneously perform a number of tasks equal to its Tech Level, modified by CPC (minimum 1).

The two common types of computer in the *Gatecrasher* universe are *digital* and *matrix*.

Digital Computers

Digital computers are little more than adding machines. Fast and reliable if programmed well, they excel at tedious mathematics and tree-style decision-making. While digital computers can be programmed to emulate a personality, they are not self-aware.

Matrix Computers

Matrix computers have complex and advanced decision-making abilities. They are intelligent, creative, and may become spontaneously self-aware. While built from the same materials as a digital computer, a matrix computer's software is "grown" rather than programmed. Few people even pretend to understand the computer-grown algorithms that drive a matrix computer. Matrix computers become available at Tech +1. Matrix computers excel at adapting their programs to changing conditions.

Self-Aware Software

A matrix computer that has been treated like an intelligent being for several months begins developing self-awareness. A personality develops in the first months of self-awareness. Computers treated with kindness and a modicum of discipline become emotionally stable and good-hearted machines. A matrix computer denounced as an incompetent piece of trash or subjected to emotional tirades develops

enough neuroses to turn it into an interesting villain.

Self-aware computers continually alter their own programming, and don't have to run any programs that they don't like.

Programming

A computer's programming determines its abilities and actions. Programming can change a dull adding machine into a bright, lively psycho with a sloppy smile on its video screen, doing its best to wipe out humanity.

A few common computer programs are described below. Each program fills one point of DSC, unless stated otherwise. Individual programs have a "Sophistication" Attribute rated from Terrible to Superb, assigned by the GM.

Control/Supervision: This program oversees all operations of a device or vessel. Each device or spacecraft requires a particular control/supervision program.

Data Storage: This is a file to hold raw data obtained from instruments or detectors. The information is not organized for simple information retrieval. The GM should roll against the data file's Sophistication. On a Good or better result, the computer has the needed information.

Encyclopedia: An Encyclopedia program can be either a general encyclopedia, or just information on a particular subject. The GM should roll against the encyclopedia program's Sophistication whenever someone tries to access information. On a Good or better result, the encyclopedia has that particular information.

The GM should modify the roll based on the type of question. Basic information (e.g., Io's docking protocol) should receive a hefty bonus while trivial information (e.g., the name of the Io customs director in the year 2198) should receive a penalty.

If the encyclopedia focuses on a particular subject, it should receive a +2 bonus for that subject and a –3 for all other subjects.

Navigation: A ship's computer uses this program to plot a course between any two points. The program needs complete information on the area to be traveled through. (Encyclopedia programs for most of the Solar System are common and easily available to anyone with a little cash.) The navigation program accounts for gravity wells, fuel consumption, and anything else it knows about, and plots a course to the destination.

A damaged or incomplete navigation program generally causes extreme difficulties for the ship's crew. A slip of a hundredth of a degree might become an error of a million kilometers in a voyage across the solar system.

Programming Language: This allows a computer engineer to write his own programs.

Security: The program monitors designated areas of the facility it controls and alerts the proper authorities when it encounters unusual events.

Data Protection and Hacking

Computers usually have security systems to prevent unauthorized access to their memory banks. Hacking through average safeguards requires a Superb roll against Computer Programming Skill. Advanced security systems have even higher Difficulty Levels.

Failure sets off an alarm. Critical failures (a roll of –4 on the dice, regardless of Difficulty Level or skill level) might damage the computer system. Or perhaps the hacker accidentally typed his Saturnian Social Security number into the machine as a password!

Vehicles

Vehicles in *Gatecrasher* range from human- (or horse- or dragon-) drawn carts to ultrasonic jets and hovercraft and similar high-tech stuff. With such a range of possibilities, a comprehensive list of *Gatecrasher* vehicles isn't practical — nor is it necessary. In the FUDGE game, vehicles can be described in simple terms. The Game Master can define vehicles any way she wishes — rating traits from Terrible to Superb (Acceleration: Great, for example) if desired.

For example:

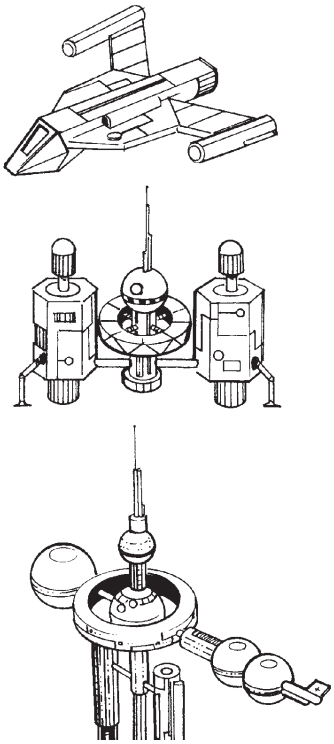
Tech –1 Ground Car (Seats 4-6)
Maximum Speed: 150 kph
Cobalt Blue (now dented & scratched)

Tech +3 Hover Car (Seats 2)
Maximum Speed: 400 kph
Good Lift Capability
Great Handling (+2 to Pilot rolls)

Spaceships

Most technologically advanced cultures in the *Gatecrasher* universe regularly travel through space. Campaigns can feature interplanetary trade, diplomacy, and exploration.

Spaceships provide the most common method of traveling between planets. (Although permanent magical Gates exist, most are jealously guarded by corporations and/or individuals — there are few available for "public" use.) Characters may find possession of a spaceship helpful.



Ship Designs

With so many different cultures and Tech Levels present in the *Gatecrasher* universe, spaceship designs vary widely. As with vehicles, GMs are encouraged to design and describe spaceships with any terms desired.

Those who don't mind some number-crunching may use the following ship design rules (or simply use them for inspiration and information on the types of ships available in *Gatecrasher).*

Tech Level

A ship's Tech Level determines its capabilities. Ships of higher Tech Levels have greater acceleration, better detectors, and more effective life-support systems than low-tech ships.

The first manned spacecraft appear at Tech Level –1. The first spacecraft with anti-inertial systems (allowing much greater accelerations without splattering their crews all over the bulkheads) appear at Tech Level +5. Ion drives (nuclear-driven propulsion systems) appear at Tech Level +3, and are the first to make travelling to the outer planets of the solar system something people might actually want to do. (Earlier chemical drives would require years of travel time from Earth to Pluto, for example.)

Configuration

A spaceship's configuration determines which environments it can operate in. There are three common configurations in the *Gatecrasher* universe. A ship's configuration cannot be changed once it's built.

Aerodynamic spacecraft are built like aircraft. They can launch and land on a planet via runways. They can glide to a landing without using fuel.

Non-Aerodynamic spacecraft can launch from a planet and land again, but burn large amounts of fuel doing so. Spacecraft of this configuration might also use an alternative landing system (such as parachutes).

Skeleton spacecraft cannot enter a planet's atmosphere without burning up. Such vessels are commonly used in the Asteroid Belt, or in systems of airless moons (such as Jupiter and Saturn).

A spaceship's configuration has no impact on its acceleration and maneuverability once it's traveling through the vacuum of space.

Hull Size

Hull Size is a general guide to the size of the ship. In the *Gatecrasher* game, Hull Size ranges from 1 to 20. A ship of Hull Size 1 has a mass of approximately two million kgs (including fuel) — about the size of a typical re-usable low-orbit vehicle of Tech +1. A ship of Hull Size 2 is twice as massive (four million kgs), etc.

Hull Size can be further divided into Units when mapping out a spaceship's decks and determining what equipment it has on board. One Unit equals 3 cubic meters (a square one meter to a side on a deck map, with 3 meters clearance to account for headroom as well as the deck itself). A ship has 1000 × Hull Size units. Each Unit can hold roughly two metric tons (2,000 kg) of equipment, cargo, or fuel.

Keep the purpose of the ship in mind when selecting Hull Size. Obviously, cargo ships should be much larger than one-man fighters. Also, large ships require more personnel, fuel, and upkeep than small ships.

Fractional Hull Sizes: Hull Size can also be stated in decimal fractions. Hulls of .5 (500 Units) or smaller are used for fighter ships, couriers, and "space taxis." Few ships this small

are capable of interplanetary flight.

The GM may also allow ships of Hull Size 1.2, 10.7, or any other size between .1 and 20. There are 100 Units per each .1 of Hull Size.

Drives

A ship's drive determines the maximum acceleration the ship is capable of (although the hull itself — let alone the crew! — may not be able to withstand the stress). Vessels capable of high acceleration can alter their course more quickly than slower-accelerating craft.

The two most common types of spacecraft drives in *Gatecrasher* are *chemical* and *ion.*

A **chemical drive** is simple and old. Chemical fuel explodes behind the ship, and the explosion drives the ship forward. While primitive, chemical drives produce greater accelerations than ion drives.

A chemical drive's biggest drawback is its fuel consumption. Chemical drives must carry all their fuel. When that fuel runs out, the ship cannot maneuver, accelerate, or slow down. It's helpless.

Fuel efficiency increases with Tech Level, so the range and speed of chemically-driven spacecraft varies by Tech Level.

Chemical drives first appear at Tech –1. Maximum acceleration varies with the type of fuel used, the rate of burn, the mass of the object being propelled, and the power of the drives themselves. Acceleration is measured in Gravities (Gs); see p. 11.

The maximum acceleration possible at full thrust for standard chemical drives is roughly Tech × 10 Gs (minimum 8 Gs). Standard chemical drives comprise 20% of a ship's mass. (The fuel takes up even more Units — typically 50% of the spaceship's mass at launch, or 500 Units per point of Hull Size.) Maximum acceleration may be adjusted upward for ships with larger drives, or downward for ships with smaller drives.

Unfortunately, few mammals can withstand acceleration of more than 3 Gs for more than a few moments. While chemical drives are capable of much higher accelerations, they're restricted to 3 Gs or less except in non-manned missions — until Tech +5, with the advent of anti-inertial systems (IIDS, see p. 131).

Ion drives are nuclear-powered spacecraft drives that propel a stream of high-energy particles out of a ship, driving the ship forward. Long-distance travelers prefer ion drives for their low fuel consumption, but an ion drive's low acceleration makes a ship vulnerable in combat and eliminates any hope of launching from a planet. These huge drives are mostly used in the Belt and for station-to-station interplanetary voyages.

Ion drives first appear at Tech Level +3.

Maximum acceleration from an ion drive equals Tech Level × 0.05 Gs (.15 Gs at Tech +3; .5 Gs at Tech +10). Ion drives can continue this rate of acceleration to the half-way point of a journey, thereby achieving high velocities on long journeys. Ion drives can't generate enough thrust for liftoff from standard gravity or higher.

A standard ion drive fills 50% of the spacecraft's interior (500 Units per point of Hull Size). Although large, an ion drive uses no solid fuel. The fusion pile that runs the drive can run for up to one year without recharging. However, spaceship fuel must still be carried for the chemically-driven maneuvering engines.

Alternative Drives: Game Masters who are physics majors or science-in-science fiction buffs may wish to include alternative drive systems for their *Gatecrasher* spaceships. Examples include coil guns (mass drivers; the propulsion comes from a device on a planet or moon that turns the spaceship into a projectile), solar sails, fusion (Bussard) ramjets with enormous "scoops" that pick up interplanetary hydrogen to use as fuel, and all those other buzz words used by scientists and science fiction writers when they contemplate the potential for interplanetary or interstellar travel.

Maneuverability

A ship's maneuverability describes its ability to turn on its axis and change the way it faces. Maneuverability ranges from Terrible (–3, clumsy as a puppy on linoleum) to Superb (+3, very agile). Most ships are Maneuverability Fair. The GM can (and should) require pilots to make Pilot Skill rolls when engaging in difficult operations. The player adds the spacecraft's maneuverability bonus (–3 to +3) to his roll.

Maneuver engines are small chemical drives. Even ion drive ships have maneuver engines. Using maneuver engines burns fuel. Unless players are using the optional fuel point system (see below), the Game Master determines when a ship is running low on fuel.

Fuel

The quickest way to make chemical drives and generators superfluous is to forget to include fuel. Fuel tanks take up most of the space in a chemical-fueled spacecraft.

As a general guideline, spacecraft fuel suitable for one long journey (including launch, travel, and landing) takes up 50% of a chemical-fueled spacecraft's interior (500 Units per point of Hull Size). The length of the journey possible depends on the Tech Level of the ship and fuel. At Tech Level +1, a trip from Earth orbit to the moon would be considered "long." At Tech Level +10, a trip from Luna to Pluto would be "long."

Spacecraft may carry extra fuel in cargo space — but at the

rate most chemical drives burn fuel, such emergency supplies will last mere seconds or minutes.

Fuel Tanks: Fuel tanks can be either mounted or ejectable. Both types hold 2,000 kg of fuel per unit. Solid-mounted fuel tanks are firmly connected to the ship's frame and cannot be removed without major reconstruction in a dockyard. Ejectable tanks are external fuel canisters, and can be jettisoned when damaged or exhausted. When the vessel is designed, the architect must specify the size of each ejectable fuel tank.

When an ejectable fuel tank is punctured, the ship's computer might be able to eject it before the tank explodes. Choose the damaged fuel tank randomly. See *Spacecraft Weapon Damage* (p. 138) for more details.

A ship can eject empty fuel tanks to reduce its Hull Size, increasing a chemical drive's effectiveness. When a ship ejects fuel tanks, its fuel consumption drops proportionally to the reduction in mass.

example

A ship of Hull Size 20 ejects 5,000 units of fuel tank — its Hull Size is now 15 (a reduction of 25%). Its engines remain as powerful as they were before the tanks were ejected, however. The ship can accelerate at the same rate, while fuel consumption drops by 25%. Once a tank has been ejected, it must be replaced before it can be used again.

Option:
Fuel Point Expenditure

Game Masters and players may wish to keep careful track of fuel expenditure. (Their characters, after all, would need to be concerned with this. Being stranded somewhere between planets without fuel is *not* fun.)

Fuel is measured in kgs (one Unit is capable of storing 2,000 kgs of fuel). Fuel may also be measured in fuel points (similar to power points), which varies with the quality of the fuel. At Tech Level –1 and 0, one kg of spacecraft fuel yields 1 fuel point. At Tech Level +1 and higher, one kg of spacecraft fuel yields a number of fuel points equal to 10 × Tech Level (100 fuel points per kg at Tech +10).

For the physics junkies, 1 fuel point (f.p.) can accelerate two metric tons (2,000 kg) of mass at one G for one second. Accelerating at one G will cost one fuel point per Unit per second. A chemically-driven ship of Hull Size 5 accelerating at 3 Gs would expend 15,000 fuel points each second (1,500 kgs of fuel per second at Tech +1; 150 kgs per second at Tech +10).

See *Travel Times,* p. 138, for formulas useful in calculating fuel expenditure and travel times.

Proper Fuel: A chemically-driven spacecraft needs fuel of the proper Tech Level. A ship may use fuel of one or two Tech Levels below the Tech Level of the drives, but fuel efficiency will be as per the fuel's Tech Level rather than the drive's Tech Level.

In dire emergencies, the crew may use fuel of one Tech Level higher than the drive system's Tech Level — but there is a danger. Higher-tech fuels release more energy (in explosive conditions) than lower-tech fuels.

For each minute of full thrust using fuel one Tech Level higher than normal, the GM should make a Situational Roll. On a Great or better result, the drives withstand the strain. For each level worse than Great, the drives drop one level of Condition (see p. 110). On a Terrible result, the drives burn out — fuel consumption and acceleration stop, and the drives cannot be used again until repaired. If the GM rolls a –4, the drive failure is catastrophic. (Better hope the ship's equipped with escape pods...)

Ship's Systems

A ship's general systems include communication systems, computers, control systems, deflector shields, detectors, an inertial dampening system (at Tech +5 and higher), and life support. These shipwide systems generally take up 10% of a spacecraft's interior (100 Units per point of Hull Size).

Communication Systems

The most common types of communications gear are *radios* and *comm lasers*.

Radios use electromagnetic waves to transmit information. Although simple, efficient, and popular, radio has drawbacks: solar or planetary electromagnetic activity block signals for hours or days on end, and anyone within range can tune in to transmissions.

Laser communicators use invisible lasers to transmit information along a line-of-sight. Lasers have greater range than radios, but must be aimed directly at the receiver. Eavesdropping on a laser communicator requires physically intercepting the line-of-sight beam, a difficult task at best in the void of space.

Computers

A correctly programmed computer monitors the ship's systems, maintains security, and informs the crew when something is amiss. (Incorrectly programmed computers occasionally open the airlocks and plunge the crew into deep space, but that's a programming difficulty and not covered under warranty.) For more information on computers, see p. 126.

A ship's computer usually includes control and supervisory programming, allowing it to control the vessel to some extent. Other common programs include navigation (very important,

especially when plotting courses for gravity-assisted acceleration) and space encyclopedias.

Control Systems

A ship's control systems allow the crew to monitor and regulate the ship's functions. These take the form of arrays of panels and readouts and blinking lights on the spaceship's bridge. On particularly large ships, there may be auxiliary control systems as well as emergency backup systems.

Cockpits: Ships of fractional Hull Size (.1, .5, etc.) can use miniaturized controls in a cockpit. Cockpits are more vulnerable to damage than a full control array. Any damage to the control systems of a cockpit-controlled ship affects all controls equally (see *Spacecraft Weapon Damage,* p. 138.). Cockpits can require one, two, or three people to operate the controls.

Deflector Shields

Most spacecraft have built-in force fields (deflector shields) to protect the ship from space debris and other low-mass, high-velocity impacts. A standard deflector shield's point value is equal to its Tech Level. A Tech +5 ship has a 5-point deflector shield, which can block up to 5 Hits per combat round (see *Deflector Shields,*-p. 140).

Some spacecraft have stronger deflector shields. These must be added as options, and fill a number of Units equal to its Tech Level for every +5 increase in deflector strength.

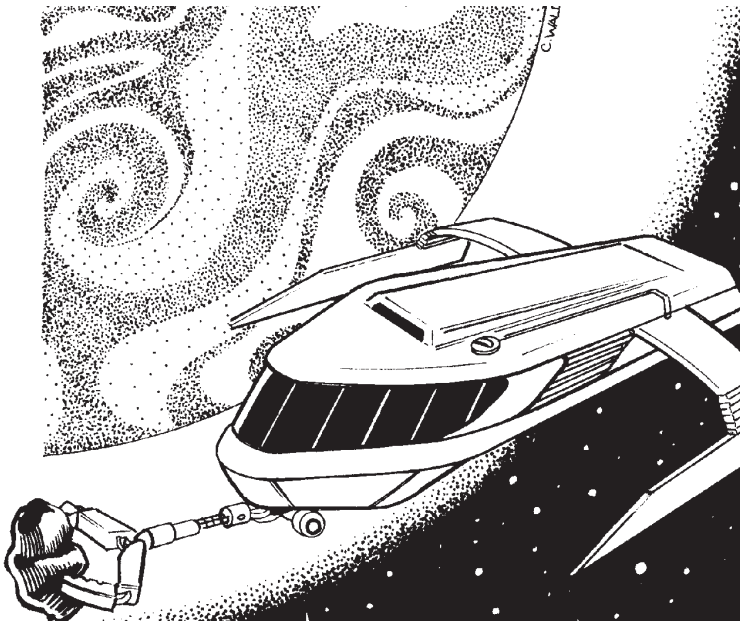
Detectors

Detectors (remote sensors) examine a ship's surroundings. The **tracking** value gives the absolute maximum range of the detector. The detector can sense the position, velocity, and acceleration of any objects within that range. It can also give a very approximate size (i.e., planet size, ship size, etc.) for any of these objects. A detector can track (observe) any object within range.

Detectors also have more abilities based on their Tech Level, as shown on the table below. These abilities can only be used on objects within the distance shown under **range**.

Detector abilities of up to Tech Level +5 can be used on any number of objects at once. More advanced abilities can be used on only one object at a time.

The GM might require a roll against Telemetry Skill for a character to gather useful information from a detector.



Detectors

Tech Level	tracking	range
–1 to +1	30,000 km	1,000 km
+2 to +3	40,000 km	2,000 km
+4 to +5	50,000 km	3,000 km
+6	60,000 km	4,000 km
+7	80,000 km	5,000 km
+8	100,000 km	6,000 km
+9	125,000 km	7,000 km
+10	150,000 km	8,000 km

Tech Level	ability
+1 and up	shape of objects
+3 and up	detects active force fields
+5 and up	temperature of object
+7 and up	number of living humanoids in/on object
+8 and up	armor on object (strength and type)
+9 and up	materials of, on, and within object

Internal Inertia Dampening Systems

Anti-inertial systems first appear at Tech +5. They nullify part of the acceleration felt by a ship's crew. An IIDS nullifies (Tech – 1) × 10% of the G-force experienced by the ship and its crew, increasing the maximum acceleration possible for chemical drives.

An IIDS also reduces fuel consumption proportional to the decrease in the G-force experienced.

The IIDS can also generate an artificial gravity field while the ship is not accelerating, or accelerating at less than 1 G. Generated gravity has a maximum strength of 1 G. IIDS systems do not work on planets.

Life-Support Systems

Life-support systems are necessary for the continued operation of most people in space. A ship with no life-support must have an all-robot crew, or the crew must always wear pressure suits.

A life-support system's ability to maintain a crew is measured in person/months. For example, a life-support system designed to keep 100 people alive for 12 months has a maximum capacity of 1,200 person/ months.

Once the ship reaches its maximum capacity, the life-support system can no longer clean the air or recycle food. Various components must be replaced before it will work again.

Crew

Spacecraft require people to operate them. The ship's design dictates the proper crew. A ship without the correct crew cannot operate at its full potential.

The crew requirements assume that all crew persons work one 12 hour shift per day.

Crew space (including every cubic meter of space a crew member can access — quarters, mess area, command areas, access tubes, etc.) generally takes up 10% of a spacecraft's interior.

Qualifications

Each crew position has a primary Skill used by that profession.

To see if a character is familiar with a particular ship, have the player roll against the desired Skill. On a Fair or better roll, the character knows this particular type of ship or system.

Someone unfamiliar with of a type of ship can try to figure out the controls. After every hour of work, he gets another roll to understand the controls.

Engineers

A spacecraft needs a number of astronautical engineers equal to its Hull Size. If the spacecraft is powered by a nuclear reactor, it also needs a nuclear engineer.

Combat Crew

Each weapon is manned by a separate gunner.

Pilots

Each ship needs at least one pilot (two or more if the ship is designed for long voyages).

Passengers

A ship can be designed to accommodate passengers by sacrificing cargo space in favor of crew space.

Insufficient Crew

If a ship has insufficient crew, there is a 1% chance per missing crewman per week that the ship will take one random Hit (see p. 138) from inadequate maintenance or crew error.

Crew Space

Spacecraft are traditionally cramped. Every cubic meter of air space is that much equipment that the ship doesn't have.

The typical spacecraft stateroom is an airtight box crammed in a corner. There's enough room to lie down and sleep, hold a few personal effects, and stash the occupant's pressure suit. These rooms are often placed as far apart as possible, to give an illusion of privacy.

Most rooms serve double or triple duty. The recreation room is also the surgical area, and the dining hall is probably the only place with tables large enough to hold equipment being repaired. Tensions can run very high during long voyages.

Cockpit spacecraft need no crew space beyond the cockpit.

Cargo

Cargo space is generally what's left over when you've filled the spacecraft with drives, fuel, ship's systems, and crew space. It includes hangar bays and cargo holds, and can be used to add options to the spacecraft.

Optional Equipment

The equipment listed here is optional equipment sometimes found in spacecraft. The listed Units may be used to determine whether or not there's room on the spacecraft to accommodate the equipment.

A ship may have a total mass of two million kgs (1,000 Units) for each point of Hull Size. Determine how much "extra" mass is available for optional equipment (usually taken out of cargo space) after determining the percentage of mass (or number of Units) taken up by drives, fuel, ship's systems, and crew space.

Most options require power (see *Power Sources,* p. 110).

Armor
Tech Level: +1 Units: 100 × Hull Size

Spacecraft armor consists of thick plating over a ship's hull. It must be built into the initial design — it cannot be retrofitted onto an existing spacecraft. For each +1 bonus, spacecraft armor absorbs or blocks 1 Hit of damage — but also increases fuel consumption by 10%.

Cryogenic Sleeper
Tech Level: +4 Units: 1 per sleeper

Cryogenic sleepers, or suspension units, stop all physiological processes. The "sleeper" is completely unconscious while in cryogenic suspension, and will not heal or recover Magic Points.

When a character is initially frozen, roll against Constitution (which may be lowered by disease, etc.). Hurt characters are at –1; Very Hurt characters are at –2. A Fair or better result indicates that the character has survived the freezing process without any difficulties. On a Mediocre result, the character's wound levels will increase by one (to Scratch if initially healthy). On a Poor result, wound levels increase by two. A Terrible or worse result leaves the character Near Death.

Reviving a suspended person takes one hour. Unfortunately, the process generally revives bacteria and viruses, as well, so while cryogenic suspension can stop the progress of disease it cannot cure it completely.

Escape Pod
Tech Level: +1 Units: 100
(including launch bay)

Escape pods provide an emergency escape from a damaged spacecraft. Only a few meters across, pods can hold up to four people. When activated, the pod seals itself and uses explosive charges to detach itself from the main ship at approximately 5 Gs, attaining a velocity of 50 meters per second during that first (rather uncomfortable) second. Meanwhile, the spacecraft continues on its own course — with luck, quickly putting sufficient distance between the pod and the ship.

A pod's life-support system can support four people for a week. Pods also include a radio distress beacon and a parachute for planetary landings. They have no drive, however, and the small powerplant only generates enough power for the beacon and the life-support system.

Alternately, the pod might have four cryogenic sleepers and a three-hour life-support system. The sleepers automatically deactivate when the pod enters a habitable environment.

Matrix Synthesizer
Tech Level: +4 Units: 100

The matrix synthesizer renders waste materials into their component elements, then reassembles those elements into useful materials. A matrix synthesizer fed asteroid rock can extract metals, minerals, or gases. If fed organic waste, it produces various chemical compounds. The synthesizer cannot form finished products — it can convert ore into iron but not into swords, for example.

The GM specifies the amount and type of materials extracted from any material fed into the matrix synthesizer. A synthesizer can process up to 100 kgs of matter at a time, at a cost of 10 power points per kg. It can extract 10 kg of spacecraft fuel (Tech equal to the synthesizer's Tech) from 100 kg of ordinary water.

Mesonic Time Disruptor (MTD)
Tech Level: +7 Units: 100

MTDs slow time within their area of effect, reducing each outside year to only one minute in the ship. A few slow deep-space ships use MTDs to save the crew and passengers mindless shipboard tedium. One MTD affects up to 20 million kgs (Hull Size 10).

A ship in MTD has a 3% chance per year of colliding with something. A collision automatically deactivates the MTD and inflicts 1 Hit on the ship. A ship cannot use its MTD and deflector shields simultaneously.

A ship with an MTD can set up a feedback loop with another ship's MTD. This automatically deactivates both MTD units, bringing both ships back to normal time. This takes one hour of real time.

Sensor Radiator
Tech Level: +8 Units: 100 × Hull Size

Sensor radiators form a false electromagnetic image around their ship. Anyone using a detector has a Fair chance of seeing the radiated image as the actual image, missing the object entirely. Add +1 to this chance for each Tech Level the radiator is above the detector and penalize by –2 for each Tech Level the detector is above the radiator.

The radiator can project any image: a mote of dust, a Lunar battlecruiser, or Jupiter. Power cost is equal to the Hull Size × 100 per combat phase (computed from the size of the ship *or* the size of the image in Hull Size terms, whichever is larger).

If the radiator image fails, the person scanning the ship picks up two readings, one of the projected image and the other of the actual image. The detector cannot tell which is real.

Weapons Systems

Situations occasionally arise where it would vastly improve someone's morale and/or chance of survival if he could just blow the living snot out of something. The following spacecraft weapon descriptions are therefore provided. See also *Spaceship Combat,* p. 138.

A weapon's **Max Range** is the greatest distance at which it can inflict damage.

Apply the **Accuracy** modifiers to the gunner's Skill when shooting at something in the given range.

The **Power per Shot** figure shows how many power points the weapon consumes per shot.

Rate gives the maximum number of shots that the weapon can fire in a combat phase. Roll to hit separately for each shot.

Hits gives the number of Hits the weapon inflicts in a successful attack (in addition to the Relative Degree by which the gunner wins the combat round).

TL gives the technology levels where the weapon is commonly produced. The weapon can first be built at the lower Tech Level, and reaches its ultimate development at the upper Tech Level.

Size is the number of Units the weapon fills. (Remember, 1 Unit equals approximately two metric tons or 2,000 kg of mass.)

Laser/Maser

Max Range:	10 km
Accuracy	0 up to 10 km
Power per Shot:	2,000
Rate:	2
Hits:	1
TL:	+4 to +7
Size:	10 Units
Cost:	5,000 Ir

This weapon fires a combined beam of intense light (laser) and intense microwaves (maser).

Energy Beam

Max Range:	80 km
Accuracy:	+1 up to 10 km
	–1 up to 40 km
	–3 up to 80 km
Power per Shot:	3,000
Rate:	1
Hits:	2
TL:	+5 and above
Size:	20 Units
Cost:	10,000 Ir

This weapon fires a beam of coherent electrons.

Projector

Max Range:	40 km
Accuracy:	–2 up to 10 km
	–4 up to 40 km
Power per Shot:	4,000
Rate:	1/2
Hits:	6
TL:	+6 and above
Size:	50 Units
Cost:	30,000 Ir

A projector fires a sphere of semi-coherent energy. On impact, the energy bolt surrounds the target and burns its way in. Anything on the outside of an object hit by a projector takes (20÷Hull Size) Hits of damage.

Lokasi Beam

Max Range:	80 km
Accuracy:	+2 up to 10 km
	0 up to 40 km
	–2 up to 80 km
Power per Shot:	5,000
Rate:	1
Hits:	3
TL:	+6 and above
Size:	20 Units
Cost:	12,000 Ir

Lokasi weapons create a force-field spear. The narrow tip of the beam punctures the object hit, and the remainder of the beam expands as it passes through. Ship-based Lokasi beams expand to 1 meter wide.

Lokasi beams will continue until stopped by an object with enough protection from armor or force fields to block all damage.

Negation Beam

Max Range:	30 km
Accuracy:	0 up to 10 km
	–2 up to 30 km
Power per Shot:	2,500
Rate:	1
Hits:	see below
TL:	+7 and above
Size:	20 Units
Cost:	25,000 Ir

Negation weapons disrupt electron flow. Any unshielded object hit cannot use or generate power for the next 1d6 combat phases. Ships with working deflector shields will resist the beam with a Good or better Situational Roll. A robot or cyborg (or other small, shielded object) may resist the effects of this beam, but it is a Shield task of Legendary difficulty.

Ship Templates

Here are some common types of spacecraft. The GM can make up her own ship templates as she desires.

Commercial Passenger/Freighter

Tech Level:	+5 and above
Configuration:	Skeletal
Hull Size:	10
Drives:	5,000 Units, Ion Drive 1,000 Units, Chemical Drives
Max. Acceleration:	Tech Level G (chemical boost) Tech Level × 0.05 Gs (ion)
Maneuverability:	Terrible (–3)
Fuel:	1,000 Units
Power Systems:	fission generator
Communications:	1 radio
Computer:	Mediocre
Deflector Shield:	10 point
Detectors:	1
Life-Support:	4,000 person/months
Crew:	2 atomic engineers, 20 drive engineers, 2 life-support engineers, 4 pilots, 2 navigators, 4 gunners, 1 doctor, 1 cruise director, other crew for passenger comfort and entertainment
Cargo:	200-1,000 Units
Escape Pods:	10
Weapons:	2
Cruising Range:	1 interplanetary voyage
Cost:	120,000,000 Ir

These large commercial vessels range from battered cargo haulers to extravagant cruise ships.

Freighter

Tech Level:	+4 and above
Configuration:	Nonaerodynamic
Hull Size:	4
Drives:	800 Units, Chemical
Max. Acceleration:	Tech Level G
Maneuverability:	Poor (–2)
Fuel:	2,000 Units
Power Systems:	fission generator
Communications:	1 radio
Computer:	Mediocre
Deflector Shield:	10 point
Detectors:	1
Life-Support:	(Tech Level × 21) person/months
Crew:	1 atomic engineer, 2 drive engineers, 2 pilots, 2 gunners
Cargo:	1,000 Units
Weapons:	2
Cruising Range:	1 interplanetary voyage requiring months or years, or several months of asteroid hopping
Cost:	12,000,000 Ir

Most of these freighters are modeled after the first Belter colony ships. Built out of whatever materials are available, they are sturdy and simple. They sacrifice speed for fuel efficiency. They can undertake longer journeys if they fill some of their cargo space with fuel and supplies.

Shuttlecraft

Tech Level:	+3 and above
Configuration:	Aerodynamic
Hull Size:	1
Drives:	2 Units, Chemical
Max. Acceleration:	Tech Level × 2 G (minimum 8 G)
Maneuverability:	Fair (0)
Fuel:	4 Units (Compact)
Power Systems:	fusion generator
Communications:	1 radio
Computer:	Fair
Deflector Shield:	25 point
Detectors:	1
Life-Support:	(Tech Level × 15) person/months
Crew:	1 atomic engineer, 2 drive engineers, 1 pilot, 3 others
Cargo:	2 Units
Cryogenic Sleepers:	7
Weapons:	2
Cruising Range:	1 planetary launch and some orbital maneuvering, or 1 interplanetary voyage
Cost:	4,100,000 Ir

All shuttlecraft are built with the same floor plan and engineering design; this allows the systems of one shuttle to be replaced by another of almost any Tech Level. A damaged high-tech shuttle can use low-tech systems well enough to limp home.

Shuttlefighter (Dragonfly)

Tech Level:	+10
Configuration:	Aerodynamic
Hull Size:	.1 (100 Units total)
Drives:	20 Units, Chemical
Max. Acceleration:	100 G
Fuel:	60 Units
Maneuverability:	Superb (+3)
Power Systems:	chemical generator
Communications:	1 radio, 1 laser

Shuttlefighter (Dragonfly) (cont.)

Computer:	Poor

Deflector Shield:	100 points
Detectors:	2
Life-Support:	20 person/months
Crew:	1 pilot, 1 gunner
Cargo:	None
Cryogenic Sleepers:	2
IIDS:	1 mini (Max acc. feels like 10 G)
Weapons:	2
Cruising Range:	Orbital flights, asteroid hopping
Cost:	12,000,000 Ir

The Dragonfly is a small, short-ranged fighter. Lunar forces use this ship for the Earth moratorium.

Dragonflies are also sold in bulk to other governments and organizations, so they're not uncommon. The Preservationists recently bought several dozen for their interminable Saturn war.

Battlecruiser (Tai-chi class)

Tech Level:	+5
Hull Size:	4
Configuration:	Non-Aerodynamic
Drives:	8 Units, Chemical
Max. Acceleration:	15 G
Maneuverability:	Superb (+3)
Fuel:	16 Units (Compact)
Power Systems:	chemical generator
Communications:	1 radio
Computer:	Great
Deflector Shield:	50 point
Detectors:	2
Life-Support:	1020 person/months
Crew:	6 drive engineers, 1 doctor, 2 pilots, 1 life-support engineer, 1 navigator, 6 gunners
Cargo:	1 Unit
Cryogenic Sleepers:	20
Escape Pods:	5
Weapons:	6
Cruising Range:	1 interplanetary voyage, or several months of asteroid hopping
Cost:	12,000,000 Ir

Designed by the Federation to fight the Belters, the Tai-chi battlecruiser can cruise for up to five years without restocking. These battlecruisers were so well designed that many still exist today, owned by a variety of peoples. Tai-chi battlecruisers are found in almost every corner of the solar system. Many are not in good working shape, however.

Space Flight

Space flight has four stages: *prelaunch, launch, flight,* and *landing.*

Prelaunch

One doesn't just leap into a battlecruiser, turn the key, and pull out into space. The ship's crew must warm up the drive, start the generator, check the computers, and start air flowing. The pilots must check the ship's course and controls. Warming up a spacecraft takes (10 × Hull Size) minutes with a full crew.

Launch

Spacecraft can launch from asteroids, other ships, or planets.

Asteroid/Ship Launch

To launch from an asteroid, ship, or station, simply disconnect the ship from its parent body. If the parent body is rotating, centrifugal force will throw the ship away. Once disconnected, a ship can move normally.

Planetary Launch

Most ships capable of breaking free of a planet's gravitational field carry enough fuel to launch from a planet once. Skeletal ships and ships without sufficient fuel to reach escape velocity cannot launch from planets.

Orbit

A ship can orbit around any large planetary body, including the Sun. Most space stations are built in a stable orbit, and can circle the central body for years without expending any fuel. A carefully calculated orbit allows a ship to rendezvous with any other orbiting ship, station, or object. Orbits require a minimum altitude of one percent of the central body's diameter.

Flight: Constant Acceleration vs. Acceleration Bursts

Ships with chemical drives are capable of high accelerations over a short length of time, while ships with ion drives accelerate slowly throughout the voyage.

Bursts of Acceleration: Ships with chemical drives usually accelerate once at the beginning of a voyage, and then shut their engines down. Except for occasional adjustments with small bursts of fuel, the engines remain off through most of the trip. The ship is in free fall (zero G) during the flight. Slowing down when approaching the destination requires the same amount of acceleration as the initial burst. A ship that doesn't slow will either miss its destination or arrive at a very high speed.

Constant Acceleration: Low-acceleration ships (ion drives) increase velocity through the first half of a voyage, then slow down during the second half. This is generally the quickest way to travel long distances, but doesn't allow much course adjustment during flight.

Navigation

Space navigation requires extensive information on a ship's current position, the position and velocity of the destination, and the gravitational effects and motions of everything in between. Unlike the corner drug store (which usually displays a distressingly dull tendency to stay in the same place), planets, asteroids, and spacecraft move constantly. Charting a course through space requires mind-bending mathematics. Fortunately, computers can do the hard work of number-crunching, leaving the pilot free to work controls and brew coffee.

Most spacecraft computers have navigation software (see p. 127). Only crew with at least Good Space Navigation Skill and Superb Mathematics Skill can successfully calculate a course without a computer. Manually computing a course requires hours (or days), manuals of planetary bodies and their movements, and a pencil with a good eraser.

Most spaceports sell preprogrammed interplanetary flight plans. If a ship deviates from a preplanned course (leaving from the wrong place or at the wrong time), the flight plan will be in error. A ship using an incorrect flight plan will completely miss its destination.

Landing

Spacecraft can dock with asteroids or other spacecraft, or land on planets. To dock in space, the ship must approach at a very low speed relative to its destination, then gently maneuver onto the docking mechanism (if there is one — else "close" will do).

Skeletal spacecraft cannot land on planets — they burn up if they encounter any air pressure greater than .2 atmospheres. Aircraft-style spacecraft (aerodynamic) land on runways. The runway must be at least (Hull Size × 3 × the local surface gravity in Gs) kilometers long. Non-aerodynamic spacecraft use fuel to land. They burn the same amount of fuel to land as they do to launch to a standard orbit.

Crash Launch

Launching a ship without following the proper warmup may damage the ship's generator, drive, or life-support systems, but sometimes only a *crash launch* can save the crew.

The GM makes a Situational Roll for each system. On a –1, Tech Level +3 and lower systems fail. On a –2, Tech Level +7 and lower systems fail. Tech Level +10 and lower systems fail on a –3 or worse.

Any one available engineer can roll against Engineering (Astronautical) Skill to keep a failing system going. On a Good result, the system takes no serious damage, but must be constantly monitored until it can be taken off-line and warmed up normally.

A damaged system drops 1d6 condition levels and may fail 1d6 combat phases after launch.

example: Adam Reynolds

Adam Reynolds and Lindstrom Burke slip back aboard Burke's shuttlecraft, the *Ghetto Sled* (Tech Level +3), without the pursuing Frog God thugs noticing. They start the warm-up procedure. The shuttlecraft, Hull Size 1, requires 10 minutes of warm-up time.

Five minutes later, a Frog God trooper notices steam rising from a valve on the outer hull of the *Ghetto Sled*. She calls over several of her friends and they move towards the shuttle.

Up on the bridge, Lindstrom panics when he sees the cultists approach and starts a crash launch. Reynolds curses as every engine room gauge slams up into the red.

The GM makes a Situational Roll for each system — drives, generators, and life support. On a 0 (Fair) for the drive, the engines flare to life. (Outside, the Frog God thugs back away in a hurry as a gout of flame bursts out overhead.) On a roll of –2 (Poor) for the generator, the fusion micropile alert suddenly howls.

Reynolds leaps for the fusion plant controls and tries to nurse them back to stability. The player rolls against Reynolds' Fair Astronautical Engineering Skill, and gets a +1, or Good. Adam devotes his attention to adjusting the fusion pile, and the readings slowly return to a high, but acceptable, level.

The GM rolls a –4 (sub-Terrible!) for the ship's life-support system. Adam, the only engineer on board, is too busy working with the fusion pile to adjust the life-support. Four combat phases after launch (the GM rolled a 4 on 1d6), the life-support system drops five condition levels (the result of another 1d6 roll), to Poor. The GM then rolls a 0 against the current condition level (Difficulty Level Good) — Poor.

The air fans flicker and die as Burke and Reynolds launch out into the void, saved from the Frog God's ribbitous wrath only to freeze or suffocate.

Travel Times

These guidelines will let the GM to make educated guesses concerning the time needed for interplanetary travel. (People who understand such things as orbital mechanics are welcome to calculate actual travel times.)

The distance traveled can be estimated using the average distances from the sun of the departure and destination points, in Astronomical Units (AUs).

Mercury	0.4	Jupiter	5.2
Venus	0.7	Saturn	9.6
Earth/Moon	1.0	Uranus	19.2
Mars	1.5	Neptune	30.1
The Belt	2.8	Pluto	39.5

The actual distance between any two planets varies with their relative positions and movements about the sun. The average minimum distance would be the AU value of the outer planet minus the AU value of the inner planet. The average maximum would be the sum of the two AU values (20.2 for Earth and Uranus). The GM may choose any value between, for a very rough estimate.

Chemical Drives: Travel time varies with the amount of fuel the ship burns (or, more accurately, with the number of fuel points expended and the velocity reached when the ship begins to "coast"). Chemically driven ships spend so much time in free-fall ("coasting") that G-force during acceleration does not affect interplanetary travel times.

Remember: 1 kg of fuel = Tech Level × 10 f.p.

$$\text{Velocity (in km/sec)} = \frac{\text{Fuel Points Used to Accelerate}}{\text{Hull Size} \times 200{,}000}$$

$$\text{Time (in hours)} = \frac{42{,}000 \times \text{Distance (in AUs)}}{\text{Velocity (in kms/sec)}}$$

Ion Drives: Travel time with an ion drive can be estimated with the following formula, which assumes constant acceleration to the half-way point, followed by constant deceleration:

$$\text{Time (in hours)} = 68 \times \sqrt{\frac{\text{Distance (in AUs)}}{\text{Acceleration (in Gs)}}}$$

You can also figure out the distance traveled, given a certain acceleration (from velocity 0) over time (good for quick escapes):

$$\text{Distance Traveled (in meters)} = 1/2 \times \text{Acceleration (in meters per second per second)} \times \text{Time (in seconds)}^2$$

Spacecraft Combat

Practically speaking, spacecraft combat isn't likely. Space is big, and deep, and the chances of finding someone who wants to fight are only a little slimmer than the chance of finding an honest politician. Spacecraft combat is exceptionally deadly; one good hit can doom a ship's crew.

"We've been winged!"

—#3 on the Top Ten List of Things You Don't Want to Hear During Re-Entry.

In case a spacecraft crew needs to shoot their way out of a situation, however, here are some guidelines for spacecraft combat. Such combat is most likely to occur near space stations, asteroids, moons, or planets — and will not involve the tremendous velocities ships attain during interplanetary voyages.

Combat Flow

Spacecraft combat follows the same general procedure as regular ranged weapon combat. (See Chapter Five: *Actions & Combat*.) The Game Master may have to "fudge" a great deal, as there are no hard and fast rules covering the movement of spacecraft and other high-velocity vehicles.

Surprise

Spacecraft crews are rarely surprised. Detectors can sense a ship from far beyond weapon range. The crew might be surprised when a supposed friend opens fire, but they'll probably know that the other ship is there.

Defense

Spacecraft with Maneuverability of less than Superb cannot effectively dodge. They may have deflector shields and armor, however.

Spacecraft Weapon Damage

Spacecraft weapon damage is given in Hits, or the number of shipboard devices damaged or destroyed by a successful attack. One Hit drops a device's condition 1d6 levels. See p. 110 for information on equipment damage and failure. One blast from a weapon might damage more than one system, even in different places. Roll percentile dice once on the table below for each Hit scored on a ship. If the same area is indicated more than once, damage is cumulative.

Spacecraft Hit Locations

roll	result
01-05	airlock/door
06-10	bridge/controls
11-17	cargo space
18	communications
19-20	computer
21-32	crew space
33	detectors
34-43	drive
44-49	engine room
50-59	fuel tank
60-69	generators
70-80	life-support systems
81-85	weapons
86-00	wings

If a ship does not have the system rolled, reroll.

Any person using a piece of equipment when it is hit, or in a hit area, takes 3 points of damage.

Gunners may try to target a specific location. The Difficulty Level of hitting major systems (such as fuel tanks, drives, etc.) should be Superb or higher. Difficulty Levels for hitting hard-to-target systems such as communications and detectors should be Superb +2 or higher. If the gunner misses — but with a roll good enough to have hit if not targeting a specific location — determine hit location randomly.

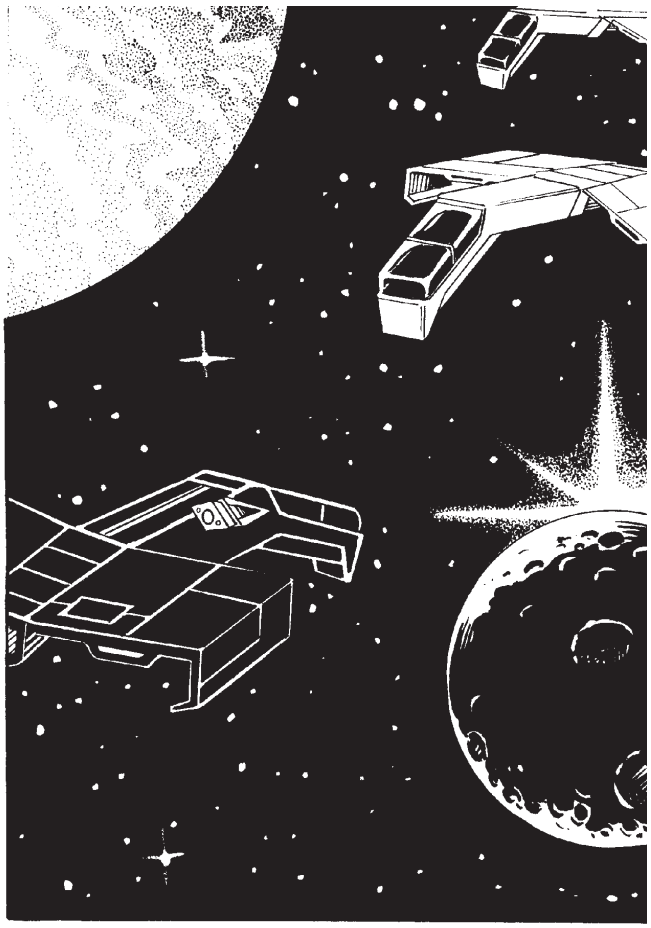
Airlock/Door: A broken airlock will not operate. If an exterior door (not an airlock) fails, treat the hit as a puncture (see *Punctures,* p. 140) even if the puncture option is not in use.

Bridge/Controls: Roll percentile dice on the table below to determine which control system was hit. Cockpit hits affect 1d6 of these systems.

Control System Damage Effects

roll	result
01-11	communications
12-22	computers
23-33	drives
34-44	weapons
45-55	generators
56-66	helm
67-77	life-support
78-88	navigation
89-99	telemetry
00	roll twice more

When a control system fails, roll 4dF on the table below to see what happens.



Control Failure Effects

roll	result
–4 to –2	console shuts down what it controls
–1 to +1	console sends random signals to what it controls
+2 to +4	console ceases operation

Cargo Space: Objects in the cargo bay take 3 points of damage each.

Computer: If the ship's computer fails, all computer-supported functions (security, navigation, video games, etc.) cease working.

Crew Space: Randomly determine the particular room hit. Anyone in the area takes 3 points of damage.

Detection Systems: A ship without working detectors cannot aim its weapons (–4 to hit)

Drive: A ship without a drive cannot accelerate, decelerate, or change course until the drive is repaired.

Engine Room: An engine room hit probably also takes out the ship's coffee maker and the chief engineer's stash of Scotch. Anyone in the engine room takes 3 points of damage.

Fuel Tank: If a fuel tank fails, it is punctured and fuel boils into space over the next 2d6 combat phases. Make a second equipment failure roll. A second failure indicates that the remaining fuel ignites. The ship suffers 2d6 additional Hits from explosion damage.

Generators: Chemical generators might just stop working. If a fission or fusion generator fails, however, roll 4dF on the appropriate table below.

Fission Reactor Damage Effects

roll	result
–4	reactor (and ship) explodes
–3	ship takes 1d6 extra Hits of radiation damage and becomes Greatly radioactive
–2	Ship takes 1d6 extra Hits of radiation damage
–1 to +4	no additional damage

Fusion Reactor Damage Effects

roll	result
–4	reactor ruptures, flooding engineering area with hot plasma; everyone in area takes 7 points of damage, and all controls in Engineering have a 50% chance of failing
–3	deuterium spills; all reactor fuel lost
–2 to +4	no additional damage

Life-Support Systems: If the ship's life-support system fails, the ship's air becomes unbreathable in 1D6+2 hours. Pleasant options like freezing, broiling, and starvation are left to the GM's discretion.

Weapons: Randomly determine which weapon is hit.

Wings: When a wing fails, the ship cannot land on planets.

Option: Punctures

A puncture is an air leak, one of the most dreaded eventualities of space combat. Punctures can turn a minor structural hit into bloody catastrophe.

Whenever a pressurized part of the ship is hit, make a second equipment failure roll. A failure indicates that the hull was punctured.

If the ship's computer works, all doors to the punctured room seal automatically. Otherwise, all rooms in the ship open to the punctured room will also be depressurized in the next 1d6 combat phases.

Lokasi beams that damage pressurized areas automatically puncture.

"Uh… well, the black thingamabob has a nasty hole in its side, and it's shooting sparks and stuff… there's a buncha red lights flashing, and…"

—Adam Reynolds' standard damage report.

Spacecraft Movement and Combat Range

The only major tactical change that occurs during spacecraft combat is the range between two ships. This involves a lot of complicated mathematics, but for *Gatecrasher* terms range is simple: the ship with greater acceleration controls the range. The ship with greater acceleration can flee, while the other ship cannot.

Spacecraft Armor

Spacecraft armor includes thick plating over a ship's hull. One point of armor stops one Hit per attack.

Armored spacecraft are very rare, as armor is heavy, bulky, and takes up space better used for life-support gear, deflector shields or other useful gear.

Deflector Shields

The high-power energy fields used to protect spacecraft differ slightly from smaller force fields. Defensive energy fields for buildings and spacecraft are called *deflector shields* or just *deflectors*.

Deflector shields are rated by the number of Hits that they block. Unlike smaller force fields, a deflector's strength drops by one for every Hit it blocks.

A damaged deflector shield absorbs a number of Hits equal to its current, not full, strength rating.

Deflector Damage Recovery

A deflector regenerates a number of Hits equal to one tenth of the shield's original strength per combat phase, with a minimum of 1. A shield continues to absorb damage and regenerate until the shield is destroyed.

example

A ship with 20-point deflectors is attacked by six small fighters. During the first combat phase, three hits do a total of 6 Hits to the shield, reducing its strength to 14 points. At the end of the combat phase the shield regenerates (20/10=) 2 points, raising its strength to 16.

The ship is then hit five times, for 10 Hits, reducing the shield to 6 points. At the end of the combat phase, the shield regenerates another 2 points, to 8.

In the third combat phase, however, another five hits do 10 Hits to the shield, reducing its strength below 1. The shield generator burns out.

Deflector Shield Burnout

When a deflector shield's strength drops below 1, several elements of the shield generator burn out. The deflector will not work until those components are replaced. The deflector no longer protects the object.

Deflector Shield Shutdown

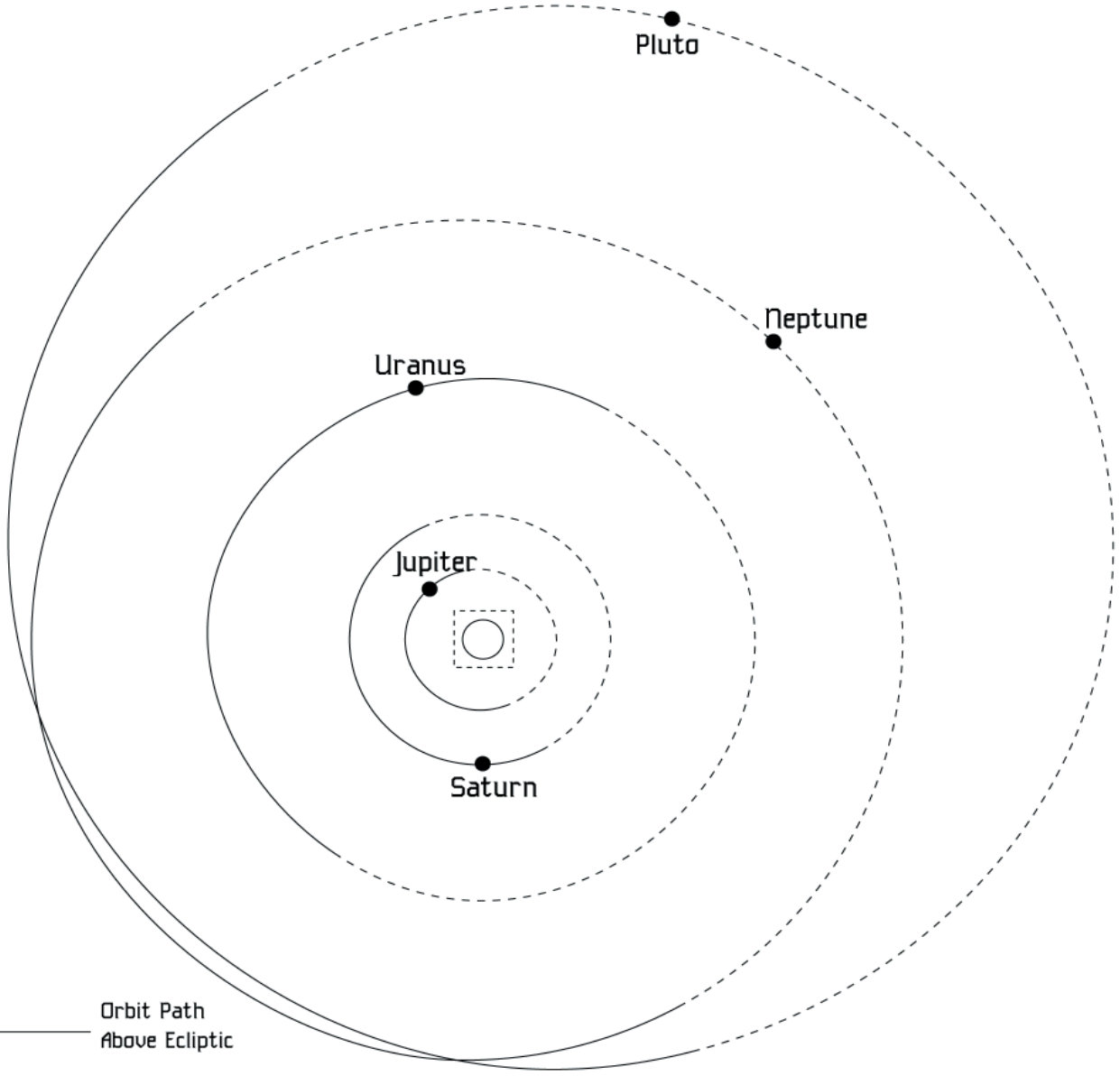
A desperate spacecraft crew might deactivate a weakened shield moments before one last hit destroys the shield generator, hoping that the ship's hull can withstand a shot or three while the shield generator restores itself. Although the shields won't protect anything while down, the shield generator won't burn out.

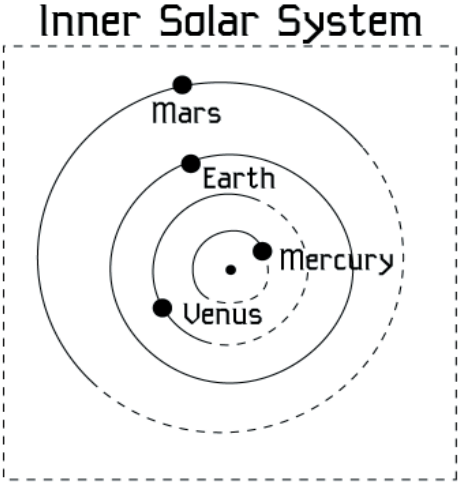
A deactivated deflector shield generator can be reactivated 1d3 combat phases later, at its full strength.

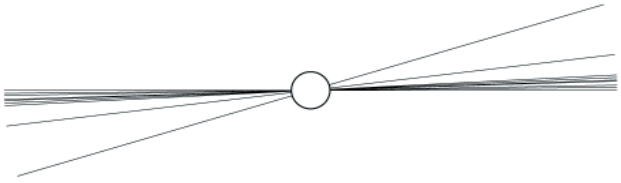
Magic vs. Deflectors

If a magician's Magical Effect is high enough to affect a deflector shield, the deflector may block that magic. Otherwise, the magic automatically penetrates the defense — and may affect whatever's beyond.

As in every other technology/magic interaction, the caster's player makes a Situational Roll, applying a –1 for every two Tech levels the ship's shields exceed the character's Magical Effect. On a Good or better result, the spell affects the deflector shield — which then blocks the spell. On a Fair or worse result, the spell passes through the shield. Roll again to see if it affects any high-tech items beyond the shield.







Pluto 17¡ 09′
Mercury 7¡
Venus 3¡ 23′
Saturn 2¡ 29′
Mars 1¡ 51′
Neptune 1¡ 46′
Jupiter 1¡ 18′
Uranus 0¡ 48′
Earth 0¡

Inclination to the Ecliptic

Chapter Seven: Tourist's Guide to the Solar System

This chapter gives descriptions of the various planets and moons in the solar system to help new players gain a basic idea of the *Gatecrasher* universe.

This information is important in creating characters — the choice of a character's homeworld affects the character's history, skills, and abilities. In particular, a world's Tech Level and Wizardry Level dictate the character's understanding of technology and magic.

Tech Levels

A culture's skill with physics and technology dictates much of its structure and abilities. **Tech** measure this skill. The Tech scale ranges from –10 (predating the wheel) to +10 (the maximum level any humanoid society has achieved). A planet's Tech listing measures the *average* tech level available. Some people may have access to technology of greater or lesser Tech levels.

Tech –10 is a Stone Age environment. People live simply and have only basic machinery: rocks for cutting, rocks for beating, rocks for cooking…

Tech –9 to –8 is where people are beginning to assemble more complex tools by melting metals and constructing simple buildings.

Tech –7 describes a classical/medieval/Rennaisance locale; the realm of the swords-and-sorcery adventure.

Tech –6 to –2 is an Early Industrial Age environment. These areas are characterized by rapid social change as primitive societies struggle to adapt to new ways of life.

Tech –1 to +1 describes the Late Industrial Age, very similar to much of the world in the 20th century. Space flight begins at Tech –1.

Tech +2 to +4 is that of a primitive spacefaring culture, relying more on brute force than engineering skill to maintain their homes on hostile worlds.

Tech +5 to +10 describes an advanced spacefaring culture with a highly developed technology.

Wizardry Levels

Every culture has a **Wizardry** value, describing that community's skill with magic. Wizardry ranges from –10 to +10. –10 is a primitive understanding of magic, while a +10 means that the culture as a whole has the ability to work subtle and mysterious changes in reality.

A planet's Wizardry listing measures the *average* level of Wizardry available.

Wizardry –10 is extremely primitive. This primitive magic works more by luck than by skill, and uses large amounts of power (Magic Points).

Wizardry –9 to –7 describes a primitive magical understanding. While the basic laws of magic are not yet codified, magicians can manipulate those laws at a low level.

Wizardry –6 to –3 is where the basic laws of magic are first defined. Magic becomes safely usable

Wizardry –2 to +2 allows more experimentation and research into the workings of magic.

Wizardry +3 to +5 brings another breakthrough in magical knowledge. Blunt manipulation of reality becomes regularly possible, and matter can be created in violation of the Guideline of Conservation of Mass. Magically warping space is possible, and permanent Gates can be built. Magic can be used by common people to improve their lives.

Wizardry +6 to +10 represents ultimate understanding of physical magic. Almost any magical effect can be wrought with enough power and preparation.

A Note on Language

One of magic's side effects was a conglomeration of all living languages. Within a few years, people who spoke completely different languages understood each other. Sadly, this sudden comprehension of each other's words didn't prevent serious misunderstandings from arising.

This melding of languages only applied to tongues in use when the Gate opened. The Gate did not affect dead languages, such as Sanskrit and Sumerian. Most people cannot understand these languages. Most people don't actually understand the idea behind a "foreign language," and have difficulty understanding that such a thing could exist.

For example, most *Gatecrasher* characters can easily read a twentieth-century novel. If a character finds an ancient Atlantean textbook, however, he will not be able to understand it.

Planet Descriptions

Each planet's **Distance from Sun** is given in astronomical units (AUs). One AU equals the average distance between the Earth and the Sun, or roughly 150 million kilometers. We list a range first, followed by the planet's average distance from the sun.

The planet's **Surface Gravity** is given in Gs. One G equals Earth's normal gravity at sea level.

Escape Velocity is how fast an object must be going to escape the planet's gravity and reach free space. Lesser velocities may attain stable orbits.

The **Atmosphere** of the planet is described first by its pressure at the planet's surface, then by its components. One atmosphere is equal to Earth's air pressure at sea level.

The planet's **Year** is given as two numbers separated by a slash. The first number measures the time it takes the planet to revolve once around the Sun in Earth days; the second is in local days.

The **Day Length** is in Earth hours, and measures the time needed for the planet to complete one rotation.

A planet's **Diameter** is measured through the equator.

A planet's **Density** describes its composition, on a scale with the density of water being 1.0. Higher densities indicate the planet has many heavy elements, while low densities show that a world is mostly gas and light materials. Earth, primarily composed of silicon and nickel-iron, has a density of 5.5. On the other hand, Saturn has a density of 0.7 and could conceivably float on water if someone found a large enough bathtub.

Moon Descriptions

A brief description of each major moon follows the description of each world.

Distance from World gives the distance between the moon and the main world in kilometers.

Orbit Duration states how long it takes the moon to orbit the main world once, in Earth days. As most moons are tide-locked, this is usually the length of the day as well.

Mercury

Tech Level:	+9
Wizardry:	–3
Population:	721 million
Distance from Sun:	0.31-0.47 AU (0.387 AU)
Surface Gravity:	0.37 G
Escape Velocity:	4.2 km/second
Atmosphere:	negligible
Year Length:	87.97 days / 1.5 days
Day Length:	58 days, 14 hours
Diameter:	4,850 km
Density:	5.43

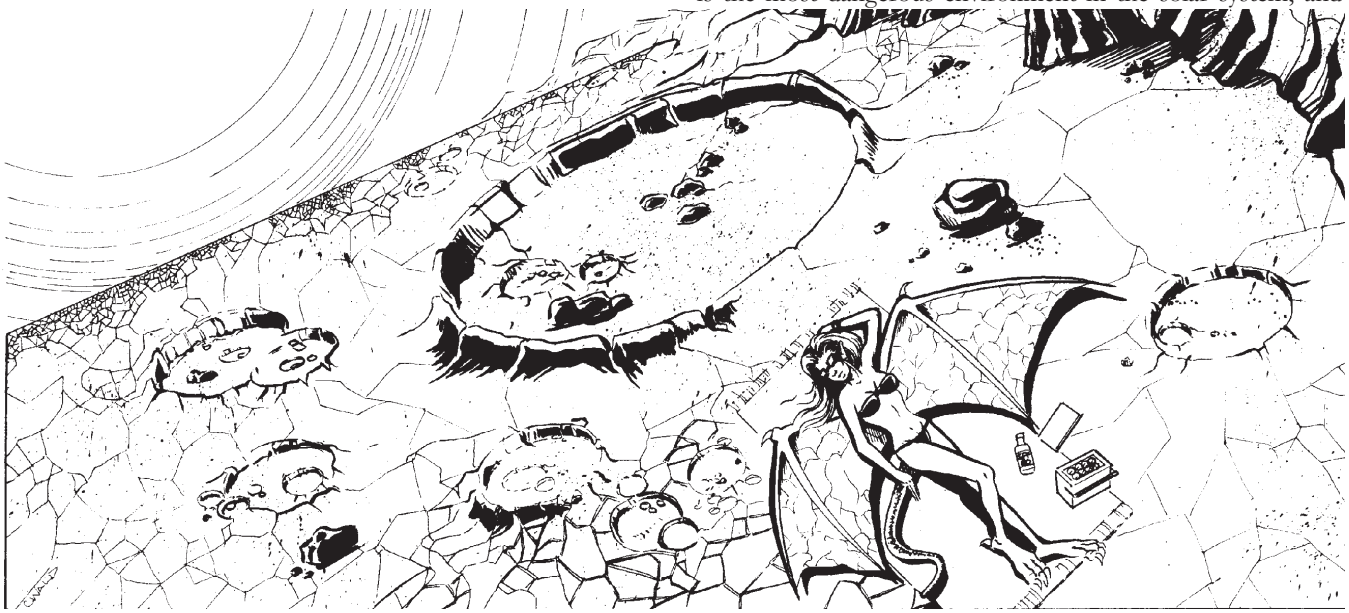
Mercury is a hot world, closer to the sun than any other planet. As one of the few reliable sources for uranium, Mercury has a strong economy. The major import is suntan lotion. Barren plains and stark mountains unrelieved by erosion dominate its surface.

The Sun performs a bizarre and complicated dance across Mercury's sky. The planet's revolution and rotation combine to make the apparent day ("noon" to "noon") last 176 terrestrial days. The sun's apparent movement varies according to the observer's position, but includes the gradual swelling or shrinking of the sun as well as forward and backward motion and false sunsets.

After final sunset the temperature drops quickly; Mercury at night is dreadfully cold. Between the hot and cold areas lies a "twilight zone" of comfortable temperature, which moves slowly across the planet.

The common term for a denizen of Mercury is "Miner." While only 15% of the population actually mines, Mercurians are proud of their mining heritage.

Mercurians are invariably polite and helpful. Their world is the most dangerous environment in the solar system, and



miners respect anyone with the guts to try to live there. If someone is in trouble through no fault of their own, other Mercurians will go out of their way to help — but charge a reasonable rate for their time and effort afterwards. On the other hand, a newcomer who repeatedly ignores safety precautions is likely to be introduced to the airlock without a pressure suit before he endangers other people.

Even the best environment suits and abilities such as Adaptation cannot withstand the high surface temperature at the end of the long Mercurian day, or the deadly cold toward the end of the night. Mercury's extreme temperatures do nasty things to man-made habitats, so most Miner cities are underground. Each city is named after the surface features above it (i.e., Caloris Under, Washington Peaks Under, etc.).

The only aboveground city is at the North Pole. Known as Poletown, the polarized dome holds the estates of some of the richest people on Mercury. These high-tech mansions feature every luxury possible. Manor owners are rarely in residence, preferring to live in safer cities far under the surfac.

Technology

Mercurians can afford the best technology, and have the time and resources to develop more. Mercury is a popular destination for inventors in search of backing.

While the Mercury Institute of Technology at Philoxenus Under is one of the best technological schools in the solar system; its astronomical tuition (payable in fissionables) and absurdly difficult entrance exams restrict its attendance to the brightest and richest.

Wizardry

Mercurians don't have much use for magic, but the study of magic is not prohibited. Magicians cannot live within three kilometers of a major life-support or power generation plant. Many people regard this as a rather silly precaution. After all, almost everyone has a bit of magic; why worry about people who actually know what they're doing with it?

Mercury has no formal training schools for magicians. People who wish to learn magic must find a mage who offers private lessons.

Loonie Enclaves

Mercury is a common destination for Lunar magicians fleeing the intolerance of their homeworld. Several enclaves of Lunar magicians and elementals have sprung up on Mercury, where they do their best to replicate the Lunar lifestyle without the anti-magic prejudice they encountered at home. These enclaves dislike Lunar citizens in good standing, and will not cooperate with visiting Loonies.

Venus

Tech Level:	–10
Wizardry:	–10
Population:	zero
Distance from Sun:	0.72-0.73 AU (0.723 AU)
Surface Gravity:	0.88 G
Escape Velocity:	10.4 km/second
Atmosphere:	90 atmospheres
	95% carbon dioxide
	4% nitrogen
	1% other
Year Length:	225 days / 1.05 days
Day Length:	243 days
Diameter:	12,080 km
Density:	5.24

Nobody lives on Venus; the high surface temperature and absurd atmospheric pressure bake and crush anything foolish enough to be on its surface. Sulfuric acid clouds dash madly across the planet's sky, raining fluorosulfuric acid. Venus actively discourages visitors.

Earth

Tech Level:	–10 to –5
Wizardry:	–5 to +6
Population:	1.5 billion (estimate)
Distance from Sun:	0.98-1.01 AU (1.0 AU)
Surface Gravity:	1.0 G (in most places)
Escape Velocity:	11.2 km/second
Atmosphere:	1.0 atmospheres (big surprise, this)
	78% nitrogen
	21% oxygen
	1% other
Year Length:	364.24 days
Day Length:	24 hours
Diameter:	12,750 km
Density:	5.52

Man's home world was particularly hard-hit by the wave of energy bursting from the Gate. Magic congealed around the Earth like hot fudge around an ice cream sundae. And where magic gathered, technology failed. The world government dissolved into countless minor city-states. Many supernatural creatures made Earth their home.

The greatest factor limiting Earth civilization is travel speed. Vehicles break down for no apparent reason, and moving landscapes destroy train tracks. The most reliable methods of travel use feet, human or animal.

Racial prejudice is rare, despite the best efforts of groups such as the Lifecleansers. Mutation is so heavy among Earth natives that rejecting someone for their shape or color is simply pointless.

Although Earth's peoples have been independent from the China-dominated World Federation for a century and a half, their culture has a distinctly Oriental flavor. Western and African culture has somewhat diluted this influence.

Luna has placed a moratorium around the Earth, which the Bureau of Colonial Affairs strictly enforces.

Technology

People around Earth's few remaining spaceports have higher Tech Levels than average, occasionally as high as +1. A limited supply of equipment from the spaceports supports these Tech Levels. The spaceports are Tech Level +10. Occasionally, unreliable Tech Level +5 equipment (residue of the World Federation) is found.

Wizardry

Many parts of Earth have a well-developed magical culture.

Luna

Tech Level:	+10
Wizardry:	–9
Population:	2.5 billion
Surface Gravity:	0.16 G
Escape Velocity:	2.4 km/second
Atmosphere:	none
Distance from Earth:	384,000 km
Orbit Duration:	27 days
Diameter:	3,800 km
Density:	3.37

Oriental traditions and cultural standards dominate Lunar society. Etiquette and status guide a Loonie's life and determine his place in society.

Prejudice against non-humans runs high. Non-human Lunar citizens are of a lower class than humans. Many non-human Loonies leave their homeworld to seek status elsewhere.

One of the most popular activities on Luna is the ancient sport of baseball. In Luna's low gravity, a home run is anything hit over a kilometer. The oldest Lunar baseball team, the Copernicus Cubs, has tried throughout its existence to win the System Series playoffs.

One of Luna's most sacred duties is the maintenance of the Moratorium around the Earth. Three major space stations in geosynchronous orbit around the Mother Earth watch all possible departure routes, and will bomb anything that tries to launch without authorization. Killer satellites flood low Earth orbit, each equipped with a laser incapable of reaching the Moon or the guardian satellites but quite adequate to blast anything trying to leave. Moratorium guard duty is prestigious for a young Loonie, but rather boring.

Technology

With a mostly uninterrupted period of technological development, Luna has reached Tech Level +10. Luna guards its technology very closely. Many Bureaus fear what might happen if the more radical offworld groups got their hands on Lunar weaponry and other equipment, and impose strict limits on exportations.

Wizardry

According to Luna's Bureau of Improbable Events magic does not exist, especially not on Luna. Magicians are not allowed entrance at the spaceports, are not allowed an air permit, and are not allowed to practice their trade. Magician Loonies eventually accept exile, voluntary or not.

Luna has also outlawed untrained supernatural talents. According to the Bureau of Improbable Events, supernatural talents "are a sign of a defective mind." Few Loonies try to trigger any powers they might have. Many believe they have no magic, despite any evidence to the contrary.

Mars

Tech Level:	+2 to +6
Wizardry:	0 to +2
Population:	2.9 billion
Distance from Sun:	1.38-1.66 AU (1.523 AU)
Surface Gravity:	0.38 G
Escape Velocity:	5.2 km/second
Atmosphere:	0.01 atmospheres
	95% carbon dioxide
	3% nitrogen
	1% argon
	1% other
Year Length:	687 days / 669.8 days
Day Length:	24 hours, 37 minutes
Diameter:	6,750 km
Density:	3.93

Mars, the famous "Red Planet," is a sandy wasteland.

From the surface, the sky is salmon and the rocks and sand are beige. The red color seen from space comes from the iron oxide in Mars' soil. The large, seasonal ice caps at each pole are of frozen carbon dioxide.

Unlike the Earth and Venus, Mars' crust is one solid sheet. The sheet has buckled and torn in many places, creating great peaks, monstrous valleys, and some of the solar system's largest active volcanoes.

Despite much popular literature and high hopes to the con-

trary, Mars has no native life.

Mars' thin atmosphere is thick enough to create violent dust storms that last for days. The temperature of non-terraformed areas ranges from –30° to –90° C.

Mars is ruled by sixty-four slightly different Islamic theocracies. These governments do not take kindly to infidels mocking their traditions.

Each of Mars' sixty-four major nations has a unique culture. Most of the world's inhabitants agree on nothing more than the fact that Allah rules them. What He wants them to do is occasionally in question, but they do His will with enthusiasm.

Certain classical mythical creatures, djinn in particular, are full citizens in some nations on Mars.

A few enclaves of non-Muslims still exist on Mars, remnants of the pre-Gate days. Most Martians tolerate their continued existence, but object strenuously whenever one of these enclaves tries to gain more power.

Martian Culture: Things to Remember

Middle Eastern and Muslim culture is very rich and complex, and a full description is beyond the scope of a typical role-playing game. When visiting Mars, or playing a Martian character, the following things are most important.

The Five Pillars of Islam:

1) There is no God but the one God, and Mohammed is his prophet.
2) Pray five times a day, facing Mecca.
3) Give to the poor and homeless.
4) Fast during the day during the month of Ramadan.
5) Visit Mecca at least once during one's lifetime.

Also, pigs and dogs are bad. A Muslim man may have up to four wives, provided that he can support them all. Woman may choose to work. Everything a wife earns is hers and cannot be taken by her husband.

Deimos

Tech Level:	+6
Wizardry:	–5
Population:	300
Distance from Mars:	23,550 km
Orbit Duration:	1 day, 7 hours
Surface Gravity:	negligible
Escape Velocity:	0.0067 km/second
Atmosphere:	none
Diameter:	10 km
Density:	3.48

Deimos, the smaller of Mars' major moons, sports an expansive shipyard and a few permanent residents. Most Belter trade with Mars actually takes place on Deimos. Some traders refuse to use the Deimos station, however, as the moon once had an anti-tech zone of –1. The zone has since dissipated, but some believe it may reappear without warning.

Phobos

Tech Level:	+3
Wizardry:	–10
Population:	0
Distance from Mars:	9,400 km
Orbit Duration:	7 hours 39 minutes
Surface Gravity:	negligible
Escape Velocity:	0.019 km/second
Atmosphere:	none
Diameter:	24 km
Density:	3.48

Shortly after the Prime Gate opened, a space-going gryphon decided to make his home on Phobos. In a desperate attempt to make the gryphon leave, the Ayatollah Farshid ordered a nucleonic bomb strike against it. The gryphon left. So did the few people who survived the blast.

Asteroid Belt

Tech Level:	+1 to +9
Wizardry:	–10 to +8
Population:	4.3 billion (more or less)
Distance from Sun:	2.13-3.2 AU (2.8 AU)
Surface Gravity:	negligible
Atmosphere:	none
Year Length:	986 days
Day Length:	variable
Diameter	20 km or smaller (average)
Density:	3.48 (average)

Almost four thousand notable small planets, or asteroids, orbit between Mars and Jupiter. Only three are over four hundred kilometers in diameter; most of the others are on average

twenty kilometers across. A few asteroids have escaped the Belt, and now roam through the solar system on long orbits.

Each inhabited asteroid is a minor nation. While most have libertarian laws, each is controlled by the owning clans, extended corporate-political-social groups. Clans shift unstably, vying for advantage over one another.

The wide variety of societies scattered throughout the asteroid belt, combined with the effects of the Prime Gate, produced a spectrum of cultures unrivaled anywhere in the solar system.

Belters have a highly developed sense of privacy. They consider their personal lives their own business, and don't allow strangers to poke into their affairs. Pollsters are shot. A Belter's loyalties lie primarily with himself, then to his clan, and then to his friends.

Belters always work. Breathing costs money, and even the laziest bum works for a breathing permit. Besides, wealth and opportunity surround Belters: unmined metals, copious solar power, cheap travel, and nearly unlimited information. Belters have no excuse for not making a fortune.

Technology

Like the culture, the Belt's technology is quite diverse. Tech Level ranges from +1 to +9.

Wizardry

The Wizardry of any given asteroid can vary between –10 and +8.

Alice Springs

Tech Level:	+8
Wizardry:	0
Population:	1,400
Major Clans:	Andromeda
Diameter:	10 km

Late in 2054, Belter colonists discovered this comet trapped in the Asteroid Belt.

Even the best life-support system slowly loses water to vacuum, and water is hard to come by in the Belt. Alice Springs sells water, mined from the interior of the dead comet, to the rest of the Belt. The mine owners manipulate Alice Springs' water production to keep the price as high as possible.

Alice Springs has obtained some of the most advanced technology in the Belt.

Ceres

Tech Level:	+3
Wizardry:	+2
Population:	2,900
Major Clans:	Coromander
Diameter:	900 km

The largest of the asteroids, Ceres contains one quarter of the mass of all the asteroids in the Belt combined. Ceres was the site of the first Belter colony, and once had a hundred million inhabitants. Ceres is now hollow and wasted. Ceres' inhabitants eke out a living by hydroponic farming for other asteroids. Ceres' tunnels and rooms — nearly a million kilometers of them — make the asteroid a perfect hiding ground.

Cheesers

Tech Level:	+1 to +3
Wizardry:	0
Population:	0
Major Clans:	none
Diameter:	varies (1-10 km)

A "cheeser" is a worked-out and hollow asteroid, riddled with tunnels like Swiss cheese. Most cheesers were exhausted centuries ago. Cheesers are empty, desolate, and stripped of

anything valuable. Many have become homes for supernatural creatures or fugitives.

Juno

Tech Level:	+9
Wizardry:	–2
Population:	25,000
Major Clans:	Burns, Calgary, Sydney
Diameter:	246 km

The second colonized asteroid, Juno has become *the* shipyard for the Belt. Other shipyards might make vessels more quickly or more cheaply, but Juno's vessels represent the best in Belter engineering.

Juno has extraordinary defense systems and a well-developed intelligence network. Any clan or asteroid that acts against Juno not only finds itself cut off from the dock's services, but cut off from anyone who wants to keep Juno's services.

Recently, the Wallaby clan argued with the Juno shipyard over a bill for retrofitting on its battlecruiser *BSS Radish*. The Wallaby clan is quite powerful, owning several uranium mines in the Belt and having good friends in the Mercurian government. Other clans have been forced to choose between continued dealings with the Wallabies or with Juno.

This Stinking Rock

Tech Level:	+2
Wizardry:	–5
Population:	3,100
Major Clans:	Davis, Headkick, Morrow
Diameter:	8 km

This Stinking Rock has little to recommend it. What few minerals the asteroid had were mined out during the initial colonization. This Stinking Rock was a major population center and sector capital — a central hub for the surrounding asteroids. Now This Stinking Rock is only remarkable for its colorful name.

Turtledawn

Tech Level:	+4
Wizardry:	0
Population:	1,100
Major Clans:	Turtledawn
Diameter:	12 km

Turtledawn has an irregular orbit, weaving inward through the Belt almost to Mars and then outward halfway to Jupiter. The asteroid is a common stopping point for ships damaged in interplanetary space. The Turtledawn clan charges an extraordinary amount for repairs to damaged ships. Then again, the Turtledawns are so far away from everything else for so much of the time that they need those high fees to survive.

Jupiter and its large moons (in proper relative positions, although not to scale). Ganymede is in the foreground, with Europa and Io following.

Jupiter

Tech Level:	–10
Wizardry:	–10
Population:	zero
Distance from Sun:	4.95-5.45 AU (5.203 AU)
Surface Gravity:	2.6 G
Escape Velocity:	60.2 km/second
Atmosphere:	too much 88% hydrogen 11% helium 1% other
Year Length:	4,223 days / 10.307 days
Day Length:	9 hours, 55 minutes
Diameter:	142,980 km
Density	1.33

Jupiter is the the largest planet in the solar system. Broad cloud bands, in rich reds and browns, belt the planet. The hydrogen-based atmosphere gradually becomes denser until it becomes fluid 1,000 kilometers down. This liquid, metallic hydrogen fills most of Jupiter, flowing rapidly with the world's rapid rotation. This motion generates a monstrous electri-

cal current, creating in turn a magnetic field a hundred times stronger than Earth's. This magnetic field can kill unprotected humans and destroy unshielded electronic circuits.

Jupiter itself is uninhabited, but millions of people call Jupiter's moons home. As Jupiter's moon Ganymede is the source of magic, Jupiter and its moons suffer from greater-than-average magical disruption.

Amalthea

Tech Level:	+4
Wizardry:	+6
Population:	12 million
Distance from Jupiter:	181,000 km
Orbit Duration:	12 hours
Surface Gravity:	negligible
Escape Velocity:	0.11 km/second
Atmosphere:	none
Diameter:	190 km
Density:	2.76

Originally a scientific outpost for observing Jupiter's cloud patterns, Amalthea has degenerated considerably. Amalthean structures look more grown than built. Amalthean humans are rare and mistrusted by other Amaltheans. Robots and cyborgs are illegal on Amalthea.

This moon is remarkable only for being the center of operations for the Resurrectionist group. Cyborg- and robot-hunting parties from Amalthea terrorize most of the solar system, although in the interests of microsystem solidarity they avoid other Jovian moons.

Amaltheans see themselves as the starting point for a new age of universal plenty, and don't hesitate to maim anyone who disagrees. True to Resurrectionist ideals, Amaltheans do not use prosthetics.

Technology

Amaltheans use moderate levels of technology, choosing the simplest device adequate for any task.

Wizardry

Amaltheans use magic regularly, and encourage experimentation with new spells to obliterate cyborgs and robots.

Callisto

Tech Level:	unknown
Wizardry:	unknown
Population:	unknown
Distance from Jupiter:	unknown
Orbit Duration:	unknown
Surface Gravity:	0.085 G
Escape Velocity:	2.0 km/second
Atmosphere:	none
Diameter:	4,800 km
Density:	2.76

Shortly after the Prime Gate opened Callisto's inhabitants departed for an unknown destination, leaving Ganymede's disruptive effects behind. They took their moon with them.

Europa

Tech Level:	+5
Wizardry:	0
Population:	11 million
Distance from Jupiter:	671,000 km
Orbit Duration:	3 days, 13 hours
Surface Gravity:	0.15 G
Escape Velocity:	2.1 km/second
Atmosphere:	none
Diameter:	3,000 km
Density:	2.76

When the Prime Gate opened, an automated factory network covered most of Europa. The vast network produced everything from consumer goods to battlecruisers. Europa built most of the Ganymean war fleet.

With the influx of Gate energy, the Europan factory network crashed. Other governments accused the Europans of deliberately shutting down production to hoard resources for themselves. Those accusations sparked a Jovian Civil War.

Europa remained shut down after the Civil War ended. Although Europa has the largest supply of processed metal in the Jupiter microsystem, no one can pay much for it. Europan culture is static and gray, almost lethal in its tedium.

Technology

Nothing above Tech Level +5 works well on Europa.

Wizardry

Europans don't care for magic; magic brought their culture down and reduced them to scavengers. On the other hand, magicians can be useful. They are never quite trusted on Europa, but generally pass unmolested.

Ganymede

Tech Level:	*i* (as in imaginary)
Wizardry:	ouch
Population:	–1

Distance from Jupiter:	1,070,000 km or thereabouts
Orbit Duration:	whatever it wants (about 7 days)
Surface Gravity:	0.16 G (presumed)
Escape Velocity:	Escape? Hah!
Atmosphere:	none
Diameter:	5,000 km
Density:	2.76

When Addams opened the Gate, Ganymede instantaneously became a convulsing piece of indeterminate something. The entire Ganymean fleet and population vanished into that chaos, and radio transmissions ceased immediately.

Ganymede still radiates ridiculous levels of magical energy. Nobody who has visited Ganymede since 2194, by magical or technological means, has returned.

Himalia

Tech Level:	+6
Wizardry:	–5
Population:	1.7 million
Distance from Jupiter:	11,480,000 km
Orbit Duration:	251 days
Surface Gravity:	negligible
Escape Velocity:	0.015 km/second
Atmosphere:	none
Diameter:	10 km
Density :	2.76

Himalia was once a bustling trade port. The World Federation built Bussard ramjets near Himalia, using the moon as a waystation for work crews. Starship construction ceased when the Gate opened. The Himalian economy collapsed. Many fled the small moon for worlds with their own food supply.

Several WF military units moved into Himalia during the civil war. After a few hungry weeks, these soldiers turned to piracy to support themselves.

News of the Himalian pirates spread, and scum from across the system flocked to the tiny moon. The half-completed Bussard ramjet *Imperial Presence* became apartments and shops for the Himalian pirates.

While the Himalian government officially disowns any pirate vessels, it does not refuse *anyone* landing rights. Himalia is the gutter of the Jupiter microsystem, constantly flirting with nuclear immolation.

"What do you mean, Himalia doesn't like our type?"

— Angus Chang, commander of the shuttlecraft I.T.S. Mine

Himalian culture is colorful and cutthroat. The people wear bright clothes, talk loudly, and wave their arms a lot. Duels are common. Himalians peace-bond their ranged weapons while in Himalia — duels and fights are fought with knives and bare hands.

Technology

Himalia uses a mixture of technologies from across the solar system. The moon is famous for its cybernetic parrots. These gaudy pets can be programmed to follow their owners' commands, and occasionally even have cybernetic Enhancements.

Wizardry

Magic? Who needs it? The only magic wands they need have LOKASI engraved on the side.

Io

Tech Level:	+8
Wizardry:	0
Population:	135 million
Distance from Jupiter:	423,000 km
Orbit Duration:	1 day, 18 hours, 29 minutes
Surface Gravity:	0.18 G
Escape Velocity:	2.5 km/second
Atmosphere:	none
Diameter:	3,600 km
Density:	2.76

Io closely resembles Hell. Volcanoes continuously erupt sulfur compounds onto the rocky surface. Io's proximity to Jupiter causes tectonic stresses unrivaled by any other world in the solar system.

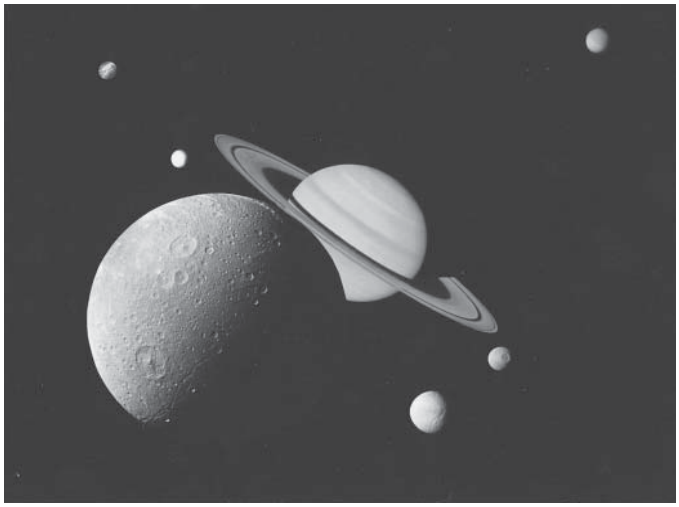
Io's presence in Jupiter's magnetic belt may have protected the sulfur moon from the worst of Ganymede's effects; Io adapted to post-Gate reality better than any other Jovian moon. Most of Io's machinery functioned throughout the Civil War and afterwards.

Ionians respect knowledge, art, and wisdom. Most Ionians aren't quite sure what wisdom is, however, and leap at anyone professing to have it. Io abounds with crackpot cults and self-help gurus.

Io's energy research industries are famous, mostly for having more raw energy to play with than anyone else.

Io is also famous for Io University, a non-profit school of advanced technology. Unlike the slightly more advanced (and elitist) Lunar and Mercurian schools, IoU will accept any student who can pass the entrance exam and pay the tuition.

The Saturn System: Dione in the forefront, Tethys and



Mimas to the right, Enceladus and Rhea to the left, Titan in the distance at the top.

Technology

Io has the greatest technology of any Jovian moon

Wizardry

Io's magicians are fair-to-average. Most Ionians prefer to use technology to solve their problems, but have no real objections to using magic when that's the best tool for a job.

Saturn

Tech Level:	–10
Wizardry:	–10
Population:	zero
Distance from Sun:	9.00-10.01 AU (9.539 AU)
Surface Gravity:	1.2 G
Escape Velocity:	36 km/second
Atmosphere:	lots
	90% hydrogen
	9% helium
	1% other
Year Length:	10,760 days / 25,235 days
Day Length:	10 hours, 39 minutes
Diameter:	120,540 km
Density:	0.7

Saturn is a gas giant, similar to Jupiter. Atmospheric pressure compresses Saturn's hydrogen to a liquid about 800 km down. This liquid metallic hydrogen layer is thin, and covers an extensive rocky core. Saturn's magnetic field is not nearly as strong as Jupiter's. The least dense of all the worlds, Saturn could float on water if someone had a large enough bathtub.

Saturn's spectacular, luminescent rings stretch outward from the planet's equator, and form a flat, wide band around the world. They are made of billions of fist-sized ice and rock particles. Although only a kilometer or so thick, the rings are 137,000 km wide.

Saturn has become a perpetual nuclear battleground. Various special-interest groups, gangs, and cults struggle for supremacy on and around the moons and through the rings.

Dione

Tech Level:	+7
Wizardry:	–6
Population:	3 million
Distance from Saturn:	380,000 km
Orbit Duration:	2 days 17 hours 45 minutes
Surface Gravity:	negligible
Escape Velocity:	0.35 km/second
Atmosphere:	none
Diameter:	1,200 km
Density:	0.61

The densest of Saturn's icy satellites, Dione has a high percentage of metallic and rock components. Rugged valleys and jagged mountains cover much of its leading surface; the trailing side has gentler terrain.

Dione's grizzled inhabitants have little use for politics or revolutions. That didn't spare them from Saturn's wars, however. The moon is always in the hands of one special-interest group or another. The government varies from harsh military dictatorships to gentle military dictatorships. The Preservationists control Dione at the moment.

Despite being conquered one hundred and thirty-seven times in the last two hundred years, the Dionians remain curiously unbowed. Few outsiders can work Dione's mining machinery, and conquerors must use the natives' skills. The moon's inhabitants have learned to accept any military commander. Commanders come and go, after all, but the moon and her inhabitants remain.

Dione has only one city, Romulus. Most of the world's inhabitants live in small shelters or villages scattered around the surface.

Technology

Dione's machinery is Tech Level +7. Most invaders bring their own equipment with them, however, so the natives use gear from a wide variety of Tech Levels.

Wizardry

Dionians don't use much magic, but have no objections to those who do.

Rhea

Tech Level:	+7
Wizardry:	–10
Population:	0
Distance from Saturn:	530,000 km
Orbit Duration:	4 days 12 hours
Surface Gravity:	negligible
Escape Velocity:	0.51 km/second
Atmosphere:	none
Diameter:	1,800 km
Density:	0.61

Ancient meteor craters scar Rhea's icy surface. Beneath the ice lies more ice, with a small rocky core in the center. Thermonuclear bombings in 2137 left Rhea an empty moon with bomb craters riddling its frozen methane surface. Abandoned factories and homes still abound. The background radiation is still high enough to discourage prospective colonists.

Rings

Tech Level:	+7
Wizardry:	+2
Population:	12 million
Distance from Saturn:	32,000 km to 76,000 km
Orbit Duration:	variable
Surface Gravity:	negligible
Escape Velocity:	negligible
Atmosphere:	none
Diameter:	n/a
Density:	0.61

Saturn's Rings are a broad band of ice and rock particles, ranging from microscopic to fist-sized. In many places, the ice particles are thick enough for a person to swim through them.

Colonists established some research stations in the Rings, but declined to risk making their homes there.

After the Gate opened and open war broke out, the Rings became a perfect hiding place. Entire fleets battled inside the Rings, both concealed and blinded by the fine ice. Vessels frequently waited in the Rings for the perfect moment to strike or flee.

Now more than a dozen Ringcities — orbital stations providing docks, services, and supplies for spacecraft — ply their trade among the Rings. Each Ringcity lives under its own laws. Ringcities are neutral, selling to anyone who can afford their services.

The first rule in any Ringcity is "check your weapons at the door." Ringcity security is very tight. Violence is strictly prohibited. Anyone who wants to fight can go outside.

Ringcity culture exists to entertain those taking a break from the Saturnian wars. It's loud, gaudy, and full of life. Bars, clubs, and theaters remain open constantly. Any entertainment, except fighting, is legal in a Ringcity.

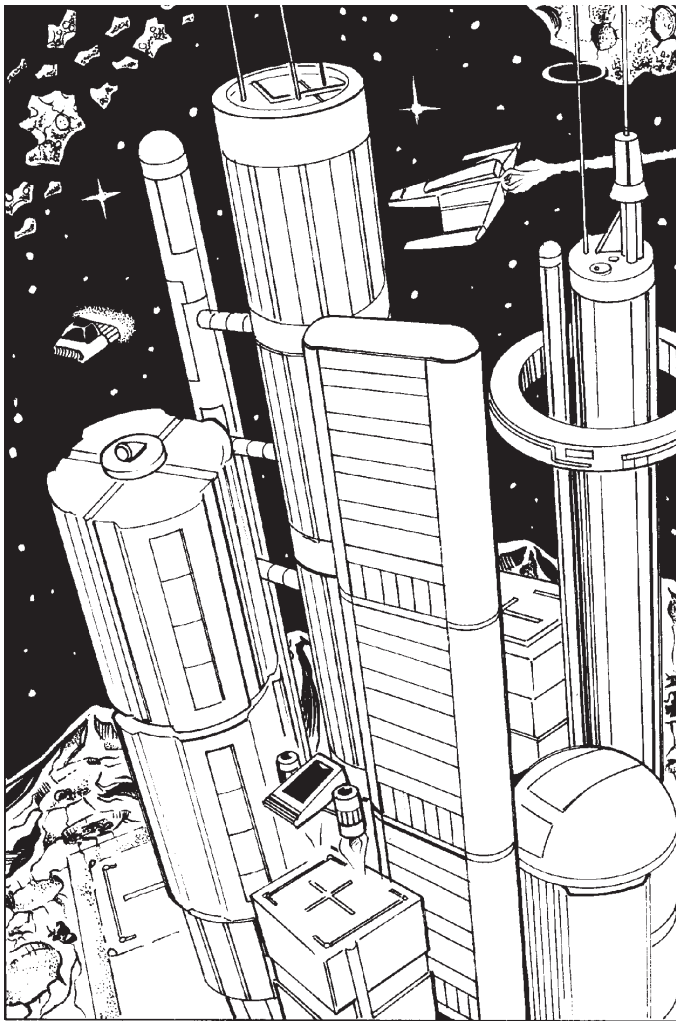
Technology

The Ring combatants use the best technology they can get. Most of their equipment comes through Titan, though, and isn't as good as they'd like.

Most Ringcities started life as worn-out stations orbiting farther out, and so have lower Tech Levels than much of the equipment used by Titan's inhabitants.

Wizardry

Ringcities have little intellectual development, but mercenary magicians often operate out of them.



Tethys

Tech Level:	–10
Wizardry:	–10
Population:	0
Distance from Saturn:	280,000 km
Orbit Duration:	1 day 21 hours 20 minutes
Surface Gravity:	negligible
Escape Velocity:	0.34 km/second
Atmosphere:	none
Diameter:	1,200 km
Density:	0.61

This unique moon's primary component is liquid water — kept liquid by ammonia antifreeze. A shell of vacuum-frozen ice contains the entire mass.

Tethys has never been colonized.

Titan

Tech Level:	+7
Wizardry:	+7
Population:	700 million
Distance from Saturn:	1,200,000 km
Orbit Duration:	16 days
Surface Gravity:	0.1 G
Escape Velocity:	0.83 km/second
Atmosphere:	Earth-like (after terraforming)
Diameter:	5,000 km
Density:	0.61

Titan was partially terraformed before the opening of the Gate. Pine tree forests covered great sections of the planet, while even the most inhospitable areas were no worse than an Earth glacier.

The Prime Gate had subtle but far-reaching effects on Titan. The atmosphere warmed a few critical degrees, melting great sheets of ice and creating the first Titanian seas. Grass sprouted on the dirt-covered areas, and wildlife spread quickly. Titan became a natural paradise and a haven for a variety of supernatural creatures. Refugees flooded the moon.

Although Titan now boasts a healthy squirrel population, Federation records show that the terraforming crew never brought any squirrels.

Titan's gentle beauty has rubbed off on the world's inhabitants, creating a culture appreciative of art and peace. Many Titanians don't quite believe in the war overhead, even when they see the flashes of nuclear weapons around Saturn at night.

On the other hand, Titan has most of the microsystem's factories. Various corporations make large amounts of money by selling weapons and equipment to the combatants.

Technology

Many Titanian corporations perform weapons research, catering to their largest market. The Titanian populace uses the spinoffs of this technology to lead a technologically-advanced life.

Wizardry

Titan has the largest, most natural environment in twenty AUs. Although Titan has a great deal of advanced technology, many large stretches of land still await development. Mages from across the middle solar system flock to Titan, where they can work without technological interference.

Uranus

Tech Level:	–10
Wizardry:	–10
Population:	0
Distance from Sun:	18.28-20.08 AU (19.2 AU)
Surface Gravity:	0.919 G
Escape Velocity:	22.2 km/second
Atmosphere:	2.3 atmospheres 90% hydrogen 8% helium 2% other
Year Length:	30,685 days / 30.792 days
Day Length:	17 hours, 14 minutes
Diameter:	51,120 km
Density:	1.31

Uranus is a gas giant, made of deep layers of hydrogen and other low-density gases. Unlike Jupiter and Saturn, Uranus has a rocky core. The planet's surface is primarily composed of frozen ammonia and methane, with the rock some distance below. The dense atmosphere is generally still and dead.

Uranus also has rings. Unlike Saturn's rings, Uranus' rings are only thin belts of debris.

Oddly enough, the Prime Gate's disruptions had little effect around Uranus. While systems behaved erratically, nothing completely failed. Mutation proceeded slowly, almost gently. It wasn't until the Darkling Plague — claimed by some to be a Belter biological weapon upgraded by magic mutation — that Uranus' government finally toppled.

The Uranus microsystem's lack of metallic resources has produced a spartan culture, where art and recreation have been abandoned in favor of purposeful effort. Uranus' moons are home to the few remaining pure communist societies — Uranian cities bear more resemblance to insect hives than human colonies.

Ariel

Tech Level: +6
Wizardry: –3
Population: 500
Distance from Uranus: 190,000 km
Orbit Duration: 2 days, 12 hours
Surface Gravity: negligible
Escape Velocity: 0.46 km/second
Atmosphere: none
Diameter: 600 km
Density : 3.97

Ariel is a small, comparatively rocky moon. It is also the communications and administrative center of the Uranus microsystem. Ariel is a military and technological command center, and nothing more. People don't live on Ariel; they visit it.

Technology

Ariel maintains the Federation computer system that records Uranian technical know-how. Specifications for Uranian colonies are stored in those memory banks, as well as information on every colonist.

Wizardry

On Ariel, magic is considered a less useful tool than technology, but as long as mages are purposeful and obedient in their spell-casting they're welcome to use magic.

Miranda

Tech Level: +5
Wizardry: –10
Population: 0
Distance from Uranus: 130,000 km
Orbit Duration: 1 day, 9 hours, 50 minutes
Surface Gravity: negligible
Escape Velocity: 0.18 km/second
Atmosphere: none
Diameter: 240 km
Density: 3.97

Miranda is the smallest Uranian satellite. The moon is covered in ice riddled with craters, fault lines, and other features usually found on rockier worlds.

Like other Uranian moons, Miranda lost thousands of inhabitants when the Darkling Plague struck. Mirandan survivors were assimilated into Oberon communities.

Mirandans and their descendants became second-class citizens. Uranians automatically suspect someone with Mirandan blood of treason and wrongdoing. Miranda itself, however, is abandoned and alone. Ships from Oberon and Titania visit Miranda for spare parts.

Oberon

Tech Level: +5
Wizardry: –3
Population: 21,000
Distance from Uranus: 590,000 km
Orbit Duration: 13 days, 12 hours
Surface Gravity: negligible
Escape Velocity: 0.56 km/second
Atmosphere: none
Diameter: 800 km
Density: 3.97

Oberon is covered with large craters. While it was once geologically active, it is now completely frozen.

The Oberon colony became a residential and industrial moon, largely self-sufficient. Although the colony grew slowly, each new building was built well enough to last a thousand years.

Warnings from Ariel saved most of Oberon's population from Gate-induced problems.

The Darkling Plague appeared first in a delicatessen on Oberon, and cases quickly appeared across the rest of the moon. The plague made people turn an unusually dark color, then swell until they finally died of hemorrhaging. In three months, the plague killed sixty percent of Oberon's population.

Once the plague ended, Oberon became home for refugees from across the Uranus microsystem. Other colonies were abandoned in favor of Oberon.

Oberon's inhabitants live simply. Their games are simple, their social lives simpler. Troublemakers are ignored or exiled.

The one complication in Oberon's social life comes from heredity. A person's ancestors define him. People descended from the original Belter colonists have the highest social status, while Mirandans are at the absolute bottom. Particular ancestors can enhance or degrade one's reputation.

Technology

The Uranus microsystem is technologically stagnant, and Oberon is no exception. Oberonians put no effort into developing new technologies.

Wizardry

To an Oberonian, magic is a form of art and thus probably a waste of time. When Oberon needs mages, it hires them.

Titania

Tech Level: +6
Wizardry: –9
Population: 750
Distance from Uranus: 440,000 km
Orbit Duration: 8 days, 17 hours
Surface Gravity: negligible
Escape Velocity: 0.75 km/second
Atmosphere: none
Diameter: 1,000 km
Density: 3.97

Titania is Uranus' largest moon. The moon's surface has many faults and cracks, and researchers believe the surface broke as the moon's core cooled.

The Uranus Colonization Corporation established a complex of automated farm stations on Titania in 2160. Titania grew most of the food for the rest of the Uranus microsystem. Most heavy manufacturing occurred on Titania, using metals scrounged from smaller moons.

Like Ariel, Titania is an industrial/military colony. The Council rules the moon, and the crew obeys orders.

As non-Uranians could have no reason to visit Titania, they are not allowed there.

Titania has no culture. Bleak and dull, covered in machines and grease, the moon is a monument to boredom.

Technology

Titania supplies most of the machinery for the Uranus microsystem. Although the quality isn't notably high, the machines work serviceably.

Wizardry

Magic is of no importance on Titania.

Umbriel

Tech Level: +5
Wizardry: –10
Population: 0
Distance from Uranus: 270,000 km
Orbit Duration: 4 days, 3 hours, 21 minutes
Surface Gravity: negligible
Escape Velocity: 0.30 km/second
Atmosphere: none
Diameter: 400 km
Density: 3.97

Umbriel is a small lump of rock. The original Uranian colonists parked the WF *Outward Bound* colony ship here — close enough to be accessible for spare parts, yet far enough to protect the colonized moons should the World Federation blow the ship up by remote. Except for brief visits, Umbriel has always been uninhabited.

Neptune

Tech Level: –10
Wizardry: –10
Population: 0
Distance from Sun: 29.79-30.33 AU(30.1 AU)
Surface Gravity: 1.19 G
Escape Velocity: 24.5 km/second
Atmosphere: 3.5 atmospheres
90% hydrogen
9% helium
1% others
Year Length: 60,189 days / 78,385 days
Day Length: 16 hours, 7 minutes
Diameter: 49,500 km
Density: 1.77

Neptune is a gas giant with a definable rocky core and an extremely active atmosphere. Neptune's weather has baffled meteorologists for centuries. Neptune radiates large amounts of heat — relatively speaking, that is. Frozen methane and ammonia still cover most of the planet's surface.

Neptune's internal high temperature and atmospheric pressure have compressed carbon deposits to produce large industrial-grade diamonds. The World Federation managed — barely— to establish a mining colony on Neptune's rocky surface.

Magical energies pouring from the Gate destroyed the Neptune colony. Atmosphere seals broke, life-support systems failed, and high-tech alloys dissolved under an onslaught of chaotic power unmatched elsewhere in the solar system. Neptune is still completely lifeless. Only the moon Nereid still has inhabitants.

"Neptune: the planet that really *should* have been named Uranus."

—Uranian Tourist Board pamphlet

Nereid

Tech Level: –8
Wizardry: +10
Population: 500,000
Distance from Neptune: 5,900,000 km
Orbit Duration: 360 days
Surface Gravity: negligible
Escape Velocity: 0.22 km/second
Atmosphere: none (at least originally)
Diameter: 340 km
Density: 4.75

Nereid's eccentric orbit brings the moon close to Neptune, then hurls it out into space. The original colonists used this motion to boost launching spacecraft towards their destination.

Hours after the Gate-caused destruction of the Neptune mining colony in 2194, a visitor appeared in Nereid's main recreation area: a tall man, with wickedly curved wings and battle-scarred features. He called himself Kolgir'chasta, and told Nerians that the nature of the universe was about to suffer a major change. He said the colonists would die unless they forswore technology.

When the energy pulse passed, the colonists gathered around Kolgir'chasta were amazed to find themselves still alive. The recreation room's main window hung cracked in its frame, the seal shattered. Gaps in the wall led directly to Nereid's alien surface, yet people could breathe normally.

Kolgir'chasta repeated his demand that Nerians forswore technology. He found anything up to a medieval level perfectly acceptable, but using devices above that level would mean death. He then vanished.

As the years passed, the Nerians' refusal to use technology grew to the level of fanaticism. Vines and wildlife grew through Nereid's corridors, and the Nereid base soon resembled jungles and caverns.

The Nerians have begun to spread out of the old colony. The small moon has a breathable atmosphere, but remains quite cold. Ice and snow covers most of the rocky surface. Wildlife is spreading out from the colony, however, and may cover the whole moon in another thousand years.

Nerians have a highly advanced moral and cultural system. Their arts are elegant and sophisticated. They still hate technology, though. Robots and cyborgs are pure incarnations of evil, from their point of view.

Peaceful, non-technological visitors are welcomed. Outsiders who bring their technology with them are repulsed by spears, swords, and vicious savagery.

Technology

Nereid's inhabitants hate advanced technology.

Wizardry

Nerians have the most advanced magic in the solar system — and the only known magical spacecraft. Nerian mages carve disks of flawless ice out of their planet, polish them to a high gleam, and use them as vehicles.

Triton

Tech Level:	–10
Wizardry:	–10
Population:	0
Distance from Neptune:	350,000 km
Orbit Duration:	5 days, 21 hours
Surface Gravity:	0.25 G
Escape Velocity:	3.1 km/second
Atmosphere:	none to speak of
Diameter:	4,000 km
Density:	4.31

Triton is a frozen ball of rock and ice,-cold enough that its tenuous atmosphere of methane and nitrogen freezes at its poles. Too tectonically active for colonization — geysers of nitrogen gas heated by the distant sun spout through cracks in the ice — it remained uninhabited except for a few brief visits.

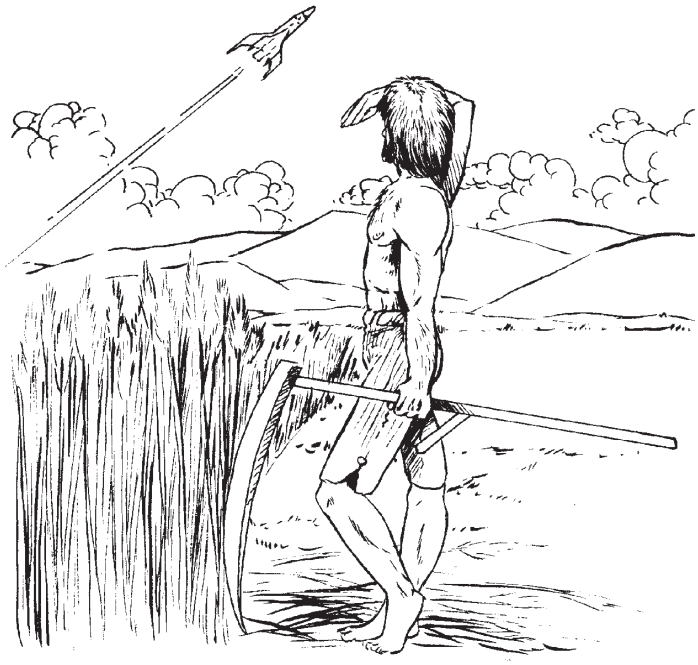
When the Prime Gate opened, Triton became a secondary locus of magical energy. Radiance from Triton destroyed the Neptune colony and all technology on Nereid. Triton's radiance dimmed considerably in the weeks after the Gate opened, but it still occasionally lashes out with a wave of anti-technological energy.

Pluto

Tech Level:	–1 or +5
Wizardry:	0
Population:	0.5 million
Distance from Sun:	29.6-49.3 AU (39.5 AU)
Surface Gravity:	1.0 G
Escape Velocity:	11.2 km/second
Atmosphere:	1.0 atmospheres
	78% nitrogen
	21% oxygen
	1% other
Year Length:	90,465 days / 14,696 days
Day Length:	6 days, 9 hours, 24 minutes
Diameter:	11,000 km
Density:	5.52

A tiny escaped moon of Neptune, Pluto spent the first four billion years of its existence as a barren chunk of ice and frozen hydrogen. Then the Gate opened.

Ganymede launched a Pluto colonization mission in 2190. When the colonists arrived at Pluto, the world bore little resemblance to their expectations. Gate energy had transformed Pluto into a miniature Earth, with its own ice caps and tropical equator. Wildlife teemed through forests that must have grown for centuries to have such height. On the other hand, Pluto's moon Charon remained a chunk of frozen



hydrogen.

Pluto's people farm for their living, and maintain a simple lifestyle amid gentle anarchy. Most Plutonians panic at the sight of weapons, and cannot be calmed with threats of violence. Many people from other areas of the solar system believe Pluto is too good to be true.

Technology

Most of Pluto is Tech –1, except for bits of equipment left over from the colonization mission. Plutonians who need advanced technology for something go up to Charon. While Plutonians have the Federation's technological knowledge, they have deliberately chosen a simpler lifestyle.

Wizardry

Plutonian magic is fairly average. Local magicians tend to have a wider variety of nature-based spells than most cultures.

Charon

Tech Level:	+5
Wizardry:	0
Population:	400
Distance from Pluto:	19,600 km
Orbit Duration:	6 days, 8 hours
Surface Gravity:	negligible
Escape Velocity:	0.25 km/second
Atmosphere:	none
Diameter:	500 km
Density:	1.2

Whatever terraformed Pluto ignored the iceball moon Charon. The original colonists landed on Charon first, and considered remaining there. The lure of a warm world proved too much, however, and all but a few families moved on.

While Pluto became a peaceful anarchy, Charon remained advanced and ordered. The moon has become the main spaceport for Pluto. Charon has advanced facilities, including repair bays, and sells Tech +5 spacecraft fuel quite cheaply.

Charonians are relaxed and comfortable, doing enough to get by and not much else. The colony ship's food recyclers keep them fed, and the tiny profits from Plutonian and inner-system traders provide for their meager needs.

Technology

Charonians don't do much practical research, but they do take care of what they have. They even upgrade their equipment now and then.

Wizardry

While magic has little effect on the Charonian lifestyle, most agree that having a magician or two for emergencies might be a good idea. Interested children can go to one of Pluto's magic schools.

Persephone

Tech Level:	–10
Wizardry:	–10
Population:	0 (?)
Distance from Sun:	90.1-94.1 AU(92.1 AU)
Surface Gravity:	0.8 G
Escape Velocity:	12.1 km/second
Atmosphere:	none
Year Length:	322, 834 days / 240,001 days
Day Length:	32 hours, 17 minutes
Diameter:	20,238 km
Density:	0.50

A Bussard ramjet bound for Epsilon Indii almost hit Persephone in 2183, thereby discovering it. After the initial buzz of excitement people looked more closely at the world and saw how useless it really was.

Persephone is cold. Really, really cold. The planet has no atmosphere and few resources. Persephone is dead, and has nothing to attract colonists.

Early in 2225, however, Persephone began transmitting radio signals into the solar system. Claiming to be "Radio Station WILT," the transmissions include a wide variety of music, painfully truthful but obnoxiously irreverent comments on System politics and society, plus helpful advice on dealing with a wide assortment of supernatural and technological problems.

Common Background

The following institutions are common knowledge throughout the solar system. Most characters have at least a passing familiarity with them.

Profane Spider

The kaleidoscopic variety of worlds and cultures in the solar system can give the long-distance traveler an unparalleled headache — especially coping with a hotel's "unusual" bathroom facilities. Travelers needing to relax can visit the Profane Spider Bar & Grill and be assured of finding nothing unfamiliar.

The Profane Spider is a bar chain with branches throughout the solar system. The secret to the chain's success lies in the similarity of each franchise. Dark wood paneling, or a high-tech simulation thereof, covers all the walls. The doors all open with knobs, not with motors, infrared switches, or other high-tech devices. A few dim lights hang from the exposed-beam ceiling. While prices vary, the simple menu doesn't. In space stations without gravity, the sawdust is glued to the floor. All drinks come served in large pewter mugs. The restroom facilities are built to the lowest common denominator. In high-tech areas, the background music is broadcast from a central station in the Belt. While the exact size and layout of a Profane Spider can vary, no franchise owner dares alter the ambience.

Radio Station WILT

The radio station WILT broadcasts from the direction of Persephone, beyond inhabited space. WILT shows every sign of being a typical pirate station; the announcers and DJs frequently stumble over their words, and occasionally the station goes off the air when a clumsy engineer spills coffee on the transmitter.

WILT transmits a sarcastic, irreverent mix of news and music. The station crew has an uncanny knowledge of events across the solar system, and occasionally includes news of top-secret projects and missions along with the football scores. Most of the unusual announcements are directed at particular people, however. Anyone who listens to WILT long enough will hear a message directed at them personally. WILT also features interviews with famous people, commentaries on social conditions, and common-sense discussion of important issues.

Signals from WILT often arrive at the most opportune moment — despite taking twelve hours to reach the inner solar system. Timely comments must be broadcast hours before they're needed to arrive on time.

The governments of Luna and Mars are favorite targets of WILT's acid humor, but no government has been spared. The Martian governments have offered a combined reward of 50 million Ir to whoever destroys the station. The few people who have tried have found nothing to destroy.

WILT Transcript: April 23, 2371, 12–12:15 PM

"Hello, everyone, this is your friendly afternoon DJ Bellyup Cow, taking over for what's-her-name who had an accident with her cereal this morning. Anyway, let's see (sound of shuffling paper), right, here's the new song from the Impaled Goats: "Just Push the Button!"

(Quiet string concerto plays for several minutes, and abruptly stops in a squeal of tape.)

"Right, that's getting boring, now for some news. Mrs. Jones of Albany, Titan, yes, your neighbor really can see you in the bath. Let's see… hmmm… yep, all the planets are still there! Obviously the New Saudi sheik's private battle fleet hasn't slipped into Lunar orbit on its ultra-secret mission. Oh, I see the fleet now, it can't be more than a few hours away from Luna. Stay tuned for further news on that front."

"Solar weather across the solar system continues to pick up, with more hard radiation than usual. Solar-sail vessels take note, and people in unshielded stations should use strong sunblock — SPF twelve thousand or so."

"Near Saturn, the Preservationists have backstabbed the Lifecleansers, the Lifecleansers have backstabbed Kompton's Crusaders, and Honest Elmo's Used Space Buggies is having a great clearance sale on slightly radioactive used war vehicles."

"Most of the Martian governments are behaving like twits. No news there."

"Okay, let's try some more music… hmmm… you know, I think the last DJ took everything with her. Well, let's see… here's something! No idea what it is, but we'll try it anyway. Stay tuned, because at 1 PM we'll be interviewing the ghost of the famous caffeine smuggler Klatchkaffee, and then at one-thirty we have a few moments with the High Elemental of Halitosis about its new book, 'How to Buy Me Off.'"

(Music swells again, this time something harsh with ukuleles and synthesizers. The music continues for two minutes, then stops mid-phrase.)

"Mrs. Smith, your pie is burning."

(Music resumes.)

Chapter Eight: Game Master's Guide

The Game Master's Guide and following chapters contain information for the Game Master only. Players should resist the temptation to read these GM-only chapters. The penalty for disobedience is severe — players who have peeked at stuff they shouldn't see will miss out on excitement they could have as their characters explore the *Gatecrasher* universe. After all, where's the fun in discovering secrets you already know?

Running a Gatecrasher-Campaign

Many people have written advice on how to be a good Game Master. Most of this is applicable to *Gatecrasher*. Feel free to steal any GM techniques you find useful. Here are a few techniques the author uses:

Lie. Have a non-player character tell the characters one thing, and make the truth something else.

Be creative. Great challenges, great risks, and the hint of great rewards drive most good *Gatecrasher* games. Remember, rewards don't have to be monetary; social rewards can be just as good. One group of playtest characters tried for years to get media coverage of their world-saving exploits. When they finally got it, it was more satisfying than any financial reward.

Most of all, laugh. Enjoy yourself. The GM's purpose is to cooperatively entertain her friends and herself. Do something funny once every evening, just to keep things lighthearted.

Campaign Style

Many role-playing games tend to extremes: extreme slapstick, extreme angst, or extreme violence. *Gatecrasher* doesn't wallow in any of these extremes, but borrows from each to create a high-adventure atmosphere with a healthy infusion of humor.

The *Gatecrasher* campaign setting offers a variety of campaign styles, from high-tech thrills involving Luna to high-fantasy adventures set on Nereid, Pluto, or Earth. But whether the campaign focuses on technology, magic, or a blend of the two, *Gatecrasher* adventures should be *fun*. In a well-run campaign, the Game Master and players can take the setting seriously enough to obtain a willing suspension of disbelief, but not so seriously that either the game rules or real-world physics interfere with enjoying the game.

If you decide to run *Gatecrasher* as an off-the-wall slapstick humor-fest, or ignore magic entirely and run *Gatecrasher* as a serious science fiction game, by all means go ahead! Just talk to your players first, to make sure they'll be happy with the campaign style chosen.

Campaign Themes

The *Gatecrasher* setting is great for one-shot adventures, where you can have lots of fun with zany supernatural talents and quirky characters without worrying about long-term playability. For one-time adventures like these, "*Gatecrasher,* where anything can happen — and often does!" is a good motto to follow.

"We're heading out of the solar system at a considerable fraction of the speed of light; our ship just disintegrated around us; our pressure suits have enough air for three hours; it's dark out; and we're wearing sunglasses.

"Well, it could be worse."

— Coden Penderson

But *Gatecrasher* is good for long-running campaigns, as well. To provide a coherent framework for a long-running campaign, choose a long-term focus. That focus can be almost anything: exploration, political intrigue, espionage, the search for a legendary magical or technological device (or a lost colony ship, or whatever), trying to get rich, or simply to survive.

The theme you choose will influence the types of adventures you'll run. A motley crew of space pirates whose sole goal is to get rich will have different adventures from the motley group of rebel freedom fighters seeking to destroy a despotic minotaur overlord on Earth. And the motley band of hopeful graduates of Mercury's Institute of Technology who need to get home after their final project — an experimental spaceship — took them beyond the Oort cloud rather than simply setting the system record for the Mercury-to-Luna run will have still different types of adventures.

Character Creation Groundwork

The character creation process should involve you as much as the players. This is your chance to ensure the players create characters that fit well into your campaign.

Encourage a mixed group of PCs. Parties that are all mages or all cyborgs or all whatever, while interesting in their own right, won't encourage as much interaction among the player characters. With a mixed bunch of characters, you can design adventures that play to the strengths (and weaknesses) of each. This encourages cooperation among the characters. Where magic is ineffective against the giant Tech +8 spideroid attack robot, a cyborg's high-tech weaponry might do the

—Emerson Brinmore, shortly after fighting off 378.2 Golf Balls from Hell.

PC involvement in a Special-Interest Group (see p. 189) can provide ready-made contacts, enemies, and missions. A plot by the Preservationists to prevent GREED or PET operatives from destroying some remnant of pre-gate civilization can provide the back-drop and conflict for several adventures.

Luna is another good source for adventure ideas. Loonies would stop at nothing to rid the system of magic. At the other extreme is Nereid; loss of Gate energy would destroy Nereidian culture. This can inspire adventures involving Unified Nereidian Covert Law Enforcement (UNCLE) agents, whose job it is to thwart Lunar plots to destroy or eliminate magic in the solar system. Armed with an array of magical gadgets, the suave and sophisticated UNCLE agents can usually escape from any tricky situation with flair and style.

Adventure Seed

Lunar scientists have recently developed a technological device that can simulate magical effects. They call it a Mentally Activated Gate Induced Controller, or MAGIC. This device can read the user's thoughts and, using ambient Gate energy as a power source, control and power any technological device. Using MAGIC, the scientists can build MAGIC carpets (small antigrav units controlled and powered by MAGIC units), MAGIC balls (small holographic spheres with scanners and MAGIC controllers), and other seemingly magical devices. The Lunar administration, learning of this secret (and forbidden) research, sentences the scientists to death. The scientists flee and go into hiding, of course.

The struggles over this new, controversial technology can fill several adventures. The prototypical MAGIC device makes a perfect McGuffin. First the player characters must find the prototype. They may be sent by Lunar officials to find and destroy it (and capture the scientists if possible), or they may be after it for another reason (greed, most likely). Once they have it, a lot of people will try to make sure they can't keep it.

For added excitement, the prototype MAGIC device may be malfunctioning. For a zany adventure, it could be leaving random pockets of Gate energy in its wake. Every time something (or someone!) encounters one of these pockets, the energy is strong enough and wild enough to randomly transform that item (or person) into something else. Anything goes — just allow the PCs to return to their natural shapes when it's all over.

Oh, of course, the MAGIC device resembles a stick with a sequined star on one end…

Non-Player Characters

You need more than a McGuffin to create a good adventure — you need non-player characters, as well. Sometimes lots of them.

For major NPCs — primary villains, especially — use the character generation rules in Chapters 2 and 3. But don't worry about starting levels and stuff like that, unless you want the character to be roughly equivalent to a beginning player character in ability. Just define the character with whatever Gifts, Faults, Supernormal Powers, etc. you think he should have (or that would most cause trouble for the PCs), set at whatever levels you think are most appropriate.

For minor NPCs, including most villains' henchmen, simply define what traits are essential to the character and let it go at that. Minor NPCs can be the equivalent of "Random Icky Things" (see p. 195). Give them a Combat Ability attribute, and only three levels of wounding (Unharmed, Hurt, and Out of the Battle).

example

Typical Orc Guard hired by an Evil Wizard: Strength Great, Combat Ability Good, Social Graces Poor, one random Supernatural Talent (see p. 46).

You can further customize these "cannon-fodder" characters by choosing one Fault and/or Gift for each.

NPCs and Game Balance

To create NPCs capable of challenging the PCs without unexpectedly overwhelming them, figure out a rough average of the number of levels each PC has in combat Skills, physical Attributes, and combat-oriented Supernormal Powers. Put the same number of levels into combat-related abilities for the NPCs to give them a fair fight. If the NPCs significantly outnumber the PCs, make each NPC less powerful. Shift the balance in favor of the NPCs if the player characters significantly out-number or out-gun their opponents.

Option: Gutsy Campaigning

To avoid letting a campaign go stale, the GM can do one (or more!) unexpected things in each session. Perhaps an enemy switches sides, or a victory turns out to be harmful. Perhaps a character overhears something in a bar that hints at a whole new level of subterfuge that the players (and even the GM) hadn't suspected. It doesn't really matter what happens; what's important is that the GM does it on a whim, without prior planning.

Between game sessions, the GM works out how this new information fits in. It might be a red herring, or truth, or a

shortcut to a goal the characters have. This helps keep the GM's game more flexible and dynamic.

Fudge Points

Fudge Points are meta-game gifts that may be used to buy "luck" during a game. They let the players fudge a game result.

The GM sets the starting number of Fudge Points. We recommend 2-3 to start with. Give the characters more for high-powered games; fewer for low-powered games. Unused Fudge Points are saved for the next gaming session. At the end of each session, you may grant additional Fudge Points.

Players may trade Experience Points (EP, see p. 31) for Fudge Points at a rate of 2 EP = 1 Fudge Point.

Using Fudge Points

Fudge Points can be used in many ways. You may allow as few or as many of these options as you wish — or create your own uses.

1) Spending a Fudge Point allows the character to accomplish an Unopposed action automatically and with panache. You may veto this use of Fudge Points for actions with a Difficulty Level higher than Superb.

2) A player may spend one Fudge Point to alter a die roll one level (up or down, as desired). The die roll can be either one the player makes, or you make as GM that directly affects the player's character.

3) A player may spend one Fudge Point to declare that wounds aren't as bad as they first looked. This reduces a wound by one level (a Hurt result becomes a Scratch, etc.).

4) A player may spend one (or more) Fudge Points to get an automatic +4 result.

Minimizing Abuse

Gatecrasher's character creation rules are flexible enough that players may be tempted to abuse them to maximize their characters' abilities. If you don't mind a campaign where the characters are given every possible benefit the rules allow — and to heck with character concept! — then don't worry about it.

However, if you don't want a "maxed-out" character to hog the spotlight, or if you prefer your campaign to be less high-powered, there are a number of things you can do to minimize abuse in character creation.

1) Require that the player give the character another fault or two to balance his abilities.

2) Veto any trait (or any raised/lowered combination of traits) you feel is abusive. ("I see you lowered your engineer's Riding Yak Skill to Terrible in return for raising Cybernetics Skill to Superb. Hmmm…")

3) Note the character's weaknesses and introduce situations into adventures where at least one of the character's weaknesses is significant to the adventure. ("Your employer has sent you to negotiate a good deal on cybernetic replacement parts from Sheik Yusuf on Mars. Oh, and by the way, he has a prize herd of racing yaks, and delights in taking guests on yak rides…")

4) Use "karma" or "fate" to justify the annoying tendency for more powerful characters to attract more serious problems. ("This young kid has heard that you're the fastest Lokasi-slinger this side of the Belt, and has come to prove you're not…")

PC Immunities

A few players enjoy playing characters who are immune to some sort of attack, such as mind control. The player may have a personal bugaboo about such things. Or perhaps he once had a GM who used that sort of attack mercilessly.

Go ahead and allow such immunities (within reason). Word will get around fairly quickly that the character is immune to a certain type of attack. Enemies will find other ways to cause trouble, including going after friends, family, and co-workers instead.

If you wish to be a bit more subtle, you can always put the character in situations that make the player wish he'd used his Gift slots on something other than immunity…

Homeworld Abuse

If you find all your players are choosing Titan (Tech +7, Wizardry +7) as their homeworld, you may wish to put some restrictions on homeworld choice.

For maximum control over character homeworlds — and, hence, their Tech and Wizardry levels — simply assign a homeworld to each character. This has the added benefit of giving you more control over the characters' backgrounds. You can choose homeworlds that help advance your campaign and adventure plots.

If you want to let your players choose their characters' homeworlds, but don't trust them to choose homeworlds based on character concept rather than maximizing their character's power, you can assign each homeworld a "value" (in terms of Gifts or Faults). By choosing a less desirable homeworld, at least in terms of Tech and Wizardry levels, the player can free up some extra points to put into the character's Skills, etc.

See *Homeworld Characteristics,* p. 11, for suggested gift/fault values for available homeworlds.

Customizing Gatecrasher

Gatecrasher uses a pre-customized version of the FUDGE game system. FUDGE was designed to be flexible and to withstand a lot of changing without falling into the "unbalanced game rules" trap. While most of the customization has already been done for you (we've chosen a set of character traits and optional rules to tailor FUDGE to the *Gatecrasher* setting), we won't pretend that these "official" rules are the only way (or even the best way) to run a *Gatecrasher* game. Each Game Master should feel free to tweak and poke and change to her heart's content.

Here are suggestions for adjustments you can make to customize the *Gatecrasher* game to your campaign style. If you wish to make any major changes, we recommend you refer to the FUDGE core rules for guidance (see *About FUDGE,* p. 2).

Evolution of an Idea

The Game Master wants an adventure hook with a sense of history, so she decides to take a look at the Skyfall War (see p. 172).

During the Skyfall War, various Belter sects tried to retake the Earth from the Federation. They tended to use unexpected but logical weapons, like rocks. The GM thinks about other weapons she's seen in old late-night SF movies: nuclear bombs, time effects, giant monsters, biological weapons, cloning, disembodied hands.

She then thinks about the strengths and weaknesses of each, from the view of a Belter trying to take over the Earth. Nuclear bombs leave messy radiation and destroy a large area. Time effects might throw the people he wants to rescue into oblivion. Biological weapons can mutate. Cloning has interesting applications, but the GM doesn't care for any she can think of. And disembodied hands are notoriously hard to control, even if they're cybernetic.

That leaves giant monsters. The GM wants an animal that's known for its trainability, but can be vicious under the right circumstances.

Here's where the inspiration comes in. The GM combines this idea with another that has strong doomsday connotations: the Seven Seals of the Apocalypse. Imagine a giant seal balancing a tank on its nose in downtown Tokyo, while tanks and troops shoot hopelessly at its armored skin.

From here, the idea can go in several directions. Perhaps the genetic plans were lost, and have recently resurfaced. Maybe a Seal has been trapped for centuries, frozen in a block of glacier ice in the Belt, and is only now reawakening due to a nearby nuclear bomb test. Maybe one of the characters has a piece of Seal DNA hidden among his chromosomes, planted there by a distant ancestor.

Now that the GM has an interesting object running around, she needs to decide its effects. How would the various special-interest groups react to this object? Who would want it? Who would want to free it? Who would want to raise Seals of the Apocalypse and slaughter them for really thick steaks? How would these people react and interact? And, most importantly, how would these people make the characters' lives difficult in their desire to do something with the Seal?

Adjusting "Power" Levels

The *Gatecrasher* rules encourage a high-powered cinematic campaign with characters starting out with a number of Great or Superb Attributes, Skills, and impressive abilities. While this eliminates the problem some role-playing games have with new characters dying at the drop of a hat, it may have a long-term detrimental effect of making the player characters *too* powerful too quickly.

If you wish to adjust the power levels of your *Gatecrasher*-game, change the number of "free" levels each player gets for character creation. For a more moderately powered game, adjust the levels downward: 2 free levels for Attributes; 3 free Gifts; only 2 free Supernormal Powers; and 35 free Skill levels. For a more high-powered campaign, adjust the levels upward. (This is recommended only for one-shot adventures, or if the campaign goal is to gain immortality and god-like abilities.)

Changing the Gatecrasher Universe

If you find anything you don't like about the *Gatecrasher* universe, change it! Don't like the history presented in the *Secrets of the Universe* chapter? Make up your own! You want to add faster-than-light travel capabilities, so the characters can go off and see how Gate energy affected the Aldeberan system? Go right ahead!

In fact, you can change anything you like — we won't mind. You can even toss out the magic system and use *Gatecrasher* for straight science fiction adventures. Or abolish everything above Tech Level –8 and run a fantasy campaign. We may think you're a little weird, or that you missed the point, but we promise we won't send the game police to repossess this book.

Adding Goodies

We couldn't fit all the Skills, Supernatural Talents, Gifts, Faults, equipment, spells, or monsters that are possible in the *Gatecrasher* game into this one book. So feel free to make up your own goodies. Use the Skills, powers, and other things we *have* provided as guides when designing your own. Feel free to steal (er, "take inspiration from") other games' goodies as well; simply convert your favorite monsters, items, skill lists, or whatever to *Gatecrasher* terms.

Combat Options

Here are some more optional rules you can use to customize combat in your campaign.

Option:
Subjective Combat

Rather than worrying about all the rules and details of the combat system, the GM can choose to handle combat subjectively.

The GM first describes what the characters see in as much detail as possible, then asks the players what their characters are doing. Each player then describes what his character's actions would be in the fight. The players should give as much detail as possible; better descriptions will give the GM a better ability to judge the results.

Each player then makes three rolls on the appropriate trait (combat skill, Strength, or whatever). Average each player's rolls, rounding to the nearest whole number. (A character with Good combat skill might roll a +2, –1, and +1. They average to 2/3, which rounds to +1; a Great result.) This is how well the character did during the combat.

The GM does the same for all NPC combatants. Once she knows how well everyone did, she can describe the fight. It isn't necessary to describe every detail; just the general flow of combat and the eventual outcome.

The GM can break a fight up into sections. If the characters are storming a castle, the GM might actually have three fights: overcoming the defenders outside the gate, fighting through the courtyard, and storming the king's audience hall. The GM might also use the Subjective Combat system in stages in a single battle, allowing the players to change their tactics to counter changing conditions.

Option:
Dramatic Evasion

If a player character is hit in combat, he may reduce the effect of the hit by *one* wound level by throwing himself dramatically out of the way of (at least part of) the blow. However, this dramatic evasion will put the fighter at a temporary disadvantage: –2 on the next combat phase in addition to any other penalties that may be accrued (resulting from the wound received). This penalty disappears in subsequent rounds, as the hero is able to recover his equilibrium after a brief flurry of wild parrying or dodging. This may be repeated, but there is an additional –1 for every turn in succession that this is used.

Option:
Swashbuckling Maneuvers

When a character wants to swing on a chandelier or perform some similar swashbuckling move, the player should describe the character's intentions as fully and dramatically as possible. Roll against Dexterity, Acrobatics, or some similar skill and let that determine how well the character buckles his swash.

Option:
Simplified Range Modifiers

If you don't want to bother with specific range modifiers for each specific type of weapon, use the modifiers below. This table gives the "average" modifiers for weapons of various types, and can also be used as a starting point when designing new weapons.

Projectile Rifle
Accuracy: +1 up to 10 m
0 up to 50 m
–1 up to 100 m
–3 over 100 m

Projectile Carbine
Accuracy: +1 up to 10 m
0 up to 50 m
–2 up to 100 m
–4 over 100 m

Projectile Pistol
Accuracy: 0 up to 10 m
–2 up to 50 m
–4 up to 100 m

Beam Rifle
Accuracy: +2 up to 10 m
+1 up to 50 m
0 up to 100 m
–2 over 100 m

Beam Carbine
Accuracy: +1 up to 10 m
0 up to 50 m
–1 up to 100 m
–3 over 100 m

Beam Pistol
Accuracy: +1 up to 10 m
0 up to 50 m
–2 up to 100 m

Help!

I'm being held prisoner in a game factory.

Technology Options

Technology is one topic in the *Gatecrasher* game that has room for nearly endless expansion. The lists of weapons and miscellaneous equipment provided in Chapter Six: *Technology* are hopefully enough to get you started, but by no means represent more than the barest fraction of technological equipment available in the *Gatecrasher* setting.

So go ahead and write up descriptions for any device or piece of equipment you can imagine.

Power Sources and Usage

Many technological devices require batteries, generators, or other power supplies to be useful. Power point needs are

listed in the descriptions of power-dependent weapons, miscellaneous equipment, and Cybernetic Enhancements. We offer guidelines for power output (see p. 110), but the actual number of power points available at a given time are left up to you.

For cinematic style games, allow generators to output a lot of power — the characters won't need to worry about running out of juice unless they try something spectacular. For more nitty-gritty games, adjust the power output of available generators downward, and have players keep track of every power point.

If you don't want to bother keeping track of power points, simply assume that, with proper maintenance and occasional re-juicing, a device or cyborg has enough power available for normal tasks.

Quick Combat Reference

Here is the order of events in a combat phase, using the objective combat rules in Chapter Four:

1) Determine surprise (first phase only) (p. 58)
2) Determine initiative (p. 58)
3) Resolve character actions in order of initiative. In the case of combat, follow the steps below:

a) Resolve the combat as either an Unopposed action (if the target is unaware of or chooses to ignore the attack) or an Opposed Action.

Remember: If a character is attacked by something with higher or equal Initiative, he may choose to defend and counter-attack, thereby giving up whatever action he originally intended. A character attacked *after* his action in a given combat phase may defend himself but may not counter-attack (i.e., can inflict no damage even if he wins the combat roll).

b) Determine damage inflicted by a successful attack. The formula is:

offensive damage factor
+ relative degree
– defensive damage factor
= damage points inflicted

c) Mark any wounds on the appropriate character sheets, making note of any penalties wounded characters incur.

Robot Reconstruction

When a robot dies, the brain case automatically shuts itself down. An intact, deactivated brain case can last for decades if protected. On the other hand, a brain case out of a body can be destroyed fairly easily by anyone with a heavy rock. Vaporizing or heavily irradiating the brain case destroys the brain.

A robot's brain case has a Fair chance of surviving any death not involving radiation (which can damage electronics), crushing, disintegration, or vaporization.

Drug Synergy

Drugs can combine in dangerous ways, even harming the user. This is the *synergistic effect.*

Doctors can mix drugs if medically appropriate (e.g., give someone a Meddose and a mild stimulant to speed the drug's work). Only use this table when some numskull has decided to overdose on everything at hand, without knowing what he's doing.

Synergistic Effects

roll	result
–4	synergy kills character
–3	character loses 1 level of Reason
–2	character falls unconscious for 1d6 days
–1 to +1	one drug has double effectiveness
+2 to +3	one drug has no effect
+4	both drugs have no effect

Add a –1 modifier for each additional drug used.

Magic Options

If you don't like the magic system presented in *Gatecrasher,* tear it apart and put it together again the way *you* want it. Don't like keeping track of magic points? Abolish them, and simply rule that a mage can cast only so many spells each day. Don't like the different types of mages and their restrictions? Open up the spell list to every mage.

Add some new spells or enchantment functions. (Or let your players design them; just make sure you agree on the specifics of each new spell or enchantment function before you give your approval.) Waive the restrictions on initial spells (see p. 76), which assume a newly created mage character will be fairly young, and allow older characters to have additional spells at game start. (Balance out extra spells with bonuses to other characters as well. These bonuses may be added equipment or start-up money.) Want a way to restrict the use of some spells while encouraging the use of others? Adopt the

"Required Materials for Spell Casting" option (see previous page), and adjust the availability of any given spell component to suit your campaign's needs.

To discourage indiscriminate spell-casting, give powerful spells unexpected consequences or drawbacks. If your player characters run around using *Enchantment Tap* all the time, let magic items defend themselves against the tap. (Some may have "poisoned" energy that harms anyone who tries to tap them.)

This is your game now — do with it what you will.

"We need to get rid of an unspeakably evil artifact? Why don't we just drop it on the Prime Gate?"

— Emerson Brinmore

Option:
Kineticists' Gloves and Other Spell-Casting Restrictions

You may require every kineticist to use a heavy glove with several symbols on it to cast his spells. This glove would then be a component in all kineticist spells. A kineticist without his glove would double the Magic Points cost of his spells.

Similarly, you may require other mage types to have equivalent aids for casting spells: a black wand with a silver tip for conjurers; a wooden staff for enchanters; a crystal ball for espers; a skull (crystal or otherwise) for necromancers; a crown, circlet, or diadem for psionicists; a ring or lamp for summoners, or whatever.

Option:
Individual Spell Wizardry

Spells are half psychological, half inspirational, and half irrational, so different cultures may develop a particular spell at different levels of knowledge. A primitive, low-Wizardry culture may spontaneously create a spell that a more advanced, high-Wizardry culture has tried to develop for years.

In campaigns using this optional rule, individual spells have Wizardry scores, indicating their relative sophistication. A low-Wizardry version of a spell is less sophisticated, less elegant, and less effective than a high-Wizardry version.

Random Curses

Contract-breakers, targets of a Curse spell, and the plain unlucky often suffer from a curse. The table below provides a variety of random curses. Feel free to make up your own devious curses.

Random Curses

roll	result
01-07	The victim needs to think consciously about breathing, or will stop breathing. He can't sleep or he will suffocate.
08-14	The victim has bad luck; –3 on all rolls.
15-21	The victim becomes mute.
22-28	The victim develops a major phobia. The GM chooses the phobia.
29-35	The victim loses 2 levels from each Attribute.
36-42	The victim loses all Supernatural Talents and Magic Ability.
43-49	The victim loses one random sense.
50-56	The victim's Magical Effect drops to –10.
57-63	The victim becomes horribly ugly. Plastic surgery and/or shapeshifting can't correct this.
64-70	The victim's weapons always malfunction in the worst possible way.
71-77	The victim is always horribly thirsty.
78-84	The victim eats much more food than he normally needs and grows grotesquely fat. If kept from eating as much as he wants, he grows horribly thin.
85-91	The victim cannot read. Reroll if he is already illiterate.
92-98	Part of the victim's body spontaneously combusts every day at an inconvenient moment, doing 2d6 Damage Points.
99	No ill effects.
00	Roll twice more.

Required Materials for Spell Casting

You may wish to restrict spell casting a bit by implementing the *Required Materials* option. This option gives you more control over exactly which spells can be cast, and how often (especially if the required materials are consumed during spell casting). This also can provide a reason for mage characters to go adventuring — the quest for the Rare Spell Component.

Reusable components can be used any number of times. **Consumed** items are destroyed or damaged or eaten during casting, and so can only be used once for any given spell.

Feel free to change the required materials for any spell. If you don't like the idea of the *Dissipation* spell requiring a hand-held vacuum, replace it with a whiskbroom.

Unlisted spells have no component requirements.

Suggested Spell Components

Adaptation: small oxygen tank
Animate: toy top
Audio Distortion: cheap audio tape (consumed)
Barrier: small brick (consumed)
Cartomancy: divinatory device (tarot cards, crystal ball)
Circle of Blindness, Exclusion, or Inclusion: 1 kg flour
Clairvoyance: opera glasses
Command Search: enchanted item to be analyzed
Compulsion: object of 1500+ IR value
Converse with Dead: crystal ball, and either a piece of person contacted or a meaningful personal possession of person contacted
Converse with Life: dictionary
Cordcut: pair of scissors
Create Food: 1 dried biscuit
Create Hard Object: small pebble (consumed)
Create Technological Object: steel (consumed)
Cryokinesis: diamond dust, heavy gloves
Cryptography: written document
Cure Natural Disease: two aspirin (consumed)
Cure Tailored Disease: three aspirin (consumed)
Curse: one black cat (consumed) (No, not eaten! When the recipient dies or gets rid of the Curse, the cat leaps out of the victim's body and runs away.)
Darkness: eye patch
Deceleration: piece of flypaper (consumed)
Delay: stopwatch
Dissipation: hand-held vacuum cleaner
Enchantment: item to be enchanted, gem worth (500 × enchantment strength) IR (consumed)
Enchantment Tap: magic item (consumed)
Extended Teleportation: sheet of paper (consumed)
False Aura: crayon (consumed)
Firestorm: fire opal of 500 Ir value (consumed)
Froggymorph: frog (consumed by caster) (Uh, well, yeah, this one's usually eaten.)
Gate Inscription: inscribing tools, radio tube (consumed)
Guardian: dog collar and leash (consumed)
Guider: small magnetic compass
Heal: small piece of amber
Illusion (Sight): paintbrush
Illusion (Sound): toy horn
Illusion (Taste): salt
Illusion (Touch): sandpaper
Illusion (Smell): garlic bulb
Laziness: barbiturate capsule (consumed)
Light: light bulb
Message: 30 cm piece of wire, 2 small pieces of metal
Object Cloak: black cloth (consumed)
Persuasion: lump of putty
Purge: dust mop, chalkboard eraser
Pyrokinesis: phosphorus dust (consumed), heavy glove
Reality Shift: drawing materials (consumed)
Repair: monkey wrench and hammer
Resurrection: piece of corpse, live lily (both consumed)
Seal: pocket lighter
Shadelift: corpse (consumed)
Shadowwalk: black cloak
Shapeshift: small ball of clay (consumed)
Sizeshift: inflatable balloon
Soulbind: roll of clear tape (consumed), object
Spacewarp: piece of paper, Klein bottle[1] (consumed)
Spiritbind: object to be enchanted
Storage: enchanted item
Summon Elemental (any): symbol of elemental
Summon Natural Critter: dog whistle
Summon Random Icky Thing: heavy gloves
Telekinesis: heavy glove, goose down
Telepathy: seashell
Teleportation: rubber band
Temporary Enchantment: magnifying lens, object to be enchanted
Tunnelvision: monocle
Warding: small piece of mosquito mesh (consumed)
Watcher: engraved wooden bowl, knife, small animal (consumed)
Windwalk: feather (consumed)

[1] Look it up in the dictionary — a *good* dictionary — unless you already know what a Klein bottle is.

trick. When faced with an undead wraith summoned by the evil necromancer, that same cyborg will be grateful for the presence of a mage.

If necessary, you may restrict the players' choices of homeworlds, or assign a specific homeworld to each character. You may also encourage (or disallow) certain Skills, Gifts, Faults, and Supernormal Powers. When players create their characters' background information — parents, childhood, education, current situation, friends and enemies — suggest details they will find interesting, and that you can use to hinder or help the characters in future adventures.

Okay, so your players have their newly created *Gatecrasher* characters in hand and are eager to start the game. Now what?

"We can take a vacation, and save the universe *later*…"

Dorre Joker

Gatecrasher Adventures

In the *Gatecrasher* setting, just about anything you can imagine can exist somewhere in the solar system. This provides a *lot* of adventure opportunities. Keep in mind that *Gatecrasher* adventures should be *fun,* with a healthy dose of whimsy built into them.

Your first adventure can set the scene for the campaign's focus. That's not to say that the players and player characters should know what that focus is from the start. They should probably go through several adventures before they begin to see the "big picture." But the first adventure should introduce elements that will recur throughout the campaign — an enigmatic patron, an implacable enemy, clues to a mystery that will unfold over the course of many game sessions.

Most good adventures offer a mix of events, interesting non-player characters, and conflicts for the PCs. Remember, "conflict" doesn't necessarily mean "combat." It can be just as thrilling to cross wits with an opponent as it is to cross swords. "Puzzle" tasks — problems whose solutions require the players and their characters to exercise brain power and imagination — are also useful, as long as they're not overused.

"Deus ex machina" — introducing a fortuitous event or the arrival of a person or power to rescue the characters from certain doom in the nick of time — is appropriate in *Gatecrasher* games, especially when such "rescues" land the player characters in even more trouble than they were in before.

Just because you've chosen a "theme" (or "focus" or "metagoal") to build your *Gatecrasher* campaign around doesn't mean that every adventure you run needs to focus on that theme. Feel free to throw in some situations that have absolutely nothing to do with the larger goal. Or change the style of the campaign for a given adventure. If you tend to play *Gatecrasher* with a good deal of tongue-in-cheek, spice up a short adventure with a healthy seasoning of seriousness or throw in an element of horror. If your campaign tends to deal with magic and low-tech, throw in an adventure where the characters find themselves in a high-tech environment (or vice versa).

Plot Devices and Adventure Ideas

A good way to develop Gatecrasher plots is to take a relatively rational idea to its logical extreme. (How does Santa know who's been naughty or nice? Why, with Santa's Secret Service, of course!) Another good technique is to superimpose ideas that normally don't go together, or to look at things in an unusual way.

If you find a good idea in a book or movie, borrow it. Role-playing games are ephemeral; in a month, all that will remain is a memory and the pizza stains on the carpet. Pick a source that your players aren't familiar with, however, or they'll have too easy a time figuring it out. Common sources the author steals from include Robert Ludlum, Dean Koontz, and Department of Transportation Manual 87-E. (Remember, though, that it's one thing to be inspired by someone else's work — it's another thing entirely to plagiarize something, write it down, and distribute it in any way.)

Perhaps the simplest adventure to create is one involving a "McGuffin" — something that everyone wants. It can be an item (legendary artifact thought lost long ago), a person (a victim of kidnapping), or something less substantial (knowledge, honor, or the truth). The player characters want this McGuffin, but everyone else does, too — resulting in a mad dash for the goal, with everyone getting in everyone else's way.

The conflicts between elementals (small "disagreements" between demons and angels being a mild but pervasive example of this) can also serve as fodder for adventure ideas. For that matter, so can conflicts between wizards, mega-corporations, and rival gangs.

You can build an entire adventure around a creature, especially if that creature is intelligent (the "evil wizard" or "mad scientist" stereotype), very powerful (a renegade elemental), or encountered in enormous numbers. If a single creature isn't nasty enough to trouble the player characters, give him friends.

"One of these days, we're going to have to find that hole where these things keep leaking through… and plug it up!"

Chapter Nine: Secrets of the Universe

This chapter presents secrets of the *Gatecrasher* universe — things the Game Master should know but players should be allowed to discover (or not!) during game play.

Some players may object to having the history of the *Gatecrasher* universe appear in this "off-limits" chapter — but there's a reason for this secrecy.

In the *Gatecrasher* setting, each government promotes its own version of history. The China-dominated World Federation Council rewrote history to suit its own ends well before the Gate opened. Much of the true history of the solar system was lost or distorted in the chaos that followed. So far as the player characters are concerned, "history" is whatever the Game Master chooses to tell the players their characters know or have heard. The GM should feel free to make up whatever her heart desires.

Here follows the "true" history of the *Gatecrasher* universe.

General History of the Universe

Prehistory (??? B.C.–800 A.D.)

From the other side of the universe a slow dribbling of alien energies oozed onto our world. Early man called this energy's effects "magic," and blamed it for all sorts of malevolent occurrences. When a child was born malformed, people believed that the old hag up the road had cursed the mother. When a person was found with his throat ripped out by a wild animal, werewolves and vampires took the blame. Giants playing nine-pins caused the thunder.

Nobody realized human minds manipulated magic, and that belief molded reality. The first murderer might not be a werewolf, but a future one would be.

By the tenth millennia B.C., a few human cultures had learned to control magic to a limited extent. Civilization began its long climb. Dilute magic became a minor part of life, restricted to the care of priests, wizard-kings, and the occasional freelance sorcerer.

With the closing of the original warp in 101 A.D., magic slowly faded. Elves and dwarves became sterile and lost their magical powers. Mages found themselves unable to recover their spent energies. Dragons withered away under the harsh light of physics.

By 800 A.D., no real magic remained in the world. Its memory scarred the logic and beliefs of mankind for the next two millennia, however.

History (2001–2194)

The turmoil of the nineteenth and twentieth centuries used the world badly. Political, economic, and technological strife destroyed many irreplaceable resources, and simple human greed took care of much of the rest. By the end of the twentieth century, many people realized that a planet could only stand so much misuse and began restoring and conserving what they could.

By 2002 A.D., minor countries still squabbled but major nations held an uneasy truce. The United States of America, the United States of Europe, and the Russian Empire spent most of their time watching each other for revealing political twitches rather than arming themselves for another world war. Meanwhile, several small East Asian countries clawed their way out of poverty with unexpected vigor.

Wheat Macrorust

In 2005, a new version of "wheat rust" infected grain crops in North America. Dubbed "wheat macrorust" by the biologist who first identified it, the disease spread quickly. By autumn, every US researcher who had any applicable skills at all turned his attention to macrorust.

By the end of 2006, North America was in serious trouble. Partly due to governmental mismanagement of the problem, wheat macrorust had devastated grain production in the US, and farmers had failed to switch to non-grain crops quickly enough.

In 2007, food riots across North America resulted in entire towns succumbing to arson. Individual "warlords" who commanded militia troops or controlled non-grain food reserves took control of many small towns. That spring, macrorust became a world problem rather than a strictly North American problem. Grain crops on every continent failed. Panic spread as winter approached. Food distribution systems broke down. Human plagues followed macrorust: dysentery, typhoid, influenza, tuberculosis, and others.

Everywhere, governments fell. The worldwide communications network sputtered. Nations lost the strength to support their complex technology as people concentrated on eating. Five hundred million people starved to death in the summer of 2007. Mathematicians talked about "periodic diebacks" in what remained of the popular press.

Enter Premier Wu Chan-chao of China's new Third Generation Council — noble young Chinese who had quietly come to power amid the confusion. Wu Chan-chao announced that Chinese biochemists had perfected a method to produce huge quantities of life-sustaining (if not exactly tasty) food.

There was one catch — any nation that wanted food from China must also accept Chinese troops.

The governments of the United States, Germany, Japan,

and several other countries refused to allow armed foreign troops on their soil. Their citizens generally disagreed, desperately inviting Chinese troops to land despite governmental protests. A few surviving military units fought the intruders, but their resistance failed against well-fed and organized Chinese soldiers.

On New Years Day 2009, the last President of the United States welcomed the Chinese Rescue Forces to Washington, D.C. By February, Chinese troops controlled every major city of every country in the world.

The World Federation

In 2013, Chan-chao and the titular leaders of the world's nations signed a world-wide treaty of international cooperation. In keeping with Chinese tradition, only men above sixty years old were eligible for seats on the World Council of the newly-formed World Federation.

To its credit, the fledgling World Federation worked very hard to rebuild a tolerable civilization. Federation provinces retained their language and most of their traditions. Nevertheless, Chinese styles were fashionable among the up-and-coming by 2015, and schools everywhere taught Mandarin Chinese.

The World Federation took away certain freedoms. Censorship was the legitimate right of every provincial governor. People had no inalienable rights. And once the economy was restored, the Federation began charging for synthetic food. On the other hand, crime dropped dramatically. Most medical problems received free treatment. Constant entertainment/indoctrination helped pacify people. Life under the Federation was better and safer for more people than ever before.

The World Federation didn't rule without opposition. In 2015, the Province of Australia rebelled. Civil unrest continued for ten years. In 2019, Afghanistan declared its independence — which was granted. (In secret, the World Council ordered troops to "quarantine" the dissenting nation.) In 2020, a new Afghan government applied for Federation membership. Belter and Martian historians attribute this request to the mysterious reappearance of smallpox in the Afghan peoples.

Expansion

In 2020, the World Federation announced a comprehensive plan to colonize the solar system. Days later, the WF announced new population-control laws. Every couple was allowed only two natural children.

Off-Earth childbearing, on the other hand, was not only condoned, but heartily encouraged. The two-year-old Lunar colony became the largest maternity ward in human history. People willing to work for large families applied for Lunar emigration. Their drive and energy expanded the colony, sparking development not seen since the colonization of the Americas centuries ago.

Rebellion

In 2032, off-world exile became the standard punishment for convicted traitors. Middle Eastern and Australian cities suspected of harboring terrorists were tried and convicted as a group. Convicted cities were stripped to pay for fuel to carry the convicts into orbit.

Penal ships were cramped and unpleasant, and many people didn't survive the initial launch. Once in orbit, the exiles were transferred to Luna-built interplanetary spacecraft and thrown at Mars or the Belt. The WF press called these convicts "brave pioneers for humanity." Their guards called them "treasonous scum."

To the Federation's surprise, many exiles survived. Slave-operated asteroid mines gave raw materials for more ships, which transported still more misfits to the Belt and Mars. On Mars, colonists dug new cities deeper and deeper under the planet's surface.

The Belters: 2038-2048

The Australian exiles kept their hatred of the Federation. Many wanted to retake the Earth, destroy the Federation and restore independent nations. Others believed the efficient WF propaganda machine would eliminate all support on Earth, and no rebellion could succeed. The debate raged in mines and beer halls.

In early 2038, some rebel Australians encountered an escaped Martian spacecraft crewed by fleeing Muslim rebels. Deals were struck, and the new Free Belter organization put a plan into motion.

The Free Belters asked convicts for small tidbits that wouldn't be missed from the factories and mines where they worked: iron, fissionables, and electronic components. The Martian spacecraft provided advanced electronics and spacecraft motors for smaller ships. A few Belters sympathetic to rebel ideals proved themselves to their Federation overseers, and earned transfers to Luna or Mars.

On Christmas Eve, 2041, the Free Belter group seized the Ceres WF space station. The colonists sent a short and simple message to Earth demanding independence for all off-Earth colonies, specifically Mars, Luna, and the Asteroids. Convicts across the Belt threw down their shovels and joined the rebellion.

The Federation president radioed a counteroffer: if law-

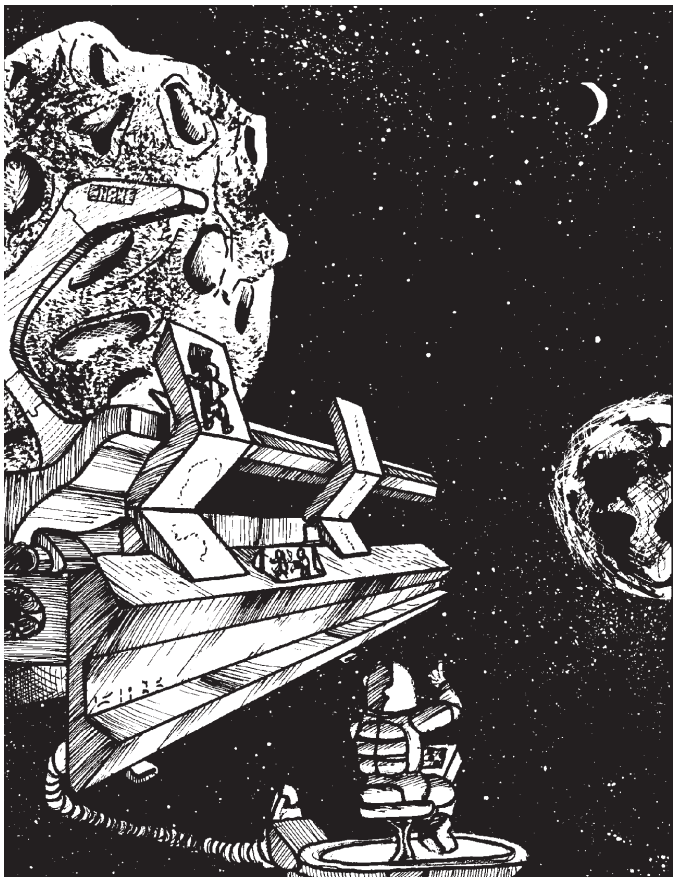
abiding exiles captured the rebel leaders, only the leading rebels would be executed. The loyal Belters could return honorably to their lives.

Earth had all the technology, all the deep-space spacecraft, and three billion people. The Belters had nothing but a few WF-issue rifles, empty space, and a lot of rocks.

Skyfall

Some of those rocks had been secretly hurled toward strategic locations near Earth's orbit years before, and were now in position. On the day after Christmas, 2041, one of them hit Antarctica. The shockwave triggered earthquakes and disrupted weather all across the Earth. Dust clouds blocked sunlight and cooled the air. Crops failed worldwide. After several heated exchanges between the Free Belter leaders and the Federation president, New York and Baghdad exploded.

On December 29th, 2041, a handful of Free Belter terrorists seized the lunar railgun at Kepler and hurled a 16-ton lump of ore at Earth. They detonated the railgun's fusion reactor before they could be captured, destroying themselves and Federation troops storming the launch facility. Another 30 million people died when the lump of ore vaporized Shanghai and set off a 9.1 Richter earthquake.



The Free Belter leaders claimed they had enough asteroids en route to level most of Earth during the next three years. Federation radar gear scoured the skies, seeking oncoming asteroids. A chunk of iron hit downtown Berlin at 16,000 kms/second; the Belters apologized for forgetting to mention the radar-jamming units on each incoming rock.

On January 14th, the Free Belter leaders announced they would destroy six major Earth cities within 24 hours. The Federation had 12 hours to accept Belter and Martian independence and abort the attack.

Eleven hours and forty-three minutes later, the World Federation Council agreed to Martian and Belter independence. They also resolved that if one more asteroid fell on the Earth, the Federation would declare open, nuclear war on both Mars and the Belt.

The Belters and Martians accepted the terms and aborted the attack.

Skyfall Aftermath

WF propagandists made the best of the rebellion, unifying the Federation's citizens in hatred of Belters and Martians. The colonization program had been developed to give Federation citizens a goal; now, they had an enemy as well. Future World Federation colonies were populated by carefully screened loyalists.

The Federation and the Belters began aggressively competing for space in the solar system. The Federation took the inner planets, Jupiter, Saturn, and Neptune, and launched a colony towards Pluto. The Belters snatched Uranus. For much of this time the Federation, the Belters, and the Martians fought a subtle cold war. The Federation press never acknowledged it.

Federation History

The World Federation soon began rewriting its own history. The new history made China the hero of the last four thousand years, and demonized non-Chinese contributions to civilization. Inconvenient archaeological evidence was destroyed. Schoolbooks presented only Federation-approved history.

In 2067, the Federation Ecology Board deemed paper books a heinous waste of natural beauty. Books were shredded for fertilizer. All texts were stored electronically, which greatly enhanced the speed at which history could be "updated." By 2150, the World Federation's official political history bore little resemblance to the history known in the twentieth century.

Federation and Bureaucracy

The World Federation slowly developed an efficient bureaucracy. Computer algorithms identified poorly-functioning parts of the government, and departments accused of inefficiency were deleted. Most departments policed themselves. The government was a confusing tangle of conflicting responsibilities and jurisdictions. Requests often waited for weeks before even being considered. Perhaps this was why things went so badly so quickly when the Prime Gate opened.

2194 A.D. — It Happens

On April 1, 2194, when the Gate opened, the Federation reacted to the situation like any responsible government: they issued statements that nothing was wrong. Any unusual events were caused by sunspots and failure to meet productivity goals.

As the damage grew, however, the Federation crumbled and fell. The Federation capital on Luna recalled troops from across the solar system. Shortly, the Federation became a memory and independence was dumped on the happy peoples of the solar system.

Game Master's Guide to the Solar System

The *Tourist's Guide to the Solar System* (Chapter Seven) provides basic information about each major world in the *Gatecrasher* universe. Here, we present additional information, much of which would remain unknown to the characters in a *Gatecrasher* campaign.

Mercury

Because of its slow rotation, Mercury's surface temperatures range from –175 to +425 degrees C. Between the hot and cold areas lies a "twilight zone" of comfortable temperature. This twilight zone moves slowly (more slowly than a person walking) across the planet. Mercury possesses many heavy metals near its surface, including lead, iron, and uranium.

History (Pre-Gate)

Humanity first reached Mercury in the spring of 2024. The three-man exploration team collected samples, planted the flag of the World Federation on the northern edge of the great Caloris Basin, and left. Mercury had nothing that the Federation wanted and was too forbidding to allow colonization for the sake of colonization.

History (Post-Gate)

With the final collapse of Earth's government in 2200, materials that Earth had originally supplied to the rest of the solar system became unavailable. One of these materials was uranium. For many worlds, uranium was life. The outer worlds, considerably older than Mercury, had long since lost their uranium deposits through radioactive decay. Mars had few uranium deposits, Earth was hostile, and Venus implacably inhospitable.

Mercury was young enough to have uranium, and small enough that a spacecraft could lift a large mass of the fissionable metal. Several governments suddenly saw potential profits in colonizing Mercury.

Mercurian real-estate prices skyrocketed when large uranium deposits were found near the Michelangelo, Goethe, and Chao Meng-Fsi craters. The nations that still had working spacecraft and crews threw everything they had into taking a part of Mercury. Mercury became a battlefield where weapons worked sporadically if at all, and where a fluctuation in reality could reverse everything one had fought for. Many of these troops eventually resorted to handmade knives and swords, battling over the surface. The Mercury war dragged on for ten years, with nobody gaining any appreciable ground.

In 2210 the Mercurian troops, sick of a pointless war fought for people who had never set foot on this hellhole, decided to join forces and get filthy rich selling uranium to their homeworlds. The worlds that had launched the individual combat teams squawked but lacked the forces to fight over it.

Government (Current)

The Uranium Miner's Alliance rules Mercury from the capital in the center of the Borealis Planitia basin. The Alliance's primary function is to regulate uranium sales to other worlds, dictating prices and conditions of sale. The Alliance has proven effective at protecting the miners and maintaining a stable economy, so most miners obey its guidelines and support its decisions. Other worlds often have trouble with those guidelines, however, especially when the price of fissionables doubles or triples in less than a month.

Nature, not humanity, imposes most of Mercury's laws. Despite recent magical and technological improvements to the colonies, Mercury still resembles a subdivision of hell. A comparatively young colony, Mercury lacks most of the safety precautions of Luna and Io. A minor error can kill dozens of people. The law is strict and unforgiving to people who violate safety precautions.

Additional Notes

Among the Lunar expatriate magicians living on Mercury is Gil Bates, a necromancer/enchanter who escaped Luna shortly after demonstrating mental control of a cockroach while drunk at a dinner party. Gil has set up one of the biggest spell companies in the solar system. Backed by Mercury's powerful economy, Bates' Paperspell Corporation sells magic rituals to all parts of the solar system. Most of these spells are only Wizardry –4, but Gil claims that gives them "a wider compatibility among potential users."

Venus

Venus is probably the most useless planet in the solar system.

History (Pre-Gate)

The one attempt to send astronauts to Venus resulted in the deaths of six astronauts in 2028. The World Federation eventually settled for landing an unmanned probe with a WF flag on Venus and left it at that.

History (Post-Gate)

Other than an occasional visitor (who studies the world from orbit), Venus remains uninhabited, neglected, and alone.

Earth

Earth holds the distinction of being the world where humanity evolved. The land, sea, and atmosphere alike hold a wide variety of life. Erosion and tectonic forces heavily affect the surface, causing earthquakes and landslides at irregular intervals.

Earth has a wide variety of natural resources: metals, breathable air, fossil fuels, wood, and so on. The early industrial cultures shamelessly exploited these resources, but the renewable resources were largely restored by the World Federation's efforts.

History (Pre-Gate)

See *General History of the Universe,* p. 170, for an overview of Earth history as it pertains to *Gatecrasher*.

The World Federation

In the spring of 2013, leaders from native legislative bodies throughout the world — carefully preserved by Chan-chao — met to form a treaty of international cooperation. Dominated by Chinese delegates, this Council of Alliance created the World Federation.

Most of the delegates were hungry enough to accept unification. The few exceptions were Australian and most of the Middle East, but comments about possible food supply irregularities bullied those delegates into signing the Compact of Federation as well.

The fledgling World Federation worked hard to build a tolerable civilization. Even after Chan-chao died in 2014, his successors avoided needlessly offending anyone. Federation provinces retained their language and most of their traditions, while Federation leaders gradually introduced Chinese ideas and traditions.

Life under the World Federation felt the same everywhere. Farmers were respected people in most communities. Technological countries rejected many of their labor-saving devices, opting for a simpler and slower lifestyle. The hectic life of pre-macrorust North America and Europe faded away.

But not all was peaceful. In 2015, the Province of Australia produced enough food to feed itself. The Australian governor informed the Federation that Australia would withdraw from WF membership and hold independent elections. The governor disappeared. Federation combat troops stormed Australia and shipped Australia-grown food to other Federation provinces, weakening the nation's self-reliance. Civil unrest rustled for the next ten years, culminating in the Sydney revolt of 2026-2028.

The Muslim peoples were also unwilling to live under "heathen rule," and made every effort short of open warfare to achieve independence. Chinese, European, and North American troops stationed in the Middle East held peace with rifle butts, sleep gas, and rubber bullets. Terrorism flickered, then caught fire across southwest Asia.

The Middle East and Australia remained troublesome. The solution — exiling trouble-makers to Mars or the Belt — set the stage for the Skyfall War (see p. 172).

After the war, the WF encouraged off-Earth development. By 2060, all new manufacturing facilities were in Earth orbit or on another world. Earth's rich soils were reserved for farming, natural landscapes, and enjoyment. Work crews buried cities and built aesthetically pleasing villages over them. Chemical waste dumps were cleaned up, their toxic contents sunk in shafts far beneath the most inhospitable deserts.

By 2120, farming and agriculture dominated the Earth. The Federation capital moved to New Beijing, Luna. Off-worlders reached the Earth only with environmentally-friendly methods, such as compressed-air drives or surface-to-orbit cables.

History (Post-Gate)

The Federation capital on Luna neglected to inform local governors of details such as the collapse of civilization and the transformation of human culture into the sociological equivalent of a tutti-frutti ice cream sundae, so few of Earth's inhabitants knew anything before the Ganymede shockwave hit them.

As magic invaded the Earth, the sky turned a notably putrid shade of mauve. The winds bled, the sun whimpered, and then all was still. A few people turned in their sleep, shrugging off premonitions of giant fanged slugs. Many spent the next morning fighting off giant fanged slugs, but their problems had only begun.

Mutations flashed across the planet. Animals spontaneously became strange beasts. Plants began to talk, and a few trees uprooted themselves and moved closer together so they wouldn't have to shout. A tree farm became home to a gross of dryads, all quite upset at the idea of logging.

The communications system wavered. Continents shifted. Earth's governor declared a state of emergency, but people were too busy fighting giant gerbils to pay much attention. Chickens became basilisks, alligators became small dragons (which rapidly became large dragons), and children came home from school with pointed ears, wings, or snouts. According to rumors, Federation scientists spirited mutated children away to a research base under the Mojave desert.

By 2200, Earth had completely changed. The WF provinces broke into independent states, which in turn dissolved into independent counties, which broke apart into city-states. Magic ravaged the population, transforming people at whim. Creatures attacked by night, carrying people away for food or worse.

Only those who learned to use every weapon and resource at their disposal survived. Although geography still changes on occasion, most of the scenery is content to remain where it is most of the time.

Government (Current)

All attempts to create a stable nation on Earth have met with failure. The largest country measures only 300 kilometers across. Governments range from gentle anarchies to brutal theocracies, and everything in between or beyond.

Luna maintains two spaceports on the planet: MacMurdo Spaceport in Antarctica (which now has a temperate climate, although winters are *still* sheer hell), and Reality Base in Kenya (which migrated to the northern hemisphere after the Gate opened). These spaceports are extensions of the official Lunar government.

Luna

With the relocation (in 2120) of the World Federation capital to New Beijing on Luna, Earth's satellite came to dominate the mother world.

History (Pre-Gate)

Some historians suspect that human explorers visited Luna several times before the colonization effort in 2018 A.D., but World Federation records insist that the engineering crew commanded by Han Peng made the first successful attempt to reach Earth's closest neighbor.

Han Peng's mission landed in Mare Fecunditatis, planted radio beacons, and returned home. Automated machinery followed. Giant remote-controlled robots swallowed the powdery Lunar soil and disgorged purified raw materials. Other robot machines fused lunar soil into bubbles of rock that towered thirty meters above the plain. Rock walls kept the enclosed rooms at an even temperature, and machinery filled those areas with gases pulled from the soil. When the first colonists landed later that year, they found a ready-made home.

Only married couples with useful skills — and their families — were eligible for Lunar colonization. A school opened in 2019; the first store opened in 2022. Two hundred people joined the colony each year.

Engineers completed a ten-kilometer-long magnetic rail-gun near the colony in 2021, and began launching refined ores into Lunar and Earth orbit. Thanks to Luna-mined materials, the manned planetary spacecraft *Federation Dragon* left for the Asteroids in 2023. That same year, voting citizens (both Lunar males over 60) chose Han Peng as the first Lunar Governor.

By 2025 New Beijing was growing by a thousand people a year, with the growth rate still accelerating. Every engineer and scientist who had any desire for advancement went to Luna. Lunar citizens, or "Loonies," used the low gravity and hard vacuum around them for research impossible on Earth, and made startling technical advances. By 2028, the railgun at Kepler, Luna's second colony, was launching refined ore from the far side of the moon into Martian orbit. The new Mars colony used the Lunar materials to build their own mining machines. The 2027 completion of the Luna-orbiting spaceport/dockyard *Chan-chao* turned Luna into the Federation's shipbuilding capital .

By 2035, 100,000 people made their home on Luna. The youngest had never known any other home, and looked at the green world in the sky with disdain or loathing. Fortunately for the WF, the Skyfall War channeled the young Loonies' potential rage away from the mother world and onto the Belters.

In many ways, the Skyfall War was fought between Luna and the Belt, with Earth as hostage. When the Belt declared its independence, Lunar engineers armed the colony ship *Galileo*

Nine. The G9 developed a series of problems, however, and proved unable to launch — possibly due to Belter sabotage.

A handful of Free Belter terrorists seized Railgun Kepler late in 2041. The railgun launched a sixteen-ton lump of ore before Lunar troops recaptured its remains.

On January 7, 2042, a small nickel-iron asteroid hit near the Oceanus Procellarum railgun. Fragments of the highly magnetic asteroid scattered across the plain, critically warping the railgun's magnetic field. Days later, a second magnetic asteroid hit near the New Beijing railgun. Luna's most efficient and effective spacecraft launchers remained useless for months.

When the Belters made their final ultimatum, the World Federation was forced to capitulate. Loonies have never forgiven the Belters.

After the Skyfall War, the race to colonize the solar system began in earnest. Daredevil Lunar pilots raced to Jupiter's moons, staking claims on each before Belter rebels could do the same. One such pilot claimed the Saturn microsystem for the World Federation in 2050. Lunar schools began a new indoctrination, instilling people with a lust to conquer the solar system.

Many prototype spacecraft were built on Luna, including the first interstellar spacecraft, the Bussard Ramjet *Chan-chao*. Once the great Himalian starship drydocks were completed in 2110, however, Luna no longer manufactured spacecraft — it became almost entirely a research planet. Lunar scientists masterminded the terraforming of Titan in 2100-2134.

Luna became the brain and command center of a World Federation that spanned one garden world and a dozen major moons. By 2194 A.D. Luna reached Tech Level +5, years ahead of the rest of the solar system.

History (Post-Gate)

The first hints of the Prime Gate's damaging effects came to Luna via the communications network linking New Beijing to the rest of the solar system. The wave of chaos scattered outwards from Ganymede, mangling communications and smashing Luna's control of the outer worlds. Military leaders believed the Belters had unleashed a horrible new weapon that affected the very nature of spacetime. Lunar scientists refused to accept this explanation, insisting that the changes that flooded from Ganymede resulted from a new and heretofore unsuspected form of energy that affected the Belters and Martians as well as the Federation.

President T'ang Cho-pin appeared on live television to announce that Federation forces had the situation under control and that help would arrive at distressed areas shortly. Halfway through his speech, the edge of the Ganymede shockwave transformed him into a toaster oven before billions of astonished viewers.

All across Luna, lights flickered, life-support systems turned off or went into overdrive, and the computer system devoted its time to calculating *i* to the last digit. Panicking citizens filled city hallways, each hoping to find safety in another part of the moon. Security forces couldn't stem the tide, and eventually joined the mob.

**"Citizens: There is no need to panic.
The situation is under control.
The Bureau of Obsolete Technology
has many televisions suitable for
manual operation, and will replace
your remote controls shortly…
What?! They don't work, either?
Okay, let's not *all* panic, here."**

Unknown Lunar Security Officer's public broadcast, April 1, 2194.

Computers across Luna crashed, erasing countless records. People who had once held endless privileges found themselves destitute, while others received computer-generated appointments to high posts in the bureaucracy. The genetic-sample files, used for absolute identification of Federation citizens, suffered from spontaneous mutation. Most disorienting of all, the polyglot Loonies suddenly spoke the same language.

On April 2, General Wu Johnson declared himself military governor of Luna "until such time as the President recovers from his cold." New Moscow's military commander, Hu Tse-min, denounced Wu Johnson as a "Caucasian upstart" and announced that he would supervise any cities willing to accept legitimate command. But the effects of the magical shockwave served to delay the conflict between Johnson and Tse-min.

Dark rumors swept through the mobs. A construction worker stepped outside an airlock to commit suicide, and found that he could breathe vacuum. A gambler in the vice dens became unbeatable at dice games. A little old lady in Kepler transformed into an octopus and attacked a fish store. A child in Son of Hong Kong was born with horns and red eyes.

Generals Tse-min and Johnson set aside their squabbles and turned their attention to calming the mobs. Eventually, they agreed to divide Luna's government. Johnson would command Nearside; Tse-min would control Farside. They announced that all rumors of "improbable events" were spread by malicious Belter and Martian agents. They recalled WF troops stationed in the outer solar system back to Jupiter, to control the "civil difficulties" there. Six months later the governors gave the

Jupiter microsystem autonomy; those few troops still in human form and loyal to the WF turned and ran back to the capital.

Meanwhile, Earth's scientists tracked the escalation of mutation across the world. In 2195 word came up to Luna that the continents were rearranging themselves, that the population of Earth was rapidly becoming monsters, and that Luna should impose a ban on travel from the cursed world. Dragon sightings became more common, and a researcher successfully hatched a basilisk through artificial insemination of a rooster.

A network of Lunar fighter craft surrounded the Earth and began shooting down any spacecraft launched from the damaged planet. One patrol vessel reported a hit on a dragon as the beast exited the stratosphere.

Lunar hospitals were unable to keep up with the improbable injuries and mutations appearing in their emergency rooms. When the first children came in with broken wings or flickering halos, several physicians resigned their commission. The mutations affected children most frequently, and hospital statistics hinted that eighty percent of all Lunar children would suffer mutation in twenty years or less.

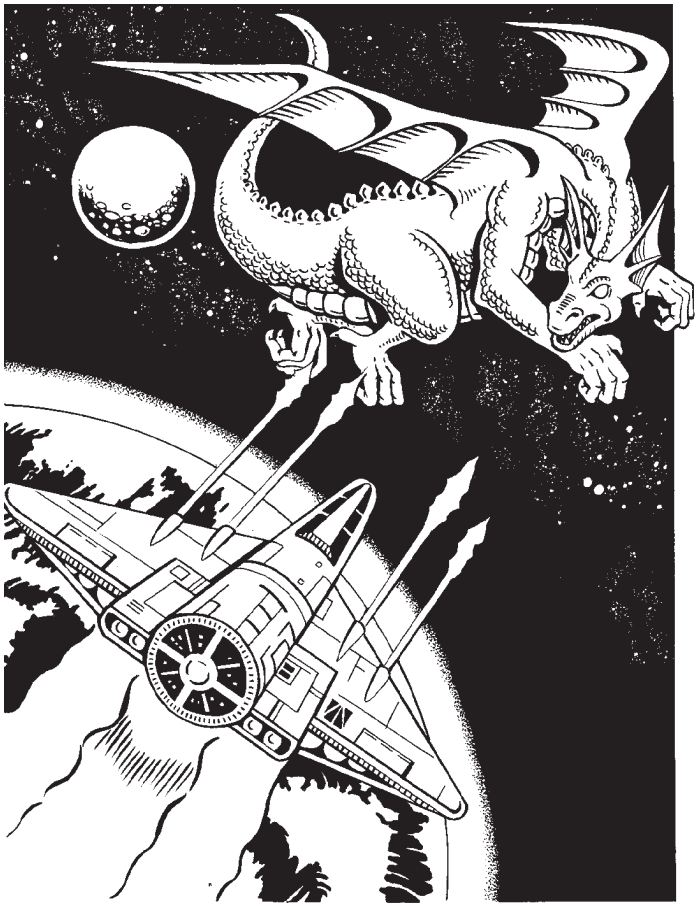
An anti-mutant campaign began in the spring of 2196. The military governors displayed some of the more horrible newborns on Luna-wide video. The sentence for mutant newborns was exile to the wastes of Luna's surface. Lunar police exiled one out of three newborns to the surface, to make their own way through the hard vacuum. (A few did.) Older people who developed mutations were sterilized and demoted to a low-class position.

Propaganda transformed the public's general fears into a hatred of mutants. People so obviously different as angels, demons, and orcs were harassed and starved. Demihumans were beaten and even killed. People who woke up one morning as elves or other near-humans often turned to illegal cosmetic surgery to clip their ears and roughen their features to pass as human.

Occasionally demihuman-haters woke up to find themselves looking through tentacles or breathing through a snout. Within a decade, everyone knew someone who had "creeped out," lost a mutant child to vacuum, or had a loved one killed by creep-crushers. Public acceptance of demihumans gradually grew.

In 2208, when computer projections showed that soon over half the population would no longer be human, Johnson and Tse-min were forced to repeal their edict. Creep-crushers did not stop their attacks, however, and the social status of humans remained well above what any other race could hope to achieve.

The last WF Earth base outside the Antarctica spaceport stopped transmitting late in 2221. The governors launched a military vessel to take a small island in the northern hemisphere. The *WFS Homeward Bound* was the first Lunar vessel



to encounter an anti-technology zone, and the crash of that spacecraft alerted the Lunar authorities that something was fundamentally amiss on the world below them.

Orbital patrols launched smaller probes, and Lunar scientists slowly mapped Earth's anti-technology zones. Six months of careful research uncovered only two zones where all technology worked all the time — one at the pseudotropical South Pole, the other at the 30th parallel in the northern hemisphere, on a small island that had drifted away from what had once been Africa. Lunar tacticians declared that island their first beachhead in the forthcoming war to retake the Earth.

The *WFS Fist of Mercy* landed in the small town of Reality. The resulting conflict between the newly independent natives and the military WF forces — coupled with many odd encounters with mutated creatures — cured the Lunar commanders of their desires to retake the Earth. Johnson and Tse-min began referring to their reign as "the Lunar government" rather than "the World Federation."

As the rest of the solar system broke free of Lunar dominion, Lunar citizens became restless. Five years after the last attempt to retake Reality, this unrest turned to outright disaffection. Within another six months, Luna hovered on the

verge of civil war.

On August 17, 2231, a mob of pressure-suited Lunar citizens stormed the citadel of the aging Tse-min and Johnson. The military commanders fled for their lives, later finding political asylum on Himalia. The overjoyed mob attacked the citadel, attempting to pull it to the ground in the ancient revolutionary tradition. One overexcited revolutionary did a bit too much damage to the citadel's power plant, and a microsecond later Luna had a new, slightly radioactive, crater.

The Lunar bureaucracy took over, announcing that everything would return to normal as soon as another governor was selected. Oddly, everyone who applied for the job found themselves breathing vacuum in freak accidents. Several major bureaucrats had decided that this military governorship business was sheep snot, and that government should be left in the hands of those who understood how it worked: the bureaucrats.

Although Luna no longer claims sovereignty over the whole solar system, the government retains many Federation trappings.

Government (Current)

The Lunar government is a feudal bureaucracy. Each of the several Bureaus has its own nobles, led by a mandarin, with their own stronghold somewhere on Luna. Bureaucratic positions pass down from father to son.

The powerful Bureaus include: the Bureau of the Exchequer, the Bureau of Health and Welfare, the Bureau of Colonial Affairs (a.k.a. the Bureau of War), the Bureau of Improbable Events, and the notorious Accounts Receivable. The bureaucracy conducts its joint business in a grand council that meets regularly in New Beijing.

Mars

Mars — the Red Planet — was the first planet to be colonized by the World Federation.

History (Pre-Gate)

In 2019, the WF Luna base finished assembling eight spacecraft destined for the Mars mission. Six robot ships carried supplies for the colony, while each of the other two carried eight husband-and-wife teams. Mission planners estimated that the 32 colonists could survive if at least three robot ships arrived intact. Actually finding all six robot ships awaiting their arrival late in 2021 pleasantly surprised the colonists.

The Mars colony on the Amazonis Planitia grew to 300 inhabitants by 2032. Mars was isolated, a suitable destination for the brave or introverted — but not many people willingly made the one-way trip. The flow of colonists to Mars slowed to a trickle.

A minor court case in the Jerusalem province provided a means for the World Federation to help the Mars colony's continued growth — the judge offered an Islamic terrorist a choice between death and voluntary exile on Mars. The convict chose death, but the idea had been broached. By the end of 2032, more than 600 people had "volunteered" for Martian colonization duty. In 2033, 6,000 more joined them. The original colonists became guards in the largest penal colony in history. The overwhelming majority of Martian exiles were Islamic, with a few Jews and Christians lumped in.

People could live on Mars in 2033. Barely. Automated machinery stripped oxygen and metals from the soil, producing breathable air and iron for tools. Abandoned mine tunnels and fused sand became homes. Mars itself enforced discipline. Lazy or careless people suffocated or starved. Even the most dangerous terrorists spent all their energy on survival.

In a policy decision that would plant the seeds of rebellion, the Federation banned religion throughout Mars. People caught practicing their beliefs were assigned to mining duty hundreds of meters below the surface, where endless labor reduced a person's lifespan to weeks.

Fifty thousand prisoners lived on Mars in the year 2036, guarded by 500 Federation troops and colonists. The exiles thought the numbers were favorable, and declared independence. But the penal colony planners had anticipated this. While insurrectionists easily overcame most of the guards in tunnels and communal farms, 200 pro-Federation troops sealed themselves into the colony's main control center and deactivated the power and air handlers.

Most sections agreed to return to work once their air became almost unbreathable. Several refused to back down, and were efficiently suffocated. The Martians returned to sullen obedience. Production dropped to the bare minimum

needed to maintain life-support.

In 2042, the Skyfall War electrified the Martian populace. When the first Belter asteroid nailed Antarctica, would-be rebels began planning another revolt. When Belter agents needed a relay station to send signals to the manned Skyfall asteroids, Martian rebels obliged. Mars won independence as part of the Skyfall Belter-WF treaty of 2042.

The Martian people quickly organized a paramilitary government, idealistically agreeing to free the Earth from the World Federation and retake the homeland. This goal vanished under the general struggle for survival, however, as the Martians struggled to develop cheap technologies maintainable with scarce resources. Trapped by Mars' gravity well and the scarcity of usable spacecraft, the Martians couldn't take the battle to Earth. They quickly turned their efforts towards developing an unparalleled intelligence and military system. Martian security forces caught several Federation spies and saboteurs. While most were swiftly executed, others always took their place.

Back on Earth, Federation troops began exterminating Islamic terrorists, and their neighborhoods. Earth's freedom movements eventually died, defeated by brutal retaliation and intense indoctrination of children.

For the next century and a half, the Martians maintained an aggressive, paranoid independence. Hostilities between Mars and the World Federation almost erupted into war several times, but inevitably came to nothing. The Martians lacked the ships to attack Earth, and the Federation feared the Belter Skyfall system.

In 2091, a team of Martian scientists cheaply converted a truckload of Martian soil into several tons of iron and quite a bit of free oxygen. Processing plants began breaking oxygen out of the soil and releasing it into the atmosphere, hoping to eventually make Mars habitable.

This project continued successfully until 2194, despite many WF attempts at sabotage.

History (Post-Gate)

Most historical paraphysicists agree that Muslim prayers towards Mecca as the wave of Gate energy washed over Mars proved too much for the freshly-weakened space-time continuum. Half a billion people generate a lot of psychic energy: in this case, enough to instantaneously transplant Mecca to Mars.

Mecca's appearance near Elysium Mons was a sign from God. Obviously, the Muslim peoples were meant to take over the civilized solar system. The hapless prospector/drug addict that Mecca landed on was hailed as a holy man, then the Martian populace raised a battle fleet and prepared for a great jihad. The Martians had few ships, but how could they lose with God behind them?

Then, life-support failed in the Martian city of Olympus Mons. Five thousand people suffocated before the battle fleet arrived with oxygen and repair tools. The technicians couldn't find anything wrong.

Hours later, the fission plant on the Martian command cruiser Sinbad failed. The explosion was seen halfway around the planet. The jihad was put on hold.

Life-support systems and power plants began failing unpredictably across the planet. Technicians couldn't understand what was happening.

At the 2195 Council of New Mecca at Barnard, the Martian leaders agreed to put the jihad indefinitely on hold. Historians mark this meeting as the end of a unified Mars. Previously, neighbors had gotten along because the Federation would exploit any divisiveness. As the hated Federation grew weaker, the need for Muslim unity decreased. Surviving non-Islamic groups retreated from the Muslim-dominated government.

By 2200, nearly a third of Mars' population had died in incidents involving failed technology. Unified Mars had broken up into six major groups, which in turn dissolved into smaller and smaller groups. Minor sheikdoms became independent nations.

The Lavender Dawn originated with a group of Christian/Gnostic mystics who had escaped Earth in 2147. Members of the Lavender Dawn had no actual magical abilities, but practiced several mystic disciplines of supposed power.

The notorious Achmed Smith, practical joker and part-time Lavender Dawn occultist, decided to perform a ritual to ease Mars' problems. Many Martian mystics had performed similar rituals, to little effect. Nobody knows if Smith or the Martian population at large was more surprised when Smith's ritual terraformed Mars.

The more adventurous souls wandered out of their domes into the breathable air, filled with wonder at the blue sky and openness around them. Unfortunately, most of the spell wore off three hours later.

Pieces of Mars remained terraformed, while others reverted to a pre-Gate wilderness. The habitable places rapidly became havens for supernatural creatures. Meanwhile, the disruption of technologically-sustained areas slowed.

Government (Current)

Allah rules Mars through various church representatives. Each of the sixty-four Martian nations has its own church officials, and each insists that their word is the most correct. As these officials each have a slightly different interpretation of Allah's will, tensions can run high. Still, no branch of Islam is actually considered wrong. Some are simply more correct than others.

Unfortunately for the skeptical visitor, Martian laws really do appear to come from a higher power (or, at the least, some power) that gleefully enforces them.

Deimos

Deimos remained unvisited until after the Skyfall War, when the Martian government established a small station and several warehouses there. Over the years, the Martians built an expansive shipyard on Deimos to encourage Belter trader visits. What little research, development, and high technology Mars developed was created on Deimos.

When the Prime Gate opened, people around the solar system received several garbled transmissions from Deimos. The only intelligible signal came from the base commander, who urgently requested a gross of nylon stockings before his transmission ceased mid sentence. Deimos developed an anti-tech zone of –1 shortly thereafter.

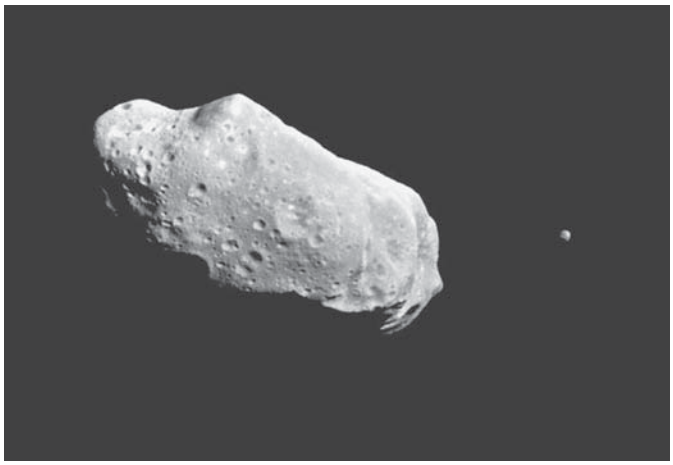
Late in 2350, the anti-tech zone dissipated. After careful examination of the surviving facility, several major Martian governments reopened the trading port. Now, most Belter trade stops at Deimos rather than descending to the Mars' surface. But some traders refuse to use the station, believing that Deimos' anti-tech field will reappear without warning.

Phobos

The first Mars colonization team left two robot ships on Phobos as reserves. Fifteen years later, an engineering team converted these ships into a communications center to direct exile traffic. The ships eventually expanded to accommodate all of Mars' space traffic, covering most of Phobos' surface.

After the Skyfall War, Muslim leaders used Phobos as a neutral meeting place. The moon's excellent early-warning systems provided ample time to prepare defenses against approaching Federation ships.

Phobos is now a desolate, radioactive wasteland — thanks to the Ayatollah Farshid's nucleonic strike against a space-going gryphon. A few brave souls have risked exposure to the radiation to raid the old Phobos bases for repairable technology and spare parts.



Asteroid Belt

Many asteroids are made of heavy iron and nickel, similar to the core of a planet. Others are silicates and basalts, possibly from the crust or mantle of a planet. Most astronomers believe that the Belt is either rubble left over from the creation of the solar system, or the remnants of a planet pulled apart by Jupiter's gravity before it could form completely.

History (Pre-Gate)

A World Federation colonization team reached Ceres Asteroid in 2024, only three years after the Martian colonization effort. They died of food poisoning. A second group of colonists arrived six months later, and successfully established a toehold on Ceres.

Settling the Belt proved simpler than colonizing Mars or Luna. Without gravity, a lone man could move impossibly heavy loads. Plants grew quickly in free fall, producing bountiful harvests. Without an atmosphere to diminish the Sun's rays, solar power satisfied most of the colony's power needs.

Metals and minerals lay exposed on the surfaces of asteroids, just waiting to be chopped out and used. Automated machinery crawled through Ceres, purifying metal for the colonists and leaving tunnels easily adapted for habitations.

In 2026 the Belters began building an electromagnetic catapult. Within a year, the Ceres colonists began catapulting refined metals to other asteroids for new colonies, and launching finished materials towards Earth and Mars orbit for new orbital colonies.

In 2032, two hundred colonists lived on six different asteroids. The colonists lived in a spartan manner, but twelve-hour days of hard labor had rewards. Belters were free of childbirth restrictions, and medical experts estimated that free fall would extend the typical lifespan of a Belter to about a century of healthy activity.

Unrest on Earth peaked in the late 2020s. By 2032, the World Federation began dumping thousands of troublemak-

ers, undesirables, and political prisoners in the Belt as well as on Mars. Most of the new Belter colonists were members of the Free Australia terrorist group. In the mid 2030s, hundreds of Australian and other English-speaking terrorists were exiled to the Belt.

Most Belter colonies operated independently, each capable of supporting their populations indefinitely. Most spare parts remained on Ceres, however, along with long-range spacecraft and major medical facilities.

The Skyfall War broke out in 2041, with the Christmas Eve seizure by Belters of the World Federation Ceres station. (See p. 172).

After the Skyfall Treaty of 2042, Federation agents continued to slip into the asteroid belt on spying and sabotage missions — despite the WF's promises to leave the Belters alone. Intrigue and political infighting became common as the Belt struggled to keep the WF out of the Belt without starting a war.

Most Belters quickly took pride in their double-convict heritage: their ancestors were sentenced to Australia; they themselves were sentenced to the Belt. Tracing family lines and family criminal records became a Belter obsession. Although no crime as such existed in the Belt, many Belters took pride in their cunning and smuggling skills. Braver Belters slipped through the Earth's defensive grid and smuggled disaffected Earth citizens to the Belt.

By 2070, the Belt had become a haven for escapees from other colonies. A wide variety of cultures coexisted amidst the scattered asteroids, held together only by a determination to keep the WF out of the Belt.

History (Post-Gate):

The Belter obsession with colonization and development had given them a very thoroughly technological domain. Prime Gate energies tended to avoid the asteroids. The transformation to modern society was much gentler in the Belt than elsewhere.

Without the World Federation threat to hold the Belters together, however, the various asteroids and cultures began squabbling among themselves. Several minor wars and a few major ones ripped Belter society.

The Belters eventually formed extended corporate/ political/social groups, known as "clans," for their own protection. Clans shift unstably, vying for advantage over one another. With the development of clans, covert conflicts gradually replaced open war.

Government

The asteroid belt does not have a unified government. Most asteroids are run by the people who own them, or the people who control the powerplants or life-support systems. Many are controlled by a clan, or a group of clans. Most maintain order through a "breathing permit." People who displease the asteroid's owner may have their permit to use the communal life-support revoked, or be charged a hefty renewal fee.

Activities other cultures might call "crime" are rare. Most clans have an unwritten code of acceptable activity and hold their members to it. Killing in self-defense is perfectly acceptable. Murder on a whim or contract killing leaves the murderer open to justified vengeance from the victim's clan. A murdered clan member may be resurrected in order to avenge himself.

Most Belters condone drugs, but drug users are held fully responsible for all of their actions. Insanity is not a valid defense in Belter courts.

Additional Notes: The Triangle

The Triangle is a small cluster of four asteroids, all orbiting a common center. Ships that pass through the Triangle occasionally disappear. Oddly enough, this effect was first noticed several decades before the Prime Gate opened.

The Triangle passes through several convenient shipping routes on its rather irregular orbit. Various clans and trading groups have suggested blasting the four asteroids that surround the Triangle out of their mutual orbit, or out of existence altogether. Such proposals have always come to nothing.

For general information on other asteroids in the Belt, see *The Tourist's Guide to the Solar System,* p. 147.

Jupiter

Jupiter, the largest planet in the solar system, has fascinated humanity for centuries. Unlike the inner worlds, Jupiter gives off more heat than it absorbs.

Three of Jupiter's current moons (Io, Ganymede, and Europa) are large enough to be considered planets.

History (Pre-Gate)

The WF vessels *Galileo Six* and *Galileo Seven* reached the Jupiter system in 2038. The crew dropped a parachute bearing the WF flag into Jupiter's murky atmosphere, claiming the entire Jupiter microsystem as their own, and settled on Ganymede. The colonists found several robotic vessels waiting for them, each carrying another load of colonization gear.

The colonists on Ganymede faced many difficulties, not the

least of which was the failure of their automated machinery due to the cold. But the colonists persevered, and soon built a small but thriving colony.

The Jovian pioneers were all Federation loyalists. When the Skyfall War struck, however, they were too busy trying to survive to offer any support to the Federation. On the other hand, the Belters didn't see much point in dropping a rock on thirty people in a prefabricated hut on the edge of nothing, so that was all right.

Once the Belters and Martians won their independence and stopped taking Federation assistance, the Federation concentrated all its energies on the Jupiter colonies. Fleets of unmanned vessels arrived on Callisto and Europa in the late 2040s, followed by enthusiastic immigrants.

Ganymede became a communications and administrative center for colonization missions to other moons. When ships approached Jupiter, Ganymean ships stood by. On several occasions, Ganymean rescue crews proved invaluable. Ganymede maintained an extensive fleet of spacecraft, and served as the military headquarters for the outer planets.

A Lunar colonization team reached Callisto in 2046. Although the colonists tried the successful pattern of following robot ships carrying equipment, the first cargo ship's computer failed as the robot craft passed through Jupiter's radiation belt. The ship changed course for deep space rather than Callisto, and ordered the other ships to follow. The colonists couldn't communicate with their cargo ships in time, and watched as their future homes accelerated away. Computer projections showed that the cargo ships' next stop was the Groombridge 134 star system, sometime in the late five hundred thirty-eighth century.

A Ganymean ship launched after the cargo carriers, and came close enough to override the computers of three ships and turn them around. Those three ships provided enough material for the Callisto colonists to survive.

Callistans mined the world's icy crust for gases difficult to obtain without visiting Jupiter. The stripped mines became homes, factories, and shops for its inhabitants. Vast underground sections of the moon were transformed into "natural" environments, terraformed caverns that stretched for kilometers.

Callisto rapidly became the population center of the Jupiter system. Ganymede was a successful military colony, but Callisto provided homes for nearly a billion people by the time the Gate opened.

Federation volunteers colonized Europa in 2048. Unlike Jupiter's other moons, Europa had a high concentration of rocks and minerals. The first colonists were engineers, who quickly set up automated mining machinery and began pulling valuable resources out of the rock.

Europa became the source of raw materials for the rest of the Jupiter system. Eventually, an automated factory network covered most of Europa's surface. The vast network could produce almost everything from consumer goods to Federation battlecruisers. Europa built most of the Ganymean war fleet.

Also in 2048, six Ganymeans landed near Io's Prometheus Crater. They established a communications relay and a small shelter at the only stable place they could find, and hung a Federation flag over their heads. While Io was inhabited from then on, nobody stayed for very long if they could help it.

Io has one redeeming resource: an electrical current constantly flows between Jupiter and Io, a result of Io's presence in Jupiter's radiation belt. The current contains as much power as five lightning bolts, more than enough to support all the Jupiter colonists.

In 2055, Federation scientists began playing with lightning rods on Io. An Io-quake leveled the station and killed most of the researchers. After performing an even more exhaustive geological survey of the world, the next colony was built in a more stable place.

The scientists of Io Two invented ways to tap a fraction of the Io-Jupiter current. Workers strung high-strength power cables from Io Two to microwave transmission plants on the most stable parts of the moon. After a six-month test period Io began beaming free, limitless electricity to the entire microsystem.

Io Two expanded, eventually becoming a full colony as people learned to build to withstand Io-quakes. Although the pre-Gate Ionian population never exceeded eighty million people, Io became known for its energy research programs.

Despite many years of trying, researchers never developed a safe and efficient way to transmit Io-Jupiter power to the rest of the solar system.

In 2051, an engineering team reached Himalia — a small hunk of rock that spins at the very edge of the Jupiter microsystem. The team assembled an automated detector array, and left. Himalia had nothing of use.

When space flight became common, Himalia became a distant dock for ships; a destination for craft reluctant to approach Jupiter's horrendous gravity well. Himalia became a bustling trade port.

In 2070, the World Federation granted Ganymede, Callisto, and Europa member status. Io and many smaller moons remained protectorates.

Most WF colonization missions to the outer solar system launched from Europa under the WF flag. Ganymede became the tactical center, responsible for watching the Belt and maintaining a grip on the outer system. Where Earth was the garden spot of the solar system, Jupiter's moons became the technological and industrial center.

By 2194, the Jupiter microsystem had a population of about two billion. Most were ready-made cannon fodder when the Bristol Addams activated the Prime Gate.

History (Post-Gate)

On April 1, 2194, Ganymede became a source of chaotic energies and technological disruption. Life-support units across the Jupiter microsystem failed. People of all descriptions spontaneously became people of all other descriptions. Distribution networks broke down. In all the confusion, Callisto vanished.

Local governors argued over possible action while civilization crashed. The Jupiter Microsystem Council broke apart three weeks after the Gate opened, and open warfare began three weeks after that.

Six months of sporadic fighting under the baleful glare of the Prime Gate exhausted the microsystem's resources. The war sputtered to a stop, more due to impotence than pacifism. Despite six months of war, the damage done by the Prime Gate exceeded everything the combatants had inflicted.

The Jovian moons reached a peace agreement over radio. Each moon gave the others self-rule, and agreed not to bomb the others in exchange for the same consideration. While this peace has been shaken a time or two, it has remained mostly intact to the present day.

During the Jupiter Civil War, Io continued to distribute power freely. Io's commanders, mostly scientists, believed that cutting power would be murder. Although each moon's government pressed Io to cut power to its opposition, Io remained steadfastly neutral. At the end of the war, Io mediators negotiated the peace treaty. They still maintain this neutrality.

Government (Current)

Amalthea: The Resurrectionist special-interest group controls Amalthea. Robots and cyborgs are illegal on Amalthea, and are destroyed on sight. The orc Crunchout Threader currently rules the Resurrectionists.

Europa: A democratically elected Emperor rules Europa. The Emperor serves a three-year term, then is removed from office. Although Emperors have occasionally been reelected, the vote usually replaces them. Emperors have complete power during their reign, however, and cannot be removed from office without open revolt. The Emperor's citadel is near Tyre Macula.

Himalia: Queen Sarah Dellacorte, an elf, rules Himalia. Stories of her guile and craftiness must have been inflated in the telling, for nobody could be as gutsy and competent as she seems to be.

Io: A council of scientists and engineers rules Io. While the Ionian government claims to be neutral in all disputes between moons, various council members favor one moon or another. The Io Council must approve motions or legislation by a three-fourths majority, or the government will not act.

Saturn

Like Jupiter, Saturn emits more heat than it absorbs, the result of its continuing contraction. This heat is infinitesimal compared to the heat and radiation generated by explosions of nuclear devices and other weapons in the civil wars wracking the Saturnian microsystem.

History (Pre-Gate):

A colony mission reached Saturn's moon Rhea in 2083, after an eight year voyage from Ganymede. The giant spacecraft remained in Saturn's orbit, trailing Rhea, while machinery assembled a prefabricated colony near Xamba Crater. The vessel brought over 500 colonists, all in a primitive suspended animation.

The Rhea colony grew quickly, startling the Saturn colonists who remembered the painful growth of the Jupiter colony only 40 years before. The well-designed Federation equipment made colonizing the Saturn microsystem more like building a backyard shed than a dangerous voyage to the edge of civilization.

By 2090, additional colony ships had increased the population of the Saturn microsystem to 5,000 people.

Metals were scarce in the Saturn microsystem, but the moons and rings had lots of frozen hydrogen and oxygen. Magnetic railguns hurled huge masses of frozen gas at Luna or Ganymede, where they fueled the ever-expanding WF space fleet. In return, the inner planets shipped equipment to Saturn. The scarcity of metals in the Saturn microsystem proved the only limiting factor in the colony's growth.

Rhea became the administrative and logistics center of the microsystem, with powerful communications lasers that could reach across the solar system. As the Saturn colony spread to other moons, Rhea became the capital. In the late 2090s, Rhea was the main jumping-off point for Titan. Titan Project engi-

neers returned to Rhea to rest, repair equipment, and gather new supplies before returning to the terraforming project.

Titan was the most Earth-like moon in the solar system. Larger than Mercury, Titan had a thick atmosphere and was covered by organic compounds. Oddly enough, the atmosphere made Titan more difficult to colonize than the other Saturnian moons. The hazy nitrogen/argon air blocked solar energy, and the slop covering the surface made construction difficult. Rather than try to build colonies capable of withstanding Titan's weather and icy volcanoes, the Federation decided to terraform the world.

In 2100, a pilot team set up a terraforming test plant. The machinery broke Titanian ice into hydrogen and oxygen, then burned the oxygen with Titan's abundant ammonia and methane to produce carbon dioxide, nitrogen, and water (ice). The machine's fusion generator used the hydrogen for fuel, powering another loop in the cycle. Other machines crawled through the surface goop, remaking it into organic compounds that would remain stable at tolerable temperatures. Engineers built electromagnetic shields to contain the heat and air. As Titan's atmospheric composition approached Earth's, the machines bled excess heat into the atmosphere to warm the world.

In August 2134 the mission commander stepped outside, removed her helmet, walked around the building, and came back in. "Smells like an open sewer" was her only comment.

New automated machinery scoured the surface, spreading rocky soil over the ice plains. While Titan could never be warm, at least it wouldn't always be an ice plain. As the machinery created soil and fields, colonists followed. Most of Titan's colonists came directly from Earth, as few spacers trusted open air enough to try to live in it.

In 2137, the Saturn microsystem's capital moved to Titan. Most of Rhea's heavy equipment moved into Titan orbit.

Six months later, Belter-backed rebels seized control of Rhea and demanded Rhean independence. The World Federation negotiated, bickered, and stalled. As the talks wore on, spectators began to believe that the Federation might actually grant independence.

Eight weeks later, a Ganymean battle fleet vaporized the Rhea colony and two other rebel strongholds. The Federation president announced that the Saturn system was once again a WF protectorate. Few people argued.

By 2194, three million people lived on Titan. Pine tree forests covered great sections of the planet; even the most inhospitable areas were no worse than an Earth glacier.

Saturnians felt comfortable, even arrogant, with their isolation. Federation indoctrination programs failed to hold many Saturnians. Small rebellions flared intermittently, each crushed by Ganymede-born troops. The Saturn microsystem remained a source of trouble until the opening of the Prime Gate.

History (Post-Gate)

Life-support systems across the Saturn system failed with the opening of the Gate. Many people hoped that Titan's larger ecosystem would hold where their smaller life-support had not. Refugees from across the Saturn microsystem flooded Titan. Surprisingly, the atmosphere shields held. Titan quickly became a remarkably Earth-like world.

"We've struck quacamole!"

— Astonished mining survey team leader, reading results of core sampling on Saturn's moon Tethys shortly after the Gate opened.

With chaos engulfing the known universe, the Ganymean troops stationed around Saturn returned to Jupiter. The Saturn colonies immediately declared independence and invited Belter and Martian representatives for treaty talks. The World Federation protested, feebly sentencing Saturn's new leaders to death from over a billion kilometers away.

The Saturn colonies formed a Coalition of Saturn States, a democratic republic that lasted all of six weeks. Gate-induced technology failures forced the new rulers to declare martial law. Saturnians found their hard-won freedoms replaced by a tyranny more crushing than any the WF had imposed. They fought back. Eventually special-interest groups such as the Preservationists and the Lifecleansers became involved, and minor conflicts escalated into all-out civil war.

An enterprising Ringer, Harry Sulu, realized that Saturn's combatants needed a place to repair their vessels and recuperate. Sulu found an old orbital station, repaired it, and dragged it into the Cassini Gap amid the Rings. His radio beacon declared "Ringcity One now open! Repairs! Supplies!"

While a few combatants tried to destroy or capture the Ringcity, Sulu always managed to convince them to leave the station alone. Massacring suppliers would discourage entrepreneurs, Sulu claimed, and besides, did they really want to worry about defending a defenseless station in the Rings?

The idea took hold. Soon more than a dozen Ringcities thrived within the Rings.

The moons of Saturn remain at war. The original crusade for democratic liberties has vanished; each group fights for supremacy over the others. Although the war cools occasionally, someone always stirs it back up again. The sides and rules change without warning; each group has its own goals and motives.

Government (Current)

Dione: The Preservationists currently control Dione.

The Rings: Ringcities each live under their own laws. The cities are neutral, selling to anyone who can afford their services. Each is ruled by the station's owner or their representative.

Titan: Titan's democratic government remains neutral in the Saturn war. The various factions have agreed to leave Titan's fragile ecology unmolested. (Kompton's Crusaders wanted to nuke the entire world; the other factions and groups unanimously agreed to unite against the KC if they even touched Titan.)

The Titanian government welcomes visitors, especially visitors with money. Tourists must remain peaceful, however. The various security groups (each a mix of people from the various special-interest groups fighting in the Saturn system) will vaporize anyone who seems too bent on harming people.

Many special-interest group representatives meet on Titan to bargain. As neutral ground, Titan serves a useful purpose.

Uranus

Unlike the other gas giants, whose upper atmospheres sport bands or spots of color and lots of cloud movement, Uranus appears to be a featureless blue-green ball. Beneath the methane atmosphere lies an ocean of water contaminated with large amounts of methane and ammonia. Beneath the dirty ocean lies the planet's super-heated rocky core.

Uranus tilts on its side, presenting first one pole, then its equator, and then the other pole towards the Sun during its 84-year orbit. Its moons orbit around the planet's equator, nearly perpendicular to the solar system's ecliptic.

"We don't want to hear it."

—Average Uranian citizen's first remark to off-worlders.

History (Pre-Gate)

Uranus's distance from Earth discouraged early colonization. The World Federation colony ship *Outward Bound* finally reached Uranus in 2140, carrying 300 colonists in suspended animation, ten conscious crewmen, and enough equipment for three times that many people. Unbeknownst to them, a group of Belters determined to prevent further WF expansion had established a colony on Uranus's moon Oberon in 2135. The *Outward Bound*'s crew was taken completely by surprise when an unidentified commando squad attacked the ship.

The invaders easily seized the colony ship, locking the crew in an airlock for safekeeping. The commando leader announced that he represented the Uranian Colonization Corporation, and that this vessel was trespassing on Uranian space. As the peaceful Uranians didn't want to offend their neighbor the Worm Federation, the Uranians would allow the command crew and any colonists to return home in a small Uranian vessel. The Outward Bound was considered partial recompense for the Uranians' troubles, and a bill would be sent for the remainder.

Once awakened, most of the colonists chose to remain in the colony. The command crew returned home in a small Uranian ship, along with a few colonists who chose to remain loyal to the World Federation.

The outraged World Federation, upon realizing that the commandos were from a Belt-founded colony, threatened the Belt with war unless Oberon and the *Outward Bound* were immediately returned to Federation control. The Belters' reply was unprintable without extreme editing, but consisted of little more than an explicit and physiologically improbable "no."

Three weeks later, a Ganymean battle fleet entered the Belt near Ceres. In response, an asteroid skimmed past Luna's *Chan-chao* station, the command center for Earth's space traffic. A nucleonic bomb exploded near Io, disrupting power transmission across the Jupiter microsystem. By the time a Ganymean battle fleet reached Uranus, the Belters had made it clear that any war would cost more than the Federation could pay.

The World Federation backed down.

The Uranian Colonization Corporation set about colonizing the Uranus microsystem in earnest. Most of the *Outward Bound's* electronics and computers were stripped out of the ship and moved to Ariel, which slowly became the communications and administrative center of the Uranus microsystem.

When the Uranian colonists chose lots to determine who would colonize which moon, a group of WF loyalists cheated to remain together. They colonized Miranda, a small asteroid close to Uranus. Miranda's natural heat, a result of its proximity to Uranus, gave the Mirandans an edge over the other colonies.

It was quite a shock to the rest of the Uranus microsystem

when, in 2155, the government of Miranda applied for World Federation membership. The WF graciously responded that they always accepted new applicants. The governments of the other Uranian moons screamed in outrage, but couldn't prevent a Miranda-Federation alliance.

Miranda became a World Federation garrison. Federation ships used Miranda as a jumping-off point for expeditions out to Neptune, and many military units came to Miranda for "training in cold-planet operations." Mirandan ships carefully passed close to the other moons, just to keep them on their toes. With Federation help, Miranda grew quickly.

On the other hand, ships of the Uranian Colonization Corporation came dangerously close to Miranda on several occasions. An occasional "weapons accident" damaged Federation property in Mirandan orbit.

The Uranus Colonization Corporation established a complex of automated farm stations on Titania in 2160. Titania grew most of the food for the rest of the Uranus microsystem, especially the smaller moons and Ariel. Most heavy manufacturing occurred on Titania, using metals scrounged from smaller moons.

The Uranus colonies lacked the support that Federation colonies had, and grew more slowly than their inner-system counterparts. Nevertheless, all five moons were colonized by 2180. The colonists even achieved a solid foothold on Uranus itself. A state of cold war between Miranda and the rest of the microsystem persisted until 2194.

History (Post-Gate)

Ariel's crew carefully recorded reports of the Prime Gate's destructive effects across the rest of the solar system. Uranian scientists quickly found that the effect had a measurable speed, and determined that they had up to twelve hours to prepare for catastrophe.

The Ariel communications officer sent a warning to the other moons, ordering everyone to prepare for environmental disaster. Although he didn't have a code for "impending end of natural law, brace yourselves," he managed to get everyone indoors and standby power sources ready before the shockwave hit.

Out of kindness, the Ariel commander sent a message out to Neptune warning them of the danger and telling them how to minimize the loss of life. From her point of view, the Federation would spend the next hundred years trying to recover from this one blow, and extra deaths were just tragic.

Warnings from Ariel saved most of Oberon's population from Gate-induced problems. Although nobody understood the cause for the warning, many people took a few moments to double-check their backup systems and prepare emergency life-support devices. When Oberon's main power flickered, the population was prepared. Oberon seemed destined to escape the Prime Gate's devastation.

When Titania's commander heard the warning about the impending disruption from the Prime Gate, he ordered the Titanian factories to shut down for a day. Although he didn't believe that anything could be as disruptive as he'd heard, he didn't care to take chances with his equipment. That might have saved the machinery. Then again, perhaps the effect would have bypassed Titania anyway.

The Federation withdrew its forces from Miranda in May 2194, taking their weapons with them. The other moons quickly invaded, executed the original traitors, and informed the colonists that they would remain under martial law until they proved that they were no longer loyal to the Federation. An anti-WF government was quickly installed. Advanced technology was stripped from Miranda and disseminated throughout the moons.

Oddly enough, the Prime Gate's disruptions had little effect around Uranus. While technological systems behaved erratically, nothing completely failed. Mutation proceeded slowly, almost gently. It wasn't until the Darkling Plague of 2215-2221 that Uranus's government finally toppled.

The Darkling Plague appeared first in a delicatessen on Oberon and quickly spread across the rest of the moon. The plague made people turn an unusually dark color, then swell until they finally died of hemorrhaging. In three months, the plague killed sixty percent of Oberon's population. Rumor claimed that the Darkling Plague was a renegade Belter biological weapon upgraded by magical mutation.

When the Darkling Plague struck Oberon, Ariel became an isolated medical research center. Doctors brought sealed virus samples to Ariel and turned the advanced WF medical computers on them. Despite all precautions, the plague struck Ariel only weeks later. Ariel's crew had probably been infected months before.

The Darkling Plague struck Titania just as hard as the other moons. The machinery shut down again, and this time it stayed off for over a year. On Miranda, martial law ended when the Plague struck.

Within six years, eighty percent of Uranus's colonists had succumbed to a disease without a cure or vaccine, which was undetectable until six months after exposure. Only the lack of travel between Uranus and the inner worlds kept the rest of the solar system, already weakened by the Prime Gate's effects, from a decimation more complete than the Black Death.

When the plague passed, Oberon became home for refugees from across the Uranus microsystem. Mirandan survivors were forcibly assimilated into Oberon communities, where they became low-class citizens, reviled for their siding with the World Federation for so many decades. Repair crews from Ariel returned to Titania. The demand for manufac-

tured goods had dropped considerably, and so the crews only needed to activate a small part of the plants to supply the microsystem.

Eventually, the Uranus system's survivors recovered. Empty colonies were stripped for parts and resources, and space flight to other worlds began again in 2228.

Government (Current)

The Free Uranus Colony Council rules the Uranian microsystem. Representatives from each colony and department meet to discuss options and opinions, and eventually form Uranian policy. The Council has complete control over the life of every Uranian, and citizens are expected to obey.

Ariel: This moon still has most of the *Outward Bound's* computers, and the only communications lasers powerful enough to reach any other worlds. The Free Uranus Colony Council works here, as do several technicians charged with maintaining the system.

Oberon: The Free Uranian Colony Council controls Oberon. People know when to work, when to eat, and when to sleep. Although the regime isn't particularly harsh, the Council still has the power of life and death over all Oberon citizens.

Titania: Like Ariel, Titania is an industrial/military colony. The Council rules the moon, and the crew obeys their orders.

Neptune

Like Uranus, Neptune is a nice shade of blue, thanks mostly to its methane atmosphere. Unlike Uranus, Neptune sports cloud bands and even a large blue spot, similar to the great red spot on Jupiter. It is also the windiest planet in the solar system, with gales of up to 2,000 km per hour sweeping across it.

History (Pre-Gate)

A Ganymean colonization mission reached Neptune in 2156. Unlike previous colonization missions, this expedition included two warships. The WF mission planners refused to suffer another defeat like Uranus. Those armaments proved completely useless, and the colony settled on the moon Nereid with little difficulty. Several years later, colonists landed on Neptune itself to mine its vast store of enormous diamonds.

While most of the colony's work was done on the main planet, Nereid became a valuable relay station and fallback point. The moon hosted a large WF garrison, a great deal of communications gear, and the hydroponic farms for the entire Neptune colony.

History (Post-Gate)

When the Gate opened, Triton became a secondary locus for the wave of magical energy sweeping through the solar system. Radiation from the moon utterly destroyed the Neptune colony. The colony on Neptune's moon Nereid would have suffered a similar fate, were it not for Kolgir'chasta (see p. 157) and his insistence that Nerians abandon technology entirely.

A few Nereid colonists scoffed at the creature and went looking for usable machinery. One engineer picked up a power drill, said "Hey, this still works," and died of explosive decompression in an air-filled corridor. The Nerians took the hint. The colonists began raising crops and animals in the small Earth-environment park. Belter researchers have tentatively identified Kolgir'chasta as a primitive major elemental, possibly someone caught in the energy from the Gate.

Government (Current)

Nereid has a monarchy, currently headed by King Salamander, a kineticist with a nasty fondness for Pyrokinesis. Nerian society includes several noble houses, with estates and servants. Local judges settle any disputes. Members and servants of noble houses dissatisfied with a judge can bring their disputes to the king for negotiation. Many Nerians remain unattached to a noble house. Although they're free to do as they please, they're also free to starve.

Additional Notes: Triton

When the Gate opened, the moon Triton became a secondary locus of magical energy. It still has an anti-tech zone of strength –6. Although many proposals for a gunpowder-propelled vessel have been made, nobody has actually landed on Triton since the Gate opened.

Pluto

According to Earth scientists of the 20th century, Pluto was a tiny, rocky, icy world no more than 2,300 km in diameter. Its moon, Charon, was nearly half its size, and had enough pull with its parent planet that the two orbited each other around a central point — the only moon with enough influence to swing its parent around a point *outside* its diameter. The two bodies were even close enough to share one atmosphere, a situation unique in the solar system.

History (Pre-Gate)

The Federation wasn't in a hurry to colonize Pluto. After all, the world had nothing to offer but a view of interstellar space unmarred by any nasty planets or the Sun. Eventually, Federation leaders decided to colonize Pluto anyway. In a thousand years Pluto might make an excellent stopping-point for interstellar ships, and the Federation had to be ready.

Ganymede launched a Pluto colonization mission in 2190. Halfway through the eight-year voyage, the colony ship lost contact with the rest of the solar system. Without enough fuel to turn back, they continued on to their destination.

History (Post-Gate)

When the colonists arrived at Pluto in 2198, they found a remarkably Earth-like world, 11,000 km in diameter, complete with flora and fauna. Charon, while still the icy, rocky moon they'd expected, was now much smaller than its parent planet, and well-behaved.

Believing they had fallen victim to a Belter trick or a space-time warp, or possibly both, the crew landed on Charon first, and considered remaining there. The lure of a warm world proved too much for them, however. Many families cautiously landed and began exploring. Unable to contact Luna or Ganymede, and unable to return home in the one-trip colony vessel, the colonists set up their colony amidst the great forests.

Much of the colonists' equipment, designed to work at ten degrees absolute or below, was completely useless. The colonists persevered, however, and gradually built a flourishing agrarian colony. Much of the low-temperature colonization gear remained on Charon, with the few families who chose to colonize the icy moon. While Pluto became a peaceful anarchy, Charon remained advanced and ordered.

Charon has become the main spaceport for Pluto. Pluto's only spaceport consists of an open field and a run-down shack with a radio antenna sticking out of the top. Charon's facilities are more advanced, complete with repair bays and relatively cheap spacecraft fuel.

Government (Current)

Pluto: This idyllic world is an anarchistic state. There is no legal system, no government, and no binding rules. Anarchists from across the solar system have flocked to Pluto.

Charon: While Charon is considerably more ordered than Pluto, it's still a pleasantly relaxed place to live. Charon is commanded by an administrator, whose main job is to make sure everything gets done that needs to. Choosing a new administrator often takes weeks of fighting and discussion, as nobody wants the job. The administrator is also the customs agent, and a part-time janitor when needed.

Persephone

Persephone is very cold. The frozen hydrogen on its surface thaws into liquid hydrogen lakes during the warm season. The planet has no atmosphere and no resources not more easily available at Saturn.

History (Pre-Gate)

Persephone was discovered in 2183, and very quickly disregarded as being completely useless.

History (Post-Gate)

In 2204, a daredevil Belter pilot reached Persephone in a specially-modified deep-space courier. He reached out, wrote "Thorn was here" on a piece of frozen methane, turned around, and left.

Nobody has been to Persephone since 2204.

Early in 2355, however, Persephone began transmitting radio signals into the solar system. Claiming to be "Radio Station WILT," the transmissions include a wide variety of music, painfully truthful but obnoxiously irreverent comments on System politics and society, plus helpful advice on dealing with a wide assortment of supernatural and technological problems.

For more on Radio Station WILT, see page 159.

Special Interest Groups

The following are associations whose members have a common interest or goal. A character may be a member of a special-interest group, in which case scenarios can be jobs assigned by the organization.

Visibility is how openly the group functions.

Origins gives the area that the group is based in or works out of.

Resources describes the materials, money, and contacts the group has at its disposal.

Enlistment describes how difficult it is for a person to become a part of that organization and any special requirements for admission.

Familiarity is how widely the group is known.

Contact is how difficult it is for outsiders to contact the group.

Galactic Resource for Exploration, Exploitation, and Development (GREED)

Visibility: slight
Origins: Luna
Resources: extensive
Enlistment: by employment
Familiarity: common
Contact: offices on several major moons

A multiworld corporation, GREED owns many different industries. These industries will engage in *any* profitable activity. The Board of Directors doesn't care about who or what the company hurts; its only concern is the final profit margin. GREED owns several small nations across the system, and plans to buy the rest as a tax write-off.

Interdimensional Gate Association (IGA)

Visibility: none
Origins: unknown
Resources: scanty
Enlistment: very difficult
Familiarity: rumors only
Contact: no publicly known method

Although many people claim to have met Interdimensional Gate Association agents, this elusive organization shies away from publicity.

The IGA attempts to monitor Gates and spacewarps everywhere in the solar system. IGA agents track down instabilities and holes in the tinfoil of space and do their best to seal them.

If an IGA agent finds an artificial instability, they track down the people responsible and force them to make amends.

Kompton's Crusaders

Visibility: very high
Origins: asteroid belt
Resources: scanty
Enlistment: volunteer
Familiarity: common
Contact: easy, but keep your head down

Kompton's Crusaders believe that the opening of the Prime Gate destroyed the universe and people just don't know it yet. They dedicate their lives to the destruction of civilization and restoring the age of entropy. Psychologists believe that many Crusaders are inherently rational people driven over the edge by the madness and irrationality of modern life. The Crusaders' founder, Josephine Kompton, is widely believed to be a deranged high elemental.

Legions of the Phoenix

Visibility: slight
Origins: deep space
Resources: limited, but high-tech
Enlistment: very difficult
Familiarity: small
Contact: difficult

The *Phoenix* was a 12-km-long mobile space city that could travel for years on end without refueling. Built in 2130, the Phoenix cruised the solar system, following colony expeditions to Neptune and surveying extra-Belter asteroids such as Chiron.

On April 1, 2194, the *Phoenix* was charting the Oort cloud. The spacecraft felt nothing when the Prime Gate opened; radio traffic from the solar system suddenly turned irrational. By the time the ship returned to the inner worlds in 2201, civilization had fallen. The damage to the Federation appalled the *Phoenix's* crew. Captain Rimmer decided that the *Phoenix's* crew would have to restore civilization themselves.

But the Federation had designed the ship to last for decades, not centuries. As systems weakened, the *Phoenix* crews began scavenging ruins for usable repair parts. By 2300, the original ideals of the Legion had succumbed to the never-ending need for replacement parts.

Now, *Phoenix* teams attack smaller ships and minor space stations, strip them of usable equipment, and return to their mother ship. Phoenixian engineers dismantle the equipment, use the parts they recognize, and throw the rest on the rubbish bin.

All Legion members are humans, robots, or cyborgs. The *Phoenix* crew retains a strong prejudice against non-human life.

Lifecleansers

Visibility: somewhat open
Origins: Titan
Resources: limited
Enlistment: volunteer
Familiarity: common
Contact: difficult

Members of the Lifecleansers believe the Prime Gate "cleansed" life throughout the solar system. Elementals and demihumans are the new, superior forms of life. Humans are the old race, one that has served its purpose but should now be replaced. As humanity seems reluctant to be replaced, it's the Lifecleansers' responsibility to push the issue — preferably with sharp objects. In places dominated by Lifecleansers, humans are sterilized and forced into ghettos.

The Lifecleansers' headquarters is on Titan, in a high-tech citadel near the North Pole. As the Lifecleansers built the citadel a whole three weeks before Titan signed a neutrality agreement, Lifecleansers don't see their presence on Titan as violating that agreement.

PET (Pro-Ecology Terrorists)

Visibility: very open
Origins: Earth
Resources: variable
Enlistment: volunteer
Familiarity: uncommon
Contact: difficult

PET's members loathe technology, and seek to restore the original environments of every world in the solar system. Although PET's activities concentrate on the habitable worlds (Earth, Mars, and Titan), inhabitants of various moons object to PET's plans on principle.

PETs regularly attack and destroy industrial complexes on Earth, Mars, and Titan. The ultimate goal of the Pro-Ecology Terrorists is to reduce civilization to a pastoral level. The only technological devices PETs willingly use are weapons, spacecraft, and communications equipment. They prefer very big weapons, but will settle for anything they can get.

Preservationists

Visibility: open
Origins: Earth
Resources: extensive
Enlistment: volunteer
Familiarity: common
Contact: easy

The Preservationists work to restore the system wide government and culture that existed before the Prime Gate. They seek out advanced technology and magic to improve life for the peoples of the solar system. Preservationist teams seek out threats to civilization and eliminate them. Preservationists prefer technological solutions to problems. Preservationists as a group do not hold racial prejudices, although individual members often join the Lifecleansers or the Resurrectionists.

Resurrectionists

Visibility: open
Origins: Amalthea
Resources: almost none
Enlistment: volunteer
Familiarity: common
Contact: easy

The Resurrectionist movement is a vaguely religious group that believes robots and cyborgs caused the Prime Gate to open. As Bristol Addams was indeed a cyborg, this belief has a small basis in fact.

Resurrectionists think that restoring civilization requires eliminating robots and cyborgs. They use any terror tactics necessary to force cyborgs and robots out of their community, and will stop at nothing if resisted or annoyed. A Resurrectionist will refuse prosthetic replacement for even the most grievous injury.

At a Resurrectionist meeting, members wear green sheets with gold circuit diagrams printed on them. Execution of a robot or cyborg is considered a necessary prelude to the actual business of the evening: shooting large guns, boasting, and drinking until dawn.

Society for the Prevention of Cruelty to Machinery (SPCM)

Visibility: open
Origins: Earth
Resources: none
Enlistment: volunteer
Familiarity: common
Contact: easy

The Society holds that humanity has no business repressing the helpless machines who support them. Although they frequently campaign for robot and android rights, the SPCM also demands rights for radios, video games, and automated factories.

More militant SPCM members attack automated factories, blast the doors open, and storm in shouting "Run! Be Free!" at the assembly line or main computer system. The gentler SPCM supporters hand out flyers on street corners and lecture mechanics caught cursing at broken machinery.

Supernatural Entity Monthly

Visibility:	Open, advertises everywhere it can
Origins:	Mars
Resources:	negligible
Enlistment:	by employment, or freelance work
Familiarity:	common
Contact:	PO Box 87319-B, Mecca, New Arabia, 4B1 3R9, Mars Attn: Public Relations Director

Supernatural Entity Monthly is a popular magazine (released at irregular intervals since definitions of "monthly" vary from place to place). Each issue contains articles on unusual creatures and places in the solar system, a write-in advice column hosted by a lich, and an interview with an interesting supernatural entity. Unlike the tabloids of earlier centuries, all the stories in SEM are true.

Freelance reporters write most of Supernatural Entity Monthly's articles. People who are down on their luck often try to investigate some local unusual creature and sell the tale to the magazine. The editor pays up to 5,000 Ir for a good, well-written, interesting, unique, and truthful article. SEM's editorial board has an uncanny talent for detecting falsified stories.

Legends of the Solar System

The Fringe Culture

According to spacer legend, a thinly-spread culture orbits the sun in a different plane than the planets. Known as the "fringe culture," this society consists of innumerable small spacecraft, space stations, asteroids, and salvaged colony ships. Isolated and self-sufficient, the fringe remains alone. The Fringers, if they exist, guard the exact locations of the fringe settlements.

Interstellar Colonies

In the late 21st century, the WF developed a type of starship known as the Bussard ramjet. These ships used interstellar hydrogen as fuel, and could reach nearby stars in a few decades. The Federation built several ramjets and launched expeditions to the nearby stars: the Centauri system, Tau Ceti, Barnard's Star, and several others. Each ramjet carried colonization equipment and volunteer colonists in cryogenic suspension.

Nobody knows if any of these colonies still exist, let alone what kind of culture they have. Magical attempts to contact the extrasolar colonies have all failed.

Since the opening of the Gate and the collapse of the Federation, no single group has the funds or resources to build another ramjet.

Magium

Nearly every mage has heard of magium, a mythical substance that is as pro-magic as iridium is anti-magic. Some say magium is a natural substance that vibrates in step with the frequency of magical energy. Others say it's something alien to our universe, and that small amounts of magium rode on the crests of the waves of magical energy that flooded the solar system. Many others say it's nothing but a tall tale.

Mages have devoted their lives to the search for magium. If any have found it, they've hoarded it to themselves. They've also kept secret its exact nature and properties, as well as what, precisely, magium can be used for. Some tales claim that magium makes all things possible, granting the mage the ability to draw magical energy directly from the environment in incredible quantities. Others contend that a magic item made of magium would output twice as many Magic Points as a mage put into it with the Storage spell. At least one tale postulates that ingesting magium doubles the mage's ability to recover Magic Points through rest or meditation — and that it grants long life, to boot.

The fact remains, however, that no one really knows if magium even exists.

Magic versus Technology

In the *Gatecrasher* universe, magic and technology continually struggle for supremacy. This pervasive conflict between wizardry and tech results in a number of "anomalies" in the solar system.

Cold Metal

The term *cold metal* is used for any material difficult to affect with magic. Most high-tech materials are "cold" simply because very few people can affect them with magic or Supernatural Talents.

When the magician Kelorinthol created the Gate, he designed it to omit magic energies that could affect or destroy the material he used to carve the Gate. Iridium is thus immune to the effects of magic. Iridium is the only completely cold metal known.

Before the opening of the Gate, iridium became a well-known metal commonly used in drugs, computers, and high-tech electronics. When magic returned, iridium was the only metal unaffected by the chaos. Its value rose quickly, and eventually iridium was used only for currency and electronic components.

Spells and Supernatural Talents do not work on iridium at all. The metal cannot be alchemically duplicated, which makes it a stable currency base. Iridium is the densest known natural material, much too heavy to use as weapons or clothing.

Spacewarps and Gates can transport iridium. These spells function by creating a spatial rift, and do not actually work magic upon the items transported. People who teleport magically, however, will always leave all of their money behind.

Anti-Tech Zones

In the *Gatecrasher* universe, thoughts exert powerful influences on magical energy. Over time, many people thinking similar things with enough conviction can actually make those things come true. This accounts for the appearance of certain creatures, made real by the telling and re-telling of old legends or horror stories.

This also accounts for a phenomenon known as "anti-Tech zones." Inhabitants of low-tech areas tend to rely more on magic and time-honored traditions than on technology to accomplish day-to-day tasks. The underlying belief that technological devices don't fit in with those time-honored traditions may lead to a belief that technological devices aren't used because they don't work. Ideas like this can absorb magical imperative and become local law, creating an anti-Tech zone.

Each anti-Tech zone is rated from –8 to +10. This measures the maximum Tech that works reliably in the zone. For example, in an anti-Tech zone of 0 anything above Tech 0 works erratically Anti-Tech zones do not interfere with anything below Tech –8. No matter how strong an anti-Tech zone is, fire still burns and a club can still be used to beat things.

Whenever someone tries to use a high-tech object in an anti-tech zone, make a standard Situational Roll. Subtract one for every Tech the item is above the anti-Tech zone's rating. Check the table below for special effects from the anti-Tech zone.

Anti-Tech Zone Effects

Roll	Result
–4 or worse	Item loses 3 condition levels per minute (see p. 110). Equipment failures are catastrophic and harmful. Anything goes; the GM can let her imagination run wild.
–3 to –2	Item loses 3 condition levels per hour and is extremely fragile. Devices that fail behave in an improbable fashion.
–1 to +1	Item loses 2 condition levels per hour. Every time the device fails to work it behaves in an impossible fashion. Rifle barrels become temporarily flaccid and scanners sing "Greensleeves" in three-part harmony.
+2	Item loses 2 condition levels per hour.
+3	Item loses 1 condition level per hour
+4	Item behaves normally.

Radiation has no effects in an anti-Tech zone –8. Antimatter will not annihilate in an anti-Tech zone –3 or less.

Enchanted Items and Anti-Tech Zones

Enchanted items in an anti-Tech zone get a +1 bonus per point of enchantment they have.

Cyborgs and Anti-Tech Zones

As a general rule, cyborgs hate anti-tech zones. Their prostheses have the same chance of failing as any other technological device.

Anti-Magic Zones

No anti-magic zones have yet been discovered. Despite the best efforts of the Lunar government, magic remains everywhere. The presence of high technology slows the recovery of Magic Points, however, and most magic does not work on high-tech items.

True Names

In the *Gatecrasher* universe, everything has at least two names. One is the name commonly used to refer to an item (e.g., Fred, milk shake, rock, etc.). The other is the object's true name.

A true name embodies the essence of what it names. A person's true name can be used to try to control him. A few spells (e.g., Compulsion) require knowledge of the victim's true name.

If someone hears a simple instruction using his true name (e.g., "Milchsump, go fetch me my slippers"), he feels a strong compulsion to obey. The victim must make an Id roll at Superb difficulty to resist the true name.

The user must know that he is using the person's true name. Accidental uses have no effect.

The GM should choose the character's true name in any manner she finds amusing. Most true names are nonsense words, or made of other words.

People do not usually know their true name. Magicians learn their true name when they first use the spell Watcher. Other people can only find their true name by having a Reality Shift spell cast for them.

Elementals and Deities

Of the four types of elementals in *Gatecrasher*, two are available as characters (see the *Characters* chapter). The remaining two types, *major* and *high* elementals, are powerful incarnations of ideas.

Major Elementals

Major elementals are the minions of and gofers for high elementals and the gods. Their abilities and stats are (just barely) within humanoid limits. The appearance of a major elemental is appropriate to its nature.

High Elementals

While high elementals are more powerful than major elementals, they are still vulnerable to mortal attacks.

Only one high elemental exists for each philosophical concept (i.e., there is only one High Elemental of Chaos, one High Elemental of Punishment, one High Elemental of Gerbils, etc.). High elementals can choose their appearance.

High elementals rarely directly involve themselves in mortal conflicts, preferring to be represented by a major elemental or even a mortal priest.

Gods

A long step above the high elementals are a handful of gods. Gods rarely involve themselves in mortal affairs, choosing instead to sit back and gain earthly power (and great amusement) through mortal conflicts.

Most deities have their own areas of influence: the sun, the Afterlife, or small pebbles not more than three inches long. In this domain, they are quite powerful. Outside of that domain, they are strong but cannot directly contest another deity.

In the event that a character has a one-on-one confrontation with a deity, the character is probably in a lot of trouble. Deity Attributes start at the level of "you have got to be kidding" and go up to "yes, sir, whatever you say, sir." This isn't a matter of Scale; gods are gods.

Despite their impressive abilities and great power in their own domains, gods can be tricked or, perhaps, killed. For a good example, look at the ancient Greek and Norse pantheons.

Gods can choose their own appearance.

Summoning Gods

Yeah, right. Characters don't summon gods — gods summon characters. The most even an incredibly talented and powerful summoner could manage during a summons is to attract a deity's attention in a *very* unfavorable light.

High Elemental/Divine Intervention

In desperate situations, a character might attempt to call upon a god or high elemental for aid. In such a case the GM must use her own discretion, considering each of the following:

Is the character directly working for the cause of the deity?

Has the character previously been helpful to the deity?

Does the deity give a damn about the situation?

If the answer to all of these questions is yes, the high elemental or god invoked will notice the plea and send minor aid on a Superb Situational Roll. Deities rarely, if ever, aid the same person (or group of people) twice.

Deities demand an extreme sacrifice (e.g., a decade of service) for even trivial assistance.

Higher Court

Humanoid disagreements, while frequently bloody and dangerous, are nothing compared to the disagreements of the gods and high elementals. Rather than lobbing planets at one another, deities tend to settle their disputes in the Higher Court.

As most deities do not believe that their peers can be impartial, when cases involve deities as plaintiffs or defendants the jury of the Higher Court is made of mortals. Every now and then, mortals find themselves tapped for jury duty on the Higher Court. Sometimes they even return.

Being a juror for the Higher Court has certain drawbacks. Any pretense of juror anonymity goes out the window, and a juror has little protection against spending his next million lifetimes as a cockroach in an insecticide factory. And sending a deity to the electric chair has extraordinary theological implications.

The other use for the Higher Court is the negotiation of mortal contract disputes — in which case deities serve on the jury rather than mortals. While an angel can break an unfair contract, many contracts fall into a gray area. While not quite fair, they aren't blatantly unfair. Other times, someone can pull a contract through a loophole in itself, tying the agreement into an impossible knot. In either case, the offended party can attempt to take the case to the Higher Court.

Getting a case brought to the Higher Court requires the person to contact a deity (any deity) and convince that deity to file a request for a trial in the Higher Court. Depending on the deity contacted, this can be a simple task or the hardest part of the entire trial.

Very few mortal lawyers will argue before the Higher Court.

Mortals arguing a case before the Higher Court have several potential problems. First of all, the jury is composed of deities. Gods and high elementals bored by a court case have been known to track down the offending mortal and transform him into a hot dog. While most deities consider serving on the Higher Court a necessary part of their job, a few disruptive entities take a great deal of joy in disrupting proceedings or warping judgments.

Secondly, judgments handed down by the jury are permanent and unappealable. If necessary, the jury will intervene to be certain that sentence is carried out.

Gallop God Ratings

Mortal belief directly powers deities. Deities with many believers have more power than deities without believers.

One of the few pieces of information to come out of Nereid are the Gallop God Ratings. The Gallop God Ratings report the number of believers each deity has, the overall strength of their belief, the number of times people called on the deity or swore by the deity, and other statistical breakdowns on applied religion. As deities feed on the belief of their followers, the Gallop God Poll is a good indicator of any given deity's strength.

What would a role-playing game be without a bunch of "monsters" to plague the player characters?

Random Icky Things

Heavy use of magic, damage to the fabric of space-time, or general weirdness can attract or create Random Icky Things. Whenever the GM wants to spice up the player characters' lives a bit, she can roll percentiles on the following table, thereby summoning a Random Icky Thing into the characters' environment. Random Icky Things lack intelligence, and are hostile towards life, heat, movement, and anything wearing plaid

Random Icky Things

roll	result
01-06	bulletproof bugs
07-10	cockroach men
11-20	creepy crawly things
21-24	flying octopus things
25-30	giant bats
31-36	giant flying bugs
37-39	giant snake
40-45	golf balls from hell
46-48	gorilla thing
49-53	killer pancake things
54-58	lizard-bird things
59-62	miscellaneous tentacled things
63-67	octopus thing
68-73	pterodactyl things
74	really vicious icky thing
75-78	snake men
79-87	spider things
88-94	toad things
95-00	roll twice more

Attacks: This details the types of attacks the creature makes (bite, tentacles, claws, etc.). If the creature attacks in swarms, use the Swarm Attacks rules below.

Combat: This is the only Attribute Random Icky Things need. Use it for both attacks and defense.

Damage Factors: This lists the creature's Offensive and Defensive Damage Factors, with Scale added. See p. 66 for more information on Damage Factors.

Wound Levels: This lists the number of damage points the creature can take before being Hurt (–1 to Combat) or Out of the Battle (Incapacitated or Dead).

Size: The creature's size and Scale (see p. 57).

 # Encountered: The number of creatures normally found when encountered.

Swarm Attacks

When a large group of very small creatures attacks something, use this swarm attack system to speed play. Swarming creatures must be at least two Scale levels smaller than the targets they swarm. A swarm acts as though it were a single creature of larger Scale than the individual creatures that make up a swarm.

Swarm Size

The number of creatures in a swarm determines the swarm's effective Scale. Add the Swarm Scale Modifier (see table below) to the base Scale listed for an individual creature of the type swarming.

Swarm Scale Modifier

# of Creatures	Scale Modifier	# of Creatures	Scale Modifier
2	+1	60	+10
3	+2	90	+11
4	+3	130	+12
5	+4	200	+13
8	+5	300	+14
10	+6	450	+15
15	+7	650	+16
25	+8	1,000	+17
40	+9	1,500	+18

A Swarm of creatures cannot have a modified Scale greater than their target's Scale +3. Any leftover attackers will form swarms of their own, which can sit back and play euchre while waiting for a chance to get in on the action. Also, the GM should use some common sense. Elephants cannot make swarm attacks, unless they're very small elephants — or attempting to swarm a Scale +15 mouse.

example:

A Swarm of 300 Creepy Crawly Things (see p. 196) attacks and defends as though Scale +2 (their base Scale of –12, plus the Scale modifier of +14). A swarm of 450 Creepy Crawly Things attacks and defends as though Scale +3. If the swarm were attacking a human-sized character (Scale 0), any additional Creepy Crawly Things would have to form a swarm of their own. Only one swarm can attack a given target at a time. That doesn't prevent other swarms from attacking other targets in the area, of course…

Swarm Damage

To determine the amount of damage a swarm does in an attack, add the creature's Offensive Damage Factor to the swarm's Scale Modifier. Then add the Relative Degree by which the swarm won the combat round and subtract the victim's Defensive Damage Factor. This is the number of points of damage inflicted on the target (minimum damage: Scratch). Add any special effects (detailed in the creature description) such as poison, etc.

Attacking a Swarm

If the swarm's target wins the combat round, the swarm may be damaged. (Remember to add the swarm's current Scale Modifier to its Defensive Damage Factor when determining the number of damage points inflicted.) Keep track of a swarm's "Wounds" as you would a character's wounds:

1,2	3,4	5,6	7+
Scratch	Hurt	Very Hurt	Incapac.
☐☐☐	☐☐	☐	☐

The swarm has a penalty of –1 to its Combat ability when "Hurt" (–2 when "Very Hurt"). When "Incapacitated," the swarm's effective Scale drops one level. Erase all damage and penalties due to wounds; the (smaller) swarm continues as though unhurt.

example

Adam Reynolds (Unarmed Combat Great) finds himself in the midst of a swarm of Creepy Crawly Things (Combat Good, Offensive Damage Factor –10, Defensive Damage Factor –11, Scale –12). There are 100 of them, for a Swarm Scale Modifier +11. The swarm attacks as a Scale –1 creature.

In the first round, Reynolds gets a Superb versus the swarm's Good. With his Great Strength (+2) and a Relative Degree of +2, he does 4 points of damage; enough to Hurt the swarm. In the second round, the swarm wins by a Relative Degree of +2. Damage: Offensive Damage Factor + Swarm Scale Modifier + Relative Degree = –10 + 11 + 2 = 3. Reynolds is Hurt!

In round 3, Reynolds gets a Superb (despite being –1 due to his wounds) versus the swarm's Mediocre result. He does 6 points of damage; the swarm is Very Hurt.

Reynolds wins the next two rounds, doing 3 and 5 points of damage. Those 5 points are enough to Incapacitate the swarm, as all its Hurt and Very Hurt boxes are already filled. The Creepy Crawly Things regroup; Adam now faces an unhurt swarm with a Swarm Scale Modifier +10.

Icky Things Descriptions

Bulletproof Bugs

Attacks: bite (Swarm)
Combat: Great
Damage Factors (includes Scale):
Offensive –9 (+ Swarm Scale Modifier)
Defensive –8 (+ Swarm Scale Modifier)
Wound Levels: 1 Hurt, 2 Out of Battle or by Swarm
Size: 10 cm (Scale –11)
 # Encountered: 1d6×100

The hard-shelled Bulletproof Bugs have been known to strip entire cities down to bare metal and concrete. Although small, they're very tough. Bulletproof Bugs have a special affinity for cream-filled sponge cake.

Cockroach Men

Attacks: bite
Combat: Great
Damage Factors (includes Scale):
Offensive: +1
Defensive: 0
Wound Levels: 4 Hurt, 10 Out of Battle
Size: 1 m (Scale 0)
 # Encountered: 2d6

These oversize bipedal cockroaches are immune to radiation and take half damage from heat and cold.

Creepy Crawly Things

Attacks: bite (Swarm)
Combat: Good
Damage Factors (includes Scale):
Offensive: –10 (+ Swarm Scale Modifier)
Defensive: –11 (+ Swarm Scale Modifier)
Wound Levels: 1 Out of Battle or by Swarm
Size: 5 cm (Scale –12)
 # Encountered: 1d6×200

These large insects flow over everything they encounter like a nauseating tide with itsy-bitsy teeth.

Flying Octopus Things

Attacks: eight tentacles (treat as one attack)
Combat: Fair
Damage Factors (includes Scale):
Offensive: +4
Defensive: 0
Wound Levels: 6 hurt, 12 Out of Battle
Size: 1 m (Scale 0)
 # Encountered: 1d6

A Flying Octopus Thing looks like a small octopus with bat wings that flutter ridiculously quickly. Once per hour, a Flying Octopus Thing can create a stationery 5-meter-wide sphere of darkness, which lasts for 1d6 combat phases. A Flying Octopus Thing can see in its own darkness.

Giant Bats

Attacks: radar
Combat: Fair
Damage Factors (Includes Scale):
Offensive: 0
Defensive: 0
Wound Levels: 4 Hurt, 10 Out of Battle
Size: 3 m (Scale +1)
 # Encountered: 1d6

Giant Bats mean well, devouring insects and small disease-carrying animals, but their sonar damages things around them. Anything within 100 meters of a Giant Bat takes 1 point per combat phase per bat.

Giant Flying Bugs

Attacks: suck lymph (Swarm)
Combat: Great
Damage Factors (includes Scale):
Offensive: –11 (+ Swarm Scale Modifier)
Defensive: –11 (+ Swarm Scale Modifier)
Wound Levels: 1 Out of Battle
or by Swarm
Size: 15 cm (Scale –11)
 # Encountered: d%

Swarms of maniacally-aggressive Giant Flying Bugs fly in neat military formation and attack in concert.

Whenever the swarm successfully attacks, a number of Giant Flying Bugs equal to the Relative Degree by which the swarm won the combat round attach themselves to the victim and begin draining lymph fluids. *This happens even if the swarm does no actual damage.* Each attached bug causes 1 point of damage per round. The bug stops draining only when it dies, the victim dies, or the bug has drained 3 points of damage.

Giant Snake

Attacks: constriction
Combat: Good
Damage Factors (includes Scale):
Offensive: +4
Defensive: +2
Wound Levels: 5 Hurt, 10 Out of Battle
Size: 5 m (Scale +2)
 # Encountered: 1 or 2

If a Giant Snake successfully attacks its victim three times in a row (even if no actual damage is done), it wraps itself around the victim and begins constricting (4 points of damage per round). Anyone attacking a Snake constricting a victim must succeed with a minimum result of Good or hit the victim instead.

Golf Balls from Hell

Attacks: bite (Swarm) plus special chomp
Combat: Good
Damage Factors (includes Scale):
Offensive: –12 (+ Swarm Scale Modifier)
Defensive: –12 (+ Swarm Scale Modifier)
Wound Levels: 1 Out of Battle
or by Swarm
Size: 3 cm (Scale –12)
 # Encountered: d%

These little white balls have no external features except a mouth and two eyes. They travel by bouncing along at a ridiculously high speed. Golf Balls from Hell chomp their victims viciously.

Whenever the swarm successfully attacks, a number of Golf Balls from Hell equal to the Relative Degree by which the swarm won the combat round attach themselves to the victim and begin chomping (1 point of damage per chomping ball per combat round).

Anyone attacking a swarm of Golf Balls from Hell must win the combat round with a Great or better roll to hit to do any damage to the swarm, unless using an area-effect weapon (grenades, etc.).

Simulation: Golf Balls from Hell

The effects of a Golf Ball from Hell swarm attack are easily simulated. Fill a large coffee can with small high-bounce plastic balls. Go into a small room with a tile or wood floor. Hold the coffee can as high as possible, and dump the balls on the floor. Now imagine trying to hit those bouncing balls with a baseball bat.

(Kids, don't try this at home. The publisher and author are not responsible for anything, including bones, that gets broken by actually doing something this blatantly stupid.)

Gorilla Thing

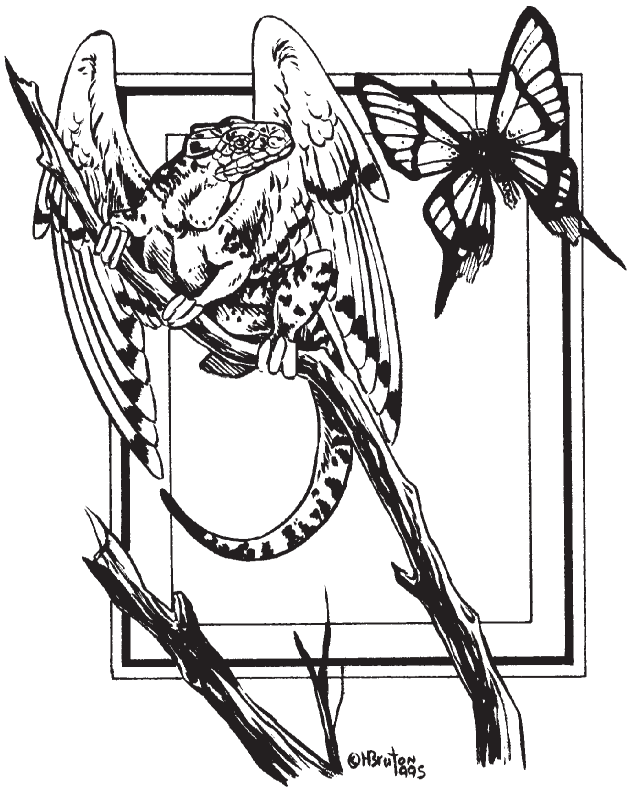
Attacks: claws, Mediocre lethal poison
Combat Good
Damage Factors (includes Scale):
Offensive: +4
Defensive: +3
Wound Levels: 4 Hurt, 12 Out of Battle
Size: 2 m (Scale 0)
 # Encountered: 1

This slimy brown gorilla has matted lengths of repulsive, greasy hair and an appalling lack of dining manners. Gorilla Things will not approach water. Anyone taking damage from a Gorilla Thing is poisoned with a Mediocre lethal poison (see p. 69).

Killer Pancake Things

Attacks: razor edges
Combat: Good
Damage Factors (includes Scale):
Offensive: 0
Defensive: –1 (min Superb)
Wound Levels: 3 Hurt, 6 Out of Battle
Size: 1 m (Scale –1)
 # Encountered: 1d6

Killer pancakes spin through the air, slicing anything that moves. They attack their target's neck repeatedly, in hopes of decapitating him. Anyone attacking a killer pancake must win with a Superb result to hit, due to the creature's thinness and erratic movement.



Lizard-Bird Things

Attacks: beak
Combat: Fair
Damage Factors (includes Scale):
Offensive: –5
Defensive: –5
Wound Levels: 3 Hurt, 5 Out of Battle
Size: 30 cm (Scale –9)
 # Encountered: 2d6

These are small lizards with bird wings. Males are called "bizzards," females are "lurds." Some make good pets.

Miscellaneous Tentacled Things

Attacks: 1d6+2 tentacles
Combat: Mediocre
Damage Factors (includes Scale):
Offensive: +1 for every 3 tentacles
Defensive: equal to Scale
Wound Levels: 4 Hurt, 10 Out of Battle
Size: 1d3 m (Scale –1, 0, or +1)
 # Encountered: 1d6+2

These shapeless masses ooze along surfaces, traversing walls and ceilings as easily as floors. Their tentacles ooze in and out of their bodies at random intervals.

Pterodactyl Things

Attacks: beak
Combat: Terrible
Damage Factors (includes Scale):
Offensive: –1
Defensive: 0
Wound Levels: 3 Hurt, 9 Out of Battle
Size: 2 m (Scale 0)
 # Encountered: 1d6

These clumsy reptilian birds are more dangerous when shot out of the sky above someone then when deliberately attacking. They're cowardly carrion eaters. They're most likely to just circle above the characters and make loud, raucous noises to attract predators.

Really Vicious Icky Thing

Attacks: 20 tentacles
1d6 mouths, Superb lethal poison
Combat: Great
Damage Factors (includes Scale):
Offensive: +10
Defensive: +5
Wound Levels: 10 Hurt, 30 Out of Battle
Size: 4 m (Scale 2)
 # Encountered: 1

Really vicious icky things are not recommended as house pets. See p. 69 for poison effects.

Snake Men

Attacks: claws, Poor enervative poison
Combat: Fair
Damage Factors (includes Scale):
Offensive: +1
Defensive: +0
Wound Levels: 5 Hurt, 15 Out of Battle
Size: 2 m (Scale 0)
 # Encountered: 1d6+1

Bulky snakes with arms and legs, Snake Men carry sharp sticks or spears (they love spears, and pick them up wherever they can find them). The claws are poisonous (see p. 69).

Spider Things

Attacks: bite, Fair paralytic poison
Combat: Fair
Damage Factors (includes Scale):
Offensive: –4
Defensive: –7 (min Great)
Wound Levels: 9 Out of Battle
Size: 20 cm (Scale –9)
 # Encountered: 2d6

The bite of a Spider Thing does no damage, but is poisonous (see p. 69). Once a victim is paralyzed, the Spider Things immobilize him with web and lay eggs under his fingernails and toenails. The eggs hatch 12 hours later, doing 4 points of damage.

Toad Things

Attacks: tongue
Combat: Fair
Damage Factors (includes Scale):
Offensive: see below
Defensive: –8 (min Great)
Wound Levels: 9 Out of Battle
Size: 50 cm (Scale –8)
 # Encountered: 1d6+6

Toad Things are brownish-black and appear to be covered with chopped liver.

A Toad Thing attacks by lashing out with its three-meter tongue, which sticks to the victim and begins squirting digestive juices over them. The tongue does 1 point of damage per combat phase until the toad thing dies or the tongue is severed (requiring 3 points of damage from an edged weapon).

Supernatural Critters

Unlike random icky things, supernatural critters have special attacks, high intelligence, and Supernatural Talents. They have the same Attributes and Secondary Attributes as humanoids; average Attribute levels are listed for each critter type. Secondary Attributes may differ from the scores calculated for characters because of a physical or mental difference between humanoids and the creature. Critter Supernatural Talents are identical to character Supernatural Talents.

Many supernatural critters are the result of wizards' experiments.

Combat Tactics

Supernatural critters will use any tactics their intelligence permits. Intelligent creatures plan everything possible before entering combat. They can also avoid combat if they desire.

Speaking Critters

To find if a given supernatural critter can speak, roll against the creature's Reason. A Good or better result indicates that the creature can speak.

Chimera

Attacks: three bites
two claws
Combat: Good (5 attacks per combat phase)
Damage Factors (includes Scale):
Offensive: +1 (goat bite)
+2 (claws, dragon bite)
+3 (lion bite)
Defensive: –2
Awareness: Good
Constitution: Fair
Dexterity: Fair
Id: Mediocre
Reason: Mediocre
Strength: Fair
Scale: +2
Supernatural Talents: Pyrokinesis
Magic Points: 90

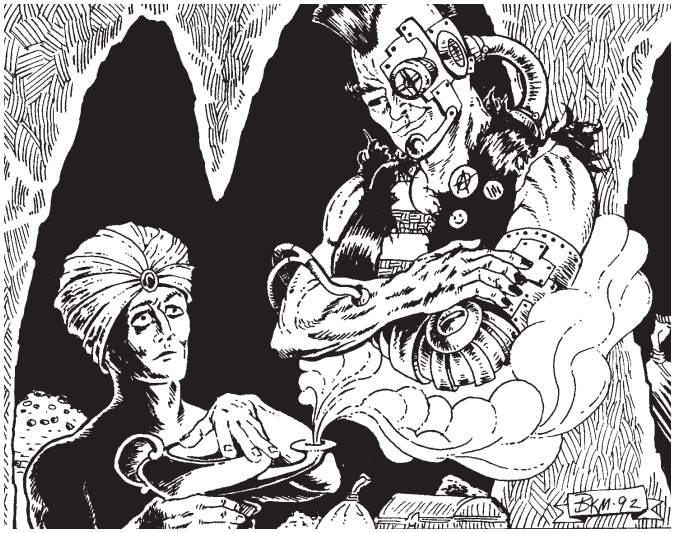
A chimera has the rear body of a goat, the front torso of a lion, dragon wings, and three heads: one of a dragon, one of a lion, and one of a goat. The wings work for short distances, allowing the chimera to fly for 2-4 combat phases at a time. Chimerae are solitary creatures and fight viciously if disturbed. They look for excuses to be disturbed. The chimera's favorite combat tactic is to hide in trees, then drop down on targets.

Cockatrice

Attacks: bite, or petrification (see below)
Combat: Fair
Damage Factors (includes Scale):
Offensive: –2
Defensive: –1
Awareness: Fair
Constitution: Mediocre
Dexterity: Fair
Id: Poor
Reason: Terrible
Strength: Mediocre
Scale: –2
Supernatural Talents: none
Magic Points: 80

A cockatrice is an ill-tempered chicken-lizard. Its feathers have a metallic sheen; its beak holds a long, frog-like tongue. If cockatrices had their way, they'd petrify everything they see. Fortunately, cockatrices have bad vision. A cockatrice must make a Great Combat roll to focus its vision on a target well enough to petrify it. Petrification takes 40 Magic Points. One method to deal with a cockatrice is to throw two people in front of it, then walk over and pick it up.

A Resurrection or Reality Shift spell restores a petrified character to life and flesh.



Djinn (Genie)

Attacks: huge sword
Combat: Good
Damage Factors (includes Scale):
Offensive: +5
Defensive: +2 (immune to physical attacks)
Awareness: Fair
Constitution: Good
Dexterity: Good
Id: Great
Reason: Fair
Strength: Good
Scale: +1
Supernatural Talents: Adaptation, Invisibility, Psychometry, Telepathy, Teleportation, Ultra-Violet Vision
Magic Points: 200

Djinni are humanoid air currents that stand 4-5 meters tall. A djinn's great physical strength comes from its ability to focus air currents within itself. Physical attacks have no effect on djinni. Only beam weapons, spells, and radiation weapons harm a djinn.

Each djinn has a bottle, where it sleeps. A djinn cannot move its own bottle, but can teleport to and from its bottle and move freely once out. When a djinn's body dies, the djinn reappears in its bottle. A dead djinn's essence cannot leave its bottle until released. Anyone who opens a dead djinn's bottle releases the djinn's essence. The djinn flows out of the bottle in a whirlwind, forming a new corporeal body. Most djinni are grateful for release, and will offer to do a favor or two to the person who released them. 30% of all dead djinn bottles hold a djinn confined for good reason, such as madness or criminal tendencies.

Dragon

Attacks: bite
claws (2)
breath weapon (see below)
Combat: Great (3 attacks *or* one breath weapon per combat phase)
Damage Factors:
Offensive: +6 (bite), +4 (claws) (add Scale)
Defensive: +4 (add Scale)
Awareness: Superb
Constitution: Superb
Dexterity: Great
Id: Legendary
Reason: Great
Strength: Good
Scale: +4 to +10
Supernatural Talents: Adaptation, Heightened Smell, Heightened Vision, Infrared Vision, Perception, Regeneration, Resist Heat, Telepathy, Ultra-Violet Vision
Magic Points: 150

Alligators mutated to extremes, dragons come in a variety of forms. Most are serpentine, with strong arms and legs, prominent jaws, and thin wings.

Dragon Breath

Dragons can expel poison gas, flame, cold, or shrapnel when they exhale. The dragon must roll against Combat when using its breath weapon. Range modifiers are: +2 up to 10 m; 0 up to 20 m; –2 up to 50 m. Dragons cannot breathe at anything within one meter without damaging themselves as well. Each dragon has one type of breath weapon.

Fire/Cold: 50 Magic Points, 2d6 m burst radius, 3 points of damage
Noxious Gas: 20 Magic Points, 4d6 m burst radius, Superb regurgitative poison
Poison Gas: 75 Magic Points, 2d6 m burst radius, Great lethal poison
Shrapnel: 1d6 m burst radius, 5 points of damage

To recharge a shrapnel breath weapon, the dragon must spend ten minutes eating rocks or other small debris. A dragon with any other breath weapon can use it whenever it has enough Magic Points to do so.

A dragon's prime interest is in its own luxury. Some cities hire the local dragon as a city employee at an exorbitant salary, both to keep it from eating the citizenry and to handle complaints.

A dragon is not dangerous unless disturbed, annoyed, or denied something. Anyone idiotic enough to do any of these deserves what he gets.

Long-lived dragons accumulate huge treasure hoards. They defend their treasure *almost* to the death. A dragon will always save enough Magic Points to regenerate if it approaches death. Anyone who scares a dragon away from its hoard will find themselves simultaneously lauded for their bravery and avoided — dragons never forget thieves.

Ghost

Attacks: none
Combat: n/a
Damage Factors: n/a
Awareness: Good
Constitution: n/a
Dexterity: Poor
Id: Legendary
Reason: As when alive
Strength: n/a
Scale: As when living
Supernatural Talents: Telekinesis
Magic Points: n/a

Imagine a sleepless night after a hard day, where you feel short-tempered, clumsy, slow, and irrational. Now imagine a sleepless death after a hard life, and multiply that feeling a thousandfold.

Disturbing a new grave might generate a ghost of the newly dead. Ghosts appear as gleaming, translucent versions of their living selves. Characters must get a Good result on a Vision Skill or Awareness roll to notice a ghost's almost-invisible form.

Although ghosts cannot touch anything, they have nearly unlimited Telekinesis. They can move anything up to 100 kilograms at one meter per second, any number of times. A ghost's telekinesis is clumsy and usually breaks things, only adding to the spirit's frustration and anger. A ghost cannot speak audibly or write legibly, but it can use its telekinesis to work an Ouija board.

A ghost's ultimate objective is the restoration of its grave so it can go back to sleep. The ghost cannot reveal the grave's location, but a ghost remains within 20 kilometers of the grave and usually much closer.

A ghost cannot be Resurrected until the grave is restored. Weapons and spells do not affect ghosts.

Gryphon

Attacks: bite, two claws
Combat: Great (3 attacks per combat phase)
Damage Factors (includes Scale):
Offensive: +5 (bite), +4 (claws)
Defensive: +4
Awareness: Legendary
Constitution: Fair
Dexterity: Good
Id: Great
Reason: Superb
Strength: Fair
Scale: +4
Supernatural Talents: Absorption, Acceleration, Heightened Hearing, Heightened Smell, Infrared Vision, Psychometry
Magic Points: 100

Gryphons have the body of an extremely large lion, with an eagle's head and wings. Their paws are large and heavily clawed. They are graceful flyers.

Gryphons are known for their wisdom, intellect, and thoughtful but different perspective on life. They treasure knowledge, and can be dealt with on reasonable terms by anyone prepared to discuss obscure 22nd century Belter philosophers or Martian culinary arts.

Guardian Elemental

Attacks: two fists, or one weapon
Combat: Good
Damage Factors:
Offensive: 0 (Fists) or by weapon strength
Defensive: +1 (add Scale of current form)
Awareness: Superb
Constitution: Good
Dexterity: Mediocre
Id: Good
Reason: Fair
Strength: Fair
Scale: variable
Supernatural Talents: Adaptation, Pyrokinesis, Regeneration, Telepathy, Ultraviolet Vision
Magic Points: 100

Guardian elementals have no set shape. When first summoned, they appear identical to their summoner.

The guardian elemental guards a place or an object. The elemental is implacable, does not sleep, eat, or breathe, and cannot be bribed or corrupted.

The elemental uses Telepathy to discover what any intruders fear most, then changes into that form. A guardian elemental can assume any form needed, and can use all equipment appropriate to its shape. No matter what form the elemental takes, however, it retains its Attributes and nature. When the elemental changes shape, it retains that shape until it deliberately changes shape again.

Guardian elementals are most often summoned with the Guardian spell (see p. 94). The elemental will guard a locale specified by the caster, under the terms the caster sets.

Occasionally, guardian elementals spontaneously appear near valuable objects or places of importance. A series of guardian elementals plagues New York subway station #11's men's restroom.

Hellhound

Attacks: bite plus a Fair poison (see below)
Combat: Fair
Damage Factors (includes Scale):
Offensive: +2
Defensive: +1
Awareness: Legendary
Constitution: Good
Dexterity: Good
Id: Good
Reason: Poor
Strength: Fair
Scale: +1
Supernatural Talents: Pyrokinesis
Magic Points: 100

Hellhounds are large black dogs, used by high elementals and deities as messengers and servants. Legend says that each hellhound serves a particular high elemental or deity, and hellhounds have their lord's mark engraved on the inside of their left ear.

Go ahead. Look.

A high elemental might send a hellhound to aid someone it has an interest in. On the other hand, the high elemental might send a hellhound to hinder or confuse someone. The hellhound is implacable in its duties, and cannot be dissuaded. Hellhounds are useful guards and excellent trackers, as they need no rest and have very good senses.

A hellhound's poison has effects in keeping with the nature of the high elemental it serves (the GM should choose — see p. 69). A hellhound dissolves into ichor 1d6 combat phases after death.

Hellhounds do not speak.

Minotaur

Attacks: two fist attacks, one gore attack *or* one weapon attack
Combat: Mediocre
Damage Factors (includes Scale):
Offensive: +4 (each fist), +5 (horns), or by weapon strength +4
Defensive: +2
Awareness: Fair
Constitution: Good
Dexterity: Mediocre
Id: Mediocre
Reason: Mediocre
Strength: Superb
Scale: +1
Supernatural Talents: Heightened Strength, Infrared Vision, Lifetap
Magic Points: 50

The minotaur is a humanoid with the head of a bull. First created by a geneticist masquerading as a veterinarian, the minotaur should have died a quick and painful death immediately after birth. In the chaos accompanying the opening of the Prime Gate, its maker smuggled it away to the tranquil madness of Earth.

Minotaur genes are very dominant and have various unpleasant ways of getting into the humanoid population. Minotaurs now rule tiny sections of the Earth, holding villages in thrall and demanding sacrifices every few weeks or months. They are stupid and cruel.

Pegasus

Attacks: two hooves
Combat: Fair
Defensive Factors (includes Scale):
Offensive: +4 (each hoof)
Defensive: +5
Awareness: Good
Constitution: Great
Dexterity: Good
Id: Good
Reason: Fair
Strength: Fair
Scale: +3
Supernatural Talents: Locate Friend, Resist Cold, Resist Heat, Telepathy
Magic Points: 60

Graceful and elegant, Pegasi are winged horses. Many legends feature good and noble pegasi. To the surprise of zoologists, pegasi really are pretty nice. The gentle and shy pegasus will vanish into the wilderness before allowing itself to be harmed, harnessed, tagged, or photographed. A captured or enslaved pegasus will break its own wings before it allows itself to be ridden.

The pure in heart who have great need can occasionally befriend a pegasus. A befriended pegasus will never become a beast of burden, but might allow a friend to ride it on desperate occasions. The friendship of a pegasus is fragile, but grows with time and trust.

Remara

Attacks: cold (see below), constriction
Combat: Mediocre
Damage Factors (includes Scale):
Offensive: +9 (constriction)
Defensive: +7
Awareness: Fair
Constitution: Fair
Dexterity: Poor
Id: Good
Reason: Mediocre
Strength: Great
Scale: +7
Supernatural Talents: none
Magic Points: 50

The snakelike remara stretch thirty meters from nose to tail, with flesh of translucent blue ice. Frost clings to their delicate scales, and they move with a sound like liquid hydrogen flow-

ing across the ground.

Scientists have estimated the remara's skin temperature at zero degrees Absolute. The temperature around the remara starts at absolute zero (–273° C), and increases one degree each meter away from the remara. The air temperature thirty meters away from the remara is thirty degrees Absolute (–243° C).

Anyone near a remara takes the cold damage appropriate for that temperature. If someone actually approaches the remara, it will attack, wrap itself around the person, and squeeze. "Frostbite" doesn't even begin to describe the effects of a remara's touch.

Callously cruel, remara consider all humanoids beneath their notice. Remara inhabit deep valleys and high peaks, and every world now has at least one mountain range made off limits by remara.

Remara are immune to temperature damage, radiation, and projectiles. Beam weapons do half damage.

Remara started spreading through the solar system when a Belter exploring Pluto's moon Charon found a tiny baby remara slithering along the rocks. He captured the remara in a magnetic bottle, intending to take it back to the Belt for examination. The explorer's ship shattered apart near a refueling station orbiting Saturn, killing the crew and releasing the baby remara in Saturn's Rings. In the last fifty years, that remara's offspring have infiltrated most of the cold corners of the solar system — remara reproduce by fission.

Troll

Attacks: two fists, or one weapon
Combat: Good
Damage Factors (includes Scale):
Offensive: +4 (each fist), or +5 (club), or by weapon strength +4
Defensive: +3
Awareness: Mediocre
Constitution: Good
Dexterity: Fair
Id: Fair
Reason: Poor
Strength: Great
Scale: +2
Supernatural Talents: Adaptation, Cryokinesis, Regeneration
Magic Points: 50

Trolls are huge ogres. They possess all of that race's vile habits and none of its good ones. (Yes, ogres do have a good side). Where ogres enjoy being dumb, trolls are too dumb to enjoy anything. Where ogres smell bad, anyone within three meters of a troll must make a Great roll against Constitution or retch uncontrollably for 1d6 minutes. While ogres can be decent (in an brutish way), trolls are just nasty.

Trolls normally live in mountain passes or under bridges, and make their living by extracting tolls from those who wish to pass. In a commonly-used pass, several trolls might gang together to maintain control.

Unicorn

Accuracy: Good
Attacks: two hooves, or one horn (plus Superb lethal poison, black unicorns only; see below)
Combat: Good
Damage Factors (includes Scale):
Offensive: +4 (each hoof), +5 (horn)
Defensive: +3
Awareness: Great
Constitution Fair
Dexterity: Superb
Id: Good
Reason: Fair
Strength: Fair
Scale: +3
Supernatural Talents: Absorption, Invisibility
White only: Heightened Hearing, Heightened Smell
Black only: Radiation Absorption, Resist Heat
Magic Points: 80

Unicorns are horses with a single elegant horn rising from the center of their forehead. The two varieties of unicorn are white and black.

White unicorns are the famed mythological creature, good in all respects. They eat only unmowed grass and spring water, and spend their nights and days prancing through fields. The white unicorn lives in wild, uninhabited areas and would rather vanish into the woods than confront innocent trespassers. Only a virgin can befriend a white unicorn.

Black unicorns are evil, corrupt, vicious, and do strange and horrible things with virgins. Their coat, hooves, and horn are jet black, and gleam under any light. A slick coat of Superb lethal poison covers their horn. Black unicorns live in devastated areas, and often mastermind plots to create additional desirable living space for themselves.

Closing Remarks

End Notes:

Some Closing Words from Michael Lucas

Gatecrasher 2nd Edition was written between September 1993 and May 1995, and then went through extensive re-writing and editing. Its predecessor, *Gatecrasher* (1st Edition, I suppose, although that isn't specified anywhere on the silly thing), was written between April 1980 and September 1991. My thanks to all who helped during those long years. To name them all would take more space than there is in this book, I'm afraid.

Some people who bought the first edition are probably wondering how to keep their old campaign going with these new rules. Converting from *Gatecrasher* to *Gatecrasher 2nd Edition* is trivial. Don't be afraid. It doesn't bite… hard. If you have any trouble with converting your characters or campaign to the new system, contact the 2nd Edition publisher (address at right).

Some of you might have purchased the Hot Tub Dragon Games **Believe it or Else!** *Gatecrasher* supplement, but don't have the original rules and don't quite know how to use it with FUDGE. It's fairly simple to handle. First, the abbreviations: CRD = Coordination, ACO = Aerial Coordination, STR = Strength, MST = Mental Strength, CHN = Channeling (or Magic Ability), KNW = Knowledge, RSN = Reason, and RAA = Magic Points. Adding 3 points (or 1 die) to any of the 1st Edition traits is about the same as adding one FUDGE level. One die of damage in the old system equals about one point of damage in the new. The rest is left for an exercise for the reader, but FUDGE GMs shouldn't have any trouble with it.

Game fans usually expect some sort of nice philosophical bits at the end of a game. I'm sorry, I haven't shouted from cathedral towers or anything like that. (I've been shouted at from one, I admit.) I'm still looking for a job smuggling llamas into Peru.

Eat your spinach. It's good for you.

Precise Metric Conversions

1 centimeter (cm) = 0.3937 inches
1 meter (m) = 3.280840 feet (1.0936 yards)
1 kilometer (km) = 0.6214 miles
1 kilogram (kg) = 2.2046 pounds

To convert miles to km, multiply by 1.852.
To convert feet to m, multiply by 0.3048.
To convert pounds to kg, multiply by 0.45359237.

About Ben Spade

Some of you may have admired that handsome fellow on page 8, and wondered who he is.

To learn more about Ben Spade, find a copy of Hot Tub Dragon's **Believe it or Else!** Or contact Seraphim Guard (address below).

About Seraphim Guard

Seraphim Guard is a publishing company dedicated to producing excellent products for gamers. Our core products use FUDGE, a role-playing game developed by Steffan O'Sullivan with input from gamers on the Internet. (The FUDGE text files may be downloaded from the Seraphim Guard web page, and from other Internet sites.) We are working on supporting other fine role-playing games as well.

How to Contact Us

We'd love to hear from you! Let us know what you think of FUDGE, *Gatecrasher,* or any other Seraphim Guard products you see. Tell us what sort of products you'd like to see or send us a proposal for something you'd like to write!

We can be reached at:

http://www.seraphim-guard.com/

Don't forget to stop in on our dicussion forums, available as a link on our web site or by clicking directly to:

http://www.seraphim-guard.com/forums/

There's Help Available!

If you have any questions or comments, feel free to contact the publisher.

GMs plagued by players who read the entire rulebook and then, during a game session, say such things as "Cool, a [insert monster here]! They can be killed by [insert method here]!" should feel free to contact the publisher for help. We'll be happy to provide descriptions of Random Icky Things your players will not have memorized. GMs are of course encouraged to create their own Random Icky Things and other creatures, as well.

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Gatecrasher Character Sheet

Name: _____

Player: _____

Unspent EP: _____ **Fudge Points:** _____

Character Story & Personality:

Native Gravity: **Tech:** **Wizardry:**

		Defaults:	EP
+3	Superb		8
+2	Great		4
+1	Good		2
0	Fair	…Attributes	1
–1	Mediocre		1
–2	Poor	…Most Skills	1
–3	Terrible		1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = The cost (in experience points) to raise a skill to this level from one level below

Wound Levels	1,2 Scratch	3,4 Hurt	5,6 Very Hurt	7,8 Incapacitated	9+ Near Death
	☐☐☐	☐☐	☐	☐	☐

Attributes

Awareness: _____
Constitution: _____
Dexterity: _____
Id: _____
Reason: _____
Strength: _____

Magic Points: _____
Magical Effect: _____
Move: _____
Damage Capacity: _____

Supernormal Powers

Skills

Gifts

Equipment

Faults

Damage Factors

Offensive:

Defensive: